

MARSHES OF MALICE



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Introduction

Wetlands strike a primitive nerve in all of us. There is something primordial about a realm that is not completely terrestrial and not wholly aquatic. Just as life emerged from brackish waters countless millennia ago, the transition zone from ocean, river, lake or sea to dry land harkens back to that distant age when one daring creature abandoned its watery sanctuary and took that first, tentative step onto the proverbial good earth. From that seminal moment forward, the wetlands became ingrained into the human consciousness as a window that looks back upon the origin of the species. While land-based creatures evolved from their humble beginnings into something more congruous with us, the flora and fauna we left behind in the wetlands retained their prehistoric traits. The ubiquitous alligators and crocodiles that lord over this semi-aquatic domain best exemplify this principle. These aggressive reptiles are more akin to the mighty dinosaurs that roamed the planet long before humanity first appeared than any of the mammals that dominate dry land. Thus, we frequently equate swamps, marshes, bogs, and fens with more feral times when the world was new, rawer and full of mystery. For us, wetlands never moved past those crude, basic stages. Instead, they remain mired in simplicity and savagery to this very day.

Wetlands beckon adventurers to leave their sedentary existences in the dust and explore a domain completely alien to most wilderness explorers. Whether searching for the remnants of a lost civilization overrun by shifting tides and overgrown vegetation or pursuing diabolical creatures that would prefer anonymity behind a curtain of fog and dense overgrowth, the wetlands offer a breadth of opportunities and perils for intrepid individuals. Long forgotten treasures await those with a stout heart and sound mind, yet numerous obvious and hidden dangers also lurk behind the lush reeds and tall trees. Wetlands never give up their secrets without a fight. Disease runs rampant in the warm, moist incubator that is most swamps and marshes. Spread by flying pests, tiny earthbound insects or simple, parasitic organisms, these deadly contagions wreak as much, if not more, havoc than volatile gases, raging peat fires, quicksand and sinkholes combined. Likewise, ferocious beasts and seemingly otherworldly monsters stand at the ready to defend their territories and most prized possessions against any trespassers who encroach onto their fiefdoms. *Marshes of Malice*, the latest entry into the Perilous Vistas

series, joins real-world elements and the fantastical together to breathe fresh life into this overlooked environment. GMs receive a bevy of information about running a campaign or lone adventure in this rugged terrain that includes rules and advice on adjudicating travel across this challenging landscape and waterways, negotiating natural and manmade hazards, and determining prevailing weather conditions. This sourcebook fosters a greater understanding of the wetlands' critical ecological role in relation to its inhabitants as well as neighboring biomes. If nothing else is certain, wetlands experience constant flux, which allows GMs to use uncertainty as their greatest ally. Unexpected and never-before-seen encounters enhance the exhilarating sensations of coming face to face with the great unknown.

Of course, this sourcebook strives to create a level playing field. Players benefit from a diverse array of feats, alternative skill usages, equipment, and spells to overcome otherwise insurmountable obstacles in order to win the day. Characters can emulate an ornery crocodile in battle, identify the best location to build a canal, create water-resistant shoes and clothing, find a missing corpse dumped in a swamp, and even launch a torpedo at an underwater target. Those seeking greater specialization can acquire magical treasures that give them improved mastery over their environment and explore divergent class archetypes ideally suited to deal with the indigenous men, monsters and dangers that lie in wait for wetlands explorers. *Marshes of Malice* also features three new adventures that spotlight locations and events that previously appeared in *Rappan Athuk*, *Mires of Mourning* and *Borderland Provinces*, all from **Frog God Games**. In addition, it also builds upon areas slated to appear in the upcoming *Lost Lands Campaign Setting* from **Frog God Games**. Nonetheless, *Marshes of Malice* is a standalone product; therefore, while the preceding works provide enhanced background and details about The Lost Lands, it is not necessary to own these products to use this sourcebook and run the three adventures.

So with one foot planted firmly on solid ground and the other fully immersed in still, calm waters, now imagine taking the next bold step onto a stage that constantly straddles the boundary between the terrestrial and the aquatic. As many wetlands' natives quip, "City folk immediately bemoan when their feet get wet; I only notice the water when my belt gets soaked."

Ch.1: A Wetlands Primer

Geography is a series of segues connecting competing biomes to one another. On dry land, forests slowly transition to grasslands and then ultimately to deserts. The boundaries between each ecological system change over time as weather patterns shift, and the creatures dwelling in these habitats alter the environment to suit their specific needs. The same principle applies to the interplay between land and water. Without outside intervention, oceans, rivers, lakes, and streams are not surrounded by impenetrable stone walls or earthen dams distinctly separating aquatic and terrestrial neighbors. Landmasses occupy fixed locations with varying topography of low-lying areas and extreme elevations, whereas the law of gravity governs their watery counterpart. Water sinks to its lowest point. It rushes in to submerge flat ground and depressions in the earth. Natural and manmade barriers such as higher ground and levees impede the liquid's progress and contain it. Elevated landmasses such as hills, plateaus, and mountains stand above the water level. Yet over time, even the mightiest obstacles succumb to water's dogged determination. The relentless fluid slowly erodes all obstacles that stand in its way and brings newfound territories under its dominion. The process is normally extremely slow, taking eons to come to fruition. However, rapid climate change, excessive rainfall over a compressed period of time, and violent storms can suddenly swell its ranks and vastly accelerate water's unstoppable march farther inland and to greater heights. In some instances, the water ultimately retreats when prevailing conditions stabilize. In other spots, the water irreversibly changed the surrounding landscape, turning formerly dry land into a morass of damp earth and stagnant pools.

By definition, wetlands are a natural community that is seasonally or permanently saturated by water. In this sense, natural is used to indicate that water normally overruns the landmass on a frequent and recurring basis rather than caused by an extreme or infrequent event. Thus, a land mass alongside a riverbank that becomes submerged on an annual basis during the monsoon season fits the classification of a natural community, whereas a coastal region or a low-lying area that is flooded once every decade by a passing hurricane would not. To further distinguish wetlands from landmasses susceptible to sporadic flooding, wetlands must also display at least one of the following characteristics: They must support aquatic plant life for at least some portion of the year; their soil is predominately saturated with water, thus creating an anaerobic environment; or the sediment present at or near the surface is saturated with water or covered by shallow water during at least part of the growing season.

Wetlands act as a transition zone between bodies of water and landmasses. As such, they are substantially smaller in size than purely terrestrial biomes such as deserts and grasslands. The world's largest contiguous freshwater marsh, the Florida Everglades, encompasses roughly 4,200 square miles, whereas the world's largest wetland, the Pantanal in South America, encompasses a maximum area of 75,000 square miles. By comparison, the world's largest hot desert, the Sahara Desert, covers an area of 3.6 million square miles. There are many different wetlands throughout the world, but scholars generally classify all wetlands as belonging to one of the following four categories — swamps, marshes, bogs, and fens. Though all wetlands have at least one of the properties discussed in the preceding paragraph, they differ greatly from one another in many respects. For instance, swamps and marshes can be saturated by saltwater, freshwater, or a combination of both depending upon their location. Bogs and fens always contain freshwater and can be found at elevations above sea level where swamps and marshes are extremely rare. Swamps, especially saltwater swamps, are usually found in tropical and subtropical regions adjacent to large bodies of water. Marshes typically occupy coastal areas in temperate regions, while bogs and fens usually form in colder environments where water remains in its liquid state, and it is still warm enough to support plant life. It is impossible for wetlands to develop in frozen lands, thus Antarctica is the only continent on Earth without any wetlands. The depth of the water found in swamps and marshes is typically greater than that encountered in bogs and fens,

so while it is possible to cross through a swamp or marsh on a boat, it is extremely challenging to do so atop their shallower counterparts.

Despite being saturated or completely submerged beneath standing water for at least some portion of the year, freshwater wetlands teem with life. They host a diverse array of fauna and flora specially adapted for this partially aquatic environment. Several species of trees, shrubs, grasses, and rushes thrive in the damp and often anaerobic soil. Likewise, amphibians, insects, reptiles, and mammals also make their mark on the land in their own way. Most habitats with an abundance of plants and animals attract humanoid settlers, yet wetlands are often an exception. Virulent pests, particularly mosquitoes, breed in the stagnant waters covering the saturated soil, infecting unwary creatures with a multitude of deadly diseases. Large predators such as alligators and crocodiles swim through the murky waters, discouraging humanoid visitors from trespassing in their territory. Even the simple act of walking through the wetlands can be a laborious task of slogging through countless acres of deep, fetid mud and peat that can swallow an unwary passer-by with ease.

It requires tremendous effort and immense resources to transform swamps, marshes, and mires into arable land. Water must be drained. Trees and shrubs have to be felled, and precautionary measures must be taken to prevent the dry land from reverting to wetlands during the next rainy season or cataclysmic weather event. Nonetheless innovative engineers have defied conventional thinking and fashioned marvelous cities from the saturated earth. As with most massive civic projects, the reason for undertaking such an immense project boils down to the site's location. Wetlands are generally found in close proximity to vital waterways that facilitate commerce, such as rivers, lakes, and oceans. Many settlements constructed in these regions serve as ports for ships and boats navigating the nearby trade arteries. For instance, the Aztecs built their grand capital city of Tenochtitlan atop a swampy island along the western shores of Lake Texcoco in central Mexico. Likewise, the magnificent city of Venice sprang up from the marshland that forms the Venetian Lagoon near the Adriatic Sea. Instead of building cobblestone streets within the metropolis, both civilizations relied upon causeways and boats to ferry people and goods throughout the city along its watery avenues.

However, humanity's intervention sometimes has unintended consequences. Wetlands serve a vital ecological role, especially in coastal regions. Draining swamps and marshes for the purpose of eradicating breeding grounds for disease-carrying mosquitoes and making more acreage available for farming seem to be in the public's best interests. Yet, this biome plays a crucial role in protecting coastal regions from devastation, as best exemplified in modern times by the destruction Hurricane Katrina wrought during the storm's march through Louisiana in 2005. Ideally, wetlands function as immense sandbags. They absorb floodwaters from storm surges and prevent them from reaching settled areas farther inland. Manmade projects primarily during the last two centuries destroyed large swaths of the wetlands surrounding New Orleans, depriving the city of a significant portion of its natural defense against storms, which left it more vulnerable to flooding. Conversely, wetlands release their excessive stores of freshwater during periods of prolonged drought, replenishing vital aquifers and groundwater supplies that provide humanoid settlements the water they need for irrigation and drinking. In addition, wetlands naturally filter pollutants and other contaminants from the water. These unwanted particles settle at the bottom of the marshes where they become trapped beneath subsequent layers of silt and sediment. Some of the microorganisms inhabiting these murky depths feed on the phosphorous typically found in these toxic compounds further mitigating the damage they can cause.

Still, these benefits are not enough to eliminate the negative stereotypes surrounding this essential ecosystem. By and large, humanoids view wetlands — swamps and bogs in particular — as foreboding, inhospitable hellholes plagued by rampant pestilence, voracious beasts, dark magic, oppressive humidity, and the foul stench of decay. Fortunately, adventurers

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are a different breed than the common man. Inquisitive minds and brave souls do not let commonly held perceptions and old wives' tales stop them from venturing into this hybrid domain of land and water in search of the answers to age-old mysteries and wondrous treasures long forgotten beneath the brackish waters. Those who succeed in their endeavor emerge wealthy and triumphant, while those that fail meet their end in a watery grave.

Location, Location, Location

As the old real estate adage goes, geography plays a critical role in the creation and continued survival of any wetland. The landmass's proximity to water, its elevation in relationship to the surrounding topography, and rainfall are the three key components in determining whether the area remains dry or becomes a wetland. The land must receive enough rainfall or have enough stored water to saturate the soil and also support plant life. In the vast majority of cases, several processes work in tandem. Frequent downpours overflow the banks of swollen rivers, lakes, and streams, causing their excess water to spill into the wetlands. However, regions that receive little to no rainfall, such as a hot and dry desert, can support wetlands under the right conditions. Reeds, grasses, and grains may take root along the banks of an oasis or a river carving a path through the arid sands. Still, these examples are a rarity, as most wetlands conform to the conventional model of experiencing high humidity and ample rainfall.

The most prevalent types of wetlands, swamps, and marshes are found only in areas adjacent to large bodies of water such as oceans, rivers, seas, and lakes. Furthermore, these wetlands are just slightly above sea level, which prevents the water from completely draining out of these wetlands, and also ensures that the water level does not reach a height that would prevent all aquatic plants from growing in the region. As an example, no point in the Florida Everglades, the world's largest sawgrass swamp bordering the Atlantic Ocean and Gulf of Mexico, is higher than 7 feet in elevation. Likewise, the swamps that dominate large swaths of Louisiana are slightly above sea level and are also near the Mississippi River and the Gulf of Mexico. Swamps and marshes are not found in coastal regions where the elevation is substantially higher than sea level. For instance, in the United States, swamps and marshes are predominant along the low-lying Southeastern and Mid-Atlantic coastlines bordering the Atlantic Ocean along with the Gulf Coast, but there are significantly fewer marshes and swamps along the hilly and mountainous western United States adjacent to the Pacific Ocean.

Bogs and fens differ from swamps and marshes in the respect that their existence is more dependent upon their elevation in relation to the surrounding landscape than their actual height above sea level. In fact, it is not uncommon to encounter bogs and fens at elevations in excess of 1,000 feet. Like a desert oasis, bogs and fens are depressions in the earth akin to basins. Instead of being fed by adjacent large bodies of water, these two wetlands collect copious amounts of rainfall, water runoff from nearby higher elevations, and groundwater to fill their reservoirs. While they do not directly rely upon large bodies of water for moisture, these wetlands can exist only in a chilly, humid climate that experiences ample quantities of precipitation. Deserts and other semi-arid regions are too warm and dry to support these particular types of wetlands. Bogs and fens need cool temperatures because they rely upon decaying organic matter that falls into the basin to absorb and retain moisture just like a sponge. If the area is too hot and dry, the sunlight and heat rapidly evaporates any standing water and quickly desiccates the rotting plant material, making it too brittle to serve its necessary purpose.

Game Applications

Wetlands serve as a bridge connecting the cities and towns found on dry land to the vital waterways linking settlements to the rest of the world. Marshes and swamps surround most major ports as well as the nearby riverbanks, coastal regions, and lakebeds. It is not uncommon for wetlands' residents — humanoids, animals, and monsters alike — to prey on explorers and commercial traffic passing through this rugged domain. Inexperienced boat captains navigating these shallow and confusing channels sometimes run aground on the mud or become hopelessly lost amid the tangle of watery arteries crisscrossing the wetlands. The

treasures resting within these sunken vessels often remain undisturbed for years beneath the cloudy waters. Some bold creatures take matters into their own hands and venture outside the safety of wetlands to ply their nefarious crafts in neighboring communities. When they complete their intended mission or face superior opposition, the cunning predators slink back to the murky depths of their semi-aquatic abode. Mastery and knowledge of the terrain give the wetlands' inhabitants a decided tactical advantage over tenderfoots making their first foray into this uncharted world. Nonetheless, the frenetic drone of insects, eerie flickers of pulsating light, the sight of glowing eyes atop the water's surface, and the unnerving sound of splashing water cannot dissuade seasoned adventurers from delving into muck and mire in pursuit of wayward mariners, evildoers and fantastic riches.

Types of Wetlands

To the novice outdoorsman, all wetlands look, and unfortunately, smell alike. Dirty water, moss-covered plants and malodorous mud are the only features visible to the untrained eyes and nose. Closer scrutiny and some expertise in the science of botany unearth the finer details that distinguish one variety of wetlands from its counterparts. No one can tell whether a particular wetland contains saltwater, freshwater or a combination of both by looking at the water itself, but an onlooker familiar with the types of plants that flourish in these semi-aquatic environments can easily make that important distinction. Flora is the defining factor when classifying wetlands. In simplest terms, swamps are wetlands dominated by woody plants, whereas marshes are wetlands where soft-stemmed vegetation such as grasses and rushes are most prevalent. Both varieties can support a saltwater or freshwater system. Mires, which include bogs and fens, are exclusively freshwater wetlands. Correctly classifying bogs and fens requires closer examination than swamps and marshes. In the preceding case, the mire's water source generally determines whether a particular tract of land is a bog or a fen. Once a character learns the basic characteristics of the various wetlands, proper identification of such becomes considerably easier.

It is not unusual for people to use alternate names for a particular type of wetland. For instance, swamps are often referred to as bayous in Louisiana. The following table lists some of the alternate names used to describe several wetlands.

Table 1-1: Alternate Wetland Names

Type of Wetland	Alternate Name
Swamp	bayou ¹ , morass, slough
Marsh	delta ¹ , morass, moor
Bog	mire, muskeg, swamp, quagmire
Fen	moor

¹It is important to note that bayous and deltas refer to bodies of water rather than landmasses. Though they are often mistakenly used as synonyms for swamps and marshes, they are not actual wetlands.

Swamps

In the minds of most casual observers, the terms wetlands and swamp are synonymous. Indeed, all swamps are wetlands, but the reverse statement that all wetlands are swamps is wholly inaccurate. As previously mentioned, swamps are wetlands dominated by woody plants, whereas marshes are wetlands where soft-stemmed vegetation is the most prevalent type of flora. In a basic sense, swamps are flooded forests where the floodwaters never completely recede back to their former banks for an extended period of time. They are further subdivided into tree and shrub swamps, as well as being classified based upon the salinity of the water. Swamps are the only variety of wetlands that may be covered by a tree canopy, a trait that partially or in some cases totally blocks the

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sun for much of the daytime hours and then plunges the area into total darkness when dusk falls. The wetlands' green roof roughly duplicates an artificially built ceiling, giving explorers the false sense that they are traveling through an enclosed, claustrophobic tunnel. It is perhaps this feature, above all others, that explains why swamps are often considered dark mysterious places teeming with savage beasts and wicked monsters.

Swamps are always found adjacent to the ocean, sea, gulf, river, lake, pond, or stream that provides their water supply. The vast majority of swamps are found at elevations slightly above sea level in coastal regions bordering bodies of water. However, swamps can exist at altitudes well above sea level under the right conditions. These swamps are typically encountered in ravines, where water runoff from rain and snowmelt creates streams and brooks that feed a partially submerged forested region. Still, these exceptions are rare and pale in size and diversity to the considerably more common low-lying swamps that border significantly larger bodies of water.

The type of water that fills the adjacent body of water determines whether saltwater or freshwater saturates the land. Saltwater swamps spring up in coastal regions bordering a large saline body of water such as an ocean, sea, or lake. The iconic mangrove, a shrub with a high tolerance for salt, dominates these wetlands. Unlike conventional plants, this shrub's roots protrude above the soil but also extend above the surface of the water, making it appear that the mangrove is a tightly bunched cluster of smaller shrubs rather than a lone individual. This plant serves a crucial purpose in saltwater swamps. Its tangled web of roots, which resemble a wooden cage, traps sand and other organic material washed ashore by the tides. In this way, the mangrove literally builds land. Mangroves that collect enough sand and debris create small islands known as hummocks. These makeshift landmasses turn the swamp into an expanse of twisting, watery corridors winding around the mangroves. Yet the roots also serve another vital use for this delicate ecosystem. Shrimp, barnacles, oysters, worms, and protozoa, the creatures occupying the bottom rung of the saltwater swamp's food chain, feed on the rotting plant matter captured in the tendrils of the mangrove's roots. The abundant supply

of prey attracts birds, fish and other animals to the region, including the saltwater swamp's apex predators, the crocodile and the tiger. While the mangrove can thrive in saline environments that few other woody plants could endure, the shrub's weakness lies in its inability to withstand cooler weather. Thus, saltwater swamps are exclusively confined to tropical and subtropical regions where warm temperatures and frequent rainfall are the norm throughout the year.

Freshwater swamps are typically encountered farther inland where cresting rivers, lakes, and streams inundate the soil with floodwaters. A more diverse collection of water-resistant trees and shrubs make up the flora found in a freshwater swamp. Cypress, red maple, water tupelo, willow, and several varieties of oak, including the pin oak and the overcup oak, are some trees that grow in the soaked earth. Moss also clings to these arboreal giants' overhanging branches, while tiny plants known as duckweed bob atop the water's surface. In addition to withstanding the ravages of near-constant exposure to water, many of these trees can endure colder temperatures. Thus, freshwater swamps can exist in tropical, semitropical, temperate and boreal climates. Shrubs such as buttonbush, dogwood, cabbage palm, and swamp rose may coexist with their larger woody cousins, or they may be the dominant plant species in the swamp. Scholars sometimes classify such wetlands as a shrub swamp to distinguish it from the more prevalent tree swamp. Other types of flora, such as water lilies and arrowroot, are also common in this environment. As in the case of saltwater swamps, numerous small shellfish, insects, rodents, birds, frogs, and other animals make their abode in this damp, muddy terrain. Humanoids often associate one voracious predator with this soggy environment — the fearsome alligator. These creatures are right at home in the murky waters and filthy earth. However, they are not the freshwater swamp's only terrifying hunter. Panthers, snakes, bears, and foxes also prowl on the land and in the water.

The swamp's reputation as an inhospitable land teeming with dangers is so pervasive that even the most desperate refugees travel miles out of their way to circumvent this dark, godforsaken, stifling realm. Indeed, the biome's wild animals, contagions, and intense heat have felled

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countless explorers throughout the course of history. Yet despite the numerous hazards, many intrepid humanoids successfully make a go of life in this semi-aquatic environment. The wealthiest and most-advanced civilizations possess the engineering skills and financial resources to hew trees, drain water, and reclaim arable land on a grand scale as the Aztecs did when they built Tenochtitlan. On the other hand, a strategically placed dam or a bulwark of levees placed around a slightly elevated tract of land may be sufficient to transform acres of saturated dirt into arable land able to support wooden homes in addition to crops and livestock.

However, the vast majority of swamp communities lack the money, manpower, and materials to undertake civic projects of massive proportions. Floodwaters and storm surges are a constant danger to these settlements' long-term survival, especially in coastal areas that feel the recurring wrath of hurricanes and regions vulnerable to recurrent flash floods. Erecting permanent structures on hummocks and parcels of land that are periodically dry is an extremely risky proposition even without the potential for violent storms. The low water table makes excavating underground complexes impossible without powerful magic. Instead, architects must look up for solutions to these complex design problems. The swamp's numerous trees tower over the water, allowing construction crews to use their water-resistant trunks to create arboreal communities. Crude bridges and hanging vines then connect the residences to one another. Stilts offer another ingenious alternative to this dilemma. These incredibly long poles carved from water-resistant wood are pounded deep into the wet ground and serve as the foundation for the elevated structures they support. These support beams reach an average height of 10 feet above the water. A permanent dock affixed to wooden stairs, a ladder, or a knotted rope links the elevated structure and the surface. Crude bridges sometimes connect neighboring buildings to one another and a shared pier. These aboveground spans can evolve into a sophisticated network of highways similar to a conventional city grid.

Despite the residents' deliberate efforts to avoid destructive flooding and unwanted incursions by the swamp's native wildlife, life revolves around the water sitting beneath their front door. Humanoids either sink or swim in these hardscrabble communities. Soon after taking their first steps, young children learn to hunt, fish, boat and, of course, swim within these fickle waters. Mastery of these skills is essential for survival in this hostile environment. Though traditional farming is possible in some areas, most humanoid populations hunt wild game on the scattered patches of dry land and troll these productive waters for tasty bass, perches, and other indigenous species. Those who excel at these crucial tasks can also parlay their success into a commercial enterprise. The bounties of the swamp fetch a handsome price in distant markets. Shellfish such as shrimp and crawfish are culinary delicacies in some cultures. Oysters are reputed to be an aphrodisiac, and under the right conditions, they can produce wondrous pearls. Crocodiles and alligators are prized for their durable and aesthetically appealing leather. The cunning men and women who live off the land in this difficult environment can make an extremely lucrative living selling their wares to countless others in far-flung cities, towns and villages.

Swamp Campaigns

The swamp's extremely high water table makes it nearly impossible to delve into subterranean complexes without being completely immersed in water. Amphibious and aquatic creatures are well aware of this reality. They frequently reside in murky, underwater caves where surface dwellers are at a decided disadvantage attempting to see and breathe in this dark, airless realm. Humanoid adventurers exploring this dismal world must successfully adapt to this challenging environment in order to survive and emerge triumphant. At a minimum, characters venturing into the swamp need to be at least adequate swimmers. Though the swamp's slow-moving and often stagnant waters lack the dangerous currents, crashing waves, and riptides encountered in large bodies of water, all it takes is one wrong step or a capsized boat to plunge an unsuspecting character into the brackish depths. Mangrove roots, cypress knees, and other plant material can ensnare any creature that accidentally slips into the water. This can be extremely problematic for adventurers wearing heavy or bulky armor, especially if the equipment is forged from ferrous metals. In addition to weighing the adventurer down, iron and iron alloys are susceptible to rust after prolonged contact with oxygen, air moisture, and water. Seasoned

explorers opt for lightweight gear that does not inhibit their range of motion or act as the equivalent of a ballast stone. More experienced adventurers actively seek magical items and spells that allow them and their allies to see, move and breathe underwater without impediment.

Still, many swamp denizens dwell in aboveground shelters in the trees, atop the hummocks and on the scattered patches of solid ground that emerge during extended dry spells. As discussed, humanoid communities are commonly found in these areas. Smaller settlements typically incorporate the surrounding terrain into their design plans, thus hummocks and tightly packed copses of trees usually serve as the foundations for homes, businesses, and administrative buildings. On the other hand, advanced civilizations with the wherewithal and resources to build on a grand scale may drain the swamp and construct massive levees, dams, walls, and other structures to keep the omnipresent floodwaters at bay. However, nature, unlike humanity, is a tireless and eternal foe. All manmade buildings and societies eventually crumble, and the swamp patiently stands at the ready to take back the land humanoids stole from it. The vestiges of these bygone people remain behind as dilapidated, moss-covered ruins that still conceal long-forgotten riches, mysterious wonders, and forbidden secrets. The allure of what lies beneath the mud attracts treasure seekers to the swamp's dankest corners and foulest recesses. Subsequent generations relay tales of bizarre arcane experiments, strange, glowing objects and items of great necromantic power hidden somewhere in the rubble. Yet not all of the former inhabitants abandoned their homes or went gently into that good night. Some restless spirits still haunt their old stomping grounds, while others devolved over the centuries into mockeries of their past existence. Nonetheless, these lost souls covetously guard their earthly possessions.

Of course, humanoids are not the only beings adventurers may encounter on their trek into this forested wetland. Wild beasts stalk the dirty waters and muddy shores searching for their next kill. Crocodiles and alligators are perhaps the most iconic and feared of the swamps' apex predators, but they are not the only hunters. Large mammals such as bears and tigers also inhabit this heavily camouflaged environment. For unknown reasons, some of these ferocious predators forego their usual prey and set their sights on man instead. When this occurs, frightened swamp dwellers turn to adventurers for aid to eradicate these deadly menaces from their territory.

Man-eaters primarily pose a danger to weaker humanoids such as children and the elderly, whereas the eerie domain's wicked monsters can decimate even the best-prepared veteran explorers in practically no time at all. Rogue wild animals can pick off one or possibly two victims in a single attack. A malevolent, monstrous foe such as a will-o'-wisp can mow through a seasoned adventuring party in less than a minute. When such dangers rear their ugly heads, humanoid residents living within the swamp as well as those in surrounding areas recruit and handsomely pay adventurers to eliminate these unwelcome creatures. It is not unusual for an indigenous swamp monster to temporarily leave the security of its wetland habitat to ply its nefarious trade elsewhere and then return to the sanctuary of the swamp after committing its misdeeds against innocent victims. On those occasions, the cries for help ring far and wide beyond the swamp's border.

Marsh

In many circles, the words swamp and marsh are interchangeable. In fact, from a geographical standpoint, they are identical. Both are saturated, low-lying landmasses bordering coastal regions and bodies of water. They each support aquatic plant life and may contain saltwater, freshwater or a mixture of both. In many cases, swamps and marshes can be found side by side, and each plays a critical role filtering pollutants and impurities from the water passing through them. Despite the overwhelming similarities shared by the competing types of wetlands, marshes have a decidedly less negative connotation than their swampy cousins. Even the name marsh sounds far less ominous than the term swamp. The only true difference between the two is the dominant flora found in each. As mentioned earlier, woody plants, i.e. trees and shrubs, lord over the swamps, whereas soft-stemmed vegetation such as grasses, reeds, and rushes rule over the marsh. This factor may help explain why marshes enjoy a better reputation than swamps. Trees and large shrubs are tall enough to create a canopy cloaking the land beneath it in darkness and give the impression that the terrain is an enclosed space. Soft-stemmed plants cannot block

MARSHES OF MALICE

out or lessen sunlight, thus marshes are as well-lit during daylight hours as any other commonly encountered biome.

Marshes are subdivided into tidal and non-tidal marshes. As the name suggests, tidal marshes are found in coastal regions that are affected by ocean tides even if the marsh is not adjacent to an ocean or a sea. Hence, the water that inundates these marshes may be saline, brackish or freshwater depending upon its source. Seawater covers large tracts of this particular wetland when the tide flows inland and are then later completely uncovered when the waters recede several hours later. This cycle of wet and dry repeats on a daily basis. The lower-lying land areas adjacent to the channel that overflow during high tide are referred to as the low marsh or the mud flats, depending upon the composition of their soil and the presence of plants. The high marsh is the more elevated parcels of land beyond the low marsh that become saturated during the rainy season when the water table rises.

Saline tidal marshes support a limited array of flora and fauna, even though the saturated soil gets a periodic respite from the saltwater. Only a handful of specialized grasses and rushes successfully adapted to the unkind conditions encountered in this alkaline environment. The flora is critical to the long-term survival of this ecosystem. The plants' roots capture sediment and other nutrients; otherwise, these materials would wash out to sea and steadily erode the tidal marsh until it became part of the body of water. These hardy plants tolerate cool temperatures remarkably well; thus, saline tidal marshes are commonly found in the middle to high latitudes. Fauna is also scarce in this challenging biome. Several mollusks, crabs, and young fish are among the few creatures that feed on the organic matter washed ashore by the tide.

Brackish and freshwater tidal marshes are extremely rare in comparison to their saline brethren. This habitat has greater biodiversity than its less-welcoming kin and is commonly found along the shores of rivers close enough to oceans and seas to be subjected to daily tidal influences. Still, the assortment of fauna and flora that live here remains fairly homogenous compared with other biomes. Grasses, sedges, cattails and wild rice are some of the plants often encountered in the low marsh areas and the mud flats. A number of bird species, including herons, osprey, hawks, and the iconic mallard duck, wade in the shallow waters and nest in the grasses along shore. Several fish species spawn in the freshwater tidal marshes, and mussels are found in abundance on the channel.

Conversely, non-tidal marshes are almost exclusively freshwater systems found near the mouths of rivers and in areas of low elevation and depressions that are routinely saturated by the overflow from lakes, ponds, streams, and river tributaries. In addition to deriving moisture from neighboring bodies of water, these nutrient-rich wetlands also add substantial amounts of precipitation, groundwater and surface runoff to their water stores. These marshes appear in every climate on Earth other than the Arctic. They are found along the edges of an oasis in a hot desert and adjacent to steppes in arid, boreal regions. In many cases, particularly during the summer or a prolonged period of drought, these marshes dry out for a few months until the rainy season commences.

Non-tidal marshes are substantially more widespread and abound with infinitely more varieties of plant and animal life than their saline tidal counterparts. Water lilies, grasses, rushes, herbs, forbs, sedges, sawgrass, cattails, and the apropos marsh mallow flourish in the biome's damp, fertile soil. Countless birds, including swans, geese, egrets, gulls, and ducks, flock to these wetlands. Beavers, otters, raccoons, and muskrats are some of the more recognizable mammals indigenous to this hospitable domain. Of course, any discussion of this environment would be incomplete without at least mentioning the ubiquitous alligator and crocodile. However, these prehistoric reptiles are not the only representatives of their class. Turtles, snakes, and lizards slither, swim, and slog through the marsh's stagnant waters and thick mud alongside their much larger and more feared cousins.

Like the resident wildlife, the humanoids taking up residence in the marshes greatly favor the considerably friendlier non-tidal freshwater marshes over the less accommodating saline marshes. However, as in the case of other wetlands, erecting permanent settlements atop the soft earth and amid the murky waters presents a host of logistical challenges. Because there are few, if any, trees and shrubs in the area, using the arboreal giants as a building foundation is not an option. Likewise, procuring large quantities of wood to fashion stilts and frame walls also proves problematic. To combat these issues, most marsh residents dwell

in small, elevated huts that use minimal amounts of wood and other hard materials. Only the stilts and floor are made from wood. Leaves, reeds, and thatch make up the structure's walls and roof. The humanoid residents that dwell here are typical hunter-gatherers. They troll the waters for fish, crustaceans, and other edible sea creatures, and hunt for game on patches of dry land. They complement their diet with an assortment of fruits, grains, and vegetables they gather from the surrounding area.

Throughout the course of history, humanoid communities with extensive resources and manpower have drained the marshes and transformed the muddy terrain into arable land. Still, nature is a temperamental host. Keeping the floodwaters at bay requires eternal vigilance and regular maintenance. Levees must be constantly fortified. Dams need frequent repairs. A gigantic weather system or a massive storm surge can undo the best-laid plans and years of hard labor in an instant. In many respects, this approach is best described as fighting against the forces of nature. However, some clever engineers came up with an alternative that keeps the marshes largely intact. They aptly describe their idea as a mitigation strategy instead of an outright conquest. These resourceful people construct their structures on enormous earthen mounds towering over the surrounding landscape. To maximize efficiency, architects literally build up, adding multiple stories to their wood-framed designs. Thus, they need fewer mounds to accommodate more people. Oddly, the vast majority of towns and villages that owe their creation to this remarkable innovation do not use the same technique to convert the marsh into farmland. They remain hunter-gatherers at heart and live off the land.

Marsh Campaigns

Semi-aquatic environments such as marshes pose unique obstacles to adventurers accustomed to traveling and fighting on dry ground. The previous section on swamps described some of the tactical advantages amphibious and water-breathing creatures have over terrestrial-based foes. Likewise, because of the marsh's high water table, it is nearly impossible to keep seeping groundwater and floodwater out of underground passages and chambers. The high marshes overlooking the channels may be elevated enough to prevent any complex dug into the surface from being completely underwater regardless of the time of year. Nonetheless, the moist ground above and below the recess must be reinforced to prevent the ceiling from collapsing and the floor from turning into quicksand. For this reason, an intact lair or cave carved into the side of high marsh indicates that the location is either still inhabited or maintained by someone or something residing within it or somewhere else in the immediate vicinity.

Marshes differ from swamps in the respect that large portions typically dry out for prolonged stretches, most often during the summer or periods of drought in the non-tidal marshes. Even during the rainy seasons and high tides, the water is rarely more than a few feet deep. This factor makes swimming less of a necessity in these shallow waters, especially if the character is tall enough to keep his head above the surface. Of course, an unconscious or helpless creature that falls into the water is likely to drown without some intervention.

Marsh campaigns are primarily wilderness adventures rather than conventional dungeon expeditions. The most primitive creatures stash their worldly riches in caves and tunnels hidden beneath the muddy waters or on patches of dry land covered by grasses and sedges. The biome's more powerful adversaries are much more sophisticated. Instead of occupying abandoned fortresses and dank ruins, the marsh's malevolent denizens take refuge on isolated, slightly elevated islands surrounded by filthy, malodorous water and an impenetrable wall of serrated and sometimes toxic reeds. A formidable villain may construct bridges and causeways to connect a chain of these islands together, creating an aboveground compound. Naturally, the average person stays as far away from these ominous strongholds as possible. On the other hand, adventurers seek out these locales, especially if the local populace hires them to clean out the marsh's unwelcome inhabitants. The call to action may result from a desire to transform a strategically located parcel of land into farmland or to rid the area of a creature wreaking havoc for the neighboring residents.

The marsh's greatest terror is the unpredictable and sinister black dragon. The capricious reptile cares only for two things — filling its belly and sating its greed, though rarely in that order. It normally wants nothing to do with man, though hunger may drive the voracious beast to make a

CHAPTER 1: A WETLANDS PRIMER

quick meal of an unsuspecting humanoid wading in the shallow waters or along the edge of a riverbank. More often, rumors of gold, gems, and shiny metal objects pique the monster's interest in his bipedal neighbors. In this instance, the unwanted attention goes both ways. The thought of wresting an enormous treasure hoard from its avaricious claws has inspired countless generations of adventurers to venture into the wetlands to fulfill such an ambitious quest. Sadly, the vast majority of dragon hunters come back empty-handed, if they even return at all.

Bogs

The term bog usually conjures images of a disgusting pond filled with stagnant, viscous liquid that periodically belches out clouds of noxious gases. Some folks even swear that the foul-smelling water is so thick, that a full-grown man can walk atop it. There are some slivers of truth to these widely held perceptions. Though bogs are still wetlands, they and their close cousins fens are classified as mires. This unique type of terrain lacks any forest cover and is dominated by living peat-producing plants, particularly sphagnum moss. When these plants die and fall into the standing pool of cold water, their rate of decay drastically slows, allowing them to retain moisture, giving the bog its unusual property of being practically solid. The material then sinks to the bottom of the bog where it absorbs water and becomes peat. The peat steadily accumulates, raising the water level and, in some instances, creating a pontoon of floating peat, that may indeed support an adult humanoid walking atop it. Bogs do not develop haphazardly or overnight. Consistent with other natural processes, a great deal of time and the right conditions must exist for an ordinary pool of water to transform into this odd terrain.

A bog's most important feature is its distinct shape. They form in depressions in the earth that often resemble a dome. Bogs are always higher than the surrounding landscape; thus, they can be found on elevated plateaus well above sea level. This configuration prevents water runoff from other sources, such as mountain streams and melting snows, from flowing over the bog's outer lip. Therefore, bogs rely almost exclusively on precipitation for their water supplies. These anomalous wetlands sometimes return excess water to the surrounding area if the bog's banks overflow during torrential downpours and the rainy season.

Bogs also need a cool climate and plentiful rainfall, so they are found exclusively in the higher latitudes in humid environments. The cold temperatures and dampness ensure that the wetland's main ingredient, peat, does not decompose. Peat plays a vital role in the transformation from an ordinary pool of standing water into a bog. Over time, the organic material solidifies, creating a stratified, virtually waterproof coating lining the bottom. This insulation functions in a manner similar to a modern swimming pool liner. It prevents the water in the bog from escaping, while repelling groundwater trying to seep into the bog. Coupled with the bog's ability to repel water from other sources, this static system creates an acidic environment low in essential nutrients that impair its ability to sustain a wide array of flora and fauna. Only a select handful of specialized plants can flourish in these caustic waters. Obviously, the ubiquitous sphagnum moss thrives in this difficult landscape, along with an assortment of heaths, sedges, and evergreen shrubs. Fortunately for humanoids, cranberries, blueberries, and huckleberries are among the few species that can survive here. Another small group of plants solved the bog's mineral deficiency problem in a different and most ingenious manner. Sundews and pitcher plants entice insects and other tiny creatures into their nearly escape-proof trap, close their hinged or pitcher-shaped leaves and then slowly devour their victims in a cocktail of digestive enzymes. The most notable members of the wetland's fauna are caribou, moose, and beavers complemented by a limited contingent of birds, such as cranes, and insects. Still, for every successful adaptation, there are hundreds of miserable failures, leaving animals and plants in short supply.

The bog's acidic waters and soil lack the essential nutrients to support most food staples such as wheat, corn, and rice, making large, self-sufficient settlements impossible. Nonetheless, many humanoids venture into this mire for its bountiful berries, which are used to make pies, jams, and other treats. Harvesting berries from the bog's chilly waters requires tremendous manpower and inner strength. The backbreaking and dangerous enterprise is not for the weak or fainthearted. Still, the demand for the delicious fruits makes the arduous endeavor financially worthwhile. Yet humans cannot

live on berries alone. The small, isolated humanoid communities that spring up in this challenging environment must rely upon trade with the outside world to feed and clothe their residents. The entrepreneurs, laborers, and craftsmen who live here barter a portion of their home-grown commodities for food and other essential goods. These scattered towns and villages are the only vestiges of civilization in and around the bogs, making them the logical starting point for most adventures into this rugged landscape.

Peat is by far this biome's most valuable and sought after natural commodity. Once dried, this compacted mass of decaying organic matter burns for hours without any significant maintenance. Its long life makes it an ideal fuel source for ordinary peasants heating their homes during the winter and craftsmen who must use fire to create their wares. Whiskey distillers even use peat to dry malted barley, giving their spirit a distinct, earthy flavor some connoisseurs prize. Despite its benefits, peat, like other fossil fuels, has its drawbacks. Its emissions release more heat-trapping carbon dioxide into the atmosphere than coal and natural gas, occasionally producing a suffocating haze that may linger in the air for days at a time. Peat fires are the most immediate and significant danger associated with this highly flammable substance. Whether intentionally or accidentally set, these conflagrations spread quickly and are extremely difficult to extinguish. More details about this hazard appear in **Chapter 3** of this sourcebook.

Bog Campaigns

Unlike swamps and marshes, the bog's moist patches of land retain moisture from precipitation but do not flood because of overflow from a swollen adjacent body of water. Though these parcels of earth are saturated throughout all or much of the year, they are rarely completely underwater for more than brief intervals. As a result, nearly all of the native denizens — humanoids, beasts, and monsters alike — forgo the murky depths and live on the comparatively drier ground within the bog. The wetlands' fragile soil is too soft and spongy to support heavy objects, so most beasts and monsters dwell amid tightly packed clusters of grasses and trees that offer limited shelter and privacy. Clever creatures live in areas completely surrounded by the bog's shallow, muddy waters. They conceal their worldly treasures high in the trees or in watertight chests buried a few feet beneath the surface.

Though most people live in the small towns and villages within the bog, nomads account for a sizable portion of the terrain's humanoid population. The rugged men and women who eke out an existence as hunter-gatherers in this foreboding realm lack the social, cultural, and technological sophistication of their urban brethren. In the minds of these primitive folk, they share the bogs with the spirits dwelling beneath their murky depths. To appease these temperamental beings, nomads ritualistically sacrifice vanquished enemies to the bog's resident deity. They usually strangle their victim before hurling the lifeless body into the stagnant water. During exceptionally hard times, some superstitious people even murder one of their own and offer the mutilated carcass to the hungry bog in a futile effort to assuage the god's anger.

Just like dead vegetation, corpses decompose at an exceedingly slow rate. The bog's unique environment tans and mummifies the skin and organs. In many instances, the degree of preservation is such that scholars examining an ancient corpse pulled from a bog mistake it for someone who recently died here. Oddly, the bog's acidic water leaves the skin and internal organs largely intact other than its unique discoloration, but it destroys the bones. Still, the lack of internal structure does not prevent the vengeful corpses of past victims from rising out of the cloudy waters to avenge their untimely deaths. Wicked monsters that revel in slaughter and carnage also gravitate to these sites, where they feed on the negative energy that permeates such unholy grounds. On these occasions, civilized humanoids and xenophobic nomads call upon seasoned adventurers to vanquish the evil festering beneath the brackish water's surface.

Fens

Bogs frequently overshadow their lesser-known relatives, but their biodiversity makes up for their lack of name recognition. Fens are usually found interspersed among their wetlands kin and develop in the same manner as bogs. Dead organic matter and vegetation fall into the

Fen Campaigns

water and sink to the bottom where the materials undergo an exceedingly lengthy metamorphosis into combustible peat. However, fens differ from their cousins in one critical respect. Fens allow surface and ground water to pour freely into and out of these depressed basins. Though some fens are still acidic and may be nutrient deficient despite exchanging water with external sources, many others, such as those receiving water from limestone or calcium carbonate groundwater sources, are rich in essential minerals and typically alkaline as well.

While the flora and fauna found in the acidic fens closely resemble those encountered in bogs, the plants and animals inhabiting alkaline and nutrient rich fens are much more diverse and numerous than those dwelling in and around their acrid kin. Sedges and grasses dominate the terrain, though it is also common to find carnivorous plants such as butterworts alongside more common species. Shrubs and trees such as spruce, willow, and birch are also frequently encountered here. Sphagnum moss is less prevalent around fens; thus, they typically produce peat at a significantly slower rate than bogs. The abundant flora attracts turtles, snakes, frogs, and salamanders to this habitat as well as large mammals such as moose, bear, and the occasional beaver.

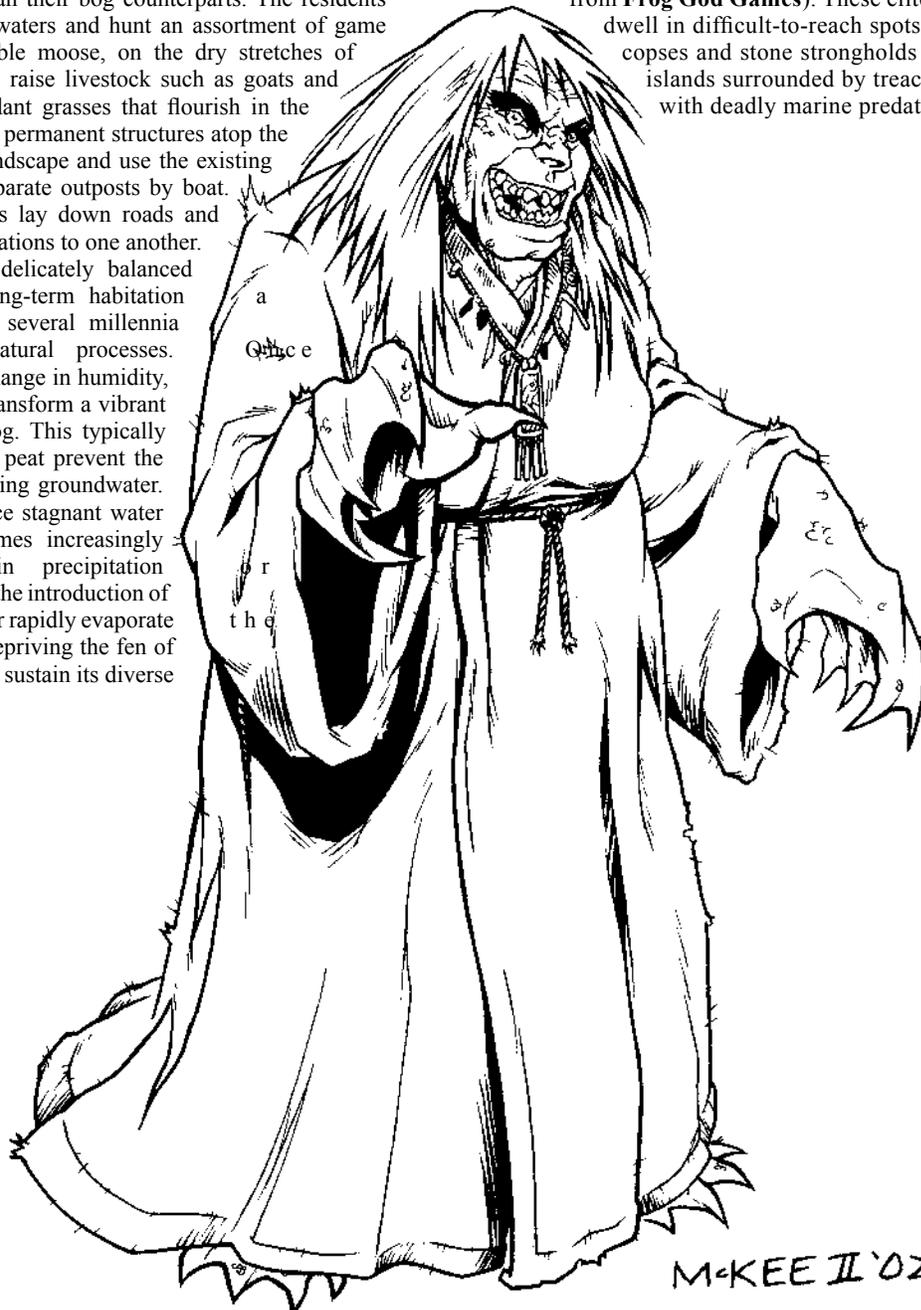
In spite of the more hospitable living conditions, humanoid settlements in the region are still small, isolated, and scattered. With peat in lesser quantities, the communities that develop in this wetland region engage in more conventional industries than their bog counterparts. The residents catch fish in the fens' shallow waters and hunt an assortment of game animals, including the formidable moose, on the dry stretches of land. Larger villages and towns raise livestock such as goats and sheep, which graze on the verdant grasses that flourish in the fertile soil. Engineers build their permanent structures atop the numerous islands dotting the landscape and use the existing waterways to connect these disparate outposts by boat. The most advanced civilizations lay down roads and erect causeways to link these locations to one another.

Fens are perhaps the most delicately balanced wetland ecosystem, making long-term habitation dicey proposition. It can take several millennia to create a fen through natural processes. established, even the slightest change in humidity, temperature or geography can transform a vibrant wetland into an inhospitable bog. This typically occurs when stratified layers of peat prevent the fen from discharging and receiving groundwater. Deprived of the ability to replace stagnant water with freshwater, the fen becomes increasingly acidic. A sharp decline in precipitation sudden warming can also inhibit the introduction of fresh surface runoff into the fen or rapidly evaporate existing stores of water, again depriving the fen of the critical nutrients necessary to sustain its diverse array of life.

These comparatively tame wetlands make an outstanding proving ground for nascent adventurers and grizzled veterans alike. Readily accessible settlements may serve as a base of operations and even the locale for budding explorers getting their feet wet in this dangerous profession. Though it is still impossible to build underground complexes beneath the surface, adventurers may venture through the wetland's wilderness areas, settlements, and permanent structures. As a result, fens offer an opportunity for urban, wilderness, and conventional dungeon exploration.

Fens are more fertile than bogs and easier to drain than swamps and marshes. Humanoid refugees or settlers looking for a better life may contract the services of adventurers to clear out the indigenous wildlife and malevolent creatures from the region before converting it to farmland or pastures for grazing animals. In its pristine state, the presence of prey animals and humanoid residents entices wild beasts and cunning monsters to these comparatively welcoming waters, thus requiring the intervention of brave heroes to prevent them from feasting on innocent victims and to foil their dastardly plots. More experienced adventurers may test their mettle against the fen's greatest terrors, such as the wicked fen witch (see *The Tome of Horrors Complete*

from *Frog God Games*). These elite monsters typically dwell in difficult-to-reach spots such as tree-ringed copses and stone strongholds resting atop distant islands surrounded by treacherous waters filled with deadly marine predators.



Ch.2: Wetlands Travel

Under the right conditions, water can greatly facilitate travel, but the implacable force also has the power to stop the mightiest locomotives dead in their tracks. Civilization and water are inexorably linked. Countless cities, towns, and villages sprang up along the fertile banks of navigable rivers or adjacent to a safe harbor bordering an ocean, sea, or lake. Waterways stimulate trade between neighboring settlements and distant markets. It is easier, faster, and more reliable to transport goods by ship than it is to haul the same products across an overland route. Cheaper commodities and ease of travel attracts humanoid settlers to these welcoming shores in droves. However, large bodies of water do not abruptly end and immediately cede dominance to immense settlements safely perched on dry land. Like rival states engaged in a border squabble, water and land ceaselessly fight for supremacy along their constantly changing boundaries. This battleground is commonly referred to as wetlands.

Throughout the year, at least some portions of the wetlands alternate between their wet state — when water completely inundates them — and their dry state — when the water recedes, leaving damp earth in its wake. Wetlands are frequently encountered in the general vicinity of many ports, coastal cities, and lakefront settlements. In some cases, wetlands serve as a gateway or a buffer zone shielding the community proper from storm surges, tsunamis, and tidal surges originating from the adjacent body of water. In other instances, wetlands absorb excess water runoff from swollen rivers, torrential downpours, and melting snows. Innovative civic engineers may even incorporate some of the wetlands' elements into their design plans, using the narrow channels as watery thoroughfares in lieu of constructing traditional cobblestone roads.

By and large, however, wetlands act as an impediment to travel rather than an aid. Wheeled vehicles weighed down by passengers and goods almost instantly sink into the soggy earth, requiring repeated efforts to extricate them from these impromptu natural pitfalls. Conventional mounts such as horses and even surefooted mules labor through tangled webs of plant roots, concealed stones, jagged shells, and soft, yielding ground that makes every step an arduous chore. Many of the same obstacles also affect watercraft attempting to navigate swamps and marshes. (Except in a handful of isolated spots, bogs and fens are too shallow to support a lone kayaker, let alone a larger vessel.) In fact, the waters inundating the largest swamps and marshes are rarely more than a few feet deep. Captains steering a path through these watery arteries can easily run aground atop a coral reef concealed beneath the muddy waters or by simply entering a channel too shallow to keep the vessel afloat. The monotonous waterways and confusing switchbacks can easily disorient sailors paddling through the swamps and marshes. One wrong turn is all it takes to get hopelessly lost in this unforgiving terrain.

Bodies of Water

Today's popular culture gives the false impression that every corner of the swamp and marsh is easily accessible to small boats and, in some cases, large pleasure craft. Hunters and naturalists alike drive their vessels through swamps and marshes with seemingly no regard for running aground or getting caught in the mangrove tendrils or cypress roots. In reality, these wetlands explorers are primarily navigating the rivers, bays, deltas, estuaries, and lakes that carve watery roadways through the swamps and marshes proper. These large bodies of water cut a comparatively safer path through this overgrown landscape than rowing through dense thickets of mangrove shrubs, cypress trees, and tall grasses. Still, they are not entirely foolproof. Mariners learn through word of mouth and experience to avoid certain areas that may pose a danger to themselves, their property, and those in their care. Sharp rocks, perilous rapids, hairpin turns, overhanging branches, and aquatic predators lie in wait for careless individuals recklessly bumping through the swamps and marshes.

Rivers

Rivers are the primary access points to the interior regions of swamps and marshes as well as the only likely means of getting from one side of the wetland to the other by boat. These slow-moving waterways weave meandering paths through the twisted masses of trees, shrubs, and soft-stemmed vegetation infringing upon their poorly defined banks. The mighty rivers that roll through the wetlands frequently spill out over their boundaries and flood the surrounding areas, nourishing the damp, fertile soil with sediment and loose organic matter. Except in rare circumstances, overflowing rivers do not pour enough water into the inundated swamps and marshes to make them navigable to any water traffic larger than a rowboat. For this reason, commercial traffic venturing through swamps and marshes never deviate from the river on purpose. However, there are times when it is difficult to tell where the river ends and the wetlands begin. Wayward boatmen who inadvertently stray off course run the risk of striking unseen objects just beneath the water's surface or run aground onto dry land.

Propulsion can also prove problematic in the wetlands, particularly in swamps. Conventional oceangoing ships rely upon wind power to fill their sails and push them toward their ultimate destination. The soft-stemmed vegetation dominating the marshes bends in the wind, and allows the current of air to pass through and over them, albeit at a slower speed. Shrubs, trees, the swamp's canopy, and heavy underbrush block the free flow of air, making it difficult to power a sailing vessel. Overhanging branches and moss may damage the boat's mast, snag its riggings, and tear the sails. Raw manpower seems like the obvious replacement for sails, but this option also has its drawbacks. Biremes and triremes, massive seafaring vessels powered by rows of trained oarsmen, are so heavy that they disperse too much water to remain afloat in shallow waters. Furthermore, they lack the maneuverability needed to make tight turns or come to a screeching halt.

Instead, the boats traversing these rivers are generally sturdy, lightweight vessels with long, narrow frames featuring flat or shallow hulls. Some of these ships, which include keelboats, longships, and rowboats, appear in the "Water Vehicles" section in Chapter 4 of the *Pathfinder Roleplaying Game Ultimate Combat*. These watercraft come equipped with a mast that can hoist a square sail, but oarsmen positioned on each side of the boat predominately power them. This configuration also has the added benefit that the watercraft can be beached with minimal chance of breaching the hull in the process if the need arises. The majority of the time, these vessels ferry passengers and cargo to established ports of call either within the wetlands' interior or another harbor beyond the wetlands' boundaries.

Local residents typically use less-sophisticated vehicles for their needs. Indigenous inhabitants generally own at least one canoe made from the hollowed-out trunk of a single tree or a raft fashioned from logs lashed together with rope or another flexible material. These simple boats allow them to travel short distances along or across the river as well as give them a platform to cast their baited hooks or toss their nets into the water as they troll for fish and crustaceans. Not surprisingly, humanoids inhabiting the swamps and marshes often live in organized communities on elevated patches of dry ground overlooking or in close proximity to the rivers that wind their way through the almost constantly inundated terrain.

The following tables represent the percentile chance of encountering a settlement at or near rivers that pass through swamps and marshes. (Cities are not included on the table, because they are large enough to generally appear on a map of the immediate area.) The "Exploration" section of Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* details the distances rafts, barges, keelboats, and rowboats can travel in a single day when rowed. The GM may consult **Table 2-1** or **Table 2-2** at the beginning of every 25-mile interval while traveling on the river. If the characters are slated to come across a settlement at some point during

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the next 25 miles, the community appears at an appropriate or random location somewhere along the way. Vehicles that can cover more than 25 miles in a single day may require the GM to consult the table more than once over the course of the day, and those moving slower may roll on the table every other day instead. The GM should attempt only one roll for each 25-mile interval.

Table 2-1: Settlement along a River in a Marsh

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–20
Village ¹	21–35
Town ¹	36–45
Pier only	46–60
No Settlement	61–00

¹Pier or mooring is also present.

Table 2-2: Settlement along a River in a Swamp

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–15
Village ¹	16–25
Town ¹	25–30
Pier only	31–40
No Settlement	41–00

¹Pier or mooring is also present.

Lakes

Lakes rarely create precise boundaries totally separating them from dry land. Low-lying lakeshore areas often become swamps and marshes as excess water spills over into the neighboring wetlands throughout the year or during the rainy season. Though there are some rare instances where a lake exists within the interior of a marsh or swamp, in most cases, lakes are found along the edges rather than in the heartlands of these ecosystems. Because of this, these large bodies of water almost always lie along the wetlands' periphery and do not grant access to remote locales deep within the saturated forests or grasslands. Still, lakes offer an efficient means of traveling from one boundary of a swamp or marsh to another without undertaking a grueling overland trek through muddy earth and shallow channels.

The lack of tree cover, overhanging branches, and intervening vegetation allows captains to use wind power instead of brute strength to propel vessels across the water. However some of the hazards associated with river travel through the wetlands still remain, especially for lakes nearly or entirely encapsulated by surrounding wetlands. The lakes described in the latter case tend to be very shallow, as exemplified by Lake Drummond in the Great Dismal Swamp with a maximum depth of 6 feet, and Lake Okeechobee in the Florida Everglades with an average depth of 9 feet. Vessels with hulls that sit several feet below the water's surface may easily strike solid objects lying at the lake bottom such as rocks, rotting tree stumps and even past shipwrecks. For this reason, veteran mariners rarely pilot any ship larger than a keelboat through these uncertain waters unless they are intimately familiar with the lakebed's features.

In addition, large bodies of water directly feel the effects of strong winds and changes in atmospheric pressure more severely than inland rivers, making long voyages to distant shores a very risky proposition. When high winds buffet partially or fully enclosed bodies of water, the currents of air push massive quantities of water in the direction the wind is blowing. When the wind dies down, the water rebounds and creates an oscillating wave that simulates the effects of a powerful tide that may last for hours or even days. This effect is known as a seiche. To make matters worse, massive lakes may literally create their own weather under certain conditions. Fog and lake effect snow are common byproducts caused by the water's effects on the air temperature in surrounding areas.

Some scholars even theorize that massive lakes could spawn extratropical cyclones over their open waters.

Based upon the preceding difficulties, natives and visitors alike hardly ever stray far from shore when traveling on the lakes bordering swamps and marshes. In fact, humanoid settlements are most frequently founded on lakefront areas on slightly elevated ground where the waters are relatively calm. It is also not unusual for communities to spring up in lakefront areas near adjacent rivers and streams that empty into the lake.

The following tables represent the percentile chance of encountering a settlement in a marsh or swamp adjacent to a lake. (Cities are not included on the table, because they are large enough to generally appear on a map of the immediate area.) The "Exploration" section of Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* details the distances that rafts, barges, keelboats and rowboats can travel in a single day when rowed. The GM may consult **Table 2-3** or **Table 2-4** at the beginning of every 25-mile interval while traveling along the lakeshore. If the characters are slated to come across a settlement at some point during the next 25 miles, the community appears at an appropriate or random location somewhere along the way. Any travel over open waters does not count toward the 25-mile increment, unless a marsh or swamp exists on an island in the middle of the lake. Naturally, vehicles that can cover more than 25 miles in a single day may require the GM to consult the table more than once over the course of the day, and those that move slower may roll on the table every other day instead. The GM should attempt only one roll for each 25-mile interval.

Table 2-3: Settlement in a Lakefront Marsh

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–30
Village ¹	31–50
Town ¹	51–60
Pier only	61–80
No Settlement	81–00

¹Pier or mooring is also present.

Table 2-4: Settlement in a Lakefront Swamp

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–20
Village ¹	21–35
Town ¹	36–45
Pier only	45–60
No Settlement	61–00

¹Pier or mooring is also present.

Estuaries

In simplest terms, an estuary is a coastal mixing bowl where water from inland rivers meets water rushing in from the open seas or oceans. Land, in the form of a peninsula or barrier islands, surrounds much of the estuary, limiting the exchange of water between divergent systems. Thus, estuaries may be freshwater, brackish, or saltwater. Bays, gulfs (larger bays), and lagoons are commonly classified as estuaries. Because they are partly protected from the ravages of the open sea, many of the world's largest cities were founded in these proverbial safe harbors adjacent to or on top of marshes and swamps. For instance, New York City, the most populated city in the United States, stands at the mouth of the Hudson River Estuary. Though only small parcels of land within the Five Boroughs were originally wetlands, large sections of Northeastern New Jersey on the opposite bank of the Hudson River are still marshes, despite the substantial urban development in the region. Likewise, Peter the Great built the port city of Saint Petersburg atop the marshes and swamps bordering the Neva Bay.

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Water depth is rarely a problem in most bays and all gulfs, but it can still pose a difficulty in shallow lagoons. Frequently traveled lagoons are typically well-charted as most commercial maritime traffic travels upriver or passes through the inlets granting access to oceangoing vessels. Oceans and seas are saline, hence saltwater swamps and tidal marshes are most prevalent in estuaries closest to these enormous bodies of water. Saltwater swamps cannot exist in temperate and boreal climates; thus, tidal saltwater and freshwater marshes dominate the wetlands bordering estuaries in these cooler environments. Sections of the estuary near large rivers and streams are more likely to contain brackish or freshwater, allowing them to support both swamps and marshes. Most humanoid settlements spring up in these areas, where prey animals and drinking water are more abundant than alongside the less-habitable saltwater swamps and marshes.

The following tables represent the percentile chance of encountering a settlement in a marsh or swamp adjacent to an estuary. (Cities are not included on the table, because they are large enough to generally appear on a map of the immediate area.) The “Exploration” section of Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* details the distances that rafts, barges, keelboats and rowboats can travel in a single day when rowed. The GM may consult **Table 2–5**, **Table 2–6**, **Table 2–7** or **Table 2–8** at the beginning of every 25-mile interval while traveling along the estuary’s shores. If the characters are slated to come across a settlement at some point during the next 25 miles, the community appears at an appropriate or random location somewhere along the way. Any travel over open waters does not count toward the 25-mile increment, unless a marsh or swamp exists on an island in the middle of the estuary. Naturally, vehicles that can cover more than 25 miles in a single day may require the GM to consult the table more than once over the course of the day, and those that move slower may roll on the table every other day instead. The GM should attempt only one roll for each 25-mile interval.

Table 2–5: Settlement in a Marsh Bordering a Freshwater Estuary

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet ¹	01–20
Village ¹	21–50
Town ¹	51–80
Pier only	81–90
No Settlement	91–00

¹ Pier or mooring is also present.

Table 2–6: Settlement in a Marsh Bordering a Saltwater Estuary

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet ¹	01–20
Village ¹	21–30
Town ¹	31–35
Pier only	36–40
No Settlement	41–00

¹ Pier or mooring is also present.

Table 2–7: Settlement in a Swamp Bordering a Freshwater Estuary

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet ¹	01–15
Village ¹	16–35
Town ¹	36–60
Pier only	61–75
No Settlement	76–00

¹ Pier or mooring is also present.

Table 2–8: Settlement in a Swamp Bordering a Saltwater Estuary

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet ¹	01–10
Village ¹	11–20
Town ¹	21–25
Pier only	26–30
No Settlement	31–00

¹ Pier or mooring is also present.

Manmade Canals

Nature has an unfortunate knack of standing in the way of humanoid progress, especially in the case of wetlands. In the eyes of the common man, this important ecosystem is an insufferably humid, malodorous cesspool of polluted water, rotting organic matter, and virulent pests. Wetlands surround or lie at the outskirts of many coastal cities and ports, which spur a demand to eradicate these mosquito breeding grounds and convert this habitat into arable land. Thankfully for the animals and plants inhabiting the wetlands, such an undertaking is usually beyond the means of all but the most advanced and well-financed civilizations. Determined humanoids who cannot conquer the wetlands then turn to discovering a means to travel through them without undue risk.

Canals look like an obvious choice, yet building and maintaining these vital highways is a backbreaking and expensive process. Water is everywhere in the wetlands, so constructing a manmade channel seems to be a simple matter of digging a wide trench and letting water naturally funnel into the gap. Massive engineering feats are never that straightforward. Over time, sediment deposits, debris, and infringing plant growth on the bottom and along the canal’s edges demand routine inspection and maintenance, adding to the financial and human costs of these ambitious projects. Without regular oversight, canals eventually fall into disrepair and are once again overrun by neighboring trees, shrubs, and vegetation.

Despite the preceding obstacles, canals have the unique advantage in that they do not depend upon the landscape’s topographical features. Unlike an overland road, they can carve a direct path between two or more locations with no concern for the site’s elevation or other physical properties. However, their major drawback is that they must be wide enough and deep enough to accommodate seafaring vehicles. Boats have difficulty regulating their speed and making precise turns. If the channel is too narrow or not deep enough, the vessel’s bow or hull can strike an object that compromises the boat’s integrity and causes it to sink.

Manual labor is frequently the driving force that brings these important traffic arteries to life. Feeding, clothing, equipping, paying, and sheltering hundreds of workers in the remotest corners of the swamps and marshes are a fiscal quagmire and a logistical nightmare. Sophisticated societies may also turn to magic and technology to aid in the undertaking, though these tools can never completely eliminate the need for a humanoid presence in the field. Still, arcane power and ingenuity cannot overcome every obstacle in nature’s diverse and persistent arsenal. The weather rarely cooperates with any facet of the endeavor, and pestilence travels with the canal’s personnel wherever they go. Wily predators lurk in the murky waters and onshore in the thick underbrush, waiting for an unwary laborer to wander into their trap. These deadly threats persist and take their toll on any maintenance crews left behind even after the canal is finally completed.

The following tables represent the percentile chance of encountering a settlement at or near canals that pass through swamps and marshes. (Cities are not included on the table, because they are large enough to generally appear on a map of the immediate area.) These tables only apply to canals that are actively maintained. Those that have fallen into disrepair are treated as part of an ordinary swamp or marsh. The “Exploration” section of Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* details the distances that rafts, barges, keelboats and rowboats can travel in a single day when rowed. The GM may consult **Table 2–9** or **Table**



2–10 at the beginning of every 25-mile interval while traveling on the canal. If the characters are slated to come across a settlement at some point during the next 25 miles, the community appears at an appropriate or random location somewhere along the way. Naturally, vehicles that can cover more than 25 miles in a single day may require the GM to consult the table more than once over the course of the day, and those that move slower may roll on the table every other day instead. The GM should attempt only one roll for each 25-mile interval.

Table 2–9: Settlement along a Canal in a Marsh

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–20
Village ¹	21–30
Town ¹	31–35
Pier only	36–60
No Settlement	61–00

¹ Pier or mooring is also present.

Table 2–10: Settlement along a Canal in a Swamp

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–15
Village ¹	16–25
Town ¹	25–30
Pier only	31–40
No Settlement	41–00

¹ Pier or mooring is also present.

Traveling Wetlands' Waterways

Humanoid populations take to the water for a variety of reasons. Merchants rely heavily upon rivers, lakes, and in some cases canals to import and export goods for sale. The vessels engaged in these commercial activities are the largest and most heavily armed ships to travel through the swamps and marshes. Because of their size and weight, merchant ships are confined solely to deep waters. They never stray into shallow estuaries, rivers, and lakes. Manned by a professional captain, crew, and a retinue of guards, the men and women aboard their impressive watercraft keep a vigilant eye out for ambushes from the shoreline and beneath the water's surface. They are naturally suspicious of other boats crossing their path. It takes only one ill-chosen word or the slightest hostile action to rile the crew of a merchant vessel into action. A minor naval encounter can easily escalate into a full-blown confrontation in a matter of seconds, especially if the merchant vessel's perceived enemy poses a realistic threat to the formidable ship. For this reason, prudent mariners avoid these temperamental parties whenever possible.

Native anglers and hunters predominately use rowboats, canoes, and kayaks to catch fish beneath the murky waters and to snag game atop the scattered hummocks and patches of dry land protruding above the water's surface. These residents are wary of strangers too, though the majority opts for flight over fight, unlike the significantly better-equipped and trained merchant vessels. However, this dynamic is subject to change in the case of a boat laden down with a prized catch, such as a bounty of rare shrimp, crawfish, oysters, or mussels. Sadly, thievery knows no boundaries; thus, it is not uncommon for local thugs to forcibly rob fishermen and hunters of their hard earned cargo, whether they are adrift on the water or safely docked onshore. For this reason, the sight of an armed adventuring party rowing upstream or standing on the edge of a pier may lead nervous sailors to wrongly deduce their actual intentions.

Nonetheless, ship-to-ship combat is a rare occurrence on the waterways that border and intersect the wetlands. In most cases, passing vessels

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merely keep their distance from one another. Rival captains and crews familiar with each other may exchange a few jibes or cordial pleasantries depending upon the nature of the relationship. Explorers seeking information about nearby locales can gain valuable intelligence about these areas from their fellow seafarers for the right price. Of course, there are no guarantees the information is accurate or not entirely fabricated. Giving false details to a group of treasure-laden adventurers in order to lure them into an ambush plays right into the wheelhouse of conniving villains. In fact, most humanoids perpetrate attacks against seafaring vessels and their passengers from concealed positions onshore. Archers or javelin throwers may hide in the neighboring trees or behind the tall reeds adjacent to the shoreline. Other common ploys include dropping a net onto hapless foes from an obscured perch just beneath the swamp canopy or blocking continued passage along the waterway with a chain or rope affixed to two or more immovable objects on opposite banks of the canal or river.

Humanoid bandits may be the cleverest opponents adventurers face traveling through the bodies of water found in the wetlands, but they are certainly not the only creatures searching for victims in this fertile hunting ground. The most feared of the waterways' dangers are its ubiquitous reptilian predators, the dreaded alligators and crocodiles that troll the murky waters. Perceptions aside, these animals almost never attack occupied vessels unless provoked. Once stirred to anger, either intentionally or by accident, the ornery reptiles open their vice-grip jaws and chomp down on anyone or anything in their way regardless of whether it is an oar, an arm, or a boat's hard underbelly. Alligators generally do not regard humanoids as prey, so they are less aggressive than crocodiles, which are more apt to include people in their regular diet. Nonetheless, if either species' bite clamps down on a victim, the crocodilian grabs the creature and drags it underwater, where it performs a twisting maneuver known as a "death roll." This brutal tactic serves two purposes — to drown air-breathing opponents and to cut the prey into bite-size pieces. The animal lies on top of its foe, using its immense weight to prevent the creature from escaping and also to suppress its ability to inhale and exhale. The thrashing motion also literally tears larger prey limb from limb, allowing the crocodile to feast on smaller chunks of shredded meat.

Alligators and crocodiles stalk the wetlands' waterways in greater numbers than any other potential adversary, yet one of these solitary reptiles is no match for the environment's apex predator, the loathsome black dragon. Fortunately for wetlands' travelers, the enormous dragons

spend much of their time asleep, perhaps dreaming of adding more riches to their vast treasure hoards. In their absence, other monstrosities step into the breach and don the mantle of supremacy over these foul waters. These contenders include the exceedingly rare and bizarre frogemoth, the legendary hydra, and the alien, arthropod chuul. Though each is a formidable terror in its own right, all of these monsters slink back to the security of their underwater lairs whenever the wetlands' undisputed master crawls out of its underwater stronghold and reassumes its rightful position as the wetlands' supreme predator.

Land

In the wetlands, land is a transitory term. Explorers traveling through wetlands must contend with the inescapable fact that saturated areas and dry land are rarely constants. A large swath of ground submerged beneath several feet of water during the rainy season may dry out when the monsoon ends, and the waters recede back to lower ground. The speed of these changes and the size of the areas subjected to these transformations vary widely from one wetland to another. Swamps and marshes are in a significantly greater state of flux between wet and dry conditions than bogs and fens. The "Marsh Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* describes the features that characters can expect to find in moors and swamps. The following sections break these components down in greater detail and provide enhanced realism based upon the season and wetland type. The construction and maintenance of roads granting access to these wetlands' interior regions also appears at the end of this section.

Swamps

At their core, swamps are flooded forests. Trees, woody shrubs, or a combination of both plant types dominate the vegetation that prevails in this soggy, damp terrain. Whereas rivers, lakes, and canals facilitate unfettered boat traffic through this particular environment, using any watercraft to travel through the swamp proper, especially in the case of a freshwater swamp, is a laborious and often impossible task. Reeds and grasses bend. Trees and shrubs do not. They are immovable and impassable objects that create narrow channels spawning a veritable labyrinth of twisting waterways, dead ends and tight squeezes. Furthermore, even during the rainy season, the water covering the forest floor is very shallow in many spots. A rowboat

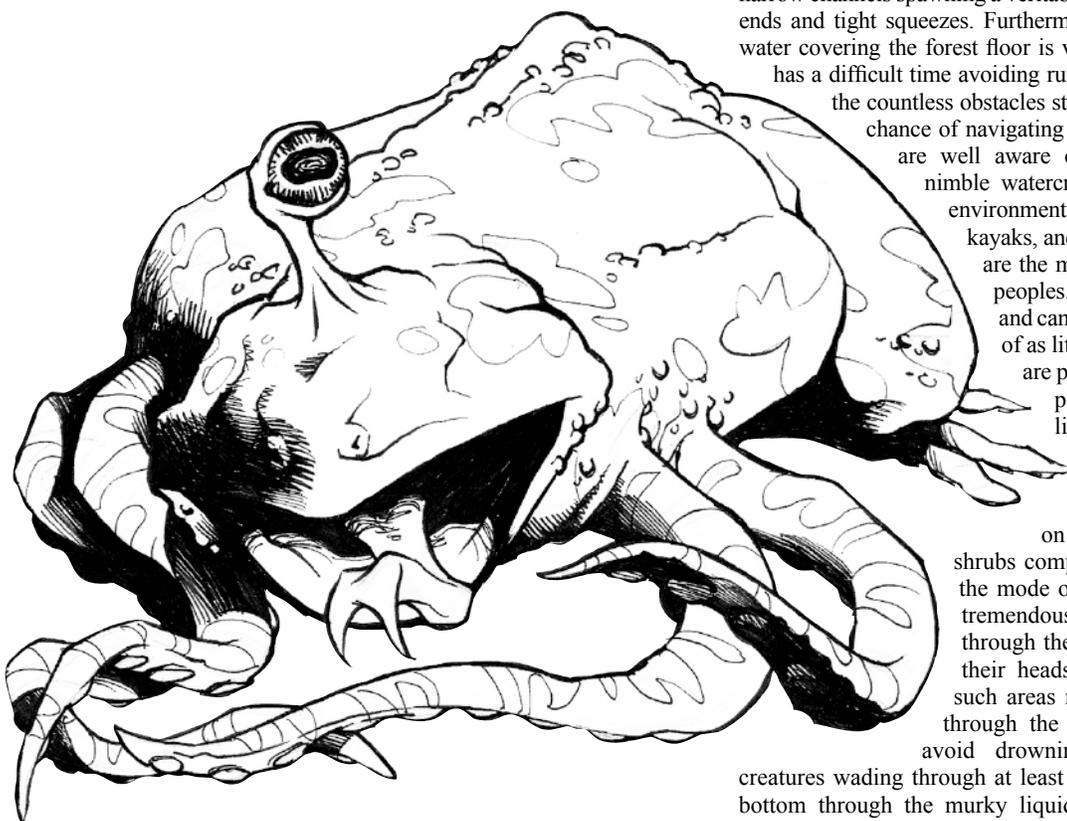
has a difficult time avoiding running aground or slamming into one of

the countless obstacles standing in its path. Larger ships have no chance of navigating through the swamp. Native inhabitants

are well aware of this reality; thus, they use small, nimble watercraft to travel through this challenging environment under the proper conditions. Canoes,

kayaks, and gondolas, which appear in **Chapter 5**, are the most popular choices among indigenous peoples. These agile vessels are easy to control and can remain afloat at a minimum water depth of as little as 6 inches. As an added bonus, they are portable. If there is insufficient water in a particular area, the boat's passengers can lift it off the ground or even drag it across dry land until they reach another location suitable for water travel.

Water has the opposite effect on overland travel. Whereas trees and shrubs completely block movement, regardless of the mode of travel, deep pools of standing water tremendously slow creatures attempting to walk through them. In fact, creatures too short to keep their heads above water while passing through such areas must either hold their breath or swim through the swamp's most inundated sections to avoid drowning. To compound their problems, creatures wading through at least knee-deep water generally cannot see bottom through the murky liquid, giving concealed aquatic creatures



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and parasites a decided tactical advantage over their terrestrial enemies. Likewise, the hapless explorer cannot avoid hazards littering the saturated forest floor, such as hidden tree roots and sharp objects protruding through the ground.

Highways and roads are a rare luxury in the swamp; therefore, almost all treks must contend with countless acres of untamed wilderness. Regardless of whether a particular area is dry or inundated by water, hiking through trackless areas in a swamp is a tedious slog. All overland movement is halved, and characters still need to overcome the other terrain elements standing in their way. The following tables describe the features characters encounter when they travel through a particular square in a saltwater or freshwater swamp during the rainy season and the dry season.

Table 2–11: Terrain Elements in the Swamp during Rainy Season

	Saltwater Swamp	Freshwater Swamp
Typical trees^a	—	30%
Massive trees^a	—	10%
Light undergrowth^a	20%	20%
Heavy undergrowth^{a,b}	40%	10%
Shallow water^c	20%	40%
Deep water^d	40%	20%

^a These features are described in the “Forest Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^b Contiguous squares that contain heavy undergrowth form hummocks. Though they are still treated as heavy undergrowth, it costs 2 squares of movement instead of the normal 4 squares of movement to move into an adjacent square that is part of the same hummock.

^c A square that contains shallow water has standing water 1 foot or less in depth. It is treated as a shallow bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^d A square that contains deep water has 2d4 feet of standing water in a saltwater swamp and 1d3 + 1 feet of standing water in a freshwater swamp. It is treated as a deep bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. A square that has deep water also does not have undergrowth.

Table 2–12: Terrain Elements in the Swamp during Dry Season

	Saltwater Swamp	Freshwater Swamp
Typical trees^a	—	30%
Massive trees^a	—	10%
Light undergrowth^a	50%	30%
Heavy undergrowth^{a,b}	30%	10%
Shallow water^c	10%	20%
Deep water^d	20%	5%

^a These features are described in the “Forest Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^b Contiguous squares that contain heavy undergrowth form hummocks. Though they are still treated as heavy undergrowth, it costs 2 squares of movement instead of the normal 4 squares of movement to move into an adjacent square that is part of the same hummock.

^c A square that contains shallow water has standing water 1

foot or less in depth. It is treated as a shallow bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^d A square that contains deep water has 2d4 feet of standing water in a saltwater swamp and 1d3 + 1 feet of standing water in a freshwater swamp. It is treated as a deep bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. A square that has deep water also does not have undergrowth.

In addition to the terrain elements appearing in the preceding tables, adventurers making their way through the swamp may also encounter one or more of the features that appear in **Chapter 3** of this sourcebook as well as those that do not appear on the tables found in the “Forest Terrain” and “Marsh Terrain” sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The latter category includes the forest canopy, fallen logs, quicksand, and hedgerows.

Marshes

The grasses, reeds, and rushes dominating the marsh pose more of an impediment to vision than actual travel. The tightly bunched, soft-stemmed plants grow to remarkable heights that can actually grant total concealment to some races of giants. In fact, many predators that hunt in this often-fertile habitat use this terrain feature to their betterment. They closely watch their prey from behind a wavering curtain of stems and leaves, waiting for the ideal opportunity to pounce upon their unsuspecting victim trudging through the squishy earth. Though the flexible greenery cannot halt a creature dead in its tracks like a mighty tree or a mass of shrubbery, the slick, gooey surfaces and puddles of standing water offer no traction for terrestrial creatures. In addition, the pervasive undergrowth’s exposed roots and closely packed stems snare the unwary, making it impossible to run or charge through the treacherous landscape. Fortunately, the average-sized humanoid rarely finds himself in over his head when walking through the marshes, so drowning is a remote possibility for someone traveling by foot. Land vehicles fare even worse than their bipedal and quadruped counterparts, as their wheels almost instantly sink into the yielding earth and frequently get stuck in the muck. Only extremely light vehicles have any chance of successfully negotiating their way through marshes without magical intervention.

Water vehicles are in a similar situation as their land counterparts. The relatively shallow waters pose the greatest obstacle to maritime travel, particularly in the freshwater marshes prevalent around rivers, lakes, and other large bodies of water that are less influenced by the tides. Small, agile craft such as kayaks, canoes, and gondolas can remain afloat in shallow water and avoid dense clusters of vegetation. In a pinch, these lightweight vehicles can be dragged ashore and towed great distances until conditions improve. Large, heavy ships have enough bulk to plow through any foliage they encounter on their journey. While their immense size allows them to muscle through almost any physical obstacle, their enormous girth guarantees their vulnerable underbellies are sure to scrape against the marsh’s bottom and run aground in the shallow water. These massive vehicles are not portable and cannot be carried overland. Only an extremely experienced captain with intimate knowledge of the terrain — or an outright fool — would dare pilot an oversized vessel into these dangerous waters.

Marshes are more apt to have areas of dry land than swamps, so roads and trails are more common than they are in swamps. Nonetheless, at least some portion of the characters’ sojourn through the marsh is bound to take place outside the friendly confines of civilization. Regardless of whether a particular area is dry or inundated by water, walking through trackless areas in a marsh is a slow endeavor. All overland movement is halved, and adventurers must find a way to avoid or conquer other terrain elements standing in their way. The following tables describe the features characters encounter when they travel through a particular square in a tidal marsh and a non-tidal marsh during the rainy season and the dry season.

Table 2–13: Terrain Elements in the Marsh during Rainy Season

	Tidal Marsh	Non-tidal Marsh
Typical trees ^a	—	10%
Light undergrowth ^a	30%	40%
Heavy undergrowth ^{a,b}	20%	30%
Shallow water ^c	30%	15%
Deep water ^d	20%	5%

^aThese features are described in the “Forest Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^bContiguous squares that contain heavy undergrowth form hummocks. Though they are still treated as heavy undergrowth, it costs 2 squares of movement instead of the normal 4 squares of movement to move into an adjacent square that is part of the same hummock.

^cA square that contains shallow water has standing water 1 foot or less in depth. It is treated as a shallow bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^dA square that contains deep water has 1d6 feet of standing water in a tidal marsh and 1d3 feet of standing water in a non-tidal marsh. It is treated as a deep bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. A square that has deep water also does not have undergrowth.

Table 2–14: Terrain Elements in the Marsh during Dry Season

	Tidal Marsh	Non-tidal Marsh
Typical trees ^a	—	10%
Light undergrowth ^a	40%	50%
Heavy undergrowth ^{a,b}	25%	30%
Shallow water ^c	20%	10%
Deep water ^d	10%	—

^aThese features are described in the “Forest Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^bContiguous squares that contain heavy undergrowth form hummocks. Though they are still treated as heavy undergrowth, it costs 2 squares of movement instead of the normal 4 squares of movement to move into an adjacent square that is part of the same hummock.

^cA square that contains shallow water has standing water 1 foot or less in depth. It is treated as a shallow bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^dA square that contains deep water has 1d6 feet of standing water in a tidal marsh and 1d3 feet of standing water in a non-tidal marsh. It is treated as a deep bog, which is described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. A square that has deep water also does not have undergrowth.

In addition to the terrain elements appearing in the preceding tables, adventurers making their way through the marsh may also encounter one or more of the features appearing in **Chapter 3** of this sourcebook as well as those that do not appear on the tables found in the “Marsh Terrain” sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The latter category includes the forest canopy, fallen logs, quicksand, streams, and hedgerows.

Bogs

The pools of standing water encountered in a bog are generally too shallow to keep even a small vessel afloat, thus explorers traveling through this saturated wetland mostly must do so by foot. Peat dominates the terrain in a bog. This spongy, decaying organic material behaves much differently than the ground found in other environments. Soil typically rests atop a stable layer of packed dirt and rock that can support tremendous amounts of weight in dry conditions. By comparison, bogs contain vast accumulations of soft peat that can reach a staggering depth of nearly 30 feet in some cases. This stratified material prevents accumulated water from seeping into the groundwater supplies and vice versa. However, this malleable, watertight substance gives way under pressure. While it may be able to support a man’s weight in some instances, an overland vehicle such as a wagon, chariot, or carriage is sure to get bogged down in the dense mire. Likewise, the creature pulling the vehicle almost certainly faces the same fate.

Despite the obstacles, seasoned adventurers can safely cross these wetlands by avoiding plainly visible hazards. Veteran explorers always stay away from standing water, even if the fluid appears to be nothing more than a thin film coating the surface. Areas containing fine, granular particles of mud also pose a significant danger to travelers, as these sections duplicate the effects of quicksand. Fluffy portions of dry peat are safe to walk across as well as patches where dry sedge grass and heather grow. Walking across a bog can resemble a game of hopscotch. The person traversing across this wetland steps or in some cases leaps from one area of safe, comparatively dry ground to another. Over time, people and animals performing this arduous undertaking create rudimentary trails for others to follow. Though it is a slow, laborious process that may necessitate some backtracking along the way, using the preceding approach is the only surefire natural way to circumvent the bog’s numerous pitfalls.

The water level in a bog is typically at or just below the surface. In general, squares containing any type of vegetation are safe to walk over, whereas those containing no flora are more likely to be quicksand than solid ground. This is especially true in the case of a square containing any standing water. Humanoids rarely inhabit bogs; thus, roads and highways are extremely rare. Hiking through trackless areas in a bog is a wearisome grind. Creatures moving overland through bog terrain lacking a highway, road, or trail travel at three-quarters their normal speed. The following tables describe the features that characters encounter when they travel through a particular square in a bog regardless of the season.

Table 2–15: Terrain Elements in a Bog

Feature	% Chance
Typical trees ^a	15%
Light undergrowth ^a	30%
Heavy undergrowth ^a	20%
Shallow bog ^b	30%
Deep bog ^b	5%

^aThese features are described in the “Forest Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^bThese features are described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

In addition to the terrain elements appearing in the preceding tables, adventurers making their way through the bog may also encounter one or more of the features appearing in **Chapter 3** of this sourcebook as well as those that do not appear on the tables found in the “Forest Terrain” and “Marsh Terrain” sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The latter category includes the forest canopy, fallen logs, quicksand, streams, and hedgerows.

Fens

Whereas bogs are closed-water systems that receive their supplies solely from precipitation, fens accumulate water from other sources, including overflow from neighboring lakes and rivers. However, despite the intake of water from larger bodies of water, the water table in a typical fen is similar to that found in a bog — at or slightly below the surface. Though it is possible to travel along a river or lake to reach the fen’s edge by watercraft, the water depth within the fen proper is too shallow to keep the vessel buoyant. Thus, traveling into the heart of the fen must be accomplished by foot. Fortunately, fens are more accommodating hosts than the other varieties of wetlands. Pools of standing water and deceptive morasses of inviting peat are comparatively uncommon in these mires. In fact, the peat depth in a fen is significantly less than what explorers encounter in a bog, typically measuring anywhere from a few inches in depth to a maximum of 6 feet in rare instances.

The fens’ friendlier confines support an array of flora that gives the ground enhanced stability. It is still difficult to lug a vehicle through a fen, but a lone traveler can easily negotiate a safe path through the fen by adhering to the cardinal rules of hiking through a bog, i.e. avoiding standing water, wet peat, and areas covered with fine, granular particles of mud. Squares containing any type of vegetation are safe to walk over, whereas those containing no plants are more likely to contain shallow, standing water. Unless a local settlement constructs a formal road or highway through the fen, most trails leading into and out of this wetland were made through continued use rather than deliberate effort. Venturing off established paths and traveling overland through trackless terrain slows the characters’ movement to three-quarters his normal speed. The following tables describe the features characters encounter when they travel through a particular square in a fen regardless of the season.

Table 2–16: Terrain Elements in a Fen

Feature	% Chance
Typical trees ^a	15%
Light undergrowth ^a	40%
Heavy undergrowth ^a	20%
Shallow bog ^b	10%
Deep bog ^b	5%

^aThese features are described in the “Forest Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

^bThese features are described in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

In addition to the terrain elements appearing in the preceding tables, adventurers making their way through the fen may also encounter one or more of the features appearing in **Chapter 3** of this sourcebook as well as those that do not appear on the tables found in the “Forest Terrain” and “Marsh Terrain” sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The latter category includes the forest canopy, fallen logs, quicksand, streams, and hedgerows.

Roads

It takes manpower, money, and commitment to construct and maintain a conventional road over dry ground. Building that same thoroughfare in a wetlands environment and ensuring its long-term survival demand exponentially more resources, determination, and ingenuity. Obviously, water poses the biggest obstacle. In order to function properly, the road has to be higher than the water level. This is especially true in swamps and marshes where unexpected flooding can suddenly deluge previously dry patches of ground. If the road is submerged beneath standing water for even just a few days, it is almost certain to sustain significant damage in addition to being rendered completely useless while it remains underwater. As a result, conventional wetlands’ highways are typically built atop the

biomes’ limited high ground, which almost always forces the architect to take a circuitous route from one intended destination to another based upon the intervening terrain. Yet even this measure may not be enough to protect the road against the ravages of weather. In the wetlands, “dry” merely refers to sections of earth that are not inundated by water. While the highway may run through an area that meets the preceding definition, heavy rains and humidity constantly plague the wetlands’ saturated soil. Laying a road down over soggy, yielding dirt is a wasted effort. The road is guaranteed to sink into the ground the moment any heavy creature or object passes over it.

Clever engineers have devised two methods to keep the forces of nature at bay. Some opt for the more straightforward approach that relies upon innovative drainage techniques to divert water away from the roadway’s surface. Others choose to use water-resistant materials to erect elevated highways. The former method requires the builder to lay down a suitable foundation that may be composed of water-resistant logs, granular stones, or a combination of the two materials. Packed earth or large, flat stones are then placed atop the foundation, which is raised slightly above the surrounding area. The latter method adheres to a modified blueprint of the typical swamp residence. Water-resistant logs pounded into the ground act as pylons to support a raised wooden structure resembling a modern boardwalk. This design is more commonly found in bogs and fens where the stratified layers of peat almost duplicate the durability and strength of concrete. The use of either method is more a matter of personal preference and available resources rather than based upon a pure cost analysis basis. Both types require routine maintenance and regular repairs.

It is not uncommon for local authorities to pass these expenses onto the travelers using these roads through the imposition of tolls and tariffs. Of course, there must be a demand for such services; otherwise, no one would willingly pay money to venture down a road leading nowhere. In many cases, wetlands’ roads link coastal settlements and vital ports to landlocked interior regions farther inland. The overland traffic passing through the wetlands frequently leads local inhabitants and immigrants alike to establish their own roadside communities to service the needs of humanoids making their way through the region. Food and shelter are the two industries in greatest demand, but there are also niche markets for more exotic goods such as crocodile skins, rare plants, and peat.

The following table represents the percentile chance of encountering a settlement at or near roads passing through wetlands. (Cities are not included on the table, because they are large enough to generally appear on a map of the immediate area.) These tables only apply to actively maintained roads. Treat those that have fallen into disrepair as ordinary trackless terrain. The “Exploration” section of Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* details the distances an unencumbered man can cover in a single day while traveling on a highway. The GM may consult **Table 2–17** at the beginning of every 24-mile interval while traveling on the road. If the characters are slated to come across a settlement at some point during the next 24 miles, the community appears at an appropriate or random location somewhere along the way. Creatures that can cover more than 24 miles in a single day may require the GM to consult the table more than once over the course of the day, and those that move slower may roll on the table every other day instead. The GM should attempt only one roll for each 24-mile interval.

Table 2–17: Settlement along a Road in the Wetlands

Settlement Type	Percentage Chance of Presence			
	Swamp	Marsh	Bog	Fen
Thorp/Hamlet	01–20	01–25	01–10	01–15
Village	21–35	26–45	11–15	16–25
Town	36–45	46–60	—	26–30
No Settlement	46–00	61–00	16–00	31–00



Modes of Travel

As the name suggests, wetlands are a transition zone between wholly aquatic environments and purely terrestrial habitats. Ships sailing into ports in wetlands regions may remain aboard their vessels and travel farther upriver into the hearts of neighboring swamps and marshes until they can go no further. Likewise, mounted riders and pedestrian traffic faces the opposite dilemma once they leave dry land and set foot in a semi-aquatic environment. It is impossible to adapt a one-size-fits all strategy to travel through the wetlands. A nimble rowboat can master tight turns and shallow streams, but the same vessel cannot contend with rough waters and dry land. While there is no perfect solution to the logistical difficulties associated with traveling through this challenging landscape, there is no shortage of new and innovative methods to overcome these age-old problems.

Watercraft

Obstacles and shallow water are the two greatest impediments facing ship captains who stray from the navigable rivers, lakes, and estuaries bordering and bisecting swamps and marshes. Slamming into a large object regardless of whether it is visible or hidden beneath the murky waters can puncture or otherwise compromise the hull's integrity, making the vessel no longer seaworthy. The damage dealt to a vehicle that crashes headfirst into an obstacle is determined in the same manner as resolving a ramming maneuver against a solid object. (See the "Vehicles in Combat" section in Chapter 4 of the *Pathfinder Roleplaying Game Ultimate Combat* to adjudicate the effect.) The same methodology applies when the ship's hull hits something underwater — with one exception. Because the vessel's soft underbelly is not designed to withstand a direct impact, the object deals double damage to the boat. If the vessel unexpectedly

runs aground on a muddy embankment or similar land feature without barreling into anything noteworthy, the vessel takes half damage from the collision. This damage applies only to an unanticipated event rather than an intentional landing or beaching.

In order to avoid hitting something protruding above the water or underneath the surface, the helmsman must succeed on a driving check to steer the boat out of harm's way and prevent a catastrophe. (The "Driving Vehicles" section in Chapter 4 of the *Pathfinder Roleplaying Game Ultimate Combat* provides the rules governing accelerating, decelerating, keeping it going, reversing, and turning a vehicle.) The "Water Vehicles" section in Chapter 4 of the *Pathfinder Roleplaying Game Ultimate Combat* lists game statistics for multiple vessels, including the amounts of damage they can sustain without sinking or being crippled. The statistics for canoes, kayaks, and gondolas appear in **Chapter 5** of this sourcebook. In the latter case, as a general rule of thumb, the draft (minimum water depth) needed to keep a vessel afloat is equal to the vehicle's hit points divided by 200. This distance is measured in feet, and fractions are not rounded down. Thus, a rowboat, which has 60 hit points, needs a little less than 4 inches of water. For boats with a flat bottom or those specifically designed to function in shallow waters, such as a keelboat, barge, or longship, it is appropriate to reduce the draft in half. Therefore, a keelboat requires only 18 inches of water to avoid hitting bottom. Ships venturing into waters too shallow to support their weight run aground and take damage as described in the preceding paragraph. The captain must then succeed on a driving check (+10 to the DC) to extricate the vehicle from its precarious position.

Only adventurers culled from the ranks of indigenous residents and seafaring cultures commonly specialize in piloting a vessel through narrow straits. Instead, wetlands' explorers typically contract others to provide such valuable services. Of course, their expertise does not come for free, especially considering they face many more hazards in the twisting channels and shallow water than they would on a well-traveled river or across calm seas. The going rate for being a passenger on a river cruise through or adjacent to dangerous swamps and marshes is double the cost appearing in the "Transport" section in Chapter 2 of the *Pathfinder*

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Roleplaying Game Ultimate Equipment. Characters who opt to hire a captain to helm a vessel venturing into the wetlands' proper can expect to pay 1 gp per day for a novice captain to as many as 10 gp per day for a highly experienced skipper. These rates do not include the vehicle's lease rate or purchase price. Adventurers seeking someone to do more than steer and propel the boat are more apt to consider contracting the services of a guide. These highly specialized individuals are discussed in the "Guides" section, which appears later in this chapter.

Land Vehicles

Wetlands are the stuff of nightmares for land vehicles and their operators. Carriages, carts, wagons, and chariots are not built to splash through standing water or to cross over running streams. However, peat and mud frighten drivers and passengers more than any stagnant pool or body of water. Both are extremely slick and malleable surfaces providing no traction and support to a heavy vehicle. Peat is found predominately in bogs and to a lesser extent in fens, whereas mud is encountered in all wetlands though it is most prevalent in swamps and marshes. Prudent drivers know better than to contend with these treacherous hazards; instead, they keep to the highways passing through this soggy terrain for as long as possible. When vehicles stray from the safety of the road, their fate falls into the hands of the man or woman holding the reins. One wrong turn into a treacherous patch of soft earth or damp peat can bring any overland journey to an abrupt halt.

Under normal conditions, the driver can carefully map his route and avoid obvious obstacles standing in his way. Therefore, the driver of a land vehicle venturing through trackless wetlands terrain must succeed on a driving check once every hour or fraction thereof to avoid bogging down and getting stuck in the mud or peat. The driving check's base DC is 5 when the driver is not in combat. The driving check is subject to the modifiers appearing in the following table.

Table 2—18: Driving Check Modifiers to Avoid Getting Stuck

Driving check modifiers	DC Modifier
Driving through a fen	-2
Driving through a bog	+2
Driving through a swamp	+4
Vehicle weight	+1/10 hit points of vehicle
Driver fatigue	+1 per consecutive previous check
Excessive speed ¹	+1/20 feet of speed

¹Only applies to driving checks made during combat

On an ordinary ride, the driving check DC for maneuvering a medium chariot with 60 hit points through trackless area in a marsh is 11 (base DC 5 + 6 [vehicle weight 60/10]). Driving the same vehicle in the din of combat is an entirely different matter. The operator must divert his attention elsewhere and not solely focus on the terrain ahead of him. In this case, the base DC increases to 20, and the check is made every round instead of every hour. The same modifiers apply to this check as well. Just like watercraft, the operator of a land vehicle also has a chance of plowing into a large object, most likely a tree. The effects of this collision are resolved in the same manner as those involving a watercraft.

A vehicle that sinks into or gets stuck in mud, peat, or damp earth cannot move until it is freed. The base DC to remove a stuck vehicle out of a pliable surface is 10. It takes three consecutive successful driving checks, Strength checks, or a combination of both to fully extricate the vehicle from its predicament. Each check takes a standard action. The first check dislodges its wheels, the second rocks it back and forth, and the third moves it out of the hole. Whenever a check fails, the operator goes back to the beginning of the previous step. Hence, if the operator fails to move the vehicle out of the hole, the vehicle remains dislodged, but is no longer rocking back and forth. He must succeed on another check to rock it back and forth before he may try to pull it out of the hole again.

Of course, it is easier to pull a small cart out of a quagmire than it is to lug a heavy wagon. To simulate the increased difficulty based upon the object's size, the DC is modified by the vehicle's hit points divided by 10. If the passengers and cargo remain onboard, the DC is modified by an additional +1 for every 100 pounds of added weight.

Mounts

Many humanoid cultures depend upon animals and beasts as the primary means of hauling goods and passengers. Horses, camels, and llamas make travel and trade possible in some of the most inhospitable and exhausting environments on earth, but these domesticated creatures are not native to or well-suited for life in the wetlands. Heat, humidity, water, mud, peat, trees, fallen logs, and tangled vegetation impede these animals' progress through the rugged terrain. Training an indigenous animal or beast to serve as a mount seems like the next logical course of action. Indeed, several large quadrupeds possess the necessary size, strength and speed to serve in this capacity. Furthermore, they are also excellent swimmers, a quality which comes in handy when traveling across this semi-aquatic environment. Crocodiles, alligators, jaguars, and tigers are among the wild beasts that potentially fit the bill. However, in the real world, none of these feral creatures has the disposition to willingly allow a humanoid to sit on their backs and direct them where to go. Yet depending upon one's perspective, some daring or foolhardy individuals insist on attempting to tame one of these unruly beasts to serve their needs. The animal's would-be master must first domesticate the creature and then specifically train it to accept a rider using the Handle Animal skill, magical abilities, or some other means. Most rear one of these beasts from infancy, though it is possible under some circumstances to domesticate juveniles or even young adults with the proper expertise and the right circumstances.

Tigers and jaguars are the most versatile of the wild beasts that can serve as mounts. They are equally at home on dry land, in the water, and, in the case of the elusive jaguar, even the trees. Alligators and crocodiles run faster than most people expect, but they are more adept at stalking prey in the water than chasing victims down on the muddy riverbanks and hummocks. The big cats' body shape and height makes it relatively easy to attach a conventional saddle to their backs. On the other hand, crocodilians are too low to the ground to comfortably accommodate a humanoid rider on an overland trek without major modifications. It is possible, however, to strap a chair-like device to the reptile's back in order to elevate the rider high enough to prevent his knees and feet from constantly dragging along the ground. Rumors persist that an elite handful of daredevils forego sitting altogether and instead stand on top of the alligator or crocodile using nothing but a pair of foot straps and leather reins to maintain their precarious position atop the creature. (See **Chapter 5** for details on gator straps and croc chairs).

Aristocrats and explorers seeking to make a social statement sometimes ride in majesty atop the mighty elephant or the burly but cantankerous hippopotamus. Though they are not especially strong swimmers, neither of the gigantic beasts faces any realistic possibility of drowning in the wetlands' shallow waters. Despite their fearlessness, their gargantuan size makes it difficult for these behemoths to venture through areas teeming with trees, shrubs, and other dense vegetation. Instead of trying to get around these obstacles, the mammoth brutes often knock them over or crush them, which can wreak havoc in this delicate ecosystem. However, just like land vehicles, their enormous weight works against them whenever they walk through soggy peat or thick patches of mud. Because of these limitations, elephants and hippopotami fare best when traveling through waterways such as rivers, deltas, and estuaries as well as areas of damp earth supported by underlying layers of rock and stone.

Though the preceding animals can be used as mounts under the right conditions, none of them takes kindly to serving as beasts of burden for their humanoid masters. Humanoids can tame tigers and jaguars, but they cannot completely suppress their predatory instincts. The sight of potential prey constantly distracts the sleek cats, which would much rather pursue a fresh meal than haul a wagon full of cargo and passengers through their hunting grounds. Alligators and crocodiles suffer from the same deficiency and are not ideally suited for long overland treks. However, the animals fare better towing watercraft through the narrow channels and waterways of their indigenous marshy and swampy habitat. Still, they are rarely used

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in this capacity, as it requires far less effort to hire and train someone to paddle a boat than to propel a boat using a primitive-minded reptile with an unpredictable and savage temperament.

Presented below are two tables with the costs to purchase the preceding mounts and the distance they travel over the course of a single day.

Table 2–19: Costs to Purchase Wetland Mounts

Creature	Cost	Miles Traveled Overland	Miles Traveled Through Water
Alligator/Crocodile ^{1,2}	55 gp	16 miles	24 miles
Elephant ¹	1,000 gp	32 miles	—
Hippopotamus ¹	1,050 gp	32 miles	—
Jaguar ^{1,3}	110 gp	32 miles	16 miles
Tiger ¹	325 gp	32 miles	—

¹ Animal must be successfully reared before it can be taught tricks. See the “Handle Animal” section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding rearing animals.

² Alligators and crocodiles share the same statistics. However, GMs seeking added realism may apply the young template to the crocodile’s base statistics in order to create the smaller alligator.

³ Animal appears in *The Tome of Horrors Complete* from *Frog God Games*.

These prices are for untrained animals. Combat-trained mounts generally cost 1.5 times the normal price. The speeds are based upon traveling on roads and highways without risking overexertion. Travel across difficult terrain and trackless expanses may reduce these speeds, while moving at a hustle or forced march may increase these speeds albeit at the risk of injuring or killing the mount.

Walking

The simple act of putting one foot in front of the other does not even register as an afterthought in terrestrial environments, but in the wetlands, one misstep can be a hiker’s last. While the same perils exist for mountain climbers, the brave souls who scale steep slopes at least enjoy the luxury of seeing where their foot is going next rather than dipping their toes into the proverbial unknown. The dirty water inundating large portions of the wetlands conceals many hidden dangers, including jagged shells, twisted roots, submerged logs, and treacherous quicksand. No single step is a given, even when the intrepid explorer can see what lies ahead of him. The soft, yielding soil in swamps and marshes and the spongy peat dominating the bogs and fens never reveal their secrets through mere visual inspection. Without warning, the soggy ground can suddenly grab and swallow the foot — and sometimes far more — of any creature foolish enough to step into its squishy trap. The tremendous suction literally pulls the hapless victim deeper and deeper into the quagmire until it either escapes the pitfall or succumbs to it. (More details regarding this hazard appear in **Chapter 3**.)

On a more mundane level, the constant exposure to water takes a severe toll on the traveler’s feet. Several foot immersion syndromes, most especially trench foot, caused by prolonged contact with chilly, contaminated moisture, can severely injure and eventually destroy the waterlogged appendage. Poorly crafted footwear submerged in water

creates a damp, humid incubator for infectious agents that exacerbate the condition. Unfortunately, going barefoot is not a viable solution either. Bare skin offers no insulation against the cold or protection against the serrated mollusk shells and sharp granular materials covering the saturated soil beneath the water’s surface. Proper shoes are the only defense against these threats. The footwear must shield the person’s vulnerable sole from unsafe objects beneath his feet as well as keep the wearer’s feet at a consistent and comfortable temperature. Most importantly, the shoes must either allow water to freely escape or be completely waterproof.

Many of the outfits found in the “Clothing” section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* include a pair of shoes or boots as part of the outfit. However, only the shoes or boots accompanying the cold-weather outfit are appropriate for exploring the wetlands. The footwear accompanying the other outfits lack the insulation and durability needed to resist water intrusion as well as maintain a steady temperature and ignore the effects of potentially dangerous objects underfoot. Several pieces of specialized clothing and gear found in **Chapter 5** may also prove useful to travelers trekking through the wetlands by foot.

A character who attempts to hustle or force march through wetlands terrain barefoot or without proper footwear takes lethal damage instead of nonlethal damage while doing so. Adventurers wearing proper footwear take nonlethal damage as normal.

Guides

In the wetlands, guides wear many hats. The majority of these thrill-seekers consists of local residents looking for excitement and a big payday instead of the tedium associated with daily life. In addition to being intimately familiar with their surroundings, they are competent mariners and skilled naturalists with a smattering of abilities in other disciplines. Commanding their own boat or piloting someone else’s vessel is an integral part of their duties, but they are substantially more than the skippers described in the previous “Watercraft” section. The typical hired captain steers and propels his ship in accordance with his clients’ wishes. He may provide limited advice about a particular region and avoid known obstacles. However, in his mind, that is where his obligations end.

Conversely, guides actively participate in their charges’ adventures. They give directions to specific places and can relay important bits of information about a particular locale to adventurers and explorers who hire them. Most have extensive knowledge about the dangers posed by the indigenous flora, fauna, and other organisms dwelling in the wetlands. Others can function as crude medics to combat injuries and illnesses caused by the native denizens or sinister pathogens. Most critically, their extensive experiences allow them to lead explorers on safe paths through the unforgiving terrain, bypassing impassable areas and treacherous parcels of ground. In a pinch, all guides can defend themselves, though they do so only as a matter of last resort to ensure their self-preservation.

The average guide charges the same fees as a skipper or captain, including the costs of boat rental, lease, or purchase plus an additional fee of 3 gp per day per person. Guides notoriously talk a good game about their fearlessness and countless exploits, yet it is rare to see one stand at the forefront in the event of a monstrous attack. They happily point adventurers toward danger and then slink back to the rear and remain out of sight for the remainder of the foray. If the situation gets too dangerous, it is not uncommon for a terrified guide to abandon his clients and hightail it back to safety, hoping to never see his clients again. In the event the adventurers survive the encounter and confront their cowardly hireling, the frightened resident usually claims he presumed his accusers were already dead. If that ploy fails, he or she pathetically resorts to pleading for his or her life and offers to return any payments made back to his former employer.

Ch. 3: Wetlands Hazards

Life as we know it cannot exist without water. All carbon-based lifeforms from the tiniest single-celled organism to the gargantuan brontosaurus need the precious liquid to survive. In arid biomes, a creature's daily activities revolve around its constant struggle to find enough water to remain hydrated and to stave off extreme thirst. Wetlands' inhabitants, on the other hand, suffer from the opposite dilemma. Water is practically everywhere. Yet sometimes too much of a good thing can have unintended consequences. Although the creatures who reside here do not spend their days endlessly preoccupied with finding potable water to drink, the critically important fluid can be an uncaring and fickle tenant. When riled to anger by fierce winds, violent storms or trembling landmasses, water transforms into an unstoppable force that brushes aside everything in its path as if it were mere dust. The crucial liquid is a relentless opponent that can sweep away a centuries-old tree in the blink of an eye or turn solid stone into wet grains of sand over the course of countless millennia.

Water may be the land's temporary or permanent guest, but it also hosts numerous creatures as well. The aggressive, prehistoric crocodilians are perhaps the most recognizable and feared of the bunch, yet despite their reputation for bloodshed and carnage, the wetlands' minutest creatures wreak exponentially more harm than these brutal, primordial killers. Warmth, moisture, and humidity attract parasites in droves and none more so than nature's winged nightmare, the mosquito. The stealthy insect inserts its syringe-like proboscis through its unwitting host's skin in order to siphon off the creature's blood for the purpose of nourishing its developing eggs. In the process of exchanging fluids with its victim, the bloodthirsty mosquito often transmits a deadly contagion to the creature it violated as a sinister parting gift. While mosquitoes act as a vector in the transmission of disease, other less-sophisticated organisms residing in the murky waters directly infect their prey. Unicellular organisms such as some varieties of protozoa and bacteria can severely sicken or kill creatures who deliberately or accidentally ingest the contaminated waters or come into contact with the soil where these creatures thrive.

The land itself also conceals many invisible dangers. Quicksand is a pervasive problem throughout the wetlands, especially in the bogs and fens found in the world's temperate and boreal regions. Peat — decaying, stratified organic material primarily composed of sphagnum moss — can repel and retain vast quantities of water. Yet much to adventurers' chagrin, the spongy material is prone to collapse under pressure, turning what looks like solid ground into a soupy quagmire of frigid water and granular particles that behave like wet cement. For this reason, many wetlands' natives sarcastically quip, "visitors wrongly fear terrors right before their eyes, so they never see death coming."

Overview

Danger comes in many forms in the wetlands. Some appear as an approaching crocodile submerged beneath the cloudy waters. Others, like an insidious microscopic predator, invisibly and silently rain death upon their enemies without raising so much as an eyebrow. Despite their differences, all wetlands hazards fall into four general categories. The opening section, terrestrial hazards, provides rules and advice for adjudicating detrimental effects caused by the terrain itself, such as quicksand, sinkholes, pluff mud, peat fires, murky water and jagged soil. The chapter then moves on to discuss the indigenous flora that may present problems to adventurers, particularly those plants with toxic properties as well as those renowned for inadvertently ensnaring unwary explorers within their green grasps. Wetlands' inhabitants then take the stage, focusing on the biome's largest and smallest indigenous fauna — the primordial crocodilians and the tiny, disease-spreading bloodsucker, the mosquito, in addition to the men and monsters who dwell in this seemingly perpetually humid environment. The hazards chapter then turns its attention to destructive weather events, led by the coastal scourges of the hurricane and tidal wave through more

mundane occurrences, such as rain and sunburn. Some of these sections summarize and expand upon rules already appearing in the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game Mastery Guide*. Others are entirely new ways to look at old and overlooked hazards encountered in the wetlands. It is important to recognize that some of the hazards presented here previously appeared in *Dunes of Desolation*, *Fields of Blood* and/or *Mountains of Madness*, all from Frog God Games.

Terrestrial Hazards

In the wetlands, a parcel of ground may be dry land one day and a streambed the next. In many ways, the soil's transitory nature is responsible for creating a significant number of the terrestrial hazards associated with this environment. Humidity, rainfall, and a uniquely acidic environment give rise to the creation of peat, the hydrocarbon material dominating the chilly bogs and fens. This soggy, decaying matter is surprisingly combustible, and the microorganisms feasting on the dead matter in this anaerobic environment also release flammable gases as a byproduct of their digestive processes. Of course, mud can be just as insidious as peat. Though quicksand is commonly associated with deserts in fiction, the flawed and potentially dangerous mixture of water and soil actually appears more often in saltwater marshes, riverbeds and lakeshores than it does in deserts. Native residents sometimes refer to the saturated, granular sand as pluff mud. Quicksand and pluff mud are visible, recognizable hazards. On the other hand, the ground hiding beneath the water is just as perilous. The submerged soil under the water's surface teems with serrated oyster shells and barnacles that shred bare skin with their jagged edges. Even the cloudy water covering the land conspires against adventurers by obscuring their vision and shrouding the murky depths in ominous darkness. Taking anything for granted, whether seen or unseen, is a grave mistake in the chameleon-like wetlands.

Marsh Gas (CR 2)

Tales of eerie, flickering balls or flames of light spontaneously appearing above the watery surfaces of swamps, marshes and bogs resonate throughout recorded history. The men and women who witnessed this strange phenomenon believed them to be otherworldly beings they referred to as will-o'-the-wisps. In actuality, these odd, illuminated spheres are simply small clouds of combustible natural gases bubbling up from beneath the soil. Not surprisingly, adventurers who have stood toe-to-toe with these malevolent creatures vigorously dispute their alleged non-existence. Nonetheless, in the real world will-o'-the-wisps are a wholly natural occurrence that presents only a minor danger to wetlands' travelers.

Marsh gases form in the proverbial bowels of the wetlands. Bacteria that thrive in the wetlands' anaerobic environment beneath the water release several potentially combustible gases as a byproduct of their digestive process. Likewise, with the right temperatures and humidity levels, fermented organic matter may also emit the same chemicals. Marsh gas consists predominantly of methane and carbon dioxide, along with a smattering of other compounds. It is invisible in its normal state. However, once ignited, which frequently occurs in a spontaneous, inexplicable manner, marsh gas burns with a distinctive blue flame. A PC who succeeds on a DC 15 Knowledge (nature) or Survival check recognizes that bubbling water is a telltale sign of marsh gas's presence in the immediate vicinity above the water's surface.

Marsh gas exposed to an ignition source instantly catches fire. Even without an open flame, marsh gas has a 10% chance per minute of spontaneously combusting. A typical pocket of marsh gas measures 2d4 feet in diameter. A creature standing within or adjacent to a smoldering

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cloud of the flammable fumes takes 1d6 points of fire damage per round (no save). The fire burns for an additional 1d6 rounds before dissipating. Worse yet, creatures engulfed in the flames are at risk of catching on fire. (See the “Catching on Fire” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for additional details regarding catching on fire.) Fires caused by marsh gas are generally too short-lived to ignite nearby damp, living vegetation. However, an unusually dry area ravaged by drought or extremely high temperatures may catch fire under the right conditions. In general, for every mile traveled in the marshes, swamps and bogs, there is a 5% chance of wandering into an area plagued by marsh gas. Marsh gas is less common in fens, so there is a 2% chance of encountering a pocket of marsh gas for every two miles traveled across these particular wetlands.

Peat Fires (CR 8)

In today’s vocabulary, the term fossil fuel almost always refers to oil, coal and natural gas. These complex hydrocarbons power our vehicles, heat our homes and generate electricity for countless other uses. However, in an era before the advent of drilling rigs and heavy machinery, people harvested peat, a lesser-known fossil fuel, to meet their energy demands. Peat is the product of decaying organic matter, just like its more famous kin. Though it typically accumulates in a moist, acidic environment, peat’s high concentration of carbon and several other combustible elements makes it extremely flammable. The peat accumulating in the chilly bogs and fens is normally too damp and waterlogged to easily ignite. Humanoids culling this material from the ground leave it out to dry for an extended period of time before using it to warm their hearths and stoves during the long winters. Yet under the right conditions, most notably during times of extended drought, the peat encountered in bogs and fens can be a conflagration waiting to happen.

Fire keeps shrubs and trees at bay in many biomes. Bogs and fens are no exception. Lightning, intense heat, carelessness, and arson can provide the spark that sets peat ablaze. Once lit, peat can burn indefinitely. In fact, there are recorded instances of peat fires lasting for decades and even centuries. In some instances, these steady burns originate and continue to smolder underground, where they are shielded from the elements. Peat infernos release astounding volumes of methane and carbon dioxide. The blinding, choking smoke generated by the flames travels miles downwind, irritating the noses, mouths, and lungs of any living creatures breathing the suffocating air.

Peat fires spread slowly, often burrowing underground in a vertical direction rather than traveling outward in a more conventional horizontal manner. Despite their slow speed, they can burn for long periods of time, spewing gigantic plumes of noxious smoke high into the air. The “Forest Fires” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* provides the details for adjudicating the effects of a forest fire. The same rules apply to peat fires unless otherwise specified in this section.

The flat terrain combined with the enormous columns of smoke make it easy to spot a peat fire from a greater distance than a forest fire. A PC who succeeds on a Perception check, treating the fire as a Colossal creature (reducing the DC by 16), can spot a peat fire from as far away as 2d6 x 200 feet rather than 2d6 x 100 feet as in the case of a forest fire. The leading edge of a peat fire (the downwind side) moves steadily, traveling at a speed of 1d4 x 10 feet per hour in light to moderate winds, 2d4 x 10 feet per hour in strong to severe winds and 4d4 x 10 feet per hour when influenced by winds in excess of 51 mph. As previously mentioned, peat fires can burn almost indefinitely. Once a particular portion of peat catches fire, it remains ablaze for 2d4 weeks unless another creature intervenes to extinguish the raging flames or prolong its existence.

Peat fires deal the same amount of damage as forest fires. Likewise, creatures caught in the leading edge of the fire run the risk of catching fire. The smoke behaves slightly differently. It is so thick and intense the Fortitude save DC to negate the effects of smoke inhalation is 5 higher than in the case of a forest fire. The smoke reaches a maximum height of 2d6 x 10 feet over areas which are ablaze and downwind of the fire.

The preceding discussion relates to peat fires caused by unseen forces. PCs and their enemies may intentionally or accidentally ignite a peat fire while fighting in the wetlands. A dropped torch, a neglected campfire, a *flaming* sword, and many spells that create fire can set the peat ablaze.

The risk of starting a deadly inferno is a significant consideration when battling foes outdoors, especially during the dry season. As a general rule of thumb, wet peat exposed to an instantaneous flame does not catch fire, whereas desiccated peat has a 50% chance of igniting. Fires lasting for 1 round or more always ignite dried peat. On the other hand, each round there is a cumulative 5% chance wet peat exposed to an open flame catches fire. Once a fire starts, the wind direction determines where it goes unless the PCs or their adversaries use other means, such as a *gust of wind* spell, to steer the blaze in a direction of their choice. Whether caused by nature or the actions of living creatures, no natural force can stop a peat fire if the flames can safely retreat to a subterranean location.

Quicksand

In the 1950s and 1960s, quicksand practically became a cottage industry. Writers and directors of the period regaled readers and moviegoers with iconic images of heroes and villains stepping onto a patch of gelatinous sand that suddenly morphed into an inescapable quagmire. Many of these climactic scenes took place in the desert beneath a hot, roiling sun far beyond the reach of any assistance. After a valiant struggle, the trapped creature finally succumbed to his inevitable fate and disappeared beneath the amorphous surface, never to be seen again. In the case of quicksand, fact is a far cry from fiction.

Quicksand, also known as pluff mud in some circles, usually appears in marshes near rivers, lakes and other bodies of water. This variety of quicksand is known as wet quicksand. Because deserts lack wet quicksand’s primary component, water, it is rarely found in arid regions. Instead, its counterpart, dry quicksand, is the substance generally seen in works of fiction. To date, there are no known natural instances of dry quicksand, though it has been successfully replicated in a laboratory under highly controlled conditions. However, in the wetlands where water is in great abundance, dry quicksand is just a part of pulp fiction.

Quicksand is an imperfect amalgamation of water and sand. It forms when fine, granular particles such as sand or silt become overly saturated by a swell of groundwater, which remains hidden below a layer of sand. Whenever a creature steps onto the surface and exerts enough pressure on the unstable soil, the loose grains of sand and water quickly separate and transform the mess into a soupy liquid. In short, falling into quicksand is more akin to stumbling into a previously hidden pool of water than plummeting through a crack in the earth. Experienced wetlands’ travelers are adept at spotting the telltale signs of this lurking danger. Characters moving at a normal pace notice quicksand with a successful DC 8 Survival check. Those traveling faster than their normal speed barrel right into the quicksand. (See the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more details on adjudicating the effects of quicksand.)

Rust

Water never surrenders. Over time, the tireless fluid grinds the grandest monuments into dust. Naturally, some materials repel water far better than others. Iron looks and feels like a formidable opponent, but appearances are deceiving. Prolonged exposure to water or damp air degrades iron on an atomic level, as oxygen atoms combine with iron atoms to create iron oxide. Adding salt, which is found in seawater, accelerates the chemical reaction. The oxidation process rapidly weakens and corrodes iron into a fragile material that denigrates into brittle, discolored orange flakes known as rust.

Moisture is an inescapable and harsh reality in the wetlands. Even if a character does not wade through waist deep swamp water or endure a torrential downpour, water vapor in the form of humidity still eats away at iron’s porous molecular bonds. Armor, weapons, tools, equipment and even creatures made from iron and iron alloys take 1d6 points of corrosive (acid) damage per day or part thereof they are exposed to freshwater or greater than 50% humidity. Objects and creatures exposed to saltwater instead take 2d6 points of damage. Magical items and metal creatures succeeding on a DC 15 Fortitude save negate this damage altogether. A character may cast *mending* or use the Craft skill to repair the damaged object or creature. Likewise, he may spend 10 minutes at the end of the day

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cleaning and drying one Medium-sized iron or steel object, which halves the damage (minimum 1). Spells, effects, and substances that negate or reduce corrosive (acid) damage also prevent iron objects from rusting.

Sinkhole (CR varies)

In almost every case, water eventually gives birth to sinkholes. The invasive fluid dominates the wetlands. It slowly seeps through the saturated soil and into the limestone, dolomite, gypsum and other layers of porous, easily soluble stone underneath the inundated earth. Over time, the relentless invader bores into the underlying structure, carving out cracks and fissures that slowly grow into gaping cavities. Scholars refer to this as karst topography. Contrary to popular belief, these subterranean abscesses are not the sinkholes surface dwellers actually see when the ground suddenly and violently collapses. Instead, sinkholes are created in a manner similar to marking the passage of time with an hourglass. The original underground cavity works much like the lower bulb in the timekeeping device. Water penetrates through the surface, where it then pushes loose dirt, soil, clay, and other organic material in the upper bulb through the hourglass's neck and into the lower bulb. The process is slow, taking years and sometimes decades to reach critical mass. However, when enough material pours into the lower bulb, the upper bulb weakens to the point where it can no longer support the weight of the soil, vegetation, and water above it. The ground immediately collapses, spawning a massive crater in its wake.

While natural processes are responsible for the creation of most sinkholes, irresponsible humanoid activities may also create or at least contribute to a sinkhole's genesis. Mining and agriculture are the two primary culprits. Subterranean mines extract minerals and metals from the earth, leaving manmade cavities in their wake duplicating the structure of karst topography. The agricultural industry drains aquifers of water for the purpose of irrigating surface crops. Removing water from the underground cavities makes it easier for soil and clay to fill in the abscesses. In addition, pouring massive quantities of water in a small, concentrated area forces any excess runoff to sink into the ground and dissolve soluble layers of bedrock beneath the farm.

The typical sinkhole measures 4d6 feet in diameter and descends to a depth of 2d4 x 10 feet, though they can be larger or smaller depending upon the circumstances surrounding their creation. Terrain conducive to creating a natural sinkhole can be spotted with a successful DC 15 Knowledge (geography), though a successful check does not verify the presence of a sinkhole or pinpoint one's exact location. It merely tells the character a sinkhole is more likely to be found in a given region than elsewhere. Likewise, a character moving at a normal pace can notice a potential sinkhole with a successful DC 18 Survival check. (A character not actively searching or looking for a sinkhole should be treated as if he were taking 10 on his Survival check.) Creatures who fail to detect the sinkhole walk 1d6 feet past the edge before the ground suddenly collapses. A creature can avoid falling into the sinkhole by succeeding on a Reflex save (DC 15 + 1 per foot beyond the sinkhole's edge). Those who fall into the sinkhole suffer the appropriate falling damage (1d6 points of damage per 10 feet fallen). The damage caused by the sinkhole determines its CR (see the "Challenge Rating of a Trap" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for guidance). In general, for every mile traveled in the marshes and swamps, there is a 2% chance of stumbling across a sinkhole. Fewer sinkholes are in the bogs and fens, so there is a 1% chance of stepping onto a sinkhole for every two miles traveled across these particular wetlands.

Water

In general, living creatures thrive in a warm, humid environment. The inside of a waterlogged shoe or boot exemplifies this principle in a microcosm. The damp, warm and dark conditions encountered inside of soaked footwear and socks encourage the growth of bacteria and fungi. As long as the skin remains healthy and intact, the body keeps these unwelcome invaders at bay. Over time, however, water takes a heavy toll on the outer epidermis regardless of the temperature. The exact causes for why this occurs remain a subject of debate among scholars, but there is no

disputing that prolonged exposure to a damp, dark environment causes the feet to suffer from numbness, maceration and blisters. In its early stages, immersion foot syndrome, as it is commonly called, makes walking an extremely painful endeavor, thus limiting the creature's mobility. As the affliction progresses, cracks in the skin and ulcerated blisters provide bacteria and fungi a window of opportunity to infiltrate through the skin and invade the damaged tissue. Left untreated, gangrene becomes a foregone conclusion.

There is a 10% chance of developing immersion foot syndrome for each consecutive day the creature continuously wears waterlogged boots, shoes and socks. For instance, a creature wearing the same soaked shoes and socks for three straight days would have a 30% chance of contracting immersion foot syndrome. If the cycle of dampness is broken, i.e. the character removes the soaked footwear and allows his feet to "air out" in an elevated position overnight, the chances of contracting immersion foot syndrome are lowered by 20%. Likewise, removing the soaked footwear and replacing it with dry clothing reduces the chances of developing immersion foot syndrome by 10%.

Immersion Foot Syndrome

Type—contact; *save* Fortitude DC 13; *onset* 1 day; *frequency* 1/day for 6 days; *effect* base speed halved, creature takes 1d6 points of nonlethal damage for each hour it spends walking, 2d6 points of nonlethal damage for each hour it spends hustling and 2d6 points of lethal damage for each hour it spends forced marching; *cure* 1 save.

The preceding precautionary measures also aid in the healing process. Airing the feet out as described above grants a +2 bonus on the creature's next Fortitude save, while removing wet garments and replacing them with dry footwear grants a +1 bonus on the creature's next Fortitude save. These bonuses stack with one another.

Water Clarity

It is extremely difficult to avoid something that cannot be seen. On land, dense clouds of smoke may grant concealment to creatures moving through the thick vapors. The same principle applies underwater. High concentrations of mud, sediment, peat and other organic materials in the water greatly impede vision. These minute particles block and reflect light. Under normal conditions, creatures can see 1d8 x 10 feet through murky water. (See the "Aquatic Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more details regarding stealth and detection underwater.) Like the spell *fog cloud*, muddy water obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment, and the attacker cannot use sight to locate the target.

As a general rule of thumb, moving water is always murky unless it is in a particularly large, slow-moving river. Muddy waters are typically encountered in swamps and marshes near the mouths of rivers, streams and other bodies of water, where sediment and mud picked up farther upstream are ultimately deposited. In addition to granting concealment to predators such as alligators and crocodiles along with parasites such as leeches, the cloudy, shallow waters in these areas also hide large colonies of barnacles and oysters that attach themselves to objects on the swamp or marsh floor. Their jagged, serrated shells duplicate the effects of caltrops whenever a creature steps through an area containing these animals. (See the "Adventuring Gear" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding caltrops.) The creatures typically cluster together in a 1d4 x 10-foot radius. There is a 10% chance of encountering barnacles and oysters in muddy waters. Obviously, creatures that can see them through clear or murky waters are likely to avoid wading through areas that host large numbers of these creatures. If they persist and decide to walk atop the animals' sharp shells, they take damage as normal.

On the other hand, algae floating atop the water's surface replicate the effects of heavy undergrowth on the surface. This broad grouping of



aquatic plants comes in many shapes, sizes and colors and can flourish in a wide variety of areas. Algae act as a gigantic blanket draped atop the water. Unlike mud and sediment, algae can be temporarily pushed aside to grant momentary visual access to the water below it. This may allow a creature to avoid stepping onto objects and creatures on the bottom directly in front of it. Algae still obscures long-range vision, thus preventing the creature from seeing an oncoming predator swimming through the water. Algae flourish in nearly every wetlands' environment, but they are most abundant in saltwater swamps and tidal marshes.

Plants

Wetlands are often defined in accordance with their indigenous flora. Trees and woody plants dominate swamps, whereas grasses, reeds and rushes hold sway over marshes. As is the case in most biomes, the overwhelming majority of the indigenous greenery leads an anonymous existence, innocuously blending into the background without eliciting a glance or thought in its direction. Yet a handful of unique and unusual plants leave their indelible mark on their native biome. Though they have no direct impact on adventurers, the mires' strange carnivorous plants, such as the famous Venus flytrap along with the lesser known pitcher plant and sundews, warrant mention because of their ability to trap and digest insects as an alternate food source. Despite these noteworthy exceptions, plants usually develop adaptations to encourage insects to pollinate their flowers or to prevent hungry bugs, animals and humans from feeding on their stems and leaves by coating them with poison. The deadly manchineel tree, poison sumac and water hemlock take the latter approach. On the other hand, cypress trees and mangroves have unforeseen beneficial and detrimental effects on explorers traveling through the wetlands. Whether intentional or inadvertent, some plants indigenous to this ecosystem may gravely imperil adventurers who choose to blissfully ignore these unwelcoming residents.

Cypress Tree

These massive, woody giants tower 120 feet above the water and vegetation that covers the swamp floor. The cypress family includes a diverse array of conifers that adapt extremely well to their indigenous environments. Despite the family's versatility, only a handful of cypress species thrive in the perpetually humid swamps and marshes. The bald cypress is the most renowned and prolific representative. This particular species owes its name to its deciduous nature. During the winter months, it loses its flat, spiraled leaves, thus earning the "bald" moniker. The bald cypress is most commonly found in tropical and semi-tropical freshwater swamps in coastal regions and along riverbanks. Native humanoid residents and loggers prize the bald cypress's wood because of its ability to withstand water damage and to resist termite infestation. As such, humanoids often build settlements in the swamps and marshes where the trees are plentiful in order to harvest the vital timber needed to build their homes and businesses.

The exceptionally venerable bald cypress does not give up its longevity without offering some resistance. Bald cypress trees have an unusual root structure usually referred to as cypress knees. In almost all cases, a plant's root system remains firmly buried within the soil and completely invisible to the naked eye. While much of the bald cypress' support and feeding tendrils are also entrenched beneath the ground, the tree's roots sport numerous vertical, spike-like growths that protrude above the surface. The majority of these woody projections are clustered in close proximity to its trunk with lesser concentrations extending outward up to 30 feet away from the main body. The knees' height roughly conforms to the prevailing water table. Cypress trees inundated by shallow water may spring knees that range from several inches in height to a few feet. Those routinely submerged beneath deeper waters may grow knees measuring a staggering 10 feet in length. The exact purpose of this strange anomalous growth remains a mystery, but most scholars theorize that cypress knees have multiple functions that may include enhanced stabilization, improved oxygen exchange or a methane release mechanism.

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The tree harbors no ill will toward explorers, yet bald cypresses pose significant danger to creatures that approach these arboreal monoliths when its knees are submerged within the turbid swamp water. Any creature that steps into a square adjacent to a cypress tree's trunk has a 50% chance of accidentally stepping on a cypress knee that deals 1d6 points of piercing damage and reduces the creature's speed to half normal for 12 hours. A successful DC 14 Reflex save negates the reduction in speed, but not the damage. A *cure* spell or a successful Heal skill check to treat wounds from caltrops eliminates the speed penalty. Creatures stepping into squares between 5 feet and 30 feet away from any cypress tree's trunk have a 1d3 x 10% chance of stepping on a cypress knee. Any waterborne vessel that moves into a square containing a concealed cypress knee takes 1d6 points of piercing damage from the collision with no driving check allowed to avoid it. The presence of multiple cypress trees in a concentrated area does not increase the chances of a square containing a cypress knee.

Obviously, if the area surrounding a cypress tree is not inundated by muddy water, the cypress knees are visible and can be easily circumvented. A creature or vessel moving at half speed or less through an area containing concealed cypress knees can pick his way through the cypress knees with no trouble at all if he succeeds on a DC 15 Perception check. Likewise, a successful DC 15 Survival check allows a creature to move through an area containing cypress knees unharmed as long as he does not run or charge through these squares.

Manchineel Tree

Mangroves are the undisputed masters of the saltwater swamp. This upstart, tall shrub with gray bark, green leaves and light green apple-like fruit often grows alongside its more abundant competitor. Yet what the tropical tree lacks in numbers, it more than compensates for with its toxicity. It is one of the most poisonous trees in the world. The mere act of seeking shelter beneath its broad, shiny leaves during a rainstorm can permanently scar and kill an unfortunate creature simply trying not to get wet. Its bark, stems, leaves and fruit exude a milky, white sap loaded with toxic compounds that severely irritates exposed skin that comes into contact with even a single, diluted drop of the blistering concoction. Setting any part of the plant ablaze creates noxious smoke that sears the eyes and lungs, potentially blinding and killing any living creature that inhales the fatal fumes or looks upon the roaring conflagration. Chewing its leaves or devouring its apple-like fruit invites near-certain death. Primitive humanoid cultures sometimes execute their foes by tying the helpless victim to the tree's trunk and letting nature take its course. The same peoples also frequently dip their arrowheads in sap harvested from the tree.

Manchineel trees grow in the proverbial shadows of their more populous mangrove neighbors. They flourish in coastal beaches and in brackish swamps. Despite its fearsome reputation, the manchineel tree is no match for the more prolific mangrove when the rivals must compete

Manchineel fruit

Type—poison, ingested; *save* Fort DC 17; *onset* 1 min.; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 1 save.

Manchineel sap

Type—poison, contact; *save* Fort DC 18; *onset* 1 min.; *frequency* 1/minute for 6 minutes; *initial effect* 2d6 points of damage, as long as the hit point damage remains uncured, the character is sickened; *secondary effect* 1d4 Cha; *cure* 1 save.

Manchineel smoke

Type—poison, inhaled; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *initial effect* blindness; *secondary effect* 1d6 Con; *cure* 2 consecutive saves.

against each other for space and food resources. In general, the tree is found only in the wild; therefore, only a successful DC 15 Knowledge (nature) check can identify the species and its toxic properties.

Mangrove

Few woody plants can survive the anaerobic conditions that come with being rooted in constantly saturated soil. Of these hardy trees and shrubs, only one ascended to a dominant role in this oxygen-poor environment ravaged by salt water. The mangrove stands supreme among all its peers. This alien-looking tree has elongated, external roots that resemble spindly fingers burrowing into the tarry muck that makes up the saltwater swamp's floor. In many respects, mangroves are the lynchpins that hold this precarious ecosystem together. The plant's upright, skeletal rib-like root structures trap nutrients and sediment that would otherwise wash out to sea and provide a secure nursery for countless fish, crustaceans, mollusks and other small animals that dwell in this delicate habitat.

The trees and shrubs classified as mangroves grow in tropical and subtropical coastal regions. The most prevalent species are commonly associated with colors as in the case of white mangroves, black mangroves and red mangroves. In general, all mangroves other than black and gray mangroves rely upon their elevated stilt or prop roots to stand above the water level and derive oxygen from the air. This tangled, slippery mass of vine-like tendrils extends around and underneath the woody plant's trunk, making it difficult to walk through the muddy soil surrounding the mangrove without an outstretched portion of its roots snaring a creature, even if the roots are plainly visible. Creatures that exercise care, i.e. those walking at half speed or less through squares adjacent to or containing mangrove trees and shrubs, automatically avoid getting a foot stuck within the twisted root structure. Otherwise, the creature must succeed on a DC 13 Reflex save to avoid getting a foot stuck in the roots and becoming entangled. The creature only attempts one Reflex save per round regardless of how far or fast it moves. Once entangled, it must succeed on a DC 13 Escape Artist or Strength check that is a standard action to break free from the mangrove's grasp.

Black and gray mangroves differ from their relatives in the fact that they do not have prop roots that ensnare passing creatures. Instead, they have pneumatophores—small, vertical woody structures attached to subterranean root systems that protrude through the soil akin to cypress knees. However, they are significantly shorter and stubbier than cypress knees since they are solely used to supplement the plant's oxygen intake. Any creature that steps into a square adjacent to a black or gray mangrove has a 20% chance of stepping on a pneumatophore that deals 1d2 points of piercing damage. Any watercraft that moves into a square containing a pneumatophore also takes 1d2 points of piercing damage from the collision. The presence of multiple mangroves in a concentrated area does not increase the chances of a square containing a pneumatophore. A creature or vessel moving at half speed or less through an area containing pneumatophores can pick his way through the area with no trouble at all. A successful DC 10 Survival check allows a creature to move through an area containing pneumatophores unharmed as long as he does not run or charge through these squares.

It takes a successful DC 15 Knowledge (nature) or Profession (gardener) check to differentiate the black and gray mangrove from other mangrove species and thus alert others to the dangers of walking too close or through either grouping of these swamp plants.

Poison Sumac (CR 5)

Though its notoriety pales in comparison to the ubiquitous poison ivy and the more common poison oak, this species of the *toxicodendron* genus is the most potent and toxic of its kin. Poison sumac appears as a woody shrub or small tree that reaches a maximum height of 30 feet. The plant can be recognized by its red stems and green leaves that bear a reddish tint. It takes a successful DC 10 Knowledge (nature), Profession (gardener) or Profession (herbalist) check to identify the distinctive plant. Poison sumac grows only in saturated soil; thus, it is found exclusively in swamps, bogs and fens.

Whenever the plant's leaves, stems or fruits are injured, it releases a toxic concoction of oils known as urushiol. Injury occurs whenever a

creature brushes against any part of the plant. The oil clings to skin, fur and clothing, though it irritates only skin. Removing and thoroughly washing any clothing or fur that came in contact with the poison eliminates any possibility of future contamination. If these items are not removed in a timely manner, transferring the urushiol to the skin becomes a foregone conclusion. Poison sumac causes a severe rash and blisters to develop on the skin. In spite of its ugly appearance, the rash and blisters cannot be spread from person to person unless the second individual comes in direct contact with any urushiol residue still present on the first person.

Poison Sumac

Type—poison, contact, ingested, inhaled; *save* Fort DC 17; *onset* 4d6 hours; *frequency* 1/day for 6 days; *effect* 1d6 Dexterity damage; as long as the character takes Dexterity damage, it is distracted; *cure* 2 saves

Burning poison sumac to eradicate it is an awful idea. Inhaling the smoke has the same effects on the lining of the lungs as it does on the skin. In addition to the effects detailed above, inhaling poison sumac also deals 1d6 points of Constitution damage.

Water Hemlock

The four species commonly referred to as water hemlock belong to the same family but a different genus than their more renowned relative, which claimed the life of the classical Greek philosopher Socrates. Like its kin, the plant is a member of the carrot family, leading some humanoids accidentally to eat the water hemlock's celery-like stem or, worse yet, its virulently poisonous roots that resemble parsnips. Correctly identifying the perennial herbaceous plant as water hemlock rather than a similar-looking edible variety requires a successful DC 15 Knowledge (nature), Profession (gardener) or Profession (herbalist) check. The character is also aware that the toxic compounds found in water hemlock differ significantly from those present in traditional hemlock, despite the fact that both types trigger very comparable effects.

Water hemlock is a roughly 8-foot-tall plant with green or white flowers with an umbrella shape. It is typically found growing on the banks of ponds and streams within swamps and marshes. Water hemlock thrives in temperate and boreal climates. Creatures that consume even a tiny amount of the plant's roots or a slightly larger piece of its stem or leaves suffer debilitating seizures within a matter of minutes. Death follows shortly thereafter. Water hemlock can also poison its victims by contact; however, the toxin is less effective when administered through touch instead of taste. The statistics for traditional hemlock as an ingested poison appear in the "Poison" section of Appendix 1 in the *Pathfinder Roleplaying Game Core Rulebook*. Presented in the sidebox are the statistics for water hemlock as an ingested poison and contact poison.

Water hemlock

Type—poison, ingested, *save* Fort DC 18; *onset* 1 hour; *frequency* 1/minute for 6 minutes; *initial effect* 1 Dex drain; *secondary effect* 1d4 Dex, creatures reduced to 0 Dexterity suffocate; *cure* 2 saves.
Type—poison, contact; *save* Fort DC 14; *onset* 1d6 hours; *frequency* 1/minute for 4 minutes; *effect* 1d3 Dex damage; *cure* 1 save.

Wetlands Inhabitants

Large humanoid settlements are rare within the wetlands proper. However, many cities and towns now occupy land that once fell under the auspices of a neighboring swamp or marsh. Residents dwelling in the communities living within and on the edge of the wetlands frequently venture into this semi-aquatic domain in search of exotic goods and valuable commodities. While humanoids may not inhabit wetlands in droves, countless species of insects, fish, animals, beasts and monsters prosper in this delicate ecosystem. In particular, parasitic creatures and organisms thrive in the stagnant waters and humid conditions that dominate their environment. Mosquitoes, ticks, biting midges and leeches are hallmarks of this steamy world, along with the microorganisms that fester in this habitat. Any discussion of the wetlands' inhabitants would be incomplete without addressing its most ubiquitous predators — alligators and crocodiles. These reptilian vestiges of a bygone, prehistoric era rank among the wetlands' most feared animals, but their reign does not go unchallenged. An elite handful of carnivorous felids, including panthers, jaguars and the massive tiger, compete for prey within the tall marsh grasses and mangrove swamps. Still, these aggressive beasts cover from several other monstrous inhabitants, along with the wetlands' supreme ruler, the dreaded black dragon.

Mosquitoes (CR 1/4)

Every so often, the typical wetlands' traveler experiences an unwelcome sensation. Sometimes it feels as if something is moving across his skin. Other times, there is a sudden and urgent need to rub or scratch a swollen nodule that just appeared on his skin a few moments earlier. In certain cases, the person catches the bloodthirsty thief in the act of feasting on his warm, nourishing blood. The ordeal then ends with a quick slap or flick that crushes or removes the offending creature before it causes any more damage. Other than an irritating itch and mild annoyance, most people give no further thought to the brief engagement with the unwelcome parasite. Within hours, the swelling and redness subside, and the interlude becomes a distant memory. In most cases, this attitude is justified. However, rare instances occur when the pest leaves more than a passing mark on its unwitting host. In these cases, the insect's proboscis transmits a virulent disease to the unsuspecting victim.

In the real world, mosquitoes easily kill more people than all other non-sentient creatures combined. They have spread numerous diseases from antiquity through the present with malaria likely being the deadliest. Mosquitoes thrive in warm, humid environments, so they are most active in tropical and subtropical swamps and marshes where the year-round warmth, countless pools of stagnant water, and an abundance of animal and human hosts provide the ideal environment for feeding themselves and their offspring. Fens are typically found in cooler climates, so the cunning blood thieves hibernate during the winter to emerge only when the temperatures warm up during the spring and summer months. Though bogs experience similar weather conditions, their nutrient poor environment and low oxygen levels generally keep the mosquito populations in check.

Female mosquitoes deposit their eggs in stagnant water, which is naturally in abundance throughout the wetlands. Mosquito larvae spend anywhere from a week up to a month depending upon the particular species in this aquatic environment. The juveniles feed on algae, organic debris and simple organisms bobbing on the water's surface. Larvae that reach adulthood perpetuate the reproduction cycle, allowing the insects to multiply at staggering rates.

The *Pathfinder Roleplaying Game Bestiary 2* presents versions of the mosquito swarm and the giant mosquito. Likewise, **Frog God Games' *The Tome of Horrors Complete*** also includes a version of the giant mosquito. The giant versions are designed for characters to physically battle against these individual creatures or a swarm of them. An ordinary, solitary mosquito poses no combat threat whatsoever to the feeblest character. A flick of a finger is enough to kill the pest in most instances. Still, the common mosquito can inflict tremendous damage to even the palest individual. The following table details the daily chances of encountering a disease-carrying mosquito based upon the wetland type and the time of year. The GM can and should interject encounters with

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non-disease carrying mosquitoes to increase the characters' fear and paranoia of these pests.

Presented in the sidebox are the effects of each of these diseases.

Table 3-1: Daily Percent Chance of Encountering Disease-Carrying Mosquito

	Spring	Summer	Autumn	Winter
Swamp	01-10	01-15	01-08	01-04
Marsh	01-08	01-12	01-06	01-03
Bog	01-02	01-03	01	—
Fen	01-06	01-10	01-04	01

Characters that encounter disease-carrying mosquitoes do not automatically contract a contagion. Adventurers may take preventive measures against these insects, including the use of mosquito repellents and mosquito nets (see **Chapter 5** for details regarding these items). Mosquitoes are typically most active at dawn and dusk, so characters that protect their exposed skin and sleeping quarters are less likely to get bitten than those that take no precautions. Still, there are no foolproof ways to completely avoid any exposure to these creatures other than wearing protective clothing from head to toe, which is rather impractical.

Characters that run into a disease-carrying mosquito have two chances to avoid becoming infected by the unwelcome pest. They can spot and kill it before it strikes, or detect its presence before it gorges itself on blood. Naturally, the first option is more difficult. Characters spot an approaching mosquito with a successful DC 26 Perception check. Unless the character is actively searching for something, the character is considered to be taking 10 on the check. If the check succeeds, the character kills the mosquito with a successful unarmed strike attack against AC 8. (Attacking in this manner does not provoke an attack of opportunity against the character.) If the attack misses, the mosquito flies away, but there is a 50% chance that it returns 1d4 rounds later. Each missed attack gives the mosquito an opportunity to hide, meaning the character must succeed on another DC 26 Perception check to locate the flying pest after a miss.

An undetected mosquito lands on the character's exposed skin, inserts its proboscis into the epidermis and begins feeding. Though the insect secretes an analgesic designed to numb the area to avoid being caught in the act, sensitive individuals may still detect its presence through a one- or two-step process. A successful DC 11 Fortitude save negates the analgesic's effect on the character, allowing him to feel the mosquito's proboscis burrowing into his skin. A successful DC 16 Perception check is then needed to actually spot the mosquito before it gets its fill of blood and flies off in search of another host. Because the mosquito is now stationary, an unarmed strike against AC 0 is all that is needed to kill it. (Again, attacking the mosquito does not provoke an attack of opportunity.) Creatures that fail the Fortitude save notice the mosquito with a successful DC 26 Perception check before it detaches itself and flies away to find another victim.

Even if the character kills the mosquito in the act of feeding, the character must still succeed on a subsequent Fortitude save to avoid contracting whatever disease the pest carried. Killing the mosquito grants the character a +2 bonus on the Fortitude save. If the character killed the mosquito and succeeded by 5 or more on his initial Fortitude save, that individual gains a +5 bonus on his next Fortitude save to stave off the contagion. Likewise, a character that killed the mosquito and succeeded by 10 or more on his initial Fortitude save gets a +10 bonus on his next Fortitude save to avoid contracting the disease. These preceding bonuses do not stack. The following table determines which disease the mosquito carries based upon the type of wetland.

Table 3-2: Disease Transmitted by Mosquito

	Dengue Fever	Encephalitis	Filariasis	Malaria	Yellow Fever
Bog	—	01-90	91-95	96-00	—
Fen	01-05	06-70	71-90	91-00	—
Marsh	01-10	11-15	16-25	26-70	71-00
Swamp	01-10	11-20	21-25	26-60	61-00

Dengue "Breakbone" Fever

Bite—disease, injury; *save* Fortitude DC 14; *onset* 1d4+3 days; *frequency* 1/day for 1d6+1 days; *effect* 1d4 Dexterity and 1d2 Constitution damage; as long as a character suffers Constitution damage from dengue fever, he is fatigued; *cure* 2 consecutive saves.

Encephalitis

Bite—disease, injury; *save* Fortitude DC 15; *onset* 2d4+2 days; *frequency* 1/day for 2d4 days; *effect* 1d2 Constitution damage and 1d3 Wisdom damage; as long as a character suffers Wisdom damage from encephalitis, he is confused; *cure* 1 save.

Filariasis "Elephantiasis"

Bite—disease, injury; *save* Fortitude DC 12; *onset* 3d6 days; *frequency* 1/day for 4d6 days; *effect* 1d3 Dexterity damage; as long as a character suffers Dexterity damage from filariasis, he is slowed; *cure* 2 consecutive saves.

Malaria

Bite—disease, injury; *save* Fortitude DC 18; *onset* 1d3 days; *frequency* 1/day for 1d2 weeks, then again every 1d3 months until cured; *effect* 1d2 Constitution and exhausted; *cure* 3 consecutive saves.

Yellow fever

Bite—disease, injury; *save* Fortitude DC 14; *onset* 1d4+2 days; *frequency* 1/day for 3d4 days; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves.

Ticks (CR 1/4)

Ticks, a member of the arachnid family, lurk in the shrubs, grasses, reeds, rushes and woodlands waiting to hitch a ride on a suitable host for a future blood meal. Ticks depend upon constant moisture to complete their metamorphosis from egg to adult; thus, the wetlands are an ideal habitat for this lecherous parasite. They frequently cluster in the soft-stemmed vegetation and branches overhanging waterways, trails and other areas with high animal and humanoid traffic. Ticks prefer warm, humid habitats and are most active during the late spring and summer months. They are prolific breeders and can be found in abundant numbers in tropical, semitropical and temperate marshes, swamps and fens.

These insidious bloodsuckers cannot fly or jump. Instead, they use two pairs of legs to attach their bodies to a leaf or a blade of grass and use their forelegs to climb onto a victim as it passes their hiding spot. Ticks have acute senses that allow them to detect the nearby presence of a potential host and to find a weak spot in the creature's skin so that it can easily burrow through the outer epidermis. Ticks hang around for the long haul. It can attach itself to a single host for days at a time until it finally sates its appetite for blood. They are silent, tiny parasites whose coloration blends well with clothing and are difficult to locate without a thorough, tactile examination.

The *Pathfinder Roleplaying Game Bestiary 2* and *Frog God Games' The Tome of Horrors Complete* present giant versions of these arachnids, while the former also includes a tick swarm. A solitary, adult tick is no match for even a small child. The youngster can crush the arachnid with ease. Ticks are hard to spot and tricky to remove permanently. Smashing

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a tick kills the pest, but may leave its mouth and head buried beneath the skin, increasing the chance of contracting an infection from the creature. The following table details the daily chances of encountering a disease-carrying tick based upon the wetlands type and the time of year. The GM can and should interject encounters with non-disease carrying ticks to increase the characters' fear and paranoia of these pests.

Table 3-3: Daily Percent Chance of Encountering Disease-Carrying Tick

	Spring	Summer	Autumn	Winter
Bog	01-02	01-03	01	—
Fen	01-03	01-05	01-02	01
Marsh	01-04	01-07	01-03	01
Swamp	01-05	01-09	01-03	01

In order to come into contact with the tick, the person must brush against the tick's temporary home, and the tick must latch onto the target's clothing or body. Ticks move relatively slowly and can spend 1d4 hours looking for an ideal feeding location on its host. This gives the character or his companions a chance to spot the hitchhiker before it has an opportunity to deal any damage. The character and anyone within 10 feet of him notice the tick with a successful DC 26 Perception check. Unless the character is actively searching for something, the character is considered to be taking 10 on the check. Light-colored clothing grants a +2 bonus to this Perception check. If the check succeeds, the character may kill or remove the tick without making an attack roll.

An undetected tick eventually settles on a feeding location and burrows into the skin. Because ticks stick around for a while, they secrete an anticoagulant that prevents the blood from clotting, giving the pest an uninterrupted flow of blood. A successful DC 11 Fortitude save negates the anticoagulant's effect on the character, alerting him to the presence of something biting on his skin. A successful DC 16 Perception check is then needed to actually spot the tick. A character that sees the tick may kill or remove the tick without making an attack roll. Creatures that fail the Fortitude save notice the tick with a successful DC 26 Perception check. Catching a tick in the act of feeding requires a delicate procedure to completely remove the hungry arachnid. Crushing the tick kills it, but its detached mouth and head remain buried beneath the skin, thus increasing the chances of contracting a disease from the pest. Other than using magical means, ticks are best removed with a steady hand and a small precision grasping tool. A character determines the best method for removing a tick with a successful DC 10 Knowledge (nature) or Heal check. It then requires a successful DC 10 Sleight of Hand check to remove the pest. If the character uses an appropriate tool rather than his fingers to grasp the tick, he gets a +2 bonus (+4 for a masterwork tool) to the Sleight of Hand check. Though there are countless homeopathic methods to remove a tick, these techniques fail at least 50% of the time. (The GM must adjudicate the exact chance of failure based upon the specific method used to remove the tick.)

Even if the character kills and properly removes the tick in the act of feeding, the character must still succeed on a subsequent Fortitude save to avoid contracting whatever disease the pest carried. Properly removing the tick grants the character a +2 bonus on the Fortitude save. Characters who succeeded on their initial Fortitude save to resist the arachnid's anticoagulant gain an additional +2 bonus to their saving throws against disease. Improperly removing the tick and leaving its mouth and head behind imposes a -2 penalty on the Fortitude save. (Decapitating the tick spills more of the arachnid's infected blood into the wound than merely leaving it alone.) Allowing the tick to eat its fill and exit the skin grants neither a bonus nor a penalty to the Fortitude save. The following table determines which disease the tick carries.

Table 3-4: Disease Transmitted by Tick

Anaplasmosis	Babesiosis	Encephalitis	Hemorrhagic Fever	Lyme Disease	Spotted Fever
01-10	11-20	21-35	36-55	56-80	81-00

Presented in the sidebox are the effects for each of these diseases.

Anaplasmosis

Bite—*injury; save Fortitude DC 12; onset 2d4+5 days; frequency 1/day for 1d4 days; effect 1d3 Dexterity damage; cure 1 save.*

Babesiosis

Bite—*injury; save Fortitude DC 13; onset 1d4+4 days; frequency 1/day for 1d4 days; effect 1d3 Strength damage; as long as a character suffers Strength damage from babesiosis, he is also fatigued; cure 1 save.*

Encephalitis

Bite—*disease, injury; save Fortitude DC 12; onset 2d4+2 days; frequency 1/day for 2d4 days; effect 1d3 Wisdom damage; as long as a character suffers Wisdom damage from encephalitis, he is confused; cure 1 save.*

Hemorrhagic fever

Bite—*injury; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d2 Constitution and 1d2 Wisdom damage; as long as a character suffers Constitution damage from hemorrhagic fever, he takes 1 point of bleed damage every 1d4 hours; cure 2 consecutive saves.*

Lyme Disease

Bite—*injury; save Fortitude DC 11; onset 2d6 days; frequency 1/day; effect 1d2 Dexterity damage; cure 1 save.*

Spotted Fever

Bite—*injury; save Fortitude DC 13; onset 1d2 weeks; frequency 1/day; effect 1d3 Constitution and 1d3 Wisdom damage; as long as a character suffers Constitution damage from spotted fever, he is sickened; cure 2 consecutive saves.*

Midges (CR 1/4)

While it is difficult to spot tiny mosquitoes and ticks, it is virtually impossible to see the nearly microscopic midge. In fact, many wetlands' inhabitants refer to the annoying pests as no-see-ums, because of their ability to avoid visual detection. These minute flies are so small they can slip through some mosquito nets with ease. As in the case of most parasitic insects, female midges insert their proboscis into the skin of their vertebrate hosts and suck their blood. Though they use the same mechanism to draw blood as mosquitoes, midges are not prolific disease vectors.

Instead, their voracious bites leave behind an itching welt as an unwelcome reminder of the insects' fleeting rendezvous with these ungrateful guests.

Midges attack as swarms rather than lone individuals; thus, swatting at them quickly proves to be an exercise in futility. The irritating bugs demonstrated their biting prowess and nuisance quotient during the 2007

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Major League Baseball playoffs, when a relentless horde of the insects harassed and partially blinded the bewildered and distracted players. Many fans in New York blamed the annoying midges for costing their team that particular game and perhaps the series. Though they are most active during the early morning hours and shortly after dusk, midges are opportunistic feeders as they demonstrated in the preceding incident. A swarmsuit is the best defense against these pesky bugs. Alchemical creations designed to repel insects may also have some effect, but they are generally not foolproof.

Midges appear suddenly and linger in a particular area for 2d6 minutes before dissipating. On average, they fill a 2d4 x 10-foot-radius area, and they move 1d4 x 5 feet per round in a random direction. Any creature that occupies a square containing midges is distracted. The creature cannot take 10 or 20 on a skill check and suffers a -4 penalty on all Perception and Sense Motive checks. The DC on all concentration checks increases by +4. Midge bites do not deal damage. However, the insect's saliva triggers an allergic reaction in most creatures that manifests as an itchy welt 1d6 hours after being bitten. A creature that succeeds on a DC 11 Fortitude save does not break out in welts. A creature affected by the welts suffers a -2 penalty to Dexterity for 1d6 days afterward (multiple welts do not stack). *Remove disease, antihistamine* (see Chapter 7) or any magical healing immediately removes the welts and ends their effects.

The following table details the daily chances of encountering midges based upon the type of wetlands and time of year. Midges most commonly are found in grassy areas within the wetlands.

Table 3-5: Daily Percent Chance of Encountering Midges

	Spring	Summer	Autumn	Winter
Bog	01-02	01	—	—
Fen	01-04	01-02	01	—
Marsh	01-08	01-04	01-02	01
Swamp	01-06	01-03	01	—

Leeches (CR 1/4)

While the preceding cavalcade of bloodsuckers give humanity nothing but disease and pain for its hospitality, the next member of this illustrious group found its way into the satchels of ancient and medieval physicians. For more than two millennia, doctors attached leeches to their patients as part of their bloodletting protocol. Leeches are still used today in some parts of the world and in a handful of highly specialized modern medical procedures. In the wild, the leech's tactics and method of drawing blood from its victims differ greatly from its insect counterparts. The segmented worms attach their bodies to their hosts using a slimy adhesive and an oval sucker similar to a suction cup. Once affixed to its target, the animal's miniscule jaws gnaw through the creature's skin and secrete a potent anticoagulant that grants the unwanted parasite a steady flow of fresh blood. When the leech sates its appetite, it detaches from its host and slinks off to digest its warm meal.

The majority of leech species eat carrion or feed on creatures their own size. Only a small number of species targets larger animals and humanoids for their blood. Leeches are hermaphrodites; thus, the act of feasting on blood is not limited to a particular gender or circumstance. They are found predominantly in freshwater environments, especially swamps and marshes. They prefer floating through shallow waters and burrowing through moist soil along the banks of rivers, lakes, streams, estuaries and bays bordering or self-contained within the preceding wetlands. Leeches do not fare well in saltwater or in highly acidic bogs and some fens.

A hungry leech is a determined predator that slithers underneath loose clothing in search of bare flesh. Characters wading through murky waters or trudging through damp earth may spot an approaching leech with a successful DC 22 Perception check. Unless the character is actively searching for something, the character is considered to be taking 10 on the check. If the check succeeds, the character can squash the leech as a swift action or grab it for some other purpose as a standard action. (In both of the preceding instances, an attack roll is unnecessary, and the action does not provoke an attack of opportunity against the character.)

An undetected leech latches onto the creature and searches for an opening to grant it access to the target's exposed skin. When it reaches its destination, it begins feeding. Leech bites do not evoke immediate pain, so there is a good chance that the leech's dining goes unnoticed. Still, a successful DC 9 Fortitude save alerts the character to the animal's uninvited presence. A character aware of the chewing sensation instantly knows where the discomfort is coming from on his body. If he can see the attachment site, he can kill or remove the leech. A creature that fails the preceding Fortitude save remains unaware of the leech's presence unless he surreptitiously finds it during a visual inspection of his skin.

Leeches are not disease vectors, but during the act of feeding, the worm secretes hirudin, a strong anticoagulant, into the injection site. The chemical has no toxic properties, but it can promote profuse bleeding if the leech is removed improperly from the skin. Other than using magical means, leeches are best removed with a steady hand and a fingernail or flat tool that is wedged underneath the animal's attached sucker. This act breaks the seal affixing the sucker to the skin and allows the victim to remove the offending creature from its body without injury. A character determines the best method for removing a leech with a successful DC 10 Knowledge (nature) or Heal check. It then requires a successful DC 10 Sleight of Hand check to remove the parasite. If the character uses an appropriate tool to pry the leech loose, he gets a +2 bonus (+4 for a masterwork tool) to the Sleight of Hand check. Though there are countless homeopathic methods to remove leeches, these techniques fail at least 50% of the time. (The GM must adjudicate the exact chance of failure based upon the specific method used to remove the leech.) Improperly detaching a leech from its host deals 1 point of bleed damage to the host for the next 1d4 rounds.

The *Pathfinder Roleplaying Game Bestiary* presents a giant version of this worm and a leech swarm. *The Tome of Horrors Complete* from **Frog God Games** also adds a larger cave leech to the menagerie of monstrous leeches. The following table details the daily chances of encountering leeches based upon the type of wetlands and the time of year. They are most prevalent in shallow freshwater and saturated earth alongside or partially submerged beneath water.

Table 3-6: Daily Percent Chance of Encountering Leeches

	Spring	Summer	Autumn	Winter
Bog	—	01	—	—
Fen	01	01-02	—	—
Marsh	01-03	01-04	01-02	01
Swamp	01-05	01-08	01-04	01-02

Microorganisms

Swamps and marshes teem with life during the warm summer months. Many plants are in bloom. Insects buzz with activity, and animals hunt for food and potential mates. Yet, the heat has an unintended consequence in the slow-moving waters that meander through the swamps and marshes. Humanoids are well aware that these listless waters serve as the breeding grounds for countless insect pests, but they also act as incubators for countless microbial organisms as well. Running water sweeps pollutants and other hazards into the wetlands' soil, where they settle to the bottom and are ultimately broken down into harmless compounds by the indigenous plants and animals. Furthermore, agitating water infuses the liquid with fresh oxygen. Anaerobic pathogens flourish in an oxygen-starved atmosphere; thus, the conditions encountered in undisturbed, stagnant water are more conducive to their development and reproduction than in an oxygen-rich environment.

Brainless microbes undertake no thoughtful actions to find living creatures to serve as their unwitting hosts. Instead, these parasitic microorganisms lurk in the stagnant waters and goopy soil where they wait for a suitable victim. Despite their lack of intelligence, these minute pathogens display remarkable grit and determination when finding a way to infiltrate another creature's body. Some rely upon deliberate or accidental ingestion to reach their intended destination in their target's

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gut, as in the case of the insidious protozoan *cryptosporidium parvum* and *giardia lamblia*. This pair of germs wreaks havoc in the host's digestive tract, causing severe pain and discomfort for the duration of their stay. On the other hand, invasive bacteria such as *leptospira* do not wait for an invitation to the creature's insides and instead enter the body through cuts and scrapes on the skin. The insidious and almost always lethal *naegleria fowleri* makes its way through the creature's nasal passages and into its brain, where the hungry protozoa devours its neural cells.

Seasoned wetlands' explorers know better than to drink stagnant swamp, marsh, fen or bog water without mechanically or magically purifying it. Therefore, microbial infestations generally occur when an adventurer accidentally swallows or inhales contaminated water or his open wounds come into contact with impure water or soil. Whenever a creature's nose or mouth is submerged underwater, the creature can avoid ingesting and inhaling the water by holding its breath. Land-based creatures that breathe water, including those using spells and other magical effects, must take some water into their noses and mouths in order to derive oxygen from the liquid, thus exposing them to any dangerous pathogens that may be in it. Newly injured creatures that wade through water also risk exposure to opportunistic microbes unless they wear protective gear that prevents any water from contacting their skin.

Still, nothing is universal in the wetlands. While stagnant water is more likely to be plagued by protozoan and bacteria than running water, that is not always the case. The crystal clear liquid pouring through a rolling stream may teem with infectious agents from a dead animal lying farther upstream. Of course, the mere presence of pathogens in the water or soil does not guarantee that they sicken or kill a potential host. The microorganism must have the proper vector to infect its victim. For instance, *naegleri fowleri* is dangerous only if it enters the creature's nostrils through prolonged underwater submersion or from water being forced into its nasal passages during the act of jumping into the water. Swallowing a gallon of water containing the deadly protozoan has no ill effect. On the other hand, *cryptosporidium parvum* and *giardia lamblia* attack the stomach and intestines after ingestion, whereas *leptospira* infiltrate the bloodstream through openings in the skin. With these factors in mind, the chance and type of organism present in a given environment appear in the following tables.

Table 3-7: Percent Chance of Microorganisms in Stagnant Water

Swamp	Marsh	Bog	Fen
01-10	01-08	01-02	01-04

Table 3-8: Percent Chance of Microorganisms in Running Water

Swamp	Marsh	Bog	Fen
01-05	01-04	01	01-02

Leptospira survives for only a short period of time in saltwater environments, whereas *naegleria fowleri* cannot live in saltwater at all. The following table may be used to determine which microorganism is present in the water or soil.

Table 3-9: Microorganism Present in Water or Soil

Microorganism	Water Type	
	Freshwater	Saltwater
<i>Cryptosporidium parvum</i>	01-50	01-65
<i>Giardia lamblia</i>	51-75	66-95
<i>Leptospira</i>	76-90	96-00
<i>Naegleria fowleri</i>	91-00	—

Presented in the sidebox are the effects for each of these diseases.

Cryptosporidiosis

Type—ingested; *save* Fortitude DC 14; *onset* 2d4 days; *frequency* 1/day for 10 days; *effect* 1d3 Dexterity damage and sickened; *cure* 1 save.

Giardiasis

Type—ingested; *save* Fortitude DC 13; *onset* 2d6 days; *frequency* 1/day for 6 days; *effect* sickened. The sickened condition cannot be cured while the disease remains; *cure* 1 save.

Leptospirosis

Type—contact; *save* Fortitude DC 16; *onset* 1d3 days; *frequency* 1/day for 6 days; *effect* 1d2 Constitution and 1d2 Strength damage; *cure* 2 consecutive saves.

Naegleriasis

Type—ingested¹; *save* Fortitude DC 20; *onset* 1d6 days; *frequency* 1/day for 6 days; *effect* 1d3 Constitution damage and 1 Constitution drain; *cure* 2 consecutive saves.

¹ Though this organism enters the brain through the cribriform plate of the nose, it is not inhaled. It is in water and swims through when submerged.

Animals

Wetlands are a hybrid biome. Not truly aquatic or terrestrial, the fauna that dwell in the wetlands frequently develops adaptations that allow them to thrive in both worlds. Many diverse species of birds, reptiles and mammals are equally at home wading in the shallow marshes or walking through the high grasses onshore. Explorers traveling through the wetlands rarely have any trouble with these innocuous creatures. Most indigenous animals merely keep a wary eye on the humanoid strangers as they cautiously go about their daily routines. Others are not as obliging. Chief among them are the belligerent alligators and crocodiles. These primordial, reptilian beasts seethe with simplistic aggression and a burning desire for food. Their only animal rivals are the ferocious big cats — tigers, jaguars and panthers. These felids rely upon the dense vegetation to conceal their presence and ambush their intended target.

At first glance, alligators and crocodiles are nearly indistinguishable from one another. Both are long, semi-aquatic reptiles with exaggerated snouts, serpentine eyes, four stubby legs and a long, powerful tail. Thick leathery hide with pointed ridges encase their muscular bodies. However, closer scrutiny reveals several noteworthy differences. Though both animals belong to the same biological order, crocodylian, they are actually members of two related, but separate families. Alligators are indigenous to freshwater and some brackish environments, particularly tropical and semitropical swamps and marshes. They are, on average, smaller than their distant crocodile relatives. Crocodiles, on the other hand, dwell in freshwater, brackish and saltwater habitats, including but not limited to swamps and marshes. Their territories often overlap those of their fellow reptiles. Both families are sensitive to cold; thus, they are never found in temperate and boreal climates.

While size may indicate whether an animal is a crocodile or an alligator, seasoned wetlands' explorers usually turn their attention to the shape of the creatures' massive, toothy jaws. Alligators have U-shaped snouts, whereas crocodiles sport V-shaped snouts. Determining the creature's species may look like window dressing to outsiders who presume that both animals are stupid, brutish lizards, but experience has taught native humanoids that the two animals stand apart in one critical aspect not

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visible to the naked eye — aggression. Alligators generally shy away from confrontations with humanoids unless directly threatened or provoked. Crocodiles show no such restraint and attack simply for the sake of sating their pent-up rage. Not all crocodilians are large enough to take down a full-grown man, but even a bite from a juvenile animal is certain to inflict significant damage to its victim or perhaps to kill a child.

Alligators and crocodiles hunt best in shallow murky waters, where they remain almost completely hidden beneath the water's surface except for their ominous eyes. The camouflaged reptiles slowly and silently approach their foe, allowing them to make Stealth checks to remain undetected as they move closer to their opponent. When the animal closes in on its target, the reptile surges forward and clamps down on its victim. As discussed in Chapter 2 in this sourcebook, the voracious predators use a ploy known as a "death roll" to drag their prey underwater in order to simultaneously suffocate it and to tear its limbs off into bite-size morsels. Only the strongest or luckiest creatures escape the burly beast's grasp and live to tell the tale.

Alligators and crocodiles on dry land dispense with pretenses and instead charge straight ahead toward their intended victim. The predators can run surprisingly fast in short bursts, even though their gait looks incredibly awkward and contrived. Still, the reptiles prefer ambushing and surprising their enemies from their watery hiding spots rather than launching a frontal assault out in the open. Alligators and crocodiles generally attack on dry land only when presented with an easy opportunity to feed or when another creature riles them to action. Female members of both families bury their eggs in the sand along riverbanks and in mounds of vegetation, so the future mother keeps vigilant watch over her offspring and ferociously assaults anything that draws too close to the nesting site or otherwise threatens it.

People commonly associate the prehistoric crocodilians with the wetlands, but few see the big cats in the same light. However, tigers, jaguars and panthers greatly benefit from the dense vegetation prevalent in tropical and semitropical swamps and marshes. The enormous tiger, the world's largest cat, fares well in a wide range of climates and habitats, including lush, mangrove swamps. Unlike the common housecat, tigers feel right at home in the water. The cunning animals are excellent swimmers that use this ability to maximum advantage. The clever predators rely upon the tall grasses and heavy undergrowth for cover while they stalk their prey from afar, waiting for the unsuspecting victim to walk past their hiding spot. The tiger then leaps from the brush and ambushes its startled foe. If a chase ensues, the wily cat steers the frightened opponent toward the nearest body of water in an effort to slow the fleeing adversary and catch up to it. The tiger then jumps onto the creature's back and sinks its massive fangs into its neck or nape, where it attempts to manually strangle the creature and sever the major arteries passing through the vulnerable connective tissue. Tigers then drag the fallen foe back to a safe location and gorge on its flesh.

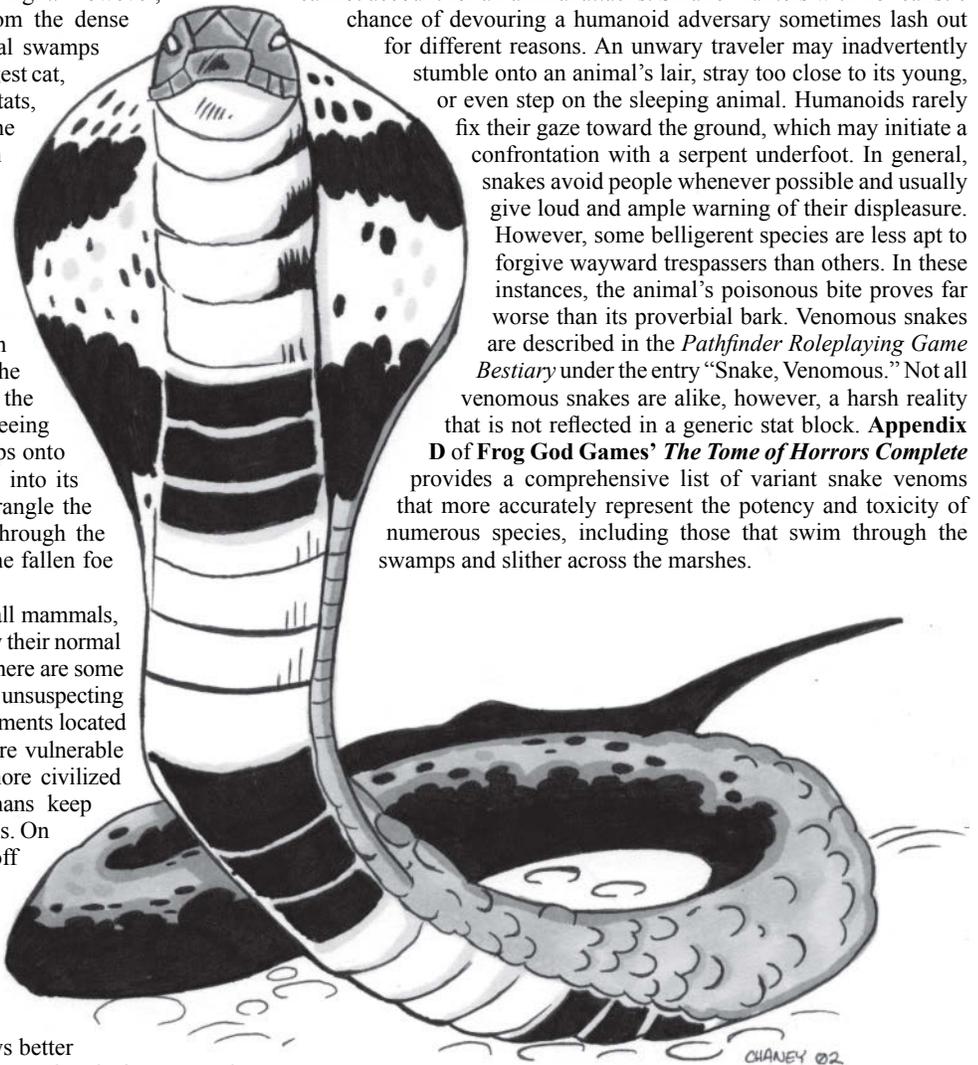
The huge cats usually target ungulates and small mammals, though wounded and infirmed tigers unable to slay their normal prey may instead set their sights on humanoids. There are some isolated instances of healthy, adult tigers attacking unsuspecting villagers for food and apparent amusement. Settlements located deep within the swamp's interior regions are more vulnerable to these incidents than larger communities in more civilized areas. Nonetheless, cats unaccustomed to humans keep their distance from these strange, upright mammals. On the other hand, tigers are not averse to squaring off against a full-grown alligator or crocodile if the need arises. They are perhaps the only terrestrial animal that prevails on a regular basis against these ornery reptiles, making them the swamp's non-monstrous, apex predator.

The sleek and muscular jaguar also sits atop the food chain in its native environment, but it knows better than to tangle with its bigger reptilian competitors. The elusive, spotted

cat inhabits tropical rainforests as well as warm freshwater swamps and marshes. Jaguars are prototypical ambush predators, using their coloration to blend into the background and pounce upon their bewildered prey at the most opportune moment. The cats prefer attacking animals their own size and larger, instead of picking on overmatched foes. Still, jaguars find it difficult to pass up easy pickings. When hunting big animals, the jaguar uses the same offensive tactics as the tiger. It sinks its jaws into the foe's trachea, constricting the victim's airway and severing vital blood vessels. However, against smaller adversaries, the predator sometimes buries its canine teeth into the opposing temples on the foe's skull. This attack penetrates into the brain, instantaneously incapacitating it. Fortunately, humanoids rarely encounter this secretive cat, which prefers to stay out of sight and far from bustling settlements.

Panthers, also known as cougars, pumas and mountain lions, lack the size and strength of their more formidable cousins, but their numbers compensate for their inferior raw power. Unlike tigers and jaguars, panthers belong to the same subfamily as the domestic housecat and are generally classified as the largest of the so-called "small cats." Despite their divergent lineal tree, panthers use the same hunting techniques as their larger kin, preferring to ambush their prey rather than run it down. They are average swimmers, so these felines stalk their quarry on the hummocks and patches of land that emerge during the wetlands' dry season. For the most part, panthers target deer and other game animals. They shun humanoid contact and normally attack adult humanoids only when threatened, provoked or startled. However, an opportunistic or hungry panther may target a juvenile or elderly person under the right circumstances.

Crocodilians and predatory big cats, on occasion, may perceive humanoids as prey animals, but gnawing hunger and mindless aggression cannot account for all animal attacks. Smaller hunters with no realistic chance of devouring a humanoid adversary sometimes lash out for different reasons. An unwary traveler may inadvertently stumble onto an animal's lair, stray too close to its young, or even step on the sleeping animal. Humanoids rarely fix their gaze toward the ground, which may initiate a confrontation with a serpent underfoot. In general, snakes avoid people whenever possible and usually give loud and ample warning of their displeasure. However, some belligerent species are less apt to forgive wayward trespassers than others. In these instances, the animal's poisonous bite proves far worse than its proverbial bark. Venomous snakes are described in the *Pathfinder Roleplaying Game Bestiary* under the entry "Snake, Venomous." Not all venomous snakes are alike, however, a harsh reality that is not reflected in a generic stat block. **Appendix D of Frog God Games' *The Tome of Horrors Complete*** provides a comprehensive list of variant snake venoms that more accurately represent the potency and toxicity of numerous species, including those that swim through the swamps and slither across the marshes.



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Presented below are three tables to determine the type of snake encountered in a swamp, marsh, bog and fen as well as provide more individualized entries for the species' venom.

Table 3—10: Swamp Snakes

Snake Type	Encounter Chance
Black snake, redbellied	01–10
Cobra, water	11–20
Copperhead	21–40
Coral snake	41–45
Cottonmouth/water moccasin	46–70
Rattlesnake, diamondback	71–85
Sea snake, beaked	86–90
Tiger snake ¹	91–95
Viper, sharp-nosed	96–00

¹ Add +1 to the base creature's CR

Table 3—11: Marsh Snakes

Snake Type	Encounter Chance
Cobra, water	01–10
Copperhead	11–30
Coral snake	31–35
Cottonmouth/water moccasin	36–60
Rattlesnake, diamondback	61–80
Sea snake, beaked	81–85
Tiger snake ¹	86–95
Viper, sharp-nosed	96–00

¹ Add +1 to the base creature's CR

Table 3—12: Bog and Fen Snakes

Snake Type	Encounter Chance
Copperhead	01–35
Rattlesnake, diamondback	36–95
Tiger snake	96–00

Men and Monsters

Wetlands stand on the edge of civilization, yet still seem distant and remote. Swamps and marshes frequently surround bustling cities and ports founded on the banks of major rivers and lakefronts as well as the safe harbors that grant secure and unfettered access to the open seas. But in the cosmopolitan minds of most city dwellers, the rank, inundated forests and grasslands appear to be a dark, isolated world bristling with unseen terrors. Though no more than a brisk day's walk from the metropolis's gates, the wetlands are scary places that few dare enter. Their reputation for mayhem and malevolence suits the urban landscape's most unsavory citizens perfectly fine. Seclusion offers forbidden cabals, depraved cultists, and criminal enterprises sanctuary for their clandestine gatherings and rituals. Eerie lights and sounds, a sudden rash of unexplained disappearances and a noticeable rise in monstrous activities are telltale signs that one of these groups plies its craft somewhere within these sheltered areas. When this occurs, city officials call upon the services of adventurers to eradicate these threats from the city's outskirts. That is, unless the wetlands' indigenous humanoid residents act first to get rid of the uninvited interlopers.

The rugged men and women who make a go of it in this tough environment are a self-sufficient lot accustomed to taking matters in their

Snake Venom

The following details the effects of each snake's venom.

Black Snake, Redbellied Venom

Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *save* 1 save.

Cobra, Water Venom

Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d4 Str and suffocation¹; *save* 1 save.

Copperhead Venom

Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *save* 1 save.

Coral Snake Venom

Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and suffocation¹; *save* 1 save.

Cottonmouth Venom

Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con and necrosis²; *save* 1 save.

Rattlesnake, Diamondback Venom

Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con and necrosis²; *save* 1 save.

Sea Snake, Beaked Venom

Bite—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1 Str and suffocation¹; *save* 1 save.

Tiger Snake Venom

Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and suffocation¹; *save* 2 saves.

Viper, Sharp-Nosed Venom

Bite—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con and necrosis²; *save* 1 save.

¹ **Suffocation:** Whenever a victim's Strength score is reduced to 0 as the result of that snake's venom, he must immediately make a Constitution check (DC = the snake's poison DC). The check must be repeated each round, with the DC increasing by +1 for each previous check.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round he falls unconscious (0 hit points). In the second round, he is dying (–1 hit points). In the third round, he suffocates.

The victim must continue making checks until at least 1 point of Strength is restored, the poison is negated or cured, or he suffocates. A *delay poison* spell halts the Constitution checks for the duration of the spell.

A successful Heal check (DC = poison's DC +4) made before a character suffocates negates any further need for Constitution checks.

² **Necrosis:** When a victim takes ability damage from the poison, he must succeed on another Fortitude save (same DC) or 1 point of damage is actually permanent ability drain instead.

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own hands whenever possible. Though they share the same independent spirit as those that inhabit other challenging biomes — such as the deserts and mountains — the scrappy residents that dwell here face different obstacles than their rural counterparts. It goes without saying that finding potable water in the wetlands is not the same problem that it is in the parched deserts. Likewise, locating sufficient stores of food in a crowded landscape teeming with fauna and flora poses no dilemma to native humanoids. Yet, one man's boon can be another's bane. In the wetlands, the struggles of daily life do not revolve around procuring enough food and water to survive. Instead, these people are most concerned with fending off wild animals, monsters and invisible pests as well as literally keeping their heads above water when floods roll into their domain.

Their travels through this semi-aquatic realm bring them into contact with many of the creatures they seek to avoid — antagonistic crocodiles, mosquitoes, harmful pathogens, and their urban brethren who use their homeland to plan and partake in their nefarious deeds. Naturally, the fiercely autonomous swamp folk do not take kindly to outsiders treating their territory like their personal playground. Whenever suspicious natives come across other humanoids trespassing in their hunting grounds, they observe them from afar to ascertain their motives. If they are satisfied that their intentions pose no threat to them or the wetlands at large, they maintain their distance and monitor their activities for the duration of their stay. On the other hand, the normally wary residents violently ambush any exploitive or destructive entity encroaching upon their homes. The incursion may be as brazen as a horde of bandits pillaging their communities or as innocent as a work crew building a road through a desolate stretch of wilderness. Adventurers meddling with long dormant horrors or delving into ancient sites may also attract the unwanted interests of locals who prefer to leave well enough alone and not stir up any trouble from slumbering evils. When dealing with seasoned, well-equipped explorers, a community leader may first try his hand at diplomacy to discourage the treasure hunters from disturbing the status quo. If he or she cannot convince them to abandon their mission and turn back, his or her followers resort to acts of sabotage or guerilla attacks to further dissuade

the determined heroes from fulfilling their quest. When all else fails, a full-scale assault may be the only viable alternative.

Of course, adventurers have more to fear in the wetlands than a mob of perturbed villagers. Other monstrous beings and races live here as well. The cruel boggards — toad-like humanoids that revel in mayhem — construct their crude villages along the banks of rivers and streams that cut through the marshes and swamps. The wicked creatures take fiendish delight in slaying sentient humanoids. They savagely attack the occupants of unsuspecting vessels that pass through their waters and raid neighboring humanoid settlements for plunder and captives to devour or sacrifice to their diabolical gods. The prolific breeders sometimes team up with their less numerous but significantly bigger and stronger marsh giant allies to further the ambitions of their demonic overlord and engulf the wetlands in depravity and chaos. Countless armies of boggards, led by their insidious priest-kings, sow misery and suffering in the wetlands, making them the most widespread humanoid race to plague adventurers traveling through this biome.

Though not as numerous as boggards, the sinister harpies also abound in the wetlands. Though they can be found in any of the four types of wetlands, they have a peculiar fondness for bogs and fens. These brutal, winged temptresses typically settle in wilderness areas close to humanoid settlements, ensuring them a steady supply of brainy meals. The remorseless huntresses use their captivating song to lure wayward men, women and children into their clutches. They particularly enjoy leading an entranced victim into a treacherous quagmire where they take great amusement watching the creature helplessly flail about in the thick mud in a desperate bid to escape. While boggards slaughter other beings to sate their hunger and further their divine patron's grand ambitions, pure sadism drives the murderous harpies to kill other intelligent creatures for sport.

Common people wrongly lump the cunning, but intellectually limited harpies into the same category as the solitary medusa, another exclusively female monstrous humanoid. However, the charming and intelligent woman is a far cry from the barbarous harpies. Though both are masters in the art of deceit, the medusa uses her glib tongue and beauty to entice

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others to their doom instead of a mystical power. Medusas live in the remotest corners of the wetlands, far from the judgmental eyes of sedentary humanoids. Their clothing and jewelry give the false impression that these monstrosities are pampered socialites, but in a wilderness setting, they display remarkable agility and durability. They can move through the wetlands undetected, and their precision with their trusty longbow attests to their incredible prowess with the weapon. Adventurers that stray too close to the hermetic creature's abode soon discover their roles reversed. Their medusa host is now the hunter, and they are her prey.

Still, none of these creatures compares in sheer might to the wetlands' undisputed champion, the black dragon. The enormous, amphibious beast roams the domain's darkest recesses, taking up residence in dank caverns beneath disgusting pools of stagnant, lifeless water. The domineering bullies exert their absolute authority over all other creatures through gruesome, public spectacles of their awesome power. Any being that fails to grovel helplessly in the master's presence experiences an agonizing demise that renders onlookers mortified and speechless. Macabre trophies from the ghastly incident reinforce the smug dragon's supremacy over the wetlands. In spite of their frightening reputation, an elite handful of noble and courageous souls ignores the warnings and defies the vile dictator's edicts. Armed with resolve and magical wonders, these valiant adventurers trudge through the foul waters and delve into its lair of fetid, waterlogged passageways and chambers. Any that survive the perilous trek and ensuing battle leave richly rewarded. Those that fail become grisly reminders of the reptile's malice and vindictiveness.

Weather

Wetlands serve as a buffer zone in the ongoing conflict between the open seas and dry land. The opposing sides' engagement greatly resembles modern trench warfare. The tides of battle slowly ebb and flow throughout this war of attrition. Gains and losses are measured in feet instead of miles, and victories are often fleeting rather than long lasting. Though both foes are evenly matched, water's mobility grants it a distinct advantage over its immobile adversary under the right conditions. Whenever the ocean floor rumbles, or the unstable atmosphere riles its anger into a violent tempest, water rises to the occasion and becomes an enraged wave that sweeps aside everything in its path and floods the land. Because of their proximity to large bodies of water, wetlands bear the full brunt of the encroaching sea's wrath. Fortunately, wetlands are equipped to handle the task and spare densely populated cities and towns from the oncoming deluge. However, when other creatures interfere with this natural process by turning former wetlands into farmland or settlements, disastrous consequences usually follow. Yet, these monumental events are extremely rare. On most days, rain, heat and intense sunlight are adventurers' main adversaries.

Flash Flood (CR 2)

Rivers and streams move water from higher elevations into lakes, seas and oceans found at lower elevations. Under normal conditions, the aquatic waterway runs with the efficiency and precision of an assembly line conveyor belt. The river keeps the water safely tucked within its banks on its long trek to its final destination. However, nature is rife with exceptions that trump well-established rules. When the amount of water funneling into a river or stream exceeds its capacity, the excess spills over the channel's banks and pours into low-lying areas adjacent to it. Heavy rains and rapid snowmelts are responsible for most flash floods, but not always in the ways that people imagine. Water recognizes no territorial boundaries; thus, it is not unusual to see heavy rains in one area upstream greatly impact a more vulnerable area farther downstream even though the precipitation stopped several days ago. Still, in most cases, flash flooding is a localized event that occurs during or immediately after torrential downpours overwhelms the river or stream's ability to safely contain that much water.

Flash floods predominantly affect landmasses adjacent to or near rivers and major streams along with low-lying areas plagued by poor drainage. A creature that succeeds on a DC 15 Survival check can identify whether a particular area is vulnerable to flash floods or that a flash flood is about to

strike within the next 1d4 minutes because of heavy rainfall, storm surge or rapid snowmelt somewhere farther upstream. However, in most cases, a successful skill check does not predict an exact time or guarantee that a flash flood is imminent. It only indicates that a flash flood is possible in the region. Naturally, a character also aware of heavy rainfall on the way may take precautions to ride out the storm and stay safely out of harm's way. On the other hand, creatures that do not heed the warnings usually suffer the consequences.

In essence, a flash flood is merely an extension of the stream or river. The flowing body of water's width and depth swells to 1d3 + 1 times its normal size, engulfing all creatures and objects in its path. The water moves at a speed of 1d4 + 5 x 10 feet per round. Being caught in the floodwater duplicates the effects of being swept away, as described in the "Aquatic Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. Flash floods caused by events upstream last for 2d4 hours. Those created by local weather conditions or snowmelt persist for 5d6 minutes. When the floods end, the water then recedes.

Hurricanes (CR varies)

Tornadoes are responsible for generating the highest wind speeds ever recorded on Earth, but hurricanes dwarf these short-lived whirlwinds in terms of their overall size, duration and the copious amounts of rain that these mammoth storms dump on areas they affect. Low barometric pressure and warm water fuel these spinning giants. They predominantly occur from mid-summer through mid-autumn, when the large bodies of water that give birth to them are at their warmest. In simplest terms, a hurricane is an organized band of thunderstorms that circulate around a central point referred to as an eye. The storm's wind speed determines whether it is classified as a hurricane or a lesser system, such as a tropical storm or a tropical depression. The weather system attains hurricane status if its sustained wind speeds equal or exceed 74 miles per hour. The strongest hurricanes ever recorded have attained wind speeds slightly in excess of 200 miles per hour.

At first blush, wind seems to be the obvious candidate to wreak the most havoc, and in an unexpected way, that assertion is correct. While the winds that blow through towns and cities cause damage, the rapidly rotating winds that drive incalculable amounts of ocean and gulf water onshore actually have the most devastating effects. Scholars refer to this relentless onslaught of water as storm surge. Low-lying coastal regions, particularly wetlands, bare the full ire of the swollen oceans, gulfs, rivers and streams. Storm surge, along with heavy rain, destroyed vast swaths of the Gulf Coast during Hurricane Katrina in 2005 as well as substantial portions of coastal New Jersey and New York during Hurricane Sandy in 2012. This wave of water roughly duplicates the effects of a tsunami as described in the "Disasters" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide*. Unlike a tidal wave, storm surge is a prolonged event that builds slowly and can last for hours or even days. Though its effects are felt most dramatically in coastal regions, storm surge also compounds the flooding caused by rivers, deltas and streams farther inland if they feed or are fed by a larger body of water directly affected by the raging storm. For these reasons, the GM must exercise discretion when determining the storm surge's exact effects and duration.

When dealing with hurricanes, forewarned is forearmed. These swirling tempests of wind and rain are not rude gatecrashers like tornadoes, which appear with little or no warning. Hurricanes give ample notice of their impending arrival. Skies darken, winds howl, rain intensifies, and the angry seas froth and foam on their march inland. Riding out the storm in regions close to seething bodies of water — especially on landmasses slightly above, at or below sea level — almost always ends in fatalities. Prudent residents seek higher ground in secure structures and other safe locales that offer protection against the wind, rain and floodwaters. Yet even the sturdiest building cannot grant a foolproof defense against one of nature's most energetic forces.

The "Winds" section and the table that accompanies it in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* detail the effects of wind on outdoor combat and movement during a powerful wind event. However, the swirling currents of onrushing air also take their toll on thatch, wood, brick and stone as well as the trees endemic throughout the swamps. Hurricanes are measured on a scale of 1 to 5 based upon

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their sustained wind speed. The weakest hurricanes fall into the Category 1 classification, while the most powerful hurricanes top the scale as Category 5 monsters. The following table determines the hurricane's strength in addition to detailing its effects on buildings and trees.

Table 3–13: Hurricane Strength and Effects

d%	Hurricane Category	Wind Speed (mph)	Effects on Buildings and Trees
01–35	1	74–95	a, b, c
36–65	2	96–110	a, d, e
66–80	3	111–129	a, d, e, f
81–95	4	130–156	a, e, g, h
96–00	5	157+	a, e, i, j

^a unframed buildings such as huts, tents and teepees are destroyed

^b minor damage to framed wooden buildings

^c shallow trees uprooted (50% chance)

^d major damage to framed wooden buildings, especially windows and roofs; minor damage to stone buildings

^e all shallow trees uprooted or snapped

^f all other trees snapped or uprooted (25% chance)

^g severe damage to framed wooden buildings, windows and roofs destroyed (50% chance of collapse); major damage to stone buildings

^h all other trees snapped or uprooted (50% chance)

ⁱ catastrophic damage to framed wooden buildings, windows and roofs destroyed (75% chance of collapse); severe damage to stone buildings, freestanding stone walls topple (25% chance)

^j all other trees snapped or uprooted (75% chance)

The amount of damage dealt by a falling tree depends upon its size as described in the “Falling Objects” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. A successful DC 15 Reflex save halves the damage if the character is aware of the falling tree and able to react to it. Of course, if the tree lands on top of a nearby building, road or a waterway, the impact generates other consequences. A massive tree can crush a sturdy, framed wooden building. Fallen trees may block roads and waterways, preventing traffic from passing without removing the obstacle or going around it. Creatures inside of a building at the time of its collapse suffer the effects described in the “Cave-Ins and Collapses” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Hurricanes have a radius of 6d10 x 10 miles and move at a speed of 3d10 miles per hour. The storm's wind speeds do not influence its size or speed. Despite their immense power, other weather systems and steering winds decide where the hurricane goes during its destructive march. In general, the mighty storms rarely turn more than 45 degrees over the course of a day. In addition to their high winds, hurricanes also bring heavy rain, thunderstorms, floods (see above) and may even spawn tornadoes. Hurricanes that interact with landmasses rapidly deteriorate and weaken. The storm's wind speeds decrease at a rate of 2d10 mph for every hour or part thereof that the hurricane's eye is located over land.

Sunlight

The sun's rays bring light and warmth to the world, but an invisible danger accompanies them — ultraviolet radiation. The ground absorbs some of this harmful radiation. However, walking or standing for prolonged periods of time in the direct glare of the sun can be very hazardous. The shade afforded by tree canopy or thick cloud cover offers some respite from the roiling star's incessant rays. The ultraviolet radiation emitted by the sun is particularly harmful to the body's largest organ — the skin. The damage is referred to as sunburn, and it is in fact a radiation burn rather than an injury caused by exposure to a heat source. As a result, it is equally possible to get sunburn on a bright, cold day as on a warm, sunny day. Of course, the person would also have to remain outside for an

extended period of time on a frigid day without wearing significant layers of clothing to keep warm. The same materials that protect his body from the cold also protect his skin from the sun's harmful rays.

Loose-fitting, light-colored clothing along with a hat provide the best protection against sunburn. A brim or visor to shield the eyes and face from the sun is also useful. Even so, these precautions are not perfect. Scarves protect the neck and lower face, but it is impossible to cover the eyes without sacrificing vision. The sun is at its peak from late morning through early afternoon. From 10 a.m. in the morning until 3 p.m. in the afternoon on bright, sunny days, humanoids exposed to direct sunlight must make a successful DC 10 Constitution check every hour to avoid getting sunburn on body parts not covered by clothing. These typically include the face, neck, hands and eyes. Constitution checks are not necessary whenever there is significant cloud cover or a dense tree canopy that blocks out direct sunlight.

Table 3–14: Sunburn Check DC Modifiers

Precaution	Sunburn Check DC Modifiers
Clothing¹	–4
Every previous check that day	+1
Footwear	–1
Gloves	–1
Headdress	–2
Light-colored clothing	–2
Scarf	–2
Visor	–2

¹ Clothing must cover the arms, torso and legs

Sunburned humanoids begin to feel its effects within 2d12 hours after exposure. Sunburn deals 1d4 points of nonlethal damage per day for the next 1d4 days. Characters can only get sunburned once per day, but its effects are cumulative and stack with one another. Whenever a character rolls a natural 1 on his Constitution check and fails, his eyes become sunburned. In addition to taking nonlethal damage, the character suffers from light sensitivity and takes a –2 penalty to Perception checks for the next 1d4 days, even after the nonlethal damage heals. Only a *remove blindness/deafness* or similar spell cures the light sensitivity.

In addition, between 10 a.m. in the morning and 3 p.m. in the afternoon, creatures with light sensitivity suffer instead from light blindness unless they succeed on a DC 10 Constitution check. They must make this check every hour during this time frame and the check's DC increases by +1 for each previous check that day. Creatures that roll a natural 1 on an attack roll or saving throw while outside during this time of day must succeed on a DC 10 Constitution check to avoid suffering from light sensitivity for the next 1d4 rounds. This effect is not cumulative and does not stack with itself.

Tsunami

In simplest terms, a tsunami is an enormous wave of displaced water caused by an immense surface impact, as in the case of an asteroid collision or a deep-water event, most commonly an earthquake below the ocean floor. While storm surge gradually builds as high winds push water ashore, tsunamis almost instantaneously come to life. They are nearly invisible at sea, appearing to be merely a bulge or ripple of water steadily marching toward the coast where many wetlands are found. In the absence of any modern technology, tsunamis strike with no warning. However, there are some instances (most notably during the Sumatra disaster in 2004), where the waters surrounding a landmass suddenly and inexplicably retreat from the beaches and back toward the open sea. The water then returns with a vengeance, wiping away nearly everything in its path, leaving nothing but devastation in its wake. The “Tsunamis” section in Chapter 8 of the *Pathfinder Roleplaying Game Gamemastery Guide* describes the effects of these massive tidal waves that occasionally ravage coastal wetlands.

Daily Weather

The wetlands' weather is consistent in the respect that it is almost always very humid. Temperatures are fairly constant in the tropical/semi-tropical wetlands. Temperature wetlands experience seasonal variations, while boreal wetlands are generally cool and damp throughout the year. Presented below are several tables that allow GMs to determine the weather in tropical/semi-tropical, temperate and boreal wetlands. The tables are organized according to climate type. The tables allow the GM to determine the daily high temperature, daily low temperature, wind speed and most importantly the chance of precipitation. All of the tables are based upon percentile dice.

Die Roll	Spring	Summer	Autumn	Winter
61-70	74+3d4° F	80+3d4° F	70+3d4° F	54+3d4° F
71-80	72+3d4° F	78+3d4° F	68+3d4° F	52+3d4° F
81-90	70+3d4° F	76+3d4° F	66+3d4° F	50+3d4° F
91-00	68+2d4° F	72+3d4° F	64+3d4° F	48+3d4° F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 100° F, and the low temperature generates a result of 14 - 3d4°, which results in a total of 20°, the daily low temperature is 80° F (100° - 20° = 80° F).

Tropical/Semi-Tropical Marshes and Swamps

The following tables generate the daily high temperatures, low temperatures, wind speed and chance of precipitation in a tropical or semi-tropical marsh or swamp according to season.

Table 3-15: Daily High Temperature

Die Roll	Spring	Summer	Autumn	Winter
01-10	86+3d4° F	92+3d4° F	82+3d4° F	66+3d4° F
11-20	84+3d4° F	90+3d4° F	80+3d4° F	64+3d4° F
21-30	82+3d4° F	88+3d4° F	78+3d4° F	62+3d4° F
31-40	80+3d4° F	86+3d4° F	76+3d4° F	60+3d4° F
41-50	78+3d4° F	84+3d4° F	74+3d4° F	58+3d4° F
51-60	76+3d4° F	82+3d4° F	72+3d4° F	56+3d4° F

Table 3-16: Daily Low Temperatures

Die Roll	Low Temperature
01-10	-2+3d4
11-20	-4+3d4
21-30	-6+3d4
31-40	-8+3d4
41-50	-10+3d4
51-60	-12+3d4
61-70	-14+3d4
71-80	-16+3d4
81-90	-18+3d4
91-00	-20+3d4



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The following table determines the wind speed measured in miles per hour based upon the season.

Table 3-17: Daily Wind Speed (miles per hour)

Die Roll	Spring	Summer	Autumn	Winter
01-10	1d3	1d2	1d3	1d4
11-20	1d4	1d3	1d4	1d6
21-30	1d6	1d4	1d6	1d8
31-40	1d8	1d6	1d8	1d10
41-50	1d10	1d8	1d10	2d6
51-60	2d6	1d10	2d6	2d8
61-70	2d8	2d6	2d8	3d6
71-80	3d6	2d8	3d6	3d8
81-90	3d8	3d6	3d8	4d6
91-00	4d6	3d8	4d6	4d8

¹ Increase the daily wind speed by 6d6 mph in the event of a thunderstorm or blizzard.

The following chart determines the daily chance of experiencing a storm. It is also based upon the season.

Table 3-18: Daily Chance of Precipitation

Result	Spring	Summer	Autumn	Winter
No Precipitation	01-70	01-45	01-75	01-65
Rain ¹	71-85	46-70	76-94	66-97
Thunderstorm ²	86-00	71-99	95-97	98-99
Hurricane ³	—	00	98-00	00

¹ If the temperature is 32° F or less, the rain instead falls as snow.

² If the temperature is 32° F or less, the thunderstorm becomes a blizzard.

³ This result is treated as a thunderstorm for interior wetlands far from shore.

Temperate Wetlands

The following tables generate the daily high temperatures, low temperatures, wind speed and chance of precipitation in temperate wetlands according to season.

Table 3-19: Daily High Temperature

Die Roll	Spring	Summer	Autumn	Winter
01-10	62+4d6° F	80+4d6° F	56+4d6° F	40+4d6° F
11-20	62+3d6° F	80+3d6° F	56+3d6° F	40+3d6° F
21-30	57+4d6° F	75+4d6° F	51+4d6° F	35+4d6° F
31-40	57+3d6° F	75+3d6° F	51+3d6° F	35+3d6° F
41-50	52+4d6° F	70+4d6° F	46+4d6° F	30+4d6° F
51-60	52+3d6° F	70+3d6° F	46+3d6° F	30+3d6° F
61-70	47+4d6° F	65+4d6° F	41+4d6° F	25+4d6° F
71-80	47+3d6° F	65+3d6° F	41+3d6° F	25+3d6° F
81-90	42+4d6° F	60+4d6° F	36+4d6° F	20+4d6° F
91-00	42+3d6° F	60+3d6° F	36+3d6° F	20+3d6° F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 100° F, and the low temperature generates a result of 14 - 3d6°, which results in a total of 22°, the daily low temperature is 78° F (100° - 22° = 78° F).

Table 3-20: Daily Low Temperatures

Die Roll	Low Temperature
01-10	-2+3d6
11-20	-4+3d6
21-30	-6+3d6
31-40	-8+3d6
41-50	-10+3d6
51-60	-12+3d6
61-70	-14+3d6
71-80	-16+3d6
81-90	-18+3d6
91-00	-20+3d6

The following table determines the wind speed measured in miles per hour based upon the season.

Table 3-21: Daily Wind Speed (miles per hour)

Die Roll	Spring	Summer	Autumn	Winter
01-10	1d3	1d2	1d3	1d4
11-20	1d4	1d3	1d4	1d6
21-30	1d6	1d4	1d6	1d8
31-40	1d8	1d6	1d8	1d10
41-50	1d10	1d8	1d10	2d6
51-60	2d6	1d10	2d6	2d8
61-70	2d8	2d6	2d8	3d6
71-80	3d6	2d8	3d6	3d8
81-90	3d8	3d6	3d8	4d6
91-00	4d6	3d8	4d6	4d8

¹ Increase the daily wind speed by 6d6 mph in the event of a thunderstorm or blizzard.

The following chart determines the daily chance of experiencing a storm. It is also based upon the season.

Table 3-22: Daily Chance of Precipitation

Result	Spring	Summer	Autumn	Winter
No Precipitation	01-55	01-55	01-65	01-55
Rain ¹	56-90	56-80	66-93	56-95
Thunderstorm ²	91-00	81-99	94-98	96-99
Hurricane ³	—	00	99-00	00

¹ If the temperature is 32° F or less, the rain instead falls as snow.

² If the temperature is 32° F or less, the thunderstorm becomes a blizzard.

³ This result is treated as a thunderstorm for interior wetlands far from shore.

CHAPTER 3: WETLANDS HAZARDS

Boreal Wetlands

The following tables generate the daily high temperatures, low temperatures, wind speed and chance of precipitation in boreal wetlands according to season.

Table 3–23: Daily High Temperature

Die Roll	Spring	Summer	Autumn	Winter
01–10	56+3d4° F	76+3d4° F	52+3d4° F	16+3d4° F
11–20	54+3d4° F	74+3d4° F	50+3d4° F	14+3d4° F
21–30	52+3d4° F	72+3d4° F	48+3d4° F	12+3d4° F
31–40	50+3d4° F	70+3d4° F	46+3d4° F	10+3d4° F
41–50	48+3d4° F	68+3d4° F	44+3d4° F	8+3d4° F
51–60	46+3d4° F	66+3d4° F	42+3d4° F	6+3d4° F
61–70	44+3d4° F	64+3d4° F	40+3d4° F	4+3d4° F
71–80	42+3d4° F	62+3d4° F	38+3d4° F	2+3d4° F
81–90	40+3d4° F	60+3d4° F	36+3d4° F	0+3d4° F
91–00	38+2d4° F	58+3d4° F	34+3d4° F	-2+3d4° F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 70° F, and the low temperature generates a result of 14 – 3d4°, which results in a total of 20°, the daily low temperature is 50° F (70° – 20° = 50° F).

Table 3–24: Daily Low Temperatures

Die Roll	Low Temperature
01–10	-2+3d4
11–20	-4+3d4
21–30	-6+3d4
31–40	-8+3d4
41–50	-10+3d4
51–60	-12+3d4
61–70	-14+3d4
71–80	-16+3d4
81–90	-18+3d4
91–00	-20+3d4

The following table determines the wind speed measured in miles per hour based upon the season.

Table 3–25: Daily Wind Speed (miles per hour)

Die Roll	Spring	Summer	Autumn	Winter
01–10	1d3	1d4	1d3	1d3
11–20	1d4	1d6	1d4	1d4
21–30	1d6	1d8	1d6	1d6
31–40	1d8	1d10	1d8	1d8
41–50	1d10	2d6	1d10	1d10
51–60	2d6	2d8	2d6	2d6
61–70	2d8	3d6	2d8	2d8
71–80	3d6	3d8	3d6	3d6
81–90	3d8	4d6	3d8	3d8
91–00	4d6	4d8	4d6	4d6

¹ Increase the daily wind speed by 6d6 mph in the event of a thunderstorm or blizzard.

The following table determines the daily chance of experiencing a storm. It is also based upon the season.

Table 3–26: Daily Chance of Precipitation

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–50	01–35	01–50	01–20
Rain ¹	51–85	35–93	51–95	21–00
Thunderstorm ²	86–00	94–99	96–00	—
Hurricane ³	—	00	—	—

¹ If the temperature is 32° F or less, the rain instead falls as snow.

² If the temperature is 32° F or less, the thunderstorm becomes a blizzard.

³ This result is treated as a thunderstorm for interior wetlands far from shore.

Ch.4: Skills and Feats

An adventurer's mind and body are his greatest assets. In a sticky situation, a mentally sharp character can glimpse a concealed enemy at the last instant, draw upon an esoteric bit of knowledge to solve a riddle, or talk his way out of a tight spot. Likewise, a physically fit explorer can use his agility to leap over a daunting obstacle, his strength to climb out of a harrowing chasm, or his stamina to endure a prolonged forced march. Skills provide parameters for determining whether a character succeeds at a certain task or recalls a specific detail in a pressure situation. A person who devotes considerable time and energy to one particular discipline is more likely to achieve his desired outcome than someone who expends no effort in the same pursuit. However, an individual's innate abilities also play an important role in determining one's chances for success in a given endeavor. For instance, a precocious youngster may process and memorize data faster than the average child, giving the prodigy a decided head start over her rival. Yet, her less-gifted counterpart may benefit from superior education and training than the naturally bright child, thus leveling the playing field. The same basic principle applies to skills, and to a lesser degree, feats. Raw ability, specialized training and hours of practice ultimately separate the experts from the novices when it comes to measuring a character's acumen or prowess in a broad range of tasks in a distinct field.

Skills

Thoughts and deeds are not random events, especially under the most extreme circumstances. While dumb luck may occasionally save the day for an overmatched adventurer, the chances of success greatly increase when the character devotes more of his time and energy to honing his abilities for the opportune moment. In game terms, skills encompass a wide berth of actions, knowledge and experiences. The character's raw abilities and training, reflected in the form of skill points or ranks, make up the base components of his skill modifier. Other factors, including the character's class, equipment and race may tilt the odds further in his favor.

The skills presented in the *Pathfinder Roleplaying Game Core Rulebook* comprehensively address almost every possible contingency that may arise during the adventurer's career. However, the wetlands are a distinct environment that sometimes requires players and GMs alike to forgo conventional thought processes and explore new avenues of innovation. The following section provides alternative uses for several skills that may come in handy during his or her escapades in the wetlands.

Acrobatics

The acts of jumping and maintaining balance are fairly straightforward in a wholly terrestrial environment. The creature gets a running start across a hard floor and then leaps over an intervening obstacle and onto a flat, stable surface overhead or on the other side. Wetlands throw several monkey wrenches into this formula. First off, characters rarely move or stand on solid ground in this landscape. Wetlands' explorers frequently traipse across inundated soil, mud and mire. Needless to say, these surfaces are far from ideal when attempting to perform a long jump or a high jump. Think of a creature as if it were a coiled spring. When placed upon a firm surface and released, the uncoiled spring can release its stored energy only in one direction — up. However, when the same device sits upon a soft, yielding surface and is released, the upward thrust is significantly decreased because the coil can expand in two directions — upward and downward. To make matters worse, water and mud create suction, which introduces drag into the equation.

The "Acrobatics" section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook* lists several modifiers to apply toward an Acrobatics

check. The following table supplements the table found in the preceding section based upon specific conditions that characters are likely to encounter in the wetlands.

Table 4–1: Wetlands Acrobatics Modifiers

Acrobatics Modifiers	DC Modifiers
Soft ground ¹	+2
Very soft ground ¹	+5
Standing water	+10 per foot of water
Mire	+20 per foot of depth

¹ The terms soft ground and very soft ground are defined in the "Survival" section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*.

The preceding modifiers to target DCs apply to all Acrobatics skill checks. The modifiers stack with one another, but only the most severe modifier for any one condition applies.

In addition to contending with the travails of muck and mire, adventurers in the wetlands are also likely to attempt jumping onto a slick surface such as a rock or even a cypress knee protruding from the water. The character must succeed on two Acrobatics checks to accomplish this stunt. The first Acrobatics check determines the distance of the jump. If he fails this check, he falls prone in the square where he landed. If he succeeded on the first Acrobatics check, the second Acrobatics check adjudicates whether he kept his balance on the narrow surface where he landed. If he fails this check, he falls prone in a randomly determined unoccupied square adjacent to his intended destination.

Knowledge (engineering)

Roads define civilizations. The world's greatest empires prospered largely because of their extensive networks of highways and sea routes. These arteries facilitated trade with far-flung territories and neighboring states, filling the treasury's coffers with newfound revenue. Roads give political leaders the ability to swiftly and safely move troops and materiel to frontier regions as well as communicate with governmental authorities in remote areas. Yet nature rarely acquiesces to the grand dreams of ambitious men and women. Inhospitable wetlands sometimes stand in the way of conquest and progress, impeding access to regions farther inland. Civic leaders faced with this dilemma look to their engineers to devise a means of finding a secure passage through this semi-aquatic biome without bankrupting the state's finances.

Laying down a road or digging a canal requires long-term investment, forethought and specialized knowledge. It takes monumental dedication and resources to construct something built to last in a landscape that constantly seeks to undo humanity's efforts. However, all wetlands are not created the same. Swamps present different challenges than a marsh, bog or fen. Though water is prevalent throughout the swamp, trees must be felled and brush must be cleared in order to lay down the foundation for a canal or road. Marshes do not usually demand the same heavy lifting, but roadways erected in these watery grasslands remain susceptible to periodic flooding and inundation. The architect constructing a road or canal through the wetlands must succeed on a Knowledge (engineering) check in order to ascertain the ideal site for a canal or road. The following tables list the Knowledge (engineering) checks' DC for each wetlands type. A successful check applies to one hex (see the "Kingdom Building" section in Chapter 4 of the *Pathfinder Roleplaying Game Ultimate Campaign* for more details about hexes).

Table 4–2: Wetlands Engineering Check to Build a Canal or Road

Wetlands Type	Canal DC	Road DC
Bog	20	15
Fen	15	15
Marsh	10	20
Swamp	15	25

A successful check reduces the amount of BP (build points) necessary to construct the road or canal by –1. See the “Buildings” section in Chapter 4 of the *Pathfinder Roleplaying Game Ultimate Campaign* for more details regarding BP. More importantly, a successful check confirms that the road or canal was built properly and in a strategic location that protects it from periodic flooding and other natural hazards. However, proper maintenance is still needed to keep the road or canal from reverting to its original state as untamed wetlands. Civic leaders must also provide security to ensure that saboteurs do not damage or destroy the manmade highway.

Knowledge (geography)

Some coastal regions are more prone to storm surge and tsunamis because of their underwater topography. Though the mechanisms governing the movement of water caused by both events differ significantly, a character acquainted with the features of the seafloor and the geography in the region can determine whether a specific area lies in harm’s way. In the case of storm surge, a successful DC 15 Knowledge (geography) check indicates that the immediate vicinity is in imminent danger of being deluged by seawater, provided of course that a powerful storm, such as a hurricane, is nearby or on its way. On the other hand, a successful DC 15 Knowledge (geography) check ascertains whether the prevailing geography is likely to amplify or diminish the effects of an approaching tsunami. In the latter case, a successful check cannot predict that a tsunami is imminent.

Knowledge (nature)

Though it lacks sentience, water seemingly has a mind of its own. Despite its nearly infinite number of separate atoms and molecules, it is a gestalt acting in amorphous unison. Water is normally a placid entity, content to leisurely while away the days without incident. Yet, there are times when external forces rouse this peaceful entity from its slumber and stir it to extreme anger. The dreaded tsunami is water’s most sudden and dramatic bout with temporary madness. In many cases, the catalyst that spurred the precious liquid to action is too far away to observe, thus those in danger must rely upon other means to detect its approach. In this case, a successful DC 15 Knowledge (nature) check grants the character familiarity with the telltale signs of its imminent arrival. In descriptive terms, the character correlates seawater retreating into the sea as a sure sign of an encroaching tsunami, potentially giving that person and others enough time to flee the area and retreat to higher ground.

Ride

Some inventive and gutsy wetlands’ residents forego conventional mounts and instead attempt to travel through the swamp’s shallow channels while standing atop a trained alligator or crocodile as if they were riding a modern surfboard. The idea of taming and then training one of these ornery reptiles to function as the equivalent of a waterborne skateboard is not for the faint of heart or those of sound minds. Almost all city dwellers and natives alike consider the entire notion to be downright crazy, but opinions cannot deter the handful of foolhardy enthusiasts who pursue this avenue of transport. Most riders place their feet in straps attached to the animal’s back, giving them added stability.



(See **Chapter 5** for details regarding gator straps.) Despite the straps and leather reins fitted into the beast’s massive jaws, directing the alligator or crocodile’s movement with these devices proves more difficult than guiding a mount with his knees. It takes a successful DC 10 Ride check to guide an alligator or a crocodile with one’s feet rather than the DC 5 Ride check needed to guide a conventional mount with one’s knees. The Ride check DC is the same regardless of whether the rider wears foot straps or not. In addition, riding a reptile in this manner also imposes a –5 penalty on all Ride checks because the animal is ill suited for use as a mount.

Survival

Rivers, deltas and estuaries frequently carve a path through wetlands or border them. While these bodies of water facilitate water traffic, they also inhibit the progress of land-based creatures and vehicles. Bridges are practically non-existent in the wetlands, so creatures and drivers attempting to wade through or ford these watery barriers must take their chances with treacherous currents and murky depths. A successful DC 15 Survival check identifies the safest location to ford a body of water, granting that character a +2 bonus on Swim checks made to cross the river at that point. The character may grant the same bonus to one other character for every 1 point by which his Survival check result exceeds 15. Alternatively, a successful Survival check may grant that character a +2 bonus on Profession (driver) checks or any other suitable check made to navigate a land vehicle through or across the waterway. It is important to note that a successful check determines the best place to cross the river as it pertains to the depth, distance to the other side and the strength of the currents in the immediate vicinity. It does not identify the presence of hostile creatures lurking beneath the murky waters.

Swim

Whenever a terrestrial creature falls into the water, its first thoughts gravitate toward survival. Drowning is a very real danger, especially in rough or deep water. However, wetlands' swimmers are all too familiar with another hazard that lurks in the turbid waters — harmful microorganisms. Paddling to the safety of shore is obviously the most immediate concern, but seasoned explorers endeavoring to minimize their risks of ingesting or inhaling one of these frightening pathogens may make a deliberate and extraordinary effort to keep their heads above the water at all times and minimize their exposure to them. As discussed in **Chapter 3**, a character can also attempt to hold his breath to avoid ingesting a miniscule invader. However, this method does not provide foolproof defense against a microorganism that infiltrates its host through means other than ingestion.

Most creatures swim atop or beneath the water's surface in a horizontal configuration, which puts its nose, mouth and ears in contact with potentially infested water. A creature can deliberately try to keep its head entirely above the surface and prevent any exposure to waterborne ingested or inhaled microorganisms. However, doing so increases the Swim check's DC by +5. A failed check indicates that the creature did not keep its head above water, and it either made no progress or went underwater. A creature that succeeded on its Swim checks may still ingest or inhale microorganisms by coming into contact with them via other means, such as eating food with unwashed hands or wiping its nose with a damp rag exposed to infested water.

Feats

In a world brimming with countless outcomes, adventurers must prepare for every contingency. Many explorers rely upon magical gear and alchemical items to save the day. Others put their faith in spells, weapons and armor to vanquish and defend them from their enemies. Yet, regardless of their chosen class or god-given abilities, all intrepid adventurers derive at least some portion of their vitality and intellect from untapped reservoirs of potential stored deep within the fiber of their beings. These powers manifest themselves as feats. In simplest terms, feats are a diverse collection of abilities that allow characters to deviate from the ordinary and explore previously unknown avenues of opportunity. Some lead down a central path and branch off into more narrowly focused areas farther down the main road. Many others, however, are completely autonomous entities unto themselves. They bestow a signature effect or grant a specific ability to the recipient while offering no other related powers. A handful of feats even require the assistance of others blessed in the same way to come to fruition. Either way, regardless of what path an adventurer chooses, the feats presented below add to the character's experiences and chances of success in the wetlands and other environments.

Anticipatory Action

You sense what another creature is about to do.

Prerequisites: Wis 15, Sense Motive 3 ranks.

Benefit: Whenever you are aware of and can see your attacker, you can attempt a Will save instead of a Reflex save, if a successful Reflex save would normally negate or halve the attack. You cannot use this feat if you are paralyzed, stunned, unconscious, helpless, surprised or otherwise unable to act. You may use this feat once per day plus one additional time per day for every five character levels you possess up to a maximum of five times per day at 20th level.

Apprentice Rogue

You have a natural penchant for rogue talents.

Prerequisite: You have no levels in a class that has the rogue talent class feature.

Benefit: You gain a single rogue talent from the rogue talent class feature. You must meet all of the prerequisites for the rogue talent.

Special: If you gain levels in a class that grants the rogue talent class feature, you can immediately trade this feat for the Extra Rogue Talent feat.

Back to the Wall (Combat)

You fight best when your back is against the wall.

Prerequisite: Dex 13, Dodge, Mobility

Benefit: Whenever you are adjacent to an object that would grant you cover, such as a wall or column, opponents cannot flank you, catch you flat-footed or deny your Dex bonus to AC. The preceding benefits even apply to invisible opponents. When you confirm a critical hit against an opponent adjacent to the same contiguous object as you, you may take a 5-foot step into an unoccupied square adjacent to the object as an immediate action. That opponent is considered to be flanked by you until the end of your next turn. You lose the benefits of this feat if you are immobilized.

Best Laid Plans

Your intelligence allows you to react quicker.

Prerequisite: Int 13.

Benefit: You may add your Intelligence modifier in addition to your Dexterity modifier and all other modifiers to your initiative checks. In addition, you gain an insight bonus equal to your Intelligence modifier on attack rolls made against unaware combatants, i.e. flat-footed opponents that have not acted yet. You must declare that you are using this feat before the initiative checks are made by all combatants. You cannot use this feat if you are paralyzed, stunned, unconscious, helpless, surprised or otherwise unable to act. You may use this feat once per day plus one additional time per day for every five character levels that you possess up to a maximum of five times per day at 20th level.

Bookworm

You can comprehend complex spell formulae more easily than others.

Prerequisites: Knowledge (arcana) 1 rank, Linguistics 1 rank, Spellcraft 1 rank, spellbook class feature.

Benefit: You gain a +4 bonus on the following checks: Spellcraft checks made to decipher an arcane magical writing (such as a single spell in another's spellbook or on a scroll); Spellcraft checks made to prepare spells from a deciphered spellcaster's book; and Spellcraft checks made to copy the spell into his spellbook.

In addition, it takes you only 10 minutes per spell level to scribe a spell into your spellbook (5 minutes for cantrips).

Special: The process of deciphering, preparing and copying spells from and into a spellbook appears in the "Arcane Spells" section in Chapter 9 of *The Pathfinder Roleplaying Game Core Rulebook*. A wizard may select this feat as one of his wizard bonus feats.

Born Politician

You can cajole and lie with the best of them.

Prerequisites: Cha 15.

Benefit: You gain a +4 bonus on the following checks and saves: Bluff skill checks made to tell a lie; Diplomacy skills checks made to shift a creature's attitude; and Will saves against spells and effects that discern or inhibit you from speaking any deliberate and intentional lies, such as *discern truth* and *zone of truth*.

Brainstorm

Your mind rapidly cycles through ideas in search of answers.

Prerequisites: Int 15.

Benefit: You may immediately reroll an Intelligence-based skill check, but you must accept the results of the second roll. You use this feat after the roll is made, but before the results are announced. You may use this feat

once per day plus one additional time per day for every five character levels that you possess up to a maximum of five times per day at 20th level.

Channel Immunity

You can use your divine power to remove diseases.

Prerequisites: Channel energy 4d6.

Benefit: Once per day when you channel energy to heal living creatures; if any of the creatures you healed are currently infected by a disease, you may attempt a caster level check (1d20 + caster level) against the DC of each disease affecting the targets. A successful caster level check cures the disease.

Charismatic Touch

Your personal magnetism guides your melee touch and ranged touch attacks.

Prerequisite: Cha 13, Spellcraft 3 ranks, bardic performance class feature, Spellsong.

Benefit: Whenever you make a melee touch attack or a ranged touch attack against an opponent, you can use your Charisma modifier instead of your Strength or Dexterity modifier on attack rolls.

Special: Spellsong is found in *Pathfinder Roleplaying Game Ultimate Magic*.

Chop Block (Combat, Teamwork)

One ally strikes high, and the other swings low.

Prerequisites: Dex 13, Combat Reflexes, base attack bonus +6.

Benefit: Whenever you and an ally who has this feat both threaten the same opponent — and that opponent provokes an attack of opportunity from one or both of you — either you or your ally (but not both) may attempt a trip combat maneuver check against that opponent as a free action if either or both attacks of opportunity hit the opponent that provoked the attack of opportunity. If the trip combat maneuver check succeeds, and the attacks of opportunity were provoked by that opponent's attempt to move into or out of a threatened area, the opponent loses the move action and falls prone in that square. If the trip attempt fails, you or your ally cannot be tripped in return.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

Crocodile Death Roll (Combat)

You grab your foe and squeeze the life out of him in a twirling frenzy.

Prerequisite: Str 13, Swim 12 ranks, Crocodile Style, Crocodile Tears, Greater Grapple, Improved Grapple, Improved Trip, Improved Unarmed Strike.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent damage using an unarmed strike, that opponent also cannot breathe, and is treated as if he were holding his breath. As long as you keep the opponent pinned, it cannot breathe. When you succeed at a grapple combat maneuver check to deal that opponent damage using an unarmed strike on subsequent rounds, the remaining duration that the creature can hold its breath is reduced by 1 round per point of damage dealt by the unarmed strike. In addition, if the opponent takes a standard or full-round action, the remaining duration that the opponent can hold its breath is reduced by 1 round. When a creature can no longer hold its breath, it begins to suffocate. (See the "Suffocation" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.) When the opponent is no longer pinned, it resumes breathing normally, and any attempt to suffocate him must begin anew. A creature that does not need to breathe is immune to this feat.

Crocodile Hunter (Combat)

Your attacks can penetrate shallow water.

Prerequisites: base attack bonus +3, Perception 3 ranks.

Benefit: When attacking from land, your attacks ignore the AC bonus granted to targets swimming, floating or treading water on the surface, or wading in water at least chest deep. A completely submerged creature has improved cover (+8 bonus to AC, +4 bonus on Reflex saves). You cannot attack an enemy that you cannot see.

Normal: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects.

Crocodile Loop (Combat)

You wrap a lasso tightly around a creature's jaws to prevent it from biting.

Prerequisite: Exotic Weapon Proficiency (lasso), Weapon Focus (lasso).

Benefit: When you successfully entangle a creature with a lasso, the lasso wraps around the target's jaws, preventing it from making bite attacks while entangled. The DC of an Escape Artist check to slip free of the lasso you are using is 15 or your CMD, whichever is higher. It takes a DC 23 Strength check to break the lasso. The GM must exercise discretion when determining whether this feat affects the bite attacks of certain creatures. Creatures without a bite attack and those with multiple mouths are immune to this feat, though you could still use a lasso to entangle an opponent in the usual manner.

Crocodile Style (Combat, Style)

Adherents of this style stay low to the ground and duplicate the movements and attacks of the reptilian predator.

Prerequisite: Str 13, Swim 6 ranks, Greater Grapple, Improved Grapple, Improved Trip, Improved Unarmed Strike.

Benefit: While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can move at half speed while prone and crawl without provoking attacks of opportunity. You can take a 5-foot step while crawling.

Normal: You take a -4 penalty on attack rolls and AC against melee attacks while prone. You can crawl 5 feet as a move action. You cannot take a 5-foot step while crawling.

Crocodile Tears (Combat)

You trip your foe and use the trip as an opportunity to grab hold of him.

Prerequisite: Str 13, Swim 9 ranks, Crocodile Style, Greater Grapple, Improved Grapple, Improved Trip, Improved Unarmed Strike.

Benefit: After you successfully trip an opponent, you can use a swift action to attempt a grapple combat maneuver against that opponent.

Normal: The grapple combat maneuver is a standard action.

Crocodilian Rage (Combat)

Your powerful charge pushes your enemy backward.

Prerequisite: Str 13, Improved Bull Rush, Power Attack, base attack bonus +6

Benefit: When you hit an opponent with a charge attack, you can immediately attempt a bull rush combat maneuver against that opponent as a free action in addition to dealing the damage from the charge attack.

Normal: You must perform a bull rush combat maneuver to bull rush an opponent.

Special: You cannot use this feat while mounted or flying.

Get Down (Combat)

A last second warning may spare a friend from danger.

Prerequisites: Combat Reflexes, Bodyguard

Benefit: When an adjacent ally is attacked by a spell or effect that is halved or negated by a successful Reflex save, you may use an attack of opportunity before he attempts his Reflex save to grant him a +2 bonus to his Reflex save against the spell or effect. The ally must be able to hear or see you, and he must not be immobile or helpless for this feat to have any effect. You cannot use this feat to grant a bonus to more than one ally at a time.

Special: Bodyguard is found in *Pathfinder Roleplaying Game Advanced Player's Guide*.

Gotcha

You always keep your wits about you, allowing you to see things that others miss.

Prerequisites: Alertness, Uncanny Alertness

Benefit: You may simultaneously attempt a Perception check and a Sense Motive check under the following circumstances: whenever an opponent attempts a Stealth check opposed by your Perception check to avoid being noticed by you; whenever you believe that “something is up,” i.e. the hunch task; and whenever you sense that someone’s behavior is being influenced by an enchantment effect. If either check succeeds, you successfully notice the creature attempting to use Stealth to evade detection, or you successfully complete the hunch or sense enchantment task. If both checks succeed, the creature provokes an attack of opportunity from you, if you can make one.

Special: Uncanny Alertness is found in *Pathfinder Roleplaying Game Ultimate Magic*.

Jaguar Head Crush (Combat)

While grappling, you bore through an opponent’s skull, damaging his brain.

Prerequisites: Greater Grapple, Improved Grapple, Improved Unarmed Strike, base attack bonus +8 or monk level 8.

Benefit: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent damage using an unarmed strike or a light or one-handed weapon, that opponent takes Intelligence damage equal to your unarmed strike or weapon damage dice, instead of lethal damage. You must be able to see the target well enough to pick out its head, and must be able to reach its head. Any creature that is immune to critical hits or mind-affecting effects is immune to the effects of this feat.

Over Draw (Combat)

Choose a type of bow (shortbow, longbow) with which you are proficient. When you ready an attack with this type of bow, it deals extra damage.

Prerequisites: Strength 17, Weapon Proficiency (bow).

Benefit: When you ready an attack with this type of bow, you can pull back the drawstring to the breaking point. The attack deals double damage to your target. Roll the weapon’s damage dice for the attack two times and add the results together before adding bonuses from Strength, weapon abilities, precision-based damage, and other damage bonuses. These extra weapon dice are not multiplied on a critical hit, but are added to the total.

Your bow takes damage equal to your Strength modifier. This damage ignores the item’s hardness. A bow reduced to 1/2 its hit points or fewer gains the broken condition, while a bow reduced to 0 hit points or fewer is destroyed.

Special: A nonmagical bow typically has 5 hit points, whereas magical bows have an additional 10 hit points for each +1 enhancement bonus. A magical bow can be repaired only with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the item’s

bonus. A nonmagical bow may be repaired with either of the preceding spells or a successful Craft skill check. You can use this feat to affect a composite bow only if your Strength modifier exceeds the composite bow’s Strength rating.

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of bow.

Pole Vault

Your quarterstaff enhances your leaping ability.

Prerequisite: Acrobatics 3 ranks, Weapon Focus (quarterstaff).

Benefit: Whenever you vault with a quarterstaff as part of a running jump, you gain a +4 competence bonus on your Acrobatics check to perform a long jump or high jump, though you must let go of the quarterstaff in the process. If your Acrobatics check succeeds by 5 or more, you may hold onto your quarterstaff and not let go, if you so choose. A magical quarterstaff adds an additional +2 bonus to the Acrobatics check for each +1 enhancement bonus of the weapon.

Puddle Runner

You can move atop a liquid surface for short bursts.

Prerequisite: Acrobatics 4 ranks, Perception 4 ranks.

Benefit: If you have at least 10 feet of space to get a running start and move a distance at least equal to your normal speed, you can tread on any liquid, including water, oil, mud, snow, quicksand and even lava as if it were firm ground until the end of your turn. You can also run or charge across the surface. At the beginning of your next turn, you immediately sink into the liquid as normal. You cannot use this feat again until you reach solid ground.



Rehearsed Spell (Metamagic)

Nothing can break your concentration while casting this spell.

Prerequisites: Combat Casting.

Benefit: A rehearsed spell does not require you to succeed on a concentration check when affected by vigorous or violent motion, when casting on the defensive, while grappled, or in violent weather. A rehearsed spell uses up a spell slot one level higher than the spell's actual level.

Reversing Maneuver (Combat)

You move past a prone or repositioned opponent with ease.

Prerequisites: Agile Maneuvers.

Benefit: When you succeed on a combat maneuver check to trip or reposition an opponent, you can move through that opponent's square or any square he threatens without provoking an attack of opportunity until the end of your turn.

Shimmering Teleport

You gain temporary concealment when you magically teleport to another location.

Prerequisites: Spell Focus (Conjuration)

Benefit: Whenever you cast a conjuration spell from the teleportation subschool, you gain 20% concealment for 1 round. This feat does not grant concealment to allies that the spell also affected.

Skin Diver

Your swimming prowess drastically improves.

Prerequisites: Swim 4 ranks, Endurance.

Benefit: A successful Swim check lets you move one-half your speed as a move action or your normal speed as a full-round action. If you are unable to breathe water, you must succeed on a concentration check (DC 10 + spell level) to cast a spell underwater (this is in addition to the caster level check to successfully cast a fire spell underwater). You can see twice as far as normal while underwater. You lose the benefits of this feat if you carry a medium or heavy load.

Normal: A successful Swim check lets you move one-quarter your speed as a move action or one-half your speed as a full-round action. A creature that cannot breathe water must succeed on a concentration check (DC 15 + spell level) to cast a spell underwater.

Submarine (Combat)

You torpedo through the water and deliver a crippling strike to land-based foes.

Prerequisites: swim speed.

Benefit: When swimming and using the charge action, you deal double damage with a melee weapon to opponents that do not have a swim speed or do not benefit from *freedom of movement* or a similar effect. It also does not apply to charge actions made against creatures with the aquatic subtype.

Swamp Rat

You are intimately familiar with your wetlands' surroundings.

Prerequisites: Knowledge (geography) 1 rank, Knowledge (local) 1 rank, Profession (driver) 1 rank, Survival 1 rank.

Benefit: You gain a +2 bonus on the following checks and saves: Knowledge (geography) checks made in wetlands terrain; Knowledge (local) checks made in wetlands terrain; Profession (driver) checks made while operating a vehicle in wetlands terrain; and Survival checks made to avoid getting lost while traveling through wetlands terrain.

At 11th level, these bonuses increase to +4.

Swamp Runner

You move faster than normal in wetlands terrain.

Benefit: While you are wearing light armor or no armor, your base speed increases by 10 feet whenever you move across wetlands terrain. The feat's benefits do not apply while swimming, treading water on the surface or wading in water at least chest deep. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat only once. Its effects stack with Fleet.

Wetlands Balancer

You move through wetlands terrain with tremendous ease.

Prerequisites: Acrobatics 1 rank.

Benefit: You can move across wet surfaces without penalty, and do not need to attempt Acrobatics checks to run or charge on wet ground. You can move across shallow bogs and narrow hedgerows without penalty, while deep bogs and wide hedgerows cost you only 2 squares of movement instead of 4.

Wetlands Eye

You have a keen eye for avoiding and escaping natural hazards in the wetlands.

Prerequisites: Survival 3 ranks, Swim 3 ranks.

Benefit: You gain a +4 bonus on the following checks and saves: Survival checks made to avoid natural hazards, such as quicksand; Swim checks made to tread water or move 5 feet while immersed in quicksand; Reflex saves made to avoid falling into a sinkhole; Reflex saves made to negate the reduction in speed from stepping on a cypress knee; Reflex saves to avoid getting your foot stuck in mangrove roots; and Reflex saves made to avoid getting struck by a falling tree.

Special: Sinkholes, cypress knees and mangrove roots appear in **Chapter 3** of this sourcebook.

Ch. 5: Wetlands Equipment

Water never rests. Whether it appears in the form of driving rainfall, a stagnant pool, a slow-moving river, or waterlogged soil, the precious liquid confounds and impedes wetlands' explorers at every turn. Adventurers aspiring to conquer this soggy, humid environment must contend with this persistent adversary nearly every step of the way on top of dealing with other hazards and malevolent denizens. Seasoned veterans look to magic for answers. They purchase or acquire magical gear and items specifically tailored to overcome the numerous natural obstacles and familiar foes that plague the wetlands. Equipment that grants creatures the abilities to breathe underwater, ignore temperature extremes, see in all conditions, and resist the effects of mind-altering charms are in high demand among wetlands' adventuring companies. Novices, on the other hand, find that these costly items are far beyond their limited means, so they must search for simpler solutions to the same dilemmas. In some cases, ordinary articles of clothing, inexpensive pieces of equipment, and affordable alchemical creations fit the bill. Likewise, strong, durable and water-resistant woods are frequently used to construct canoes, kayaks and gondolas, which allow the tenderfoot explorer to delve deep into the heart of dank marshes and foreboding swamps without breaking the proverbial bank. Regardless of whether they subscribe to the mystical or mundane route, adventurers of all skill levels rely heavily upon their inventory of specialized gear and equipment to win the day in this challenging domain.

Clothing

Bare skin is no match for stifling heat, relentless sunlight, plant roots and damp earth. Clothing protects the vital organ from these dangers, giving the wetlands' explorer a fighting chance in this semi-aquatic world. The following section complements and in some cases supplements the articles of clothing and accessories found in the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Roleplaying Game Ultimate Equipment*. In addition, some of these items also appeared in *Dunes of Desolation*, *Fields of Blood* and *Mountains of Madness*, all from *Frog God Games*.

Table 5–1: Clothing

Item	Cost	Weight
Bogshoes	8 gp	3 lbs.
Boots, swamp	15 gp	2 lbs.
Chest waders	30 gp	6 lbs.
Gator straps	4 gp	1 lb.
Headgear	2 gp	1 lb.
Headgear, masterwork	40 gp	1 lb.
Hip waders	20 gp	4 lbs.
Scarf	1 sp	—
Suit, diving	10 gp	2 lbs.
Sunglasses ¹	25 gp	—
Sunglasses, masterwork ¹	125 gp	—
Swarmsuit	20 gp	10 lbs.
Visor	2 gp	1 lb.

¹ This item appeared in *Dunes of Desolation* and *Fields of Blood* under the “eyeglasses.” It has been renamed here, and its price adjusted, to better reflect its purpose.

Bogshoes

Made from lightweight, water-resistant woods such as alder and bald cypress, this pair of specialized footwear follows in the footsteps of its close cousin, the snowshoe. It shares the same basic design consisting of sinew strips or thin pieces of wood set into an interlocking pattern inside of a wooden, oval frame. A water-resistant strap lashes the wearer's foot to the bogshoe. Bogshoes reduce the penalty for walking through mud by 50%. For example, if moving through mud normally costs the wearer 4 squares of movement, bogshoes reduce this cost to 2 squares per square traveled.

Boots, Swamp

These resilient boots feature a combination of breathable cotton fabrics woven into a leather outer shell usually culled from the skin of an aquatic animal such as a beaver, otter or even a porpoise. This footwear also has screened, mesh eyelets that allow water and perspiration to drain out of the shoe. This feature halves the chances of developing immersion foot syndrome. This design offers no protection against cold water, but it does bar leeches from entering into the boot. The soles are thick but flexible. They do not impede movement, but also reduce the damage dealt by stepping onto cypress knees, pneumatophores, barnacles and oysters by 1 point.

Chest Waders

Made from water-resistant leather or fabric, this clothing article consists of a cleat (see the “Clothing” section in Chapter 4 of the *Pathfinder Roleplaying Game Advanced Player's Guide* for details regarding cleats) attached to a pair of pants along with the lower half of a shirt that completely insulates the wearer's foot, legs and most of his chest against water intrusion. Suspenders strapped around the wearer's shoulders keep the waders taut. Chest waders allow the wearer to hustle or complete a forced march through wetlands' terrain without taking lethal damage. (See **Chapter 2** for details.) In addition, they provide total protection against leeches and leptospirosis (see **Chapter 3**), provided that the wearer is wading through chest deep water or lower.

Eyeglasses

These glasses include two lenses fitted into a wooden or metal frame that sit on the bridge of the nose and are loosely wrapped around the wearer's ears. They afford the same protection against sunburn as a visor, i.e. –2 to the Constitution check DC to resist sunburn. In addition, they grant a +1 circumstance bonus on Constitution checks against light sensitivity or light blindness.

Eyeglasses, Masterwork

Precision-crafted from the finest materials, masterwork eyeglasses consist of two lenses fitted into a leather frame that forms a tight seal around the eyes. They afford the same protection against sunburn as ordinary eyeglasses except that rolling a natural 1 on a Constitution check against sunburn does not result in the character's eyes becoming sunburned. Furthermore, these eyeglasses negate the effects of light sensitivity and light blindness, so a character suffering from either condition can see normally while wearing the eyeglasses. The eyeglasses grant a +2 circumstance bonus on Perception checks made to detect a

CHAPTER 5: WETLANDS EQUIPMENT



Roleplaying Game Advanced Player's Guide for details regarding cleats) attached to a pant leg that completely insulates the wearer's foot, calf, knee and upper thigh against water intrusion. A strap or hook affixed to the top of the pant leg then threads through a belt loop or clips onto a belt. Hip waders allow the wearer to hustle or complete a forced march through wetlands' terrain without taking lethal damage. (See **Chapter 2** for details.) In addition, they provide total protection against leeches and leptospirosis (see **Chapter 3**) provided the wearer is wading through water that does not rise above the top of the waders.

Scarf

This simple band of cloth covers the nose and mouth to protect against the choking hazards of blowing dust and sand. More elaborate scarves, made from fine materials such as silk, are available at higher prices.

Suit, Diving

This item appears in *The Pathfinder Roleplaying Game Ultimate Equipment*. The suit grants a +1 circumstance bonus on Swim checks. In addition to enhancing the wearer's swimming prowess, the suit also halves the character's chances of encountering leeches and grants a +2 bonus on Fortitude saves to avoid contracting leptospirosis. (See **Chapter 3** for details regarding these hazards.)

Swarmsuit

This item appears in *The Pathfinder Roleplaying Game Advanced Player's Guide*. In addition to providing damage reduction against swarm attacks, it also protects the wearer against ordinary mosquitoes, ticks and mides. A character that sleeps in a swarmsuit is automatically fatigued the next day.

Visor

Visors are made from wood and covered in fabric that is also used to fasten the item around the head. The item protects the eyes and face from sunburn.

Adventuring Gear

Surviving an excursion into the wetlands takes more than a stout heart. Explorers venturing into the battleground that bridges the span between land and water must be prepared for terrestrial dangers and aquatic obstacles. The following section provides an array of useful tools, items, and vehicles designed to aid adventurers during their trek into the wetlands.

Table 5–2: Adventuring Gear

Item	Cost	Weight
Canoe	400 gp	50 lbs.
Croc chair	50 gp	30 lbs.
Gondola	1,600 gp	750 lbs.
Kayak	150 gp	40 lbs.
Mosquito net	1 gp	1 lb.
Portable stove	120 gp	3 lbs.

Canoe

The prototypical canoe measures 15 feet in length and no more than 5 feet in width at its center, though some varieties can reach a length of 30 feet. Made from birch bark sewn and stitched onto a lightweight wooden frame, the vessel is easy to haul overland for long distances, making it an

mirage and a +4 circumstance bonus on Fortitude saves to resist blindness caused by foreign objects coming into contact with the eyes, such as a dirty trick maneuver to throw sand in the wearer's eyes.

Gator Straps

This broad band of sturdy, flexible leather wraps around an alligator or crocodile's mid-torso between its front and rear legs. The "rider" then inserts both feet underneath the strap, allowing him to stand in an upright position while riding the unruly reptile. Gator straps negate the –5 penalty on Ride checks attributable to riding a creature unsuitable for use as a mount. Most riders also insert a conventional bit and bridle into the beast's elongated mouth for added balance, though the reins do very little to actually steer the animal in the desired direction.

Headgear

Made from cotton, wool or flax, headgear protects the head against the ravages of the sun.

Headgear, Masterwork

Expertly tailored from a continuous piece of cloth, this piece of headgear provides protection against sunburn and grants a +1 circumstance bonus on Fortitude saves made against exposure to hot weather. This bonus stacks with the bonuses granted from wearing a masterwork savanna robe and masterwork sandals. This version also includes a scarf that protects against sunburn.

Hip Waders

Made from water-resistant leather or fabric, this clothing article consists of a cleat (see the "Clothing" section in Chapter 4 of the *Pathfinder*

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excellent choice for wetlands travel. It is used predominately to transport goods and passengers along rivers, streams and lakes. It moves about 3 miles per hour when rowed.

Croc Chair

This odd contraption resembles an elephant saddle. Its foundation consists of a rectangular lightweight wooden frame with a curved recess designed to rest atop the reptile's back. Reeds, linens and other soft materials fit around the frame and are then encapsulated within an outer lining made from water-resistant leather. A wooden chair with elongated arms rests atop the frame, which is then affixed to the mount using two leather straps that wrap around the creature's torso and underbelly. The croc chair functions as an exotic riding saddle. It does not negate the -5 penalty on Ride checks for using an unsuitable creature as a mount.

Gondola

The workhorse of canals and lagoons, the elegant gondola reaches a length of 30 feet, and ends in an upwardly curved aft where the gondolier stands and propels the boat using a long oar that fits into a rowlock commonly known as a *fórcola*. Contrary to popular belief, the gondolier does not use the oar to push the gondola forward, but instead uses it to propel the watercraft in a manner akin to a canoe or rowboat. Gondolas are well-suited for travel through shallow waters with little displacement, such as lagoons and canals. They predominately ferry passengers through semi-aquatic settlements. They fare poorly in rough waters. It moves about 2 miles per hour when rowed.

Wetland's Watercraft

The following section provides the vehicle statistics for three boats commonly found in the wetlands — canoes, gondolas and kayaks.

Canoe

Large water vehicle

Squares 3 (5 ft. by 15 ft.); **Cost** 400 gp

AC 9; **Hardness** 5

hp 45 (22)

Base Save +0

Maximum Speed 90 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 30 ft. (current only) or 15 ft. (muscle only)

CMB +1; **CMD** 11

Ramming Damage 1d8

This vessel consists of sheets of birch bark stitched together and then stretched over a lightweight wooden frame. A typical canoe weighs 50 pounds, which makes it ideal for portage. The boats are suited for river and lake travel, as well as for navigating the narrow straits found in swamps and marshes. The canoe's driver uses a single-bladed paddle to propel the boat through the water. A canoe can carry 1,750 pounds of cargo or 3 passengers.

Propulsion current (water) or muscle (pushed; 1, 2 or 3 Medium rowers; one is the driver)

Driving Check Profession (driver) or Profession (sailor)

Forward Facing boat's forward

Driving Device paddle

Driving Space the center square of the canoe

Decks 1

Gondola

Large water vehicle

Squares 6 (5 ft. by 30 ft.); **Cost** 1,600 gp

AC 9; **Hardness** 5

hp 90 (44)

Base Save +0

Maximum Speed 90 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 30 ft. (current and muscle) or 15 ft.

(muscle only)

CMB +1; **CMD** 11

Ramming Damage 1d8

This narrow, flat-bottomed vessel is ideally suited to transport goods and passengers across lagoons and canals. The driver, also known as the gondolier, typically stands atop an elevated platform adjacent to the boat's stern and propels the gondola using a long, wooden oar. A gondola can carry 1-1/2 tons of cargo or 6 passengers. **Propulsion** current (water) or muscle (pushed; 1 Medium rower also serves as the driver)

Driving Check Profession (sailor) or Survival

Forward Facing boat's forward

Driving Device oar

Driving Space the rear square of the gondola

Decks 1

Kayak

Large water vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** 150 gp

AC 9; **Hardness** 0

hp 20 (9)

Base Save +0

Maximum Speed 60 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 30 ft. (current only) or 15 ft. (muscle only)

CMB +1; **CMD** 11

Ramming Damage 1d8

Typically crafted from leather stretched over a wooden skeleton, the kayak is built for maneuverability in shallow waters. The vessel is ideally suited for the shallow waters in swamps, marshes, estuaries and small rivers. The kayak's driver uses a double-bladed paddle to propel the boat through the water. A kayak can carry 500 pounds of cargo or 1 passenger, who also serves as the driver.

Propulsion current (water) or muscle (pushed; 1 Medium rower also serves as the driver)

Driving Check Profession (driver) or Profession (sailor)

Forward Facing boat's forward

Driving Device paddle

Driving Space the most forward square of the kayak

Decks 1

Kayak

No watercraft is as nimble or agile as the kayak. Constructed from leather stretched over a wooden skeleton, the small vessel has a draft of no more than a few inches and can turn with remarkable ease. It accommodates only one passenger, who also serves as the driver. It is the water vehicle of choice for most wetlands' residents because of its maneuverability and ease of portage. It moves about 2 miles per hour when rowed.

Mosquito Net

Constructed from finely woven, tightly stitched fibers, a mosquito net is a see-through barrier draped around a tent. Though not entirely foolproof, mosquitoes and other small pests cannot fly through or crawl through the mesh material. A character sleeping in a tent protected by a mosquito net decreases his chances of encountering a disease-bearing pest by 50%. The mosquito net presented here is large enough to cover a Medium tent.



Portable Stove

This handy device looks similar to a hooded lantern. Wetlands' explorers use it to boil water to make it safe to drink, for cooking, and for providing heat. It requires one flask of oil and one flask of alchemist's fire for fuel. The stove has two settings: It can burn like a campfire for 30 minutes, giving off as much heat as a campfire, or it can burn slowly for 8 hours, providing constant warmth to heat up a tent.

Special Substances and Items

Characters versed in the application and use of the Craft (alchemy) skill can create any of the following substances and items.

Table 5–3: Special Substances

Item	Cost	Weight
Activated charcoal (vial)	40 gp	1 lb.
Alder bark (vial)	20 gp	—
Insect repellent (vial)	20 gp	—
Peat bomb	60 gp	1 lb.
Quinine (vial)	10 gp	—
Skin saver (vial)	20 gp	—
Sunscreen (vial)	5 gp	—

Activated Charcoal

Ordinary charcoal, typically made from peat, wood and materials burned in the absence of oxygen is an outstanding fuel source with no medicinal properties. With the infusion of hot gases or certain chemicals, alchemists can transform common charcoal into activated charcoal. In this form, activated charcoal's surface area increases exponentially, allowing its molecules to bind with those found in many poisonous substances and thus prevent the digestive tract from absorbing the toxins. Alchemists frequently combine activated charcoal with a strong cathartic to accelerate its exit from the body. When administered within 10 minutes of first ingesting poison, activated charcoal grants the character a +4 alchemical bonus on his Fortitude saves against that ingested poison for the next hour. However, activated charcoal does not grant an alchemical bonus on Fortitude saves against alcohol, arsenic and acids.

Create: Craft (alchemy) DC 20

Alder Bark

Though not wholly indigenous to wetlands' regions, several species of the alder tree, particularly the red alder, which grows along the edges of temperate and boreal marshes, demonstrate medicinal properties. The plant's bark contains the compound salicin, an anti-inflammatory agent closely related to modern aspirin. Alchemists infuse the bark into a bitter-smelling lotion. When rubbed onto the entire body, alder bark grants a new saving throw against any disease, poison or allergen that affects the skin, such as poison ivy, poison oak, poison sumac and even a goblin dog's allergic reaction special ability. The recipient also gains a +4 alchemical bonus on his new Fortitude save against that allergen. A creature may gain alder bark's benefits only once in any 24-hour period. Additional applications of alder bark beyond the first have no effect.

Create: Craft (alchemy) DC 20

Insect Repellent

Disease-carrying insects are a constant danger to wetlands' travelers, especially in tropical swamps and marshes. To ward off these unwelcome pests, alchemists blend several herbs and oils into a topical lotion intended to keep these annoying parasites at bay. The viscous liquid is pleasant to the humanoid nose, but unkind to the insects' olfactory senses. When applied to exposed skin, insect repellent reduces the chances of encountering a tiny mosquito, tick or midge by 75% and grants a +4 circumstance bonus on Fortitude saves made to detect the presence of these pests. In addition, insect swarms deal half damage to characters doused in insect repellent. Insect repellent lasts for 24 hours or until exposed to at least 1 gallon

of water. One vial of insect repellent contains enough oily liquid to coat 10 Medium creatures. Unfortunately, the substance's strong aroma may give away the wearer's position. Creatures with the scent ability gain a +4 circumstance bonus on Perception checks made to locate someone using insect repellent.

Create: Craft (alchemy) DC 20

Peat Bomb

This ceramic briquette can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the outer ceramic coating shatters. A direct hit deals 1d6 points of fire damage. Every creature within 10 feet of the point of impact takes 1 point of fire damage from the splash. The peat then smolders for 1 minute. Although it deals no additional fire damage on subsequent rounds, even to the creature directly hit, it billows out heavy smoke that fills the area affected by the splash, including the creature or spot that the peat bomb directly hit, up to a height of 20 feet. Any creature that breathes the smoke must succeed on a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A creature that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. The smoke obscures vision, giving concealment (20% miss chance) to characters within it. The peat bomb is consumed after 1 minute, and the smoke dissipates naturally 1 minute after it stops smoldering.

Create: Craft (alchemy) DC 25

Quinine

Derived from the bark of the cinchona tree, quinine is an alkaloid with a proven effectiveness for fighting malaria. Alchemists typically administer the drug as a salt that the patient ingests. One vial of this bitter-tasting salt grants the drinker a +4 alchemical bonus on Fortitude saving throws against malaria for the next 24 hours. If the imbiber already suffers from malaria, quinine prevents the character from taking any additional damage from malaria for the next 24 hours. In addition, quinine allows the patient to attempt two saving throws against malaria (without the +4 bonus) that day and use the better result.

Create: Craft (alchemy) DC 25

Skin Saver

Crafted from a mixture containing honey, oats and several other ingredients, this balm provides soothing relief to skin ailments such as sunburn, rashes and minor irritation. An application of skin saver prevents the character from taking any additional damage from skin conditions such as sunburn and poison ivy for the next 24 hours or until the balm is exposed to at least a gallon of water. Skin saver does not cure the underlying condition; it suppresses the symptoms for only 24 hours. In the case of poison ivy, the character must still succeed on a Fortitude save to be cured of the condition, while sunburn can last for several days before it finally subsides. Skin saver grants a +4 circumstance bonus on Heal checks made to treat wounds from caltrops, *spike growth* or *spike stones* as well as treating deadly wounds. Skin saver can be used multiple times to treat the same condition. One vial of skin saver contains enough balm to coat a Medium creature's skin.

Create: Craft (alchemy) DC 25

Sunscreen

Crafted from a blend of several plant oils including sesame and coconut oil, sunscreen grants protection from sunburn when applied directly onto the skin. Sunscreen grants a +4 circumstance bonus on Fortitude saves made to avoid getting sunburn. Sunscreen lasts for 24 hours or until exposed to at least 1 gallon of water. One vial contains enough sunscreen to coat 10 Medium creatures.

Create: Craft (alchemy) DC 20

Magical Items

Somewhere during the course of his travels, every adventurer faces a test that cannot be overcome with force of personality and sheer will alone. These tribulations demand magical assistance. Fortunately, wetlands' explorers can draw upon a diverse array of mystical items, weapons, and jewelry for such an occasion. Presented below are an eclectic collection of wondrous creations to aid novices and experts alike in their battles against the elements and the malevolent monsters that call this semi-aquatic world home.

Table 5-4: Specific Weapon

Item	Market Price
Cypress Stick	17,250 gp

Table 5-5: Specific Armor

Item	Market Price
Amphibian Hide Armor	17,750 gp

Table 5-6: Rings

Item	Market Price
Ring of Rapid Retrieval	6,000 gp
Ring of Sorcerous Expertise	10,000 gp

Table 5-7: Staff

Item	Market Price
Staff of the Wetlands	26,400 gp

Table 5-8: Wondrous Items

Item	Market Price
Depth Charge	1,600 gp
Torpedo	2,400 gp
Floatation Belt	2,500 gp
Instant Mire	2,500 gp
Victory Cigar	2,500 gp
Thinking Cap	3,000 gp
Alligator Boots	5,000 gp
Gambler's Spectacles	5,000 gp
Headband of Sonic Distortion	5,000 gp
Boots of the Impenetrable Sole	6,000 gp
Sphere of Spatial Reconfiguration	6,000 gp
Cypress Cone	6,500 gp
Dueling Banjo	8,000 gp
Goggles of Underwater Vision	8,000 gp
Cloak of Spectral Hands	9,000 gp
Mosquito Mask	10,000 gp
Mangrove Stilts	10,800 gp
Voice Box	12,500 gp
Devil's Strings	16,000 gp
Circlet of Intense Dreaming	17,250 gp
Gris-Gris	18,000 gp
Squid Vest	19,500 gp
Vest of Watery Transformation	21,600 gp
Robe of Ultimate Knockouts	22,000 gp

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ALLIGATOR BOOTS

Aura faint transmutation; **CL** 6th
Slot feet; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

These rough leather boots crafted from alligator skin automatically adjust to fit the wearer's feet. On dry land, as a swift action, the boots increase the wearer's base speed by +20 feet for 1 round. He may use this ability once per minute. Whenever the wearer and the boots are fully immersed in water, the boots grant the wearer a swim speed of 30 feet and a +8 racial bonus on Swim checks for having a swim speed.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have at least 5 ranks in Swim, *expeditious retreat*, *water breathing*;
Cost 2,500 gp

AMPHIBIAN HIDE ARMOR

Aura moderate conjuration; **CL** 8th
Slot armor; **Price** 17,750 gp; **Weight** 15 lbs.

DESCRIPTION

This remarkably supple +3 *leather armor* is made from skins procured from giant toads and frogs. An oily sheen coats the armor, granting the wearer a +4 competence bonus on Escape Artist checks. In addition, whenever an opponent succeeds at a grapple maneuver check against the wearer, the wearer may attempt an Escape Artist check as an immediate action. If the Escape Artist check succeeds, he escapes the grapple. He cannot use this ability again until the beginning of his next turn.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *grease*; **Cost** 8,950 gp

BOOTS OF THE IMPENETRABLE SOLE

Aura faint abjuration; **CL** 5th
Slot feet; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

These supple, leather boots have a remarkably flexible, yet virtually indestructible and heat-resistant sole crafted from countless layers of fibrous materials stitched and glued together. The wearer can walk through an area affected by *caltrops*, *spike growth*, *spike stones*, and similar natural or magical effects as if it were normal ground. The boots also allow the wearer to walk across lava, magma, and similarly heated stone without taking fire damage. The boots protect the wearer's feet only against hazards underfoot. The boots offer no protection against effects that radiate fire damage at a distance or total immersion of the boots in lava, magma, or similarly heated stone.

CONSTRUCTION

Requirements Craft Wondrous Item, *resist energy*; **Cost** 3,000 gp

CIRCLE OF INTENSE DREAMING

Aura strong divination; **CL** 12th
Slot head; **Price** 17,250 gp; **Weight** 1 lb.

DESCRIPTION

Forged from densely packed, intertwined strands of copper, this circlet allows the wearer's subconscious mind to travel to a known locale that is either familiar to or obvious to the wearer. The location must be on the plane of existence the wearer occupies when the circlet activates. The circlet creates an immobile, one-way visual portal with a panoramic view that

allows the wearer's subconscious mind to scan everything within a 60-foot radius centered on the portal. The wearer may activate the circlet as a full-round action once in any 24-hour period, though the circlet does not allow the wearer to view the chosen locale until his next sleep cycle. One hour into his sleep cycle, the circlet's effects take place. The circlet does not convey precise images and sounds from the chosen locale. Instead, it transmits fragmented, garbled and highly interpretive sights and noises that are etched into the wearer's subconscious mind. Because it does not relay precise imagery, the circlet functions normally in areas of pitch blackness, magical darkness and magical silence, regardless of whether the wearer would be able to see and hear under those conditions.

The wearer has no recollection of what his mind saw and heard after he awakens; thus, he cannot recall even the vaguest details about the locale. However, when he arrives at the chosen locale, the images and sounds buried in his subconscious mind bubble to the surface. He sees all things as they truly are within the area that he glimpsed through the portal. This ability duplicates the effects of *true seeing*, though it does not allow the wearer to see into the Ethereal Plane. The wearer also gains a +4 insight bonus on all Perception checks as well as to AC and on saves against traps and hazards in the area that his subconscious mind previously glimpsed. These benefits last for 24 hours from the time that the circlet activated or until the wearer activates the circlet again, whichever occurs first. The wearer's subconscious mind can never retain images and sounds from more than one locale at any time.

CONSTRUCTION

Requirements Craft Wondrous Item, *clairaudience*/*clairvoyance*, *true seeing*; **Cost** 8,625 gp

CLOAK OF SPECTRAL HANDS

Aura moderate conjuration and necromancy; **CL** 6th
Slot shoulders; **Price** 9,000 gp; **Weight** 1 lb.

DESCRIPTION

Images of humanoid hands adorn the back of this silk cloak. On silent command, an incorporeal arm springs from each of the wearer's shoulders as a standard action. The wearer can direct the arms' movements through mental command, as easily as he controls his own limbs. The hands cannot manipulate or hold items. Likewise, other creatures or objects cannot grab, hold, or otherwise restrain the arms. The wearer can use an incorporeal hand to deliver touch spells, using the wearer's melee touch attack roll with a +2 insight bonus. This counts normally as an attack. In addition, the wearer can direct the incorporeal hands to complete somatic spell components, even if the wearer is immobilized. The incorporeal arms cannot be damaged, but they can be dispelled as normal. The wearer cannot direct the hands' movements if he is stunned, unconscious or otherwise mentally unable to act. The wearer can conjure the arms into existence for 5 minutes per day. These minutes need not be consecutive, but they must be spent in 1-minute increments. Spellcasters sometimes refer to this item as "The Grappler's Demise."

CONSTRUCTION

Requirements Craft Wondrous Item, *spectral hand*, *unseen servant*; **Cost** 4,500 gp

CYPRESS CONE

Aura moderate transmutation; **CL** 6th
Slot —; **Price** 6,500 gp; **Weight** —

DESCRIPTION

The seeds from this conifer tree are packed into a small, round green cone. A cypress cone can be thrown up to 60

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feet with no range penalties. Upon contact with any area of land other than open water, ice, heavy snow, sandy desert, or bare stone, the cone instantaneously creates hundreds of cypress knees (sharp, woody protrusions) that spring out of the earth in a 40-foot-radius spread centered on the point of impact. Any creature on foot in the affected area when these cypress knees first appear must succeed on a DC 14 Reflex save. A failed save indicates that a cypress knee punctured the creature's foot. A cypress knee deals 1d6 points of piercing damage, and the creature's speed is reduced by half because its foot is wounded. Treat the injury as if the creature stepped on a caltrop (see the "Adventuring Gear" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding caltrops.)

Any creature moving on foot into or through the affected area at half speed or slower can pick its way through the cypress knees with ease. Creatures moving on foot at greater than half speed as well as those that spend the round fighting in the affected area must succeed on a DC 14 Reflex save to avoid a puncture wound from a protruding cypress knee. A creature that runs or charges through the affected area must instead succeed on a DC 18 Reflex save. If it fails the save, a cypress knee punctures the creature's foot, forcing the creature to immediately stop. The creature loses the remainder of its run or charge action.

The cypress knees remain in existence for 1 hour or until its owner commands the cone to revert to its normal form. This item can be used twice per day. However, the cypress knees themselves can be active only in one location. That is, the user must either wait out the full duration or return the seeds to the cone before reusing the item. Unusual opponents immune to the effects of caltrops are also immune to the cypress knees.

CONSTRUCTION

Requirements Craft Wondrous Item, *spike growth*;
Cost 3,250 gp

CYPRESS STICK

Aura strong abjuration and enchantment; **CL** 12th
Slot —; **Price** 17,250 gp; **Weight** 4 lb.

DESCRIPTION

Carved from the trunk of a bald cypress, this +1 *quarterstaff* amplifies the water and vermin-resistant properties naturally found in this versatile hard wood. The *cypress stick* bypasses the damage reduction of all vermin along with outsiders that have the water subtype. In addition, as a standard action, the owner may partially imbed the quarterstaff into natural, undressed earth to create an invisible, immobile 10-foot-radius barrier centered on the quarterstaff. The barrier hedges out vermin along with outsiders that have the water subtype, though it does not prevent these creatures from making ranged attacks or casting magical effects against those inside the barrier. Forcing the barrier against creatures the weapon keeps at bay collapses the barrier. The barrier remains in place for 10 minutes and then dissipates. This ability may be used once per day.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *antilife shell*;
Cost 8,475 gp

DEPTH CHARGE

Aura moderate evocation; **CL** 10th
Slot —; **Price** 1,600 gp; **Weight** 1 lb.

DESCRIPTION

This small, flat stone appears to be an ordinary skipping stone. Its owner can activate the item as a free action, at

which point, the owner can choose to detonate the depth charge immediately or delay the explosion for as long as 1 minute. The *depth charge* can then be thrown up to 60 feet with no range penalties. A stone set for a delay sits at its destination until it detonates. However, a stone that lands in water sinks below the surface at a rate of 10 feet each round until it hits bottom or detonates, whichever happens first.

On land, an exploding *depth charge* deals 3d6 points of fire damage in a 20-foot-radius spread centered on the item. A successful DC 14 Reflex save halves the damage. A *depth charge* that detonates underwater creates a pressure wave that deals 6d6 points of sonic damage in a 40-foot-radius spread to all submerged or partially submerged creatures. Objects take double damage from the blast. A successful DC 16 Fortitude save halves the damage. Creatures and objects not in contact with water at the time of an underwater detonation take no damage, regardless of their proximity to the blast.

CONSTRUCTION

Requirements Craft Wondrous Item, *fireball*, *sound burst*;
Cost 800 gp

DEVIL'S STRINGS

Aura: strong enchantment and transmutation; **CL** 13th
Slot —; **Price** 16,000 gp; **Weight** 3 lbs.

DESCRIPTION

According to popular wetlands' legends, infernal beings from the netherworld sometimes venture to the Material Plane to wager against mortals foolish or cocky enough to invoke their devilish name and challenge their musical superiority playing a stringed instrument, most typically either the fiddle or the lute. The contest is simple. If the devil wins, he claims the loser's soul. Yet, when the mortal wins, the bested devil instead gives him this magnificent yet sinister masterwork musical instrument. Though reputedly fashioned from gold, *devil's strings* are instead always crafted from the finest conventional materials, such as rare woods and exotic beast hairs often harvested from the bowels of Hell itself.

Whenever the owner holds the instrument, he gains the ability to speak and understand Infernal. However, the item's true power functions only in the hands of a character that can cast bard spells. Whenever the owner uses this instrument as the verbal component for a bard spell he is casting, he can as a swift action apply the benefits of any metamagic feat he knows to that spell by succeeding on a Perform (stringed instrument) check (DC 20 + double the metamagic feat's increased spell slot level). A successful check does not change the spell slot of the altered spell. If the check fails, the owner still casts the spell, but the metamagic feat is not applied to the spell. The owner does not need to take more time to cast the spell, even though he applied a metamagic feat to the spell. The ability to apply metamagic feats to the owner's bard spells may be used up to three times per day. A successful or failed attempt to use the preceding ability counts toward the instrument's daily limit. Likewise, if he uses the *devil's strings* in the same manner to cast bard spells containing the evil or the law descriptor, these spells are treated as if the owner were two caster levels higher than he actually is.

Because of its extraplanar origins, the instrument ignores the effects of magical silence and can be played even in a vacuum. Though *devil's strings* may be any stringed instrument, they are most commonly fiddles, guitars, and violins.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have at least 10 ranks in Perform (stringed instrument), *geas/quest*, *tongues*; **Cost** 8,000 gp



DUELING BANJO

Aura moderate enchantment; **CL** 6th
Slot —; **Price** 8,000 gp; **Weight** 3 lbs.

DESCRIPTION

This unusual, masterwork banjo features a neck and fingerboard made from crocodile vertebrae and teeth with a head made from the reptile's flayed skin. Though it can be slung over the owner's shoulder or held comfortably in one hand, both hands are required to use its magic. When the proper chords are struck, all creatures within 60 feet (with the exception of those within a 10-foot-radius safe zone around the banjo) are left dumbfounded. This effect dazes creatures for 1 round and stupefies them, which results in a 1d6 penalty to their Intelligence, Wisdom and Charisma scores. The penalty cannot reduce any of these scores below 1. The penalties last for 1 hour. A successful DC 16 Will save negates the daze effect and halves the penalty. This is a sonic, mind-affecting attack. Deaf creatures are immune to this effect. A *dueling banjo* can be used once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have at least 5 ranks of Perform (stringed instrument), *touch of idiocy*; **Cost** 4,000 gp

FLOATATION BELT

Aura faint evocation; **CL** 5th
Slot waist; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

This oily belt is made from duck skin stuffed with a thin layer of feathers. When dry, the item appears to be an ordinary, leather belt. However, when immersed in water, the belt

automatically activates and instantaneously becomes lighter than air, giving it astounding buoyancy. While the belt is activated, its wearer cannot sink more than waist deep when immersed in water, regardless of his weight, size or gear. The preceding benefit applies to being immersed in mud, bogs, quicksand and similar surfaces in addition to open water. The wearer can suppress or reactivate this ability with a command word as a swift action.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have at least 5 ranks in Swim, *floating disk*; **Cost** 1,250 gp

GAMBLER'S SPECTACLES

Aura faint divination; **CL** 5th
Slot eyes; **Price** 5,000 gp; **Weight** —

DESCRIPTION

This pair of silvery, wire-rimmed spectacles gives the wearer an unmistakably distinguished look. The spectacles acquired their name because gamblers frequently use them to see the playing cards held in other players' hands and on top of the deck as well as to read the symbols on the face-down side of a gaming tile, such as those used to play mahjong. On command, these spectacles give its wearer the ability to see into and through 1 inch or less of solid, organic matter such as paper, bone, vellum, papyrus and even wood. The wearer cannot see through inorganic materials such as stone or metal, regardless of its thickness. Vision range is 10 feet. The prevailing light conditions apply to what the viewer sees through the spectacles. The spectacles do not grant the wearer any added ability to decipher, read or detect the presence of magical writing. Thus, a wizard benefitting from a *read*

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magic spell could decipher the contents of a closed scroll while using the spectacles, but he could not detect the presence of an *illusory script* or *secret page* cast on the material.

The visual distortion caused by the spectacle's prolonged usage is mentally draining. The wearer takes 1 point of Wisdom damage per minute after the first 10 minutes of use in a single day. The spectacles must be used in 1-minute increments, though they need not be consecutive.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*; **Cost** 2,500 gp

GOGGLES OF UNDERWATER VISION

Aura moderate transmutation; **CL** 6th
Slot eyes; **Price** 8,000 gp; **Weight** —

DESCRIPTION

The goggle's wearer gains the ability to see 60 feet underwater, even in total darkness. The wearer can see through fine particles in the water such as sediment, minerals and mud without impediment. Larger obstructions such as seaweed and other creatures still block vision in the usual manner. Vision is in black and white only but otherwise functions like normal sight.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*; **Cost** 4,000 gp

GRIS-GRIS

Aura moderate necromancy; **CL** 8th
Slot neck; **Price** 18,000 gp; **Weight** 1 lb.

DESCRIPTION

This talisman consists of a small cloth bag filled with herbs, oils, small bones and other baubles that is then affixed to a silk cord worn around the neck. Throughout Akados, these amulets are generally associated with practitioners of black magic — and for good reason. Sorcerers and witches devoted to the malevolent Hecate and her sinister daughter Mirkeer almost exclusively manufacture and wear these items. Whenever an opponent fails a saving throw against a spell the wearer casts containing the curse descriptor (see the "Choosing Descriptors" section in Chapter 2 of the *Pathfinder Roleplaying Game Ultimate Magic*), the target also takes hit point damage equal to double the spell's level; a Fortitude save halves this damage. The preceding damage is in addition to any damage normally dealt by the spell. In return, the wearer gains temporary hit points equal to double the spell's level as well. Any temporary hit points in excess of the wearer's Hit Dice are lost. The temporary hit points disappear 1 hour later.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow curse*;
Cost 9,000 gp

HEADBAND OF SONIC DISTORTION

Aura faint abjuration; **CL** 5th
Slot head; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

This silk headband wraps around the wearer's head and includes two earflaps that fit snugly over the wearer's ears. While worn in this manner, the earflaps generate a minute sonic distortion that does not affect the creature's hearing, but grants the wearer immunity to all sonic mind-affecting charm and compulsion effects, such as a

harpy's captivating song. The headband does not grant immunity against sonic effects that deal damage or deafen the listener.

CONSTRUCTION

Requirements Craft Wondrous Item, *resist energy*;
Cost 2,500 gp

INSTANT MIRE

Aura moderate transmutation; **CL** 10th
Slot —; **Price** 2,500 gp; **Weight** —

DESCRIPTION

Instant mire is a small sack filled with saturated earth. It can be thrown as a ranged attack with a range increment of 20 feet. When it lands on damp earth, soil or rock of any sort, it sinks into the ground and instantly turns a 20-foot-radius spread centered on the point of impact into a 10-foot-deep gooey quagmire. This item has no effect on magical stone, metal or wood. A creature unable to fly, levitate or otherwise escape the quagmire sinks until hip- or chest-deep. Creatures in the quagmire suffer a –2 penalty on attack rolls and AC. It costs Medium or larger creatures 4 squares of movement to move into a square containing the quagmire. Small or smaller creatures must swim to move through the quagmire. It takes a successful DC 15 Swim check to move 5 feet in any direction. Medium or larger creatures can also swim through the quagmire, if they choose. Creatures large enough to walk on the bottom can wade through the quagmire at a speed of 5 feet. Charging, running and tumbling are impossible in the quagmire.

The quagmire remains until a successful *dispel magic* or *transmute mud to rock* spell restores its stability, but not necessarily its form. If the area would normally be susceptible to the development of a quagmire because of abundant rainfall, poor drainage or water runoff, the quagmire may remain indefinitely. Otherwise, evaporation and other environmental factors turn the quagmire into ordinary dirt over a period of days.

CONSTRUCTION

Requirements Craft Wondrous Item, *transmute rock to mud*;
Cost 1,250 gp

MANGROVE STILTS

Aura moderate transmutation; **CL** 8th
Slot —; **Price** 10,800 gp; **Weight** 2 lbs.

DESCRIPTION

Mangrove stilts come as a pair. Each appears to be a miniature crutch carved out of mangrove that measures 6 inches in length. In order to activate the stilts' magic, the owner must hold a stilt in each hand and utter the command word. In the course of a single round, the stilts meld with the owner, transforming his legs into a mass of woody tendrils. He cannot be tripped in this form, and he can move across mud and shallow bogs without penalty. He is immune to piercing and slashing damage caused by stepping on an object such as a caltrop or jagged barnacle shell. He gains a +2 natural armor bonus, but suffers a –4 penalty on Acrobatics and Stealth checks. As a standard action, he can utter the command word and revert to his natural form, thus ending the effect and returning the stilts' to their original size.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have at least 5 ranks in Craft (carpentry), *plant shape*; **Cost** 5,400 gp



MOSQUITO MASK

Aura faint transmutation; **CL** 5th
Slot head; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

Streaks of colorful, red paint adorn the face of this otherwise plain, ivory-colored mask. Upon command as a standard action, the mask transforms the wearer's mouth and face into that of a mosquito for 1 minute up to three times per day. The wearer gains a bite attack as a primary natural attack. This attack deals 1d6 points of piercing damage for a Medium wearer (1d8 for a Large wearer or 1d4 for Small) plus 1 point of bleed damage. Bleed damage can be stopped with a successful DC 15 Heal check or through any magical healing. The bleed damage from multiple attacks and other bleed effects stack. Whenever the wearer confirms a critical hit with the mask's bite attack, the creature hit must succeed on a DC 16 Fortitude save or immediately contract malaria (see **Chapter 3**) with no onset time. Mosquitoes have notoriously poor vision. Creatures farther than 30 feet away from the wearer benefit from total concealment, though the mask grants the wearer the scent special ability to partially compensate for this detriment.

Requirements Craft Wondrous Item, contagion, vermin shape II; **Cost** 3,625 gp

RING OF RAPID RETRIEVAL

Aura faint transmutation; **CL** 6th
Slot ring; **Price** 6,000 gp; **Weight** —

DESCRIPTION

This odd ring forged from an alloy of silver and mercury

bears an inscription in Elven that reads, "Never far from my hand." The ring allows its wearer to draw a weapon or retrieve a stored item as a free action that does not provoke attacks of opportunity. Activating this ability is a swift action, and the wearer may use this ability up to three times per day. A small etching resembling the last item retrieved is always present inside the band.

CONSTRUCTION

Requirements Forge Ring, shrink item; **Cost** 3,000 gp

RING OF SORCEROUS EXPERTISE

Aura strong transmutation; **CL** 12th
Slot ring; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

Sorcerers and bloodragers greatly prize this ordinary looking copper ring because of its ability to amplify the wearer's attunement to his bloodline. Whenever the ring's wearer sacrifices a spell slot as a standard action, he temporarily gains a feat of his choice from his list of bloodline bonus feats for 10 minutes per spell level sacrificed. The wearer must still meet the prerequisites for the chosen feat. If the wearer sacrifices another spell slot while he already has temporary access to another of his bloodline's bonus feats, he loses the previous feat and gains the new one instead. This ability may be used up to five times per day.

CONSTRUCTION

Requirements Forge Ring, transformation; **Cost** 5,000 gp

ROBE OF ULTIMATE KNOCKOUTS

Aura strong evocation; **CL** 12th

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Slot body; Price 22,000 gp; Weight 1 lb.

DESCRIPTION

When worn, this plain black robe drastically improves the wearer's ability to knock opponents unconscious with unarmed strikes and grappling combat maneuvers. Whenever the wearer confirms a critical hit against an opponent with an unarmed strike, the wearer may instead deal normal damage and force the foe to successfully make a Fortitude save or be stunned (as per the feat Stunning Fist) for 1 round (until just before the wearer's next turn). Unlike the feat, the wearer does not have to declare his intention to use this ability before attempting his attack. If the wearer declared he is using the Stunning Fist feat before making his attack roll and then confirms a critical hit, that attack does not count toward his daily allotment of stunning attacks.

While the wearer has an opponent pinned, when he rolls a natural 20 on a grapple combat maneuver check to deal an opponent damage using an unarmed strike, he forces the foe to succeed on a DC 20 Fortitude save or be stunned (as per the feat Stunning Fist) for 1 round (until just before the wearer's next turn) in addition to taking damage as normal. The robe grants the wearer Improved Unarmed Strike and Improved Grapple (as the feats).

CONSTRUCTION

Requirements: Craft Wondrous Item, *greater magic fang*;
Cost 11,000 gp

SQUID VEST

Aura strong conjuration; **CL** 12th
Slot chest; **Price** 19,500 gp; **Weight** 1 lb.

DESCRIPTION

Black ink constantly ripples across the surface of an otherwise dull gray cloth vest. While underwater, the vest's wearer can emit a 10-foot-radius cloud of ink as a free action. The cloud provides total concealment, and it persists for 1 minute before dissipating. The wearer can use this ability once per hour. In addition, once per day on the wearer's command, four large, black tentacles emerge out of the wearer's back. The tentacles have 15-foot reach, and each tentacle attempts a combat maneuver check to grapple a randomly determined creature within reach. The wearer has no control over the tentacles' actions. Roll a separate attack roll for each tentacle starting in the round when it first comes into existence and at the beginning of the wearer's turn each round thereafter. The tentacles have a +12 CMB and receive a +6 bonus due to their Strength and a +2 size bonus. When a tentacle successfully grapples an opponent, no other tentacle can attempt to grapple that target. If a tentacle has no legal target, it takes no action. However, the wearer cannot be flanked and is immune to precision-based damage, such as a sneak attack, whenever at least one tentacle is not grappling an opponent.

If a tentacle successfully grapples a foe, that foe takes 1d6+2 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. Likewise, the wearer also cannot move while a tentacle grapples an opponent, though he can otherwise act normally. The tentacle receives a +5 bonus on grapple checks made against creatures it is already grappling. Each round that a tentacle succeeds on a grapple check, it deals an additional 1d6+2 points of damage. A tentacle cannot move or pin a foe. The tentacle's CMD is 30 for the purpose of escaping the grapple.

Each tentacle is AC 20 (-2 size, +12 natural) and has 30 hit points. It takes damage as a normal creature, but magical

effects that do not cause damage do not affect it. Magical attacks targeting the wearer also affect each tentacle, though a successful saving throw made by the wearer negates or reduces the damage dealt to each tentacle. When a tentacle is reduced to 0 or fewer hit points, it is destroyed. The tentacles last for 1 minute or until destroyed, whichever occurs first.

CONSTRUCTION

Requirements Craft Wondrous Item, *black tentacles*, *vanish*;
Cost 9,750 gp

SPHERE OF SPATIAL RECONFIGURATION

Aura strong conjuration; **CL** 13th
Slot —; **Price** 6,000 gp; **Weight** —

DESCRIPTION

Crackling wisps of swirling energy course within the confines of a transparent, 2-inch-diameter glass sphere. The sphere can be thrown up to 60 feet with no range penalties. Upon sharp impact, the sphere shatters, sending forth a burst of magical energy that attempts to rearrange the physical location of all creatures within a 20-foot radius. Affected creatures who fail a DC 17 Will save are subject to this effect. A creature that succeeded on its saving throw remains in its current location, whereas any creature that failed momentarily disappears from existence while the sphere determines where to return them.

Creatures with the fewest HD are returned to the affected area first. Among creatures with equal HD, those who are closest to the sphere's point of impact are returned first. An affected creature can be returned only to a space large enough to accommodate its size. If there are none in the affected area, the creature instead reappears in a suitable location closest to the sphere's impact site. If the sphere rearranges a creature into a hazardous location, such as over a chasm or in a *wall of fire*, the creature is entitled to a DC 17 Reflex save. If the creature succeeds on the save, he may take a 5-foot step as an immediate action in response to his predicament.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater teleport*; **Cost** 3,000 gp.

STAFF OF THE WETLANDS

Aura strong transmutation; **CL** 12th
Slot —; **Price** 26,400 gp; **Weight** 5 lbs.

DESCRIPTION

This staff is made from a single mangrove branch and is topped by the poisonous fruit of a manchineel tree. It allows use of the following spells:
plant growth (1 charge)
control water (2 charges)
transmute mud to rock (2 charges)

CONSTRUCTION

Requirements Craft Staff, *control water*, *plant growth*, *transmute rock to mud*; **Cost** 13,650 gp

THINKING CAP

Aura faint transmutation; **CL** 5th
Slot head; **Price** 3,000 gp; **Weight** —

DESCRIPTION

This tall, gray hat features a conical-shaped top and a wide, floppy brim. When activated by mental command, as an immediate action, the hat lets the wearer use his Intelligence modifier instead of one (and only one) other

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ability score modifier that would normally be applied to any single attack roll, combat maneuver check, saving throw or skill check. For instance, the wearer can add his Intelligence modifier instead of his Strength modifier to a single melee attack. This ability may be used up to five times per day, but never more than once per round.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*;
Cost 1,500 gp

TORPEDO

Aura moderate transmutation; **CL** 7th
Slot —; **Price** 2,400 gp; **Weight** 1 lb.

DESCRIPTION

This 2-inch-long, cylindrical metal object looks like an ordinary, elongated bullet. When dropped into water and activated as a standard action, it instantaneously enlarges into a 4-foot-long, 6-inch-diameter explosive metallic projectile that immediately churns through the water and makes a ranged attack (base attack bonus +12) against any creature or object designated by its owner within 200 feet. The *torpedo* deals 4d6 points of piercing damage and 4d6 points of fire damage (even while underwater) on a successful hit. It deals double damage to objects on a confirmed critical hit, even though objects are normally not subject to critical hits. If the torpedo does not hit a creature or object by the end of the round, it reverts to its original form and its magic is spent.

CONSTRUCTION

Requirements Craft Wondrous Item, *scorching ray*, *shrink item*; **Cost** 1,200 gp

VEST OF WATERY TRANSFORMATION

Aura moderate transmutation; **CL** 10th
Slot chest; **Price** 21,600 gp; **Weight** —

DESCRIPTION

Ripples of water seemingly course through this azure vest. Upon command, the vest and its wearer transform into living water as a standard action, granting the wearer several powerful resistances and abilities. The wearer gains a +4 enhancement bonus to his Constitution score. He gains DR 10/— and is immune to acid, blindness, critical hits, ability score damage, deafness, fire, paralysis, poison, sleep effects, stunning, and all spells or attacks that affect his physiology or respiration. The wearer cannot be flanked and is immune to additional damage from precision-based attacks, such as sneak attack.

The wearer gains vulnerability to electricity and cold. He also becomes vulnerable to all special attacks that affect water elementals. The wearer has an arcane spell failure chance of 20%. He cannot drink (and thus cannot use potions) or use items that require breathing, such as playing a wind instrument. The wearer can still speak. Unarmed attacks deal damage equal to an unarmed strike based upon the wearer's size (1d2 for Small characters or 1d3 for Medium characters), and the wearer is considered armed when making unarmed attacks.

While underwater, the wearer gains a swim speed equal to his base speed, and may move through water without making Swim checks. Furthermore, Swim is treated as a class skill. While immersed in clear water, the wearer appears as a watery outline that is virtually indistinguishable from his surroundings. The wearer benefits from a 50% miss chance as if he had total concealment. However, unlike true total concealment, this effect does not prevent enemies from targeting the creature normally. In murky or muddy water, the wearer instead benefits from concealment

(20% miss chance). As usual, the wearer benefits from total concealment against observers that are unable to see underwater because of water clarity or light conditions. The wearer's transformation into living water lasts for 10 minutes or until the wearer mentally commands the vest to return to its normal state. This ability is usable once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *caster* must have at least 5 ranks in Swim, *elemental body II*; **Cost** 10,800 gp

VICTORY CIGAR

Aura moderate evocation; **CL** 10th
Slot —; **Price** 2,500 gp; **Weight** —

DESCRIPTION

Made from the finest tobacco, these hand-cut and meticulously wrapped cigars are sometimes stored individually inside a sealed wooden case or kept collectively inside a cedar box. Whenever the cigar's owner defeats an opponent whose CR is equal to or greater than the owner's, he may smoke the cigar and bask in his glory. For the purposes of this item, defeating an opponent is categorized as killing the creature, knocking it unconscious, or taking it prisoner. Lighting the cigar is a standard action that must be taken within 1 minute of the owner's triumphant victory. If it is lit under any other conditions, the cigar's magic is forever lost. The cigar grants its magical benefits only to the creature that took the first puff from the lit cigar.

After spending 5 minutes puffing on the cigar, the smoker exudes a devil-may-care attitude that allows him to ignore danger and circumvent hazards. The cigar instantly removes the frightened, shaken, and sickened conditions. He also gains a luck bonus to AC equal to his Charisma bonus (minimum +1) against attacks of opportunity caused when he moves out of or within a threatened area. In addition, he gains a luck bonus equal to his Charisma bonus (minimum +1) on Reflex saves and against fear effects. The cigar then self-extinguishes and becomes nonmagical. The luck bonuses and the smell of cigar smoke that clings to the smoker last for 1 hour. Creatures with the scent ability gain a +4 circumstance bonus on Perception checks made to locate the smoker.

CONSTRUCTION

Requirements: Craft Wondrous Item, *divine favor*, *eagle's splendor*; **Cost** 1,250 gp

VOICE BOX

Aura faint divination and illusion; **CL** 5th
Slot neck; **Price** 12,500 gp; **Weight** 1 lb.

DESCRIPTION

This item consists of a 1-inch, hollow cube affixed to a tightly wound strand of horsehair that dangles around the wearer's neck. The box is usually made from maple, spruce or any other wood suitable for constructing musical instruments. Through mental command, the wearer can project his voice through the box, allowing him to speak and thus cast spells with a verbal component even while paralyzed or otherwise physically prevented from talking, such as when gagged. In addition, whenever the wearer speaks through the box, it translates his speech into any language of his choosing. The box does not allow the wearer to comprehend any replies if he does not already understand the language. The box does not function within an area affected by magical silence or inside a vacuum.

CONSTRUCTION

Requirements Craft Wondrous Item, *creator* must have at least 5 ranks in Linguistics, *tongues*, *ventriloquism*; **Cost** 6,250 gp

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Warmth and water are two ingredients essential to the prolonged survival of many lifeforms. Fortunately, wetlands usually teem with both components. While swamps and marshes may not be conducive to the development of vast urban centers, these humid environments serve as veritable incubators for the diverse collection of plants, animals, humanoids and other strange creatures that inhabit this damp, muddy world. The chillier bogs and fens host fewer residents than their more hospitable kin, but the hardiness of these stalwart denizens compensates for their lesser numbers. What follows is an assortment of the wetlands' most iconic, odd and unique monsters ready to aid or thwart any adventurers that aspire to conquer the brackish waters and soggy earth that give the wetlands their renowned character.

Cheated Spirit

Anger and befuddlement visibly contort this humanoid's visage into a perpetual scowl. The person appears alive despite the fact its body sports a gruesome, fatal injury no ordinary creature could survive.

CHEATED SPIRIT CR 5

XP 1,600

NE Medium undead

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

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 45 (7d8+7 plus 7)

Fort +3; **Ref** +3; **Will** +5

Immune undead traits

Speed 30 ft.

Melee slam +7 (1d6+3)

Special Attacks avenged twofold, take that

Str 15, **Dex** 13, **Con** —, **Int** 13, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +7 (+11 dirty trick); **CMD** 19 (28 vs. dirty trick)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Dirty Trick^B, Improved Dirty Trick^B, Toughness

Skills Acrobatics +3, Climb +7, Intimidate +11, Knowledge (arcana) +6, Knowledge (religion) +6, Perception +10, Sense Motive +7, Spellcraft +6, Stealth +11

Languages Common

SQ fooled me once, table turned

Environment temperate and warm marshes and swamps

Organization solitary, pair or team (3–8)

Treasure standard

Avenged Twofold (Ex) When an opponent confirms a critical hit against a cheated spirit; deals precision damage, such as from sneak attack, to a cheated spirit; hits the cheated spirit with an attack that denies the cheated spirit's Dexterity bonus to AC; or hits the cheated spirit while flanking it, the cheated spirit may use an attack of opportunity against that opponent. A cheated spirit can make only one attack of opportunity against that opponent, even if the attack met more than one of the preceding requirements. This ability does not allow the cheated spirit to exceed the number of attacks of opportunity it can make in a round.

Foiled Me Once (Ex) A cheated spirit gains a bonus to its CMD equal to its Hit Dice against dirty trick combat maneuvers. This bonus stacks with the bonus gained from Improved Dirty Trick.

Table Turned (Ex) A cheated spirit gains Greater Dirty Trick



and Improved Dirty Trick as bonus feats.

Take That (Ex) When a cheated spirit successfully hits an opponent with its slam attack, it may attempt a dirty trick combat maneuver against that opponent as a free action. The same opponent cannot be subjected to take that again for 24 hours.

Some swamp cultures practice athletic competitions where individuals or teams compete against one another in an event with strong religious overtones. The stakes for the participants could not be higher. The victors bask in the glory and live to see another day. The losers, meanwhile, meet their permanent and ignominious end on the playing field. With life and death hanging in the balance, it comes as no surprise that some competitors may attempt to gain an unfair advantage over their rivals. They may bribe game officials to rule in their favor, use illegal equipment, or rely upon outside interference to get a leg up on their opponents. When their plans succeed, the adversary they cheated suffers the fatal consequences. Though the vanquished often fail to realize they were duped, seasoned foes who spot the telltale signs of a rigged outcome vow to avenge their loss. Unwilling to meekly accept undeserved defeat, these slighted souls rise from their graves as the sorest of losers. The rejuvenated undead monstrosity first seeks vengeance against the individuals who wronged him in the event. After disposing of them in sickening fashion, the creature then retreats into the surrounding wetlands, where it stew in the knowledge that someone

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unduly got the better of it. This unsettling notion spurs the creature to return periodically to its former haunts to punish anyone even remotely associated with the contest that resulted in its death, regardless of the person's complicity in the act. For this very reason, the authorities who preside over the sport's administration frequently hire adventurers to seek out and destroy their violent pastime's collateral damage.

Cheated spirits appear as they did in life with one notable exception — they spitefully bear the ill-gotten wounds that caused their demise. Those that died during the game suffer from grisly injuries such as broken necks, severed spines, dislocated limbs and compound fractures. Victims killed after the game's conclusion display the ghastly aftereffects of ritualistic execution. Cheated spirits usually lead a solitary existence roaming along the edges of their former homeland, where they build a formal lair out of wood and earth similar to their preparatory chamber prior to participating in the games that cost their lives. While most cheated spirits act alone, there are confirmed instances where wronged teammates join forces to prey on their rivals and any other unlucky being who crosses their path. Regardless of their organization structure, these undead monstrosities take no interest in amassing riches other than accumulating precious metals, gemstones, medals, trophies, and other celebratory objects their culture showers upon the victors of any noteworthy contest.

Gillyfolk

This short, wiry humanoid has webbed feet, disproportionately long arms and a hairless body concealed beneath a water-resistant suit made from the skin of an aquatic animal. A singular tuft of hair covers the top of his scalp. His nose and ears are more akin to small lumps than actual sensory organs.

GILLYFOLK

CR 1/2

XP 200

Male gillyfolk ranger 1

N Medium humanoid (gillyfolk)

Init +2; **Senses** low-light vision; **Perception** +4

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

hp 12 (1d10+2)

Fort +4; **Ref** +4; **Will** +0

Resist fire 5

Speed 30 ft.

Melee shortspear +3 (1d6+2)

Ranged shortspear +3 (1d6+2)

Special Attacks favored enemy (humanoid [boggard] +2), hatred (+1 on attack rolls against humanoids of the boggard subtype), watery grave (DC 10)

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 15

Feats Skill Focus (Swim)

Skills Climb +6, Handle Animal +4, Knowledge (nature) +4, Perception +4, Stealth +6 (+10 in swamps and forests), Survival +4, Swim +13; **Racial Modifiers** +4 Stealth in swamps and forests, +4 Swim

Languages Aquan, Common

SQ hold breath, swamp coloration, track +1, waterborne, wild empathy +1

Environment temperate and warm rivers or marshes

Organization solitary, pair, school (3–15) or village (16–50)

Treasure standard (shortspear x3, leather armor)

The gillyfolk are a race of semi-aquatic humanoids that share common ancestry with the vodyanoi. Their mythology claims that the vodyanoi selectively bred members of their own race with any resemblance to the hated boggards for the express goal of infiltrating their enemy's ranks. Despite the purported nobility of their purpose, those assigned this dangerous duty resented their servitude. Many abandoned the cause and fled deeper into the swamps and marshes where they came into contact



with other native humanoids thus adding substantial diversity to their otherwise insular gene pool. In time, they became more humanoid than monster, shedding any remaining vestiges of their vodyanoi origins.

Their ancestors' bitterness eventually waned over the years, and the gillyfolk transformed into a generally good-natured people with tremendous spirit and optimism who take adversity in stride. According to their world view, they never want for their most basic necessities — food and most importantly water, so they are not forced to compete against other creatures for these invaluable resources. Setbacks are temporary and can always be overcome with determination and hard work. Family is of utmost importance to gillyfolk. Estrangements between siblings, parents, and children are exceedingly rare. Likewise, the concept of divorce baffles them, as they firmly adhere to the words, “‘til death do us part.” The same ideals apply to their relations and attitudes with other humanoid races with one noteworthy exception. Though their animosity towards the vodyanoi ultimately faded, their hatred of boggards increased rather than diminished. They gladly provide logistical support, scouts, and auxiliary troops to any adventurers and military personnel who target their despised foes.

Despite the race's moniker, gillyfolk only breathe air. However, they can hold their breath for extended periods of time allowing them to dive underwater and remain there for many minutes before surfacing. They are roughly a foot shorter than their distant ancestors, which suggests they likely incorporated some dwarf, elf, gnome, halfling, and human blood into their lineage. Males reach an average height of 5 feet, while females stand at least several inches shorter than their male counterparts. Gillyfolk have lithe bodies featuring disproportionately long arms and webbed feet that aid them when swimming. Skin coloration ranges from deep olive green to light green with blue overtones. They are completely hairless with the exception of a lone tuft of black, brown, or red hair sprouting from the top of their scalp. Their heads appear rounded with a tiny nose and small ears resembling lumps rather than functional sensory organs.

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Likewise, their eyes and mouths tend to be more circular in shape than the average humanoid orifice. The gillyfolk attitudes toward physical beauty emphasize that less is more. Barely noticeable noses, ears, eyes, and mouths with perfect symmetry are most desirable, while large, exaggerated, or asymmetrical characteristics are seen as ugly. Appearance, more than anything else, determines an individual's status within the gillyfolk community.

Gillyfolk live in sprawling settlements that can encompass as many as ten square miles of waterways and soggy ground. Despite the impressive dimensions of their living area, these gregarious humanoids know almost everyone who shares space with them. This facet of gillyfolk society allows reputations, both good and bad, to quickly spread far and wide. A person's standing within the community goes a long way toward his or her choice in mates. When a young man or woman selects a partner, they always consummate the relationship underwater as the final vestige of their vodyanoi heritage. During the underwater tryst, the male gillyfolk must find a pearl beneath the water and give it to his female counterpart as a symbol of his lasting devotion. Not surprisingly, many suitors bend the rules and locate or purchase the pearl beforehand to ensure success. Because of this custom, gillyfolk pay premium prices for the precious gems from adventurers and merchants passing through their communities.

Gillyfolk Characters

Gillyfolk are defined by their class levels — they do not have racial Hit Dice. They have the following racial traits.

+2 Constitution, +2 Charisma, –2 Wisdom: Gillyfolk are a hardy, outgoing people who place a high value on beauty, but their underdeveloped sensory organs and naivety allow others to elude their gaze or fool them.

Hatred: Gillyfolk receive a +1 bonus on attack rolls against humanoid creatures of the boggard subtypes due to special training against these despised adversaries.

Hold Breath (Ex) Gillyfolk can hold their breath for a number of rounds equal to four times their Constitution before they risk drowning or suffocating.

Low-Light Vision: Gillyfolk can see twice as far as humans in conditions of dim light.

Swamp Coloration: Gillyfolk receive a +4 racial bonus on Stealth checks in swamps and forests.

Waterborne: Gillyfolk gain a +4 racial bonus on Swim checks and can always take 10 while swimming.

Watery Grave (Su): Once per day as a standard action, a gillyfolk can create strong filaments that spring up in the water surrounding it up to a radius of 20 feet. Creatures within the area or those that enter the area must make a successful Reflex save (DC 10 + 1/2 the gillyfolk HD + the gillyfolk's Cha modifier) or gain the entangled condition. Once created, the area of filaments does not move — it persists for a number of minutes equal to the gillyfolk's Hit Dice. The filaments do not appear in the gillyfolk's square at the time he creates them; thus, he is initially unaffected by this supernatural ability. However if he later leaves that square while the filaments remain in place, the filaments affect him too. An entangled creature in water above its head must hold its breath or risk drowning. The save DC is Charisma-based.

Watery Skin: Gillyfolk have fire resistance 5.

Languages: Gillyfolk begin play speaking Aquan and Common. Gillyfolk with high Intelligence scores can choose from the following: Boggard, Dwarven, Gnome, Goblin, Halfling and Sylvan.

Letch

Mucus secretions from the slimy skin of a 3-foot-long snakelike creature cause moss, loose dirt, and other debris to cling to its segmented body. The creature has no limbs or defined head. Its only recognizable anatomical feature is a frightful maw filled with needle-shaped teeth on its underbelly.

LETSCH

XP 800

N Small vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 20 ft.; **Perception**

+0 (no vision)

AC 14, touch 12, flat-footed 14 (+1 Dex, +2 natural, +1 size)

hp 22 (4d8+4)

Fort +5; **Ref** +2; **Will** +1

Defensive Abilities mucus; **Immune** mind-affecting effects

Speed 10 ft., burrow 10 ft.

Melee bite +3 (1d4–1 plus attach)

Special Attacks melanin drain

Str 8, **Dex** 13, **Con** 12, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +1 (+5 grapple, +13 grapple when attached); **CMD** 12 (16 vs grapple) (cannot be tripped)

Skills Perception +0 (no vision), Stealth +5 (+13 in swamps);

Racial Modifier +8 Stealth in swamps

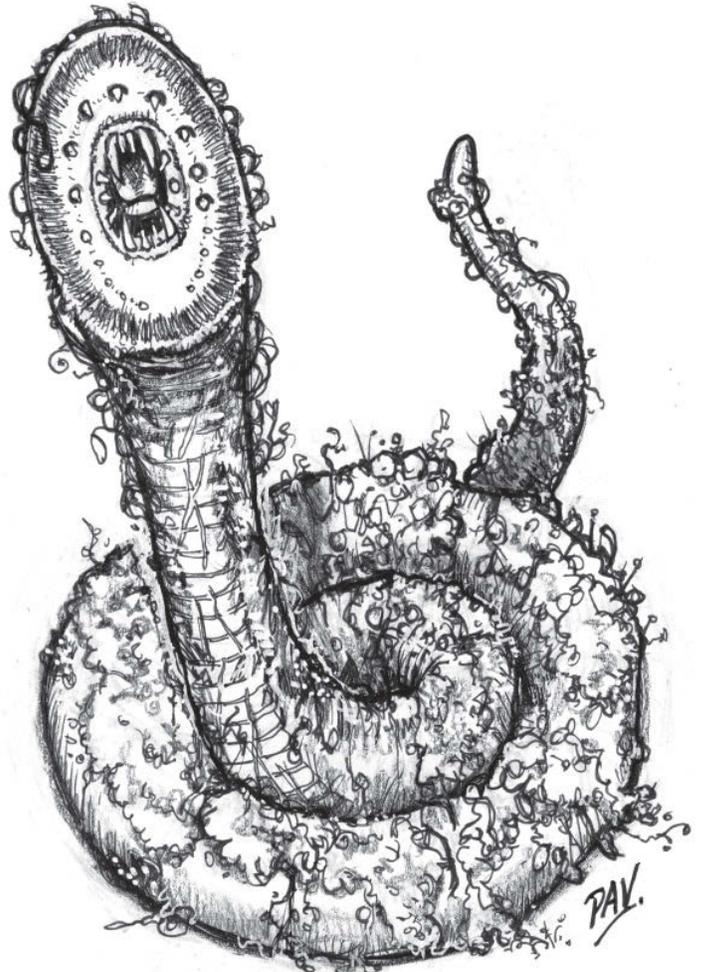
Environment temperate and warm marshes and swamps

Organization cluster, pair or cloud (3–50)

Treasure none

Attach (Ex) When a leech hits with a bite attack, it latches onto its target and automatically grapples. The leech loses its Dexterity bonus to AC and has an AC of 13, but holds on with single-minded determination and automatically deals bite damage each round. A leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached leech can be struck with a weapon or grappled itself — if its prey manages to win a grapple check or Escape Artist check against it, the leech is removed.

Melanin Drain (Ex) A leech drains melanin from an animal, humanoid, or monstrous humanoid at the end of each



CR 3

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round it is attached, inflicting 1 point of Charisma and Constitution damage.

Mucus (Ex) As a free action, a leech can excrete a trail of sticky mucus that covers its body and lasts for 1 minute. While the mucus remains in effect, a weapon that hits a leech becomes stuck fast to the vermin's adhesive body unless the wielder succeeds on a DC 13 Reflex save. A creature adjacent to the leech can attempt to pry off a stuck weapon with a DC 15 Strength check, but doing so provokes an attack of opportunity from the leech, unless the leech is already grappling another opponent. A leech's mucus gives it a +4 racial bonus on grapple checks. A leech coated in mucus can attempt to grapple a foe as a free action whenever a creature successfully hits it with a natural attack or an unarmed strike. *Universal solvent*, alchemical solvent, or a similar fluid instantly destroys the leech's mucus and prevents it from secreting mucus for 1 hour if it fails a DC 14 Reflex save, or for 1d4 rounds if it makes a successful save. The save DC is Constitution-based.

This baleful species of vermin exclusively eats melanin predominately culled from the skin of its living victims, although leeches are opportunists and not averse to feasting on the sloughed skin of reptiles and amphibians as well. The 3-foot-long, brown snakelike creatures with segmented bodies constantly secrete mucus that lubricates the loose soil and mud they burrow through in order to reach their intended target. The nocturnal monsters only attack at night while their prey rests upon the damp ground above it. Because they are blind, leeches rely upon their ability to detect vibrations through the earth in order to locate their next meal. The leech then presses its mouth against the creature's skin, inserting its needle-shaped teeth into the melanin rich layers beneath the outer surface and secretes sticky mucus that improves its grip on its target. To make matters worse, these predators sometimes hunt in packs large enough to reduce a slumbering army into a mass of macabre, contorted corpses within minutes. While such massive unions are rare, the number of leeches traveling together still averages between five and twenty individuals. Leeches often linger for extended periods of time in a particular spot that animals and humanoids commonly frequent, such as along the banks of a well-traveled river or a comparatively drier patch of earth on or adjacent to a worn path or known campsite.

Morabo

Bushy hair covers the head and face of a rugged humanoid with thick, powerful legs and a round waist that significantly overshadows a slight upper torso and seemingly atrophied arms.

MORABO

CR 1/2

XP 200

Male morabo barbarian 1

N Medium humanoid (morabo)

Init +3; low-light vision; **Perception** +4

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

hp 14 (1d12+2)

Fort +3; **Ref** +3; **Will** +0

Defensive Abilities bottom heavy, measured step; **Resist** cold 5

Weakness upper body weakness

Speed 40 ft.

Melee club +1 (1d6)

Ranged javelin +4 (1d6)

Special Attacks rage (12 rounds/day), shotput

Str 10, **Dex** 16, **Con** 15, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 14 (18 vs. bull rush, reposition or trip)

Feats Extra Rage

Skills Acrobatics +7 (+11 jumping), Climb +4, Handle Animal +4, Perception +4, Survival +4, Swim +8; **Racial Modifiers** +4 swim

Languages Common

SQ fast movement, weapon familiarity

Environment temperate or cold bogs and fens

Organization solitary, pair, family (3–20) or clan (21–60)

Treasure standard (club, leather armor, other treasure)

Over the course of untold generations, this stocky race of humanoids adapted to their demanding boggy environment, most notably in the development of powerful abdominal, thigh, and calf muscles, giving them tremendous leaping ability and swimming prowess. Likewise, the bushy, salt and pepper hair covering their heads and faces provides insulation against the cold temperatures that often plague these wetlands. Their disproportionately thinner upper torsos and arms appear downright spindly in comparison to their brawny legs and waists.

Morabo wear leathery hides crafted from moose or deer skin to provide added protection against the elements and enemy blows. Morabo typically master thrown and hurled weapons, javelins and slings in particular, along with light and one-handed weapons. Though they are not an inherently militaristic or warrior culture, morabo never back down from a fight, regardless of the odds against them. Fidelity, courage, and conviction run through their blood. Indeed, they refer to death in battle as “the final, sinking step to the nether world.” In their world, it is an honorable demise remembered forever around the twisting, black smoke of the ever burning peat fires.

At their cores, morabo are gruff individualists who take nothing for granted. In their unforgiving world, one momentary lapse in judgment or concentration can have fatal consequences. While most people would move on and abandon their desolate bogs for proverbially greener, tamer pastures, the morabo feel an otherworldly connection to the land. They



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staunchly believe the wetlands' stratified layers of peat are all that separate the mortal realm from the kingdom of the gods. Clerics, especially bog heathens, hold tremendous sway in morabo communities, which are always built in close proximity to a sacred body of murky water. Though morabo abhor the trappings of conventional government, these holy men wield tremendous power over the people, simultaneously serving as de facto spiritual and secular leaders. This odd arrangement works exceedingly well because their settlements function more as way stations and religious shrines than actual domiciles. While young children, their parents, and the elderly establish long-term roots in one location, able-bodied men and women pursue a nomadic lifestyle traveling from one morabo village to the next in between prolonged wilderness excursions hunting large game and gathering wild berries. These perilous treks across the great outdoors are the hub of morabo society, as the brave souls who undertake such journeys develop emotional bonds stronger than familial relationships. Indeed, morabo couples almost universally meet and fall in love on these harrowing treks, only to settle down and rear the next generation in a village along their well-traveled route. Meanwhile, sedentary morabo cut and dry peat which they barter to wandering morabo in exchange for food, clothing, and other necessary supplies they procure during their lengthy expeditions or from other races they meet along the way. They treat strangers with great caution, but give others a fighting chance to gain their trust and win their friendship. Wetlands dwellers quip that "an encounter with a morabo can earn one a friend for life or a partner in death."

Morabo Characters

Morabo are defined by their class levels — they do not have racial Hit Dice. They have the following racial traits:

+2 Dexterity, +2 Wisdom, -2 Charisma. Morabo are surprisingly agile individuals attuned to the brutal realities of their challenging world, leaving them little time to focus on appearances and niceties.

Bog Legs: Morabo gain a +4 racial bonus on all Swim checks.

Bottom Heavy: Morabo receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush, reposition or trip attempt while standing on the ground.

Insulation: Morabo have cold resistance 5.

Low-Light Vision: Morabo can see twice as far as humans in conditions of dim light.

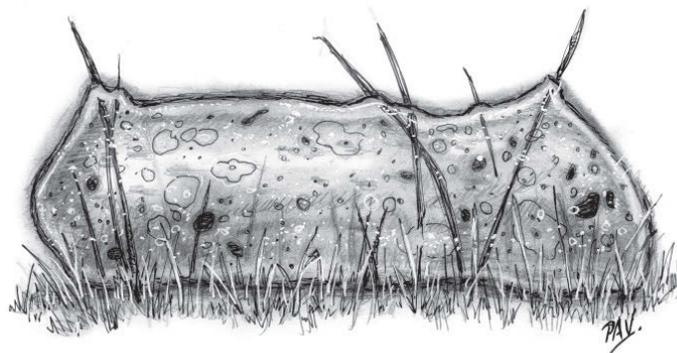
Measured Step: A morabo gains a +2 bonus on Reflex saves to avoid falling and can move through shallow bogs and deep bog squares (see the "Marsh Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*) at his normal speed. Ground that has been magically manipulated to impede motion still affects him normally. A morabo can also attempt a Survival check to avoid quicksand even when running or charging.

Shotput (Ex) A morabo's powerful lower core increases the range increment of all light and one-handed thrown weapons by +10 feet. A morabo gains a bonus on damage rolls with light and one-handed thrown weapons (other than splash weapons) equal to 1-1/2 times his Strength bonus. His bonus on damage rolls with two-handed thrown weapons is equal to his Strength bonus.

Upper Body Weakness: A morabo wielding a two-handed melee weapon gains a bonus on damage rolls equal to his Strength bonus, instead of the normal 1-1/2 times his Strength bonus. A morabo wearing heavy armor increases the armor check penalty by 1 and decreases the maximum Dexterity bonus allowed by 1.

Weapon Familiarity: Morabo are proficient with all thrown weapons (except splash weapons).

Languages: Morabo begin play speaking Common. Morabo with high Intelligence scores can choose from the following: Dwarven, Giant, Goblin, Halfling, Orc and Sylvan.



Naeglari Cluster

This bizarre, alien ooze resembles an amorphous membrane filled with a blue, aqueous solution.

NAEGLARI CLUSTER

CR 5

XP 1,600

N Large ooze (aquatic)

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)

hp 59 (7d8+5)

Fort +6; **Ref** -3; **Will** -3

Defensive Abilities amorphous; **Immune** mind-affecting effects, ooze traits

Speed 5 ft., swim 20 ft.

Melee slam +6 (2d4+3 plus grab)

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

Special Attacks brain feast

Str 14, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 13 (17 vs grapple)

Skills Stealth -9 (+7 in water), Swim +10; **Racial Modifier** +16 Stealth in water

Environment temperate and warm marshes and swamps

Organization solitary

Treasure none

Brain Feast (Su) As a standard action, a naeglari cluster that begins its turn with a grappled opponent can thrust a portion of its body into the foe's nostrils, mouth, eyes, ears or any other accessible opening granting access to a living creature's brain. It then immediately attacks the creature's brain. Any living creature who fails a DC 17 Fortitude save takes 1d4 points of Intelligence drain each round while the naeglari cluster maintains the grapple. If the creature's Intelligence reaches 0, it is killed due to the massive damage inflicted upon its brain. Creatures with no Intelligence score and creatures who lack a recognizable head are not subject to this attack. The save DC is Constitution-based.

Naeglari fowleri, known as the brain-eating amoeba in some circles, normally enters into the body through the nostrils or ears and then propels itself towards its intended target — the brain. In rare instances a colony of these amoeba form a collective organism. This monster, referred to as a naeglari cluster, binds together in an aqueous solution that floats atop the surface of warm, still waters within the dankest swamps and marshes. Though lacking sentience, the countless individual organisms within a naeglari cluster somehow act in unison to actively seek out a suitable host, instead of passively waiting for an opportunity to strike.

Naeglari clusters have no sensory organs, forcing them to rely upon detecting vibrations from the surrounding water to detect prey. The cluster cannot move through the increased pressure encountered underwater; therefore it always remains atop the water's surface, where it is commonly

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mistaken for an oil slick or similarly viscous substance. The monster predominately feeds on small marine creatures, such as toads, frogs, and reptiles, but it occasionally sets its sights on humanoids and other prey larger than its normal fare. If an opponent fails to notice the alien ooze slowly approaching it, the amorphous creature lashes out with a lone pseudopod that slams into the target's head. It then forcibly inserts this liquid appendage into a bodily opening leading toward the creature's brain. In short order, the ravenous monster transforms the victim's mind from a bristling control center of complex thoughts and sophisticated actions into a spongy mass of disgusting, lifeless goo. Needless to say, the brain's sudden metamorphosis into dead tissue kills the creature.

Naeglari clusters appear to have an outer membrane. However, its structure is really more akin to that of solidified gelatin than a balloon filled with liquid. The amoebas constituting the cluster float about within the sludgy, aqueous solution that binds the colony together. Fortunately, naeglari clusters reproduce at stiflingly lethargic rates. They are asexual like other oozes and promulgate by splitting in half when they become too massive to retain their structural integrity. In most cases, reproduction occurs when the creature's diameter exceeds 10 feet. Naeglari clusters cannot survive for more than a few minutes outside of water or remain conjoined when subjected to high winds or strong tides, thus they are always encountered in aquatic habitats with warm, stagnant water protected from tidal influences or powerful storm surge.

Nalusa

This tall, spindly humanoid's tiny eyes and pointed ears give it an otherworldly appearance made even eerier by the ominous, distended shadow it casts upon the entire floor surrounding it.

NALUSA

CR 7

XP 3,200

CE Medium aberration

Init +7; Senses darkvision 60 ft.; Perception +8

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 75 (10d8+20 plus 10)

Fort +5; Ref +8; Will +9

DR 5/magic; Immune mind-affecting effects

Weaknesses frightful echo

Speed 30 ft., climb 20 ft.

Melee 2 claws +9 (1d6+2 plus terrifying touch)

Special Attacks shadowy allies (DC 19), suspended disbelief (DC 19), terrifying touch (DC 19)

Spell-Like Abilities (CL 10th)

At will—ghost sound (DC 14)

3/day—silent image (DC 15)

1/day—major image (DC 17), minor image (DC 16)

Str 15, Dex 16, Con 14, Int 12, Wis 11, Cha 19

Base Atk +7; CMB +9; CMD 23

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Acrobatics +11, Bluff +6, Climb +18, Escape Artist +8, Intimidate +15, Knowledge (geography) +5, Knowledge (local) +8, Knowledge (nature) +5, Perception +8, Spellcraft +6, Stealth +11, Survival +5, Swim +7

Languages Boggard, Common

Environment temperate bogs, fens, marshes and swamps

Organization solitary

Treasure standard

Frightful Echo (Ex) When an opponent rolls a natural 20 on its Will save against the nalusa's suspended disbelief or terrifying touch abilities, the nalusa takes hit point damage equal to the opponent's Hit Dice with no save allowed.

Shadowy Allies (Sp) Once per hour as a standard action, a nalusa can pull material from the Plane of Shadow to



shape quasi-real illusions of 1d3 lemures (devil) or a dretch (demon), which appear in any unoccupied square within 20 feet of the nalusa and last for a number of rounds equal to the nalusa's Charisma modifier (typically 4 rounds). Otherwise, these allies are treated in the same manner as creatures conjured by a *shadow conjuration* spell. Creatures that interact with these monsters recognize their true nature with a successful DC 19 Will save. When the nalusa uses this ability, the ominous shadow that surrounds it disappears, only to reappear when the lemures or dretch vanish. The save DC is Charisma-based.

Suspended Disbelief (Su) When a creature is first subjected to one of the nalusa's illusory spell-like abilities for the first time — either hearing or seeing the illusion — that creature must succeed on a DC 19 Will save or be shaken whenever the creature is within 30 feet of the nalusa, regardless of whether the creature successfully disbelieves the illusion or is aware of the nalusa's presence. This effect lasts for 1 hour. If the creature is currently suffering from any Charisma, Intelligence or Wisdom damage, terrible thoughts creep into the creature's vulnerable mind and deal 1 point of Charisma, Intelligence and Wisdom damage at the end of each round it spends within 30 feet of the nalusa in addition to the shaken effect. A creature who succeeds on its Will save cannot be affected by suspended disbelief from the same nalusa for 24 hours. This is a mind-affecting effect with audible and visual components. The save DC is Charisma-based.

Terrifying Touch (Su) When a nalusa hits a living opponent with a claw, that creature must succeed on a DC 19 Will save or become frightened for 1d4 rounds. A surprised or flat-footed opponent who fails its Will save becomes unconscious instead for 1d4 rounds. Alternatively, a nalusa can attempt to infect the creature's mind with even greater terror

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by making a touch attack — this variant requires a standard action, and cannot be attempted in the same round the *nalusa* makes claw attacks. The opponent touched must succeed on a DC 19 Will save or take 1 temporary negative level. A creature who successfully saves is not subject to the fear effect of the same *nalusa*'s terrifying touch for 24 hours. However, it can still be rendered unconscious or take temporary negative levels. The save DC is Charisma-based.

Bogeymen exist in nearly every humanoid culture. Whether created to frighten small children to keep them on the straight and narrow path or warn adults of the dangers of partaking in socially unacceptable behaviors, these creatures permeate folklore and mythology. These legends especially resonate in the wetlands, where the bleak, malodorous swamps, marshes, bogs, and fens fuel the overactive imaginations that conjure many of these fantastical tales. But one ancient bogeyman from the swamps' mound dweller folklore truly haunts the wilderness surrounding these communities. Locals refer to the creature as the *nalusa*, a malevolent entity that evokes abject terror in all those unfortunate enough to come face to face with the frightening abomination.

In simplest terms, the *nalusa* is a terrifying nightmare birthed into twisted reality. The baleful aberration revels in promulgating fear among humanoids, thus it always inhabits wetlands bordering major population centers. They lurk along the settlements' outskirts, where they wait for explorers, adventurers, and travelers to enter their watery dominion. When the trap springs, they use their illusory magic to entice the unlucky wanderers off the well-worn paths and into uncharted territory. Rather than entice their targets with concrete illusions, the monster instead relies upon abstract images to pique their targets' curiosity and trepidation. Brief flickers of light, an isolated shriek, intermittent moans, splashing water, menacing growls, glowing eyes, and melancholy cries represent a mere sampling of the devious tricks in the *nalusa*'s arsenal. They shy away from grotesque sights to instill terror. Rather, they prefer to ramp up the suspense factor by bombarding their prey's overwhelmed senses with a steady montage of sights and sounds to increase the ominous sense of impending doom. When they are satisfied they accomplished their goals, the monster finally reveals its horrific presence in an effort to literally scare its victims into unconsciousness. It then basks in the moment, inhaling the stench of fear hanging in the air prior to sending its overmatched foe to the next world.

If its mystical powers were not sufficient to sow fear, the creature's monstrous appearance may push even the most stalwart souls over the proverbial edge. *Nalusas* appear as tall, emaciated humanoids with tiny eyes and pointed ears. Its face appears as a blank slate sans the previously noted exceptions. The most unsettling feature is its inability to cast a true shadow regardless of the prevailing light conditions. Instead, its shadow seems to have a will of its own, moving about the surrounding floor attempting to terrify any creature that contacts this insubstantial form. *Nalusas* are generally solitary creatures who occasionally band together under the direction of a more powerful fear mongering creature in order to advance a common agenda. The allure of amassing worldly treasure usually provides no incentive for these creatures to work cooperatively. However, the monsters greatly value artwork depicting horrific subject matter that shocks the disturbed viewer. They store their macabre collection of trophies within ruins and abandoned buildings that functions as their makeshift lairs.

Pluffet

This alluring creature resembles a voluptuous female humanoid with incredibly long, braided hair that wraps around her head like a perfectly coiled rope. She wears a flowing toga that reveals small birthmarks on her upper arms resembling pools of mud. Her eyes and lips have a deep, earthy color.

PLUFFET

XP 1,600

CN Medium fey (earth, water)

Init +2; Senses low-light vision; Perception +8

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)
hp 44 (8d6+16)

Fort +4; Ref +8; Will +9

DR 5/cold iron; Immune magic

Speed 30 ft., burrow 15 ft., swim 20 ft.

Melee mwk alchemical silver dagger +7 (1d4+1/19–20)

Special Attacks muddy grave (DC 16)

Spell-Like Abilities (CL 8th)

3/day—*soften earth and stone*

1/day—*shifting sand*^{APG} (DC 18)

^{APG} This spell appears in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

Str 12, Dex 15, Con 14, Int 13, Wis 12, Cha 21

Base Atk +4; CMB +5; CMD 18

Feats Dodge, Iron Will, Stealthy, Weapon Finesse

Skills Acrobatics +9, Bluff +14, Climb +8, Diplomacy +14, Escape Artist +11, Knowledge (geography) +8, Knowledge (local) +8, Knowledge (nature) +8, Perception +8, Perform (sing) +12, Sense Motive +8, Stealth +11, Swim +16

Languages Common

SQ pluffet braids

Environment temperate bogs, fens, marshes and swamps

Organization solitary, pair or haven (3–8)

Treasure standard (masterwork silver dagger, other treasure)

Magic Immunity (Ex) Because of its close bonds to earth and water, a pluffet is immune to spells or spell-like abilities with either the earth or water descriptors and spells of the Earth and Water domains that allow spell resistance.

Muddy Grave (Su) Once per day as a standard action, a pluffet can make a touch attack that duplicates the effects of sinking into quicksand. Goopy mud instantly fills the target's mouth and throat, completely blocking its airway



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and preventing the subject from drinking, eating or speaking, though it can still attempt bite attacks at a –4 penalty. If the target is required to breathe, regardless of whether it breathes air or water, the creature immediately begins to suffocate. At the start of its next turn, the target must succeed at a DC 16 Fortitude save to expel the soggy earth, or it falls unconscious and is reduced to 0 hit points. On the next round, the subject must successfully save or drop to –1 hit points and start dying. On the third round, the target must successfully save or die from suffocation. Creatures that have no mouths or multiple mouths as well as those that do not breathe are immune to this effect. The save DC is Constitution-based.

Pluffet Braids (Su) A pluffet's lightweight hair is treated as a continuous, 25-foot-long strand of silk rope. Any living creature (other than a pluffet) in physical contact with her hair at the end of its turn suffers 1d3 points of Charisma drain with no save allowed. In addition, if the creature fails a DC 19 Will save, it has no recollection of what happened as if it were affected by *memory lapse* (see the *Pathfinder Roleplaying Game Advanced Player's Guide*). Despite its remarkable tensile strength, the roots are relatively shallow. It takes only a successful DC 12 Strength check to forcibly separate her hair from her scalp. If another creature grabs her hair to make any combat maneuver check, her hair automatically detaches. Forcibly removing her hair in either manner deals 1d3 hit points of damage to the pluffet. Her hair loses its magical properties immediately after detaching. Its tensile properties disappear 1 week after being separated from her body. The save DC is Charisma-based.

No other wetland danger inspires more terror than the prospect of being literally swallowed whole by the earth itself. Though other hazards pose a far more realistic and deadly threat than this rarity, quicksand and sinkholes preoccupy the worried minds of most wilderness explorers. But those who weathered the traumatic ordeal and lived sometimes insist that moments before going under, a buxom woman clad in a simple toga loosed her long, braided hair and threw her glorious flowing locks like a lifeline. None of these individuals remember the immediate aftermath of their encounter with the mysterious being, yet all universally acknowledge that their brush with death forever changed them, though not always for the better.

The creature's unknown benefactor is an egotistical fey known as a pluffet. This moody, self-centered being dwells in wetland areas susceptible to quicksand and sinkholes. There, she waits for sentient beings to fall victim to either of the preceding hazards. However, she is more than a passive observer. Though pluffets cannot directly create quicksand or a sinkhole, they can use their magical abilities to make a particular patch of ground significantly more likely to yield to even the slightest increase in pressure. In that instant when an intelligent creature feels the earth give way and collapse beneath him, a salacious grin momentarily comes over the devious pluffet's face as she covertly watches the hapless traveler struggle to escape. She quickly loses interest in any victim who negotiates the hazard with ease, while taking fiendish delight watching a trapped victim helplessly flail its arms and gasp for air. Just before going under, the pluffet miraculously appears to save the day, tossing her knotted strands of hair to the terrified creature in an effort to extricate that person from his predicament. Yet, the narcissistic pluffet's timely aid comes with a steep price. The vain creature only spares the wretch's life if that creature agrees to give her an intangible property she refers to as "the spark that ignites the soul." Naturally, those desperately pleading for help gladly acquiesce to her odd demand in the heat of the moment. After gaining their consent, she rescues them, draining a sliver of their personality and attractiveness in the process. She then erases their recollection of this event from their minds, leaving only the joyous memory of her arrival on the scene intact. Whether true or not, pluffets sincerely believe that the act of draining personal magnetism from another creature is solely responsible for their magnificent appearance, even though they can produce no evidence to support this theory.

The average pluffet is 5 feet tall with a curvaceous body, soft facial features, and long, braided blond or red hair that coils around the top

of her head like an immense rope. Her toga accentuates her voluptuous figure, while simultaneously revealing small birthmarks resembling pools of mud on her upper arms and shoulders. Her pouty lips and dainty ears have a deep, earthy color that differs from her otherwise creamy skin with brown overtones. When not meddling in the affairs of others, pluffets spend their days wrapping their exquisite hair into a tight braid, dousing their alabaster skin with fresh mud, and admiring their lovely countenance in any nearby reflective surface. These fey usually dwell near bodies of water carving paths through temperate wetlands. Pluffets live in small communities with others of their kind, often within close proximity to neighboring humanoid cities and settlements close to the water's edge. Though they live cooperatively in terms of sharing resources, they are extremely territorial when it comes to staking out a specific parcel of land as their exclusive domain. Disputes over boundaries, both real and imagined, are a constant source of friction among rivals. These disagreements lead to harsh words, prolonged animosity, and passive-aggressive behavior, but they never end in actual violence. In addition to admiring their own beauty, pluffets greatly prize non-ferrous, metallic objects they cull from the bodies of explorers swallowed up by the porous sand after refusing to accept their bargain.

Skeeter

This dwarf-sized flying abomination has insect wings, a segmented body, six legs and a wicked, bony proboscis that functions more like a spear than a syringe. A pair of prehensile humanoid hands and a grossly contorted human face with reflective compound eyes is indicative of some humanoid parentage.

SKEETER

CR 4

XP 1,200

NE Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

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

hp 42 (5d10+15)

Fort +7; **Ref** +9; **Will** +2

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

Melee bite +8 (1d8+4 plus atrocious curse)

Special Attacks skewering proboscis

Str 16, **Dex** 20, **Con** 17, **Int** 6, **Wis** 13, **Cha** 13

Base Atk +5; **CMB** +8; **CMD** 23 (31 vs. trip)

Feats Death from Above^{UC}, Flyby Attack, Hover

Skills Fly +14, Perception +6, Stealth +9

Languages Common (cannot speak); telepathic link

^{UC} *Pathfinder Roleplaying Game Ultimate Combat*

Environment any

Organization solitary, pair or swarm (3–9)

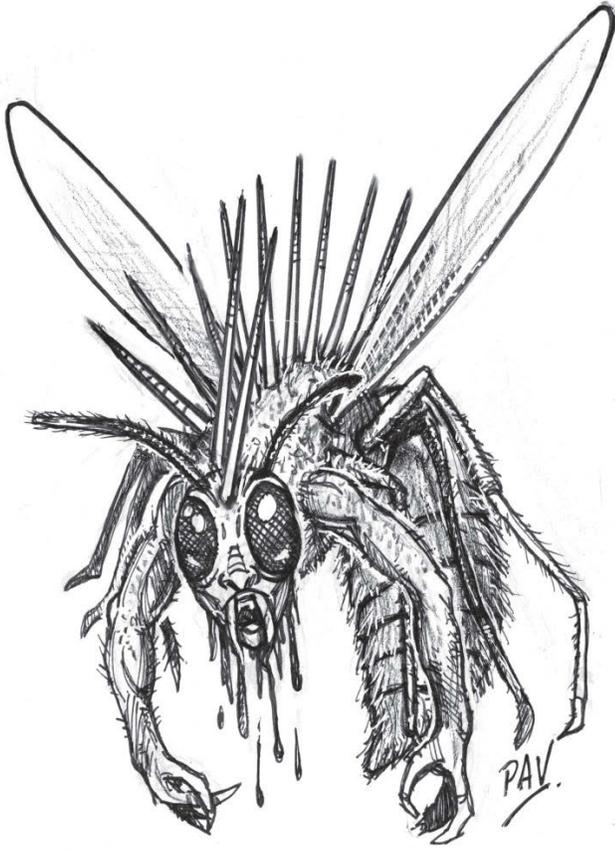
Treasure none

Atrocious Curse (Ex) The skeeter's mystical connection to the heinous being that gave birth to it blights its bony proboscis. Graphic flashbacks of the sickening atrocity torment the creature's weary mind.

Bite—injury; save Will DC 13; frequency 1/hour; effect the affected creature is rendered helpless for 1d4 rounds while the grisly images race through his troubled brain.

Skewering Proboscis (Ex) When a skeeter confirms a critical hit with its bite attack against a creature of its size or smaller, the skeeter skewers its opponent. While the skeeter's opponent remains skewered in this way, the skewered creature takes 1d6 points of bleed damage at the beginning of its turn. As an immediate action, a skeeter can pull its proboscis out of its opponent. Likewise, as a move action, the opponent can do the same. However, in either case, the skewered creature takes 1d6 points of bleed damage. Neither

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skeeter dies within a few months of its metamorphosis from advanced age. Likewise, they cannot breed, thus the monsters' creator must ensure that ordinary mosquitoes return to the blighted pond to lay their eggs in order to produce more of these hated monstrosities.

Strangler Sumac

A man-sized, tuliplike red bulb rests atop the gnarled trunk of a 15-foot-tall woody shrub covered in a coating of clear, viscous liquid. Greenish-red leaves and sticky seedpods are attached to the plant's flexible branches that extend from its central stalk.

STRANGLER SUMAC

CR 8

XP 4,800

N Huge plant

Init +2; **Senses** low-light vision; **Perception** +12

AC 20, touch 6, flat-footed 20 (-2 Dex, +14 natural, -2 size)

hp 102 (12d8+48)

Fort +14; **Ref** +2; **Will** +7

Defensive Abilities plant traits; **Immune** acid

Weaknesses vulnerability to fire

Speed 15 ft.

Melee 2 slams +16 (2d6+8 plus grab)

Ranged digestive bulb, itchy seeds +5 (0 plus poison)

Special Attacks constrict (2d6+12), itchy seeds

Str 26, **Dex** 6, **Con** 18, **Int** 1, **Wis** 13, **Cha** 7

Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 27 (31 grapple); cannot be tripped

Feats Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)

Skills Perception +12, Survival +5, Swim +7

SQ irritant coating, poison sumac, toxic smoke

Environment cold and temperate bogs and fens

Organization solitary, pair or grove (3-5)

Treasure incidental

Digestive Bulb (Ex) A strangler sumac can deposit a Medium or smaller creature it already grapples into its central bulb with a move action and a successful grapple combat maneuver check. If the strangler sumac attempts to deposit a creature larger than Medium, the attempt fails and the strangler sumac releases the grapple as a free action. The bulb grapples with the same strength as its limbs, but it cannot constrict a creature. Instead, acidic, digestive juices fill the bulb and deal 1d6 points of acid damage each round at the beginning of the strangler sumac's turn to any creatures and objects within the bulb. A grappled creature inside of the bulb can try to cut its way out of the bulb with a light or one-handed slashing or piercing weapon (the amount of cutting damage required to break free is equal to the strangler sumac's HD), or it can escape the grapple with a successful Escape Artist check or grapple combat maneuver check. The bulb's AC is equal to the strangler sumac's flat-footed AC. Cutting through the bulb deals damage to the strangler sumac equal to its current HD. Damage dealt to the bulb in excess of its HD has no additional effect on the strangler sumac. Furthermore, the strangler sumac cannot grapple with its bulb until the hit point damage dealt to the bulb is cured.

Irritant Coating (Ex) A strangler sumac constantly secretes an oily coating of urushiol, the primary component found in poison sumac. Any creature who successfully hits a strangler sumac with a natural attack or an unarmed strike comes into contact with poison sumac (see below). Likewise, a creature that grapples or is grappled by the strangler sumac is also subjected to the effects of poison sumac.

creature can move until the proboscis is removed from the skewered creature. While the skeeter skewers its target, it cannot use its proboscis to attack.

Telepathic Link (Su) A skeeter cannot speak, but its bond to the infamous creature that spawned its existence allows it to telepathically communicate with that individual. A skeeter can convey to its creator everything it sees and hears out to a distance of 1,000 feet.

Some sins are so heinous, the very soil and water where these foul deeds took place become hopelessly corrupted like a festering plague spreading its contagion to all that come into contact. Under the right conditions mosquito larvae emerging from these stagnant pools transform into a flying menace wetlands folk refer to as a skeeter. These parasitic monsters owe grudging fealty to their creator, but still retain some measure of free will. In addition to a substantial increase in size, weaponry, and aggressiveness, skeeters also gain a modicum of intelligence that allows them to make unilateral decisions rather than function as mere automatons blindly following their creator's programming. Still, their controller's commands carry great deference, and in the end they always acquiesce to their wishes unless the order is obviously suicidal.

Despite their insect origins, skeeters acquire some humanoid features from their creator. At 4-1/2 feet long, these monsters have a pair of insect wings with a 6-foot wingspan, six legs and a segmented body divided into a head, thorax, and abdomen. No longer reliant upon blood for nourishment, their proboscis is now a 1-foot-long chitinous spear which they use to impale victims. Skeeters have a pair of prehensile humanoid arms and hands in addition to their multiple legs. Large, reflective compound eyes dominate their grossly contorted humanoid faces.

Skeeters frequently attack humanoids and other intelligent creatures without provocation. They swoop down from the heavens and use their enlarged proboscis to skewer their target. Unlike their original incarnation, these aberrations are now carnivores and no longer feast exclusively on blood. Skeeters typically hunt in small groups consisting of two to four individuals. They are extremely territorial in the respect that they never venture more than a day's travel from the tragic spot that spawned them. While their transformation fundamentally changes their physiological traits, their life span remains relatively brief. The typical

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bone, they still depend upon sunlight and water as their primary forms of nourishment. Because of this limitation, they rarely stray far from a water source or a humid climate, making the dangerous creatures mainstays in many wetland habitats.

Tempewhist

Goo oozes from the porous green skin of a hairless newt-like creature with darting eyes, a rounded snout, no ears and a stubby, vestigial tail. Though equally comfortable moving about as a quadruped or standing upright on its back legs, the aquatic monster always fights in an upright posture.

TEMPEWHIST

CR 2

XP 600

CN Medium monstrous humanoid (aquatic)

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

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 15 (2d10+4)

Fort +4; **Ref** +4; **Will** +4; +4 vs spells or effects that detect truthfulness; +4 vs language-dependent spells and effects

Resist fire 5

Weaknesses anger mismanagement

Speed 30 ft., swim 40 ft.

Melee spear +4 (1d8+3/x3)

Ranged sling +3 (1d4+2)

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

Base Atk +2; **CMB** +4; **CMD** 15

Feats Great Fortitude, Power Attack^B

Skills Bluff +0 (+4 to lie or deceive), Climb +6, Intimidate +4, Knowledge (geography) +8, Knowledge (local) +8, Perception +10, Stealth +6, Survival +5, Swim +14; **Racial Modifiers** +4 Knowledge (geography), +4 Knowledge (local), +4 Perception

Languages Aquan, Common

SQ amphibious, forked tongue, thin skinned, word lawyer

Environment warm marshes and swamps

Organization solitary, pair, convoy (3–8), or fleet (9–30)

Treasure standard (spear, sling, 10 bullets, other treasure)

Anger Mismanagement (Ex) A tempewhist must attempt a power attack in the first round of combat against any opponent who failed to change the tempewhist's attitude with a Diplomacy check or attacked it with a mind-affecting spell or effect within the last minute. If the tempewhist cannot legally attack an opponent in this manner during the first round of combat, it suffers a –2 morale penalty on AC, saves, and skill checks until the beginning of its next turn.

Forked Tongue (Ex) A tempewhist receives a +4 racial bonus on Bluff checks to lie or deceive and on saves against spells or effects that detect truthfulness, such as *discern lie* or *zone of truth*.

Thin Skinned (Ex) The DC to change a tempewhist's attitude with a Diplomacy check is 5 higher than normal.

Word Lawyer (Ex) A tempewhist's scrutiny of verbal commands gives him a +4 racial bonus on saves against language-dependent spells and effects.

The enigmatic tempewhist is a monstrous humanoid with an aquatic affinity who shares common ancestry with the sahuagin. They diverged from their more aggressive cousins millennia ago, foregoing life on the tempestuous open seas for a sedentary existence in the marshes and swamps bordering these vast bodies of water. Though they lack the sahuagin's overt belligerence, the monstrous humanoids still seethe with hostility toward other creatures. While their kin attack without just cause, tempewhists focus their efforts on finding reasons to justify their

Itchy Seeds (Ex) Strangler sumacs sprout sticky seedpods they can hurl as ranged attacks. A seedpod has a range increment of 20 feet and breaks apart on contact to spread seeds coated in urushiol to all creatures and objects within 5 feet of impact. The seedpods deal no initial damage, but all creatures struck by the seedpod are coated with poison sumac.

Poison (Ex) itchy seeds (poison sumac)—contact or inhaled; save Fort DC 20; onset 4d6 hours; frequency 1/day for 6 days; effect 1d6 Dexterity damage, as long as the character takes Dexterity damage, it is distracted; cure 2 saves.

Toxic Smoke (Ex) When a strangler sumac takes fire damage, its burning leaves and bark release a toxic plume of irritating poison sumac smoke at the beginning of its next turn. The smoke fills a 5-foot radius around the strangler sumac plus an additional 5 feet for every 5 points of fire damage dealt to the strangler sumac in that round. The poisonous fumes dissipate 1 round later.

A strangler sumac appears as a gnarled, 15-foot-tall shrub with a tuliplike bulb atop its central trunk. Viscous oil covers its woody branches, greenish-red leaves, and the sticky seedpods attached to the ends of its limbs. Spiky, spear-like growths at the bottom of its trunk function as crude legs. Strangler sumacs are extremely aggressive and routinely attack other creatures without provocation. Unlike ordinary pitcher plants that capture and kill their prey within the confines of their inescapable trap, these monsters slay their victims first and then place their carcasses inside of their bulb where they slowly dissolve the rotting flesh into its organic components.

It takes the strangler sumac approximately two weeks to completely devour an adult man immersed in its digestive juices. However, the monsters cannot metabolize metal and stone; therefore adventurers who slay one of these hybrid plants frequently find intact armor and weapons within the bulb. They prefer hunting and eating large arthropods, though they gladly kill any creature foolish enough to wander too close. Despite the fact that they can use their man-sized, flowery head to digest flesh and

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family units. They loathe cold temperatures, and are only encountered in warm swamps and marshes.

Unrequited

Wispy, malodorous vapors coalesce into the likeness of an angry child that glows with a bright crimson luminescence.

UNREQUITED

CR 5

XP 1,600

NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft., lifestance 60 ft.; **Perception** +9

Aura aura of regret (30 ft., DC 17)

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

hp 59 (7d8+28)

Fort +6; **Ref** +8; **Will** +7

Defensive Abilities channel resistance +4, incorporeal; **DR** 5/magic and good; **Immune** undead traits

Speed fly 60 ft. (good)

Melee incorporeal touch +9 (1d6 Wis damage plus touch of sadness)

Special Attacks touch of sadness (DC 17)

Spell-Like Abilities (CL 8th)

1/day—*crushing despair* (DC 18)

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

Base Atk +5; **CMB** +9; **CMD** 27 (cannot be tripped)

Feats Blind-Fight, Flyby Attack, Improved Initiative, Lightning Reflexes

Skills Fly +18, Intimidate +11, Knowledge (history) +5, Knowledge (religion) +8, Perception +9, Sense Motive +9, Spellcraft +8, Stealth +11

Languages Common

Environment any



violent overreactions. They painstakingly analyze every sound emerging from another creature's mouth in their hunt for veiled insults and double meanings concealed within the words others speak or even write. For this very reason, swamp dwellers who encounter these tricksters refrain from uttering anything and instead rely upon physical gestures to communicate with them, thus preventing the tempewhist from taking offense at the most innocent statement. Not surprisingly, their lofty verbal standards never apply to them. They routinely hurl obscene slurs and tell blatant lies during their wordplay with their fellow sentient beings, displaying more interest in their verbal jousting than actual combat.

Given their testy nature, the obvious course of action would be to avoid these creatures altogether and not risk an unwanted confrontation with them. However, their intimate familiarity with the terrain and its indigenous residents makes them an invaluable resource for wetlands explorers new to the region. Tempewhist guides are second to none. They spot concealed portals with comparative ease and seemingly know the locations of every treasure hoard and secret complex within their realm. Adventurers willing to risk entering a bargain with the tempewhists mockingly refer to them as living divining rods. Prudent heroes take care to internalize such thoughts and not express them within earshot of these sensitive hotheads.

Over the course of countless generations, tempewhists lost their distinctly sahuagin features and adopted a more reptilian body type. They constantly secrete clear goo from their hairless, green skin. The viscous substance acts as a cooling agent and flame retardant, hence minimizing the dangers of extreme heat and direct exposure to fire. Anatomically, they resemble newts with a rounded snout, darting eyes, no visible ears, and a stubby, vestigial tail. Tempewhists are equally comfortable living on land or water. They prefer moving about on all fours whenever possible, especially while swimming. The monstrous humanoids lack any formidable natural weaponry thereby forcing them to wield manufactured weapons, which also requires them to fight in an upright posture on their rear legs. Although their gait may appear awkward in this position, tempewhists perform admirably on two legs. Of course, their jerky motions may solicit commentary from observers which could lead to a conflict. Indeed, their unwillingness to overlook even the mildest jest extends to their own kind as well with the sole exception of immediate family members and mates. Therefore, tempewhists live alone or in small



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Organization solitary, pair or atrocity (3–6)

Treasure standard

Aura of Regret (Su) An unrequited radiates an aura of regret to a radius of 30 feet. Any creature who comes within that area must succeed on a DC 17 Will save or that creature is slowed (as the spell) for as long as it remains in the area and for 1 minute after leaving the area. A creature who makes a successful save is immune to the same unrequited's aura of regret for 24 hours. Any creature affected by a spell or effect that counters and dispels *slow*, such as *haste*, is immune to this aura. This is a mind-affecting effect. The save DC is Charisma-based.

Touch of Sadness (Su) Each of an unrequited's incorporeal touch attacks deals 1d6 points of Wisdom damage and dazes the creature hit for 1 round. A successful DC 17 Will save halves the Wisdom damage and negates the daze effect. This is a mind-affecting effect. The save DC is Charisma-based.

When a life is cut short under tragic circumstances long before Nature takes its toll on the mind, body, and spirit, the residual force left in its wake can take physical shape and coalesce into the embodiment of that person's unrealized potential. An unrequited only forms from the enduring essence of an adolescent humanoid. Small children are too inexperienced and naïve to formulate the complex wants necessary to give rise to one of these creatures, while adults are too jaded and goal oriented to forsake their everyday responsibilities and instead dwell on what may come to pass. It takes at least a year for the creature's consciousness to take on a life of its own; therefore the brain must remain well-preserved and intact during this strange metamorphosis. The introduction of foreign substances during the typical embalming process imbalances the brain's unique chemistry and prevents the unrequited from springing into existence. However, corpses that undergo natural processes that impede decomposition, such as the cool, acidic environment found in a bog or fen, are ideal to giving rise to an unrequited. The means of death is another important ingredient for its genesis. Most of these vaporous undead coalesce from an adolescent who died suddenly and violently at another's hands. Shortly after the being's demise, the creature's unfulfilled aspirations take physical form as wispy clouds of crimson vapor. In the coming weeks and months, the swirling scarlet gases gather together in close proximity to the decedent's final resting place. When the disparate parts merge to create a singularity, the unrequited's formation is complete and its desires become reality.

These monsters are particularly deadly in locales where natural gases bubble to the surface, such as in the wetlands. A red cloud is difficult to miss floating across the sandy dunes or atop the white tapestry of an arctic environment, but in the wetlands where noxious mists are not uncommon, it can be mistaken for swamp gas. Needless to say, an unrequited is a creature borne of supernatural events rather than a natural occurrence. An unrequited appears as swirling, egg-shaped cloud of luminescent, crimson vapors vaguely resembling an angry child. Despite being created from the thoughts of a sentient being, the spiteful undead has no memory of its former existence. It acts upon pure impulse, directing its hatred towards its fellow humanoids, although it cannot distinguish any specific individual from another. An unrequited rarely strays far from its body, thus it is not uncommon to encounter more than one of these monsters in a particular area, especially a locale containing a mass grave associated with a bloody massacre or similar atrocity. Regardless of the number inhabiting that location, they all share the same, common goal — to slay other sentient creatures before they fulfill their hopes and aspirations by emptying their minds of any rational thought. In a few isolated cases, a humanoid adolescent slain by an unrequited later rises to join the ranks of its killer.

Ch. 7: Spells

Creativity fuels magic. Just as a play adheres to a script and an opera conforms to its libretto, time honored formulae of incantations, gestures and components bring spells to life. Though the words and notes may remain the same, the participants in every theater production and musical piece interpret the same material in a different manner. A witty adlib or a breathtaking vibrato at an opportune moment can leave an indelible mark that forever alters the original work. The same principle applies to magic. Every spell lays the groundwork for future innovation. Whereas most elect to follow in the footsteps of their predecessors, others deviate from well-worn paths in order to branch out in new directions. The following section contains a sampling of their mystical crafts. Some spells are specifically designed for their wetlands environments. The remainder have more universal applications.

Table 7-1: Alchemist Spells

1st-Level Alchemist Spells

Spell	Description
Detect Cadaver	Detect improperly buried bodies
Improvise	You sense what other creatures are about to do, and may respond as though you readied an action.
Pester	The target experiences the sensation of something crawling across its skin.

3rd-Level Alchemist Spell

Spell	Description
Cartilaginous	Turn target's bones to cartilage, increasing flexibility.

4th-Level Alchemist Spells

Spell	Description
Diversion	Create decoy duplicates of you that move independently.
Booby-Trap	You transform a natural undressed earth surface into an explosive booby-trap.

Table 7-2: Antipaladin Spells

3rd-Level Antipaladin Spells

Spell	Description
Corruption	Convince target she committed transgressions egregiously against her code.
Dead Man's Eyes	You can see through the eyes of a corpse.
Heartworm	Attempt to infect the target with parasites.
Screaming of the Bells	The sledges of iron bells ring throughout the land, affecting good-aligned outsiders and paladins.

Table 7-3: Bard Spells

0-Level Bard Spells

Spell	Description
All Thumbs	Subject cannot draw weapons or objects for one round
Pester	The target experiences the sensation of something crawling across its skin.
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.
Soaked	Target is not at risk of catching fire.

1st-Level Bard Spells

Spell	Description
Improvise	You sense what other creatures are about to do, and may respond as though you readied an action.
Knowledge Transference	You add the target's ranks in a particular Knowledge skill to your own.

2nd-Level Bard Spells

Spell	Description
Dead Man's Hand	Your target is denied Dex bonuses to AC against ranged attacks.
Hubris	Your touch instills tremendous pride in the subject, convincing him that he cannot be defeated.
Impetuous	The subject acts rashly and without forethought.

3rd-Level Bard Spell

Spell	Description
Diversion	Create decoy duplicates of you that move independently.

4th-Level Bard Spells

Spell	Description
Alter Instructions	You can give a new instruction to a mindless creature.
Phase Shift	You shift to a quasi-dimension, granting a chance attacks miss you and spells do not affect you.

Table 7-4: Cleric/Oracle Spells

0-Level Spells

Spell	Description
Detect Cadaver	Detect improperly buried bodies.
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.

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1st-Level Cleric/Oracle Spells

Spell	Description
Clarify Water	Remove sediment, dirt, and other debris from water, making it clear.
Dead Man's Breath	You make a corpse appear to breathe.
Spiritual Shield	Targeted creature gains a sacred bonus to AC when denied Dex.

2nd-Level Cleric/Oracle Spells

Spell	Description
Dead Man's Eyes	You can see through the eyes of a corpse.
Deafening Footsteps	Amplifies sound caused by physical contact with the affected surface.
Heartworm	Attempt to infect the target with parasites.
Hubris	Your touch instills tremendous pride in the subject, convincing him that he cannot be defeated.
Impetuous	The subject acts rashly and without forethought.
Reversal of Fortune	You have the potential to alter one creature's die roll.

3rd-Level Cleric/Oracle Spell

Spell	Description
Shallow Grave	The targeted creature is buried under 2 feet of dirt.

4th-Level Cleric/Oracle Spells

Spell	Description
Corruption	Convince target she committed transgressions egregiously against her code.
Feign Death	You make yourself and others appear dead.
Screaming of the Bells	The sledges of iron bells ring throughout the area, affecting good-aligned outsiders and paladins.
Singing of the Bells	The joyful song of chiming bells rings throughout the area, affecting evil-aligned outsiders and undead.

Table 7–5: Druid Spells

0-Level Druid Spells

Spell	Description
Dead Man's Breath	You make a corpse appear to breath.
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.

1st-Level Druid Spells

Spell	Description
Clarify Water	Remove sediment, dirt, and other debris from water making it clear.
Suitable Mount	This spell conjures into existence a riding apparatus that appears on the target creature.

2nd-Level Druid Spells

Spell	Description
Deafening Footsteps	Amplifies sound caused by physical contact with the affected surface.
Oyster Shell	A calcified oyster shell emerges from your back, granting you protection.
Sphagnum Sphere	Turn peat into a ranged weapon that can entangle the target before the peat combusts.

3rd-Level Druid Spells

Spell	Description
Hummock	Create a new island anchored by the roots of mangrove shrubs.
Shallow Grave	The targeted creature is buried under 2 feet of dirt.

4th-Level Druid Spell

Spell	Description
Mangrove Cage	Create a cage of mangrove roots that traps creatures in the area.

Table 7–6: Inquisitor Spells

1st-Level Inquisitor Spells

Spell	Description
All Thumbs	Subject cannot draw weapons or objects for one round.
Clarify Water	Remove sediment, dirt, and other debris from water making it clear.
Dead Man's Breath	You make a corpse appear to breathe.
Detect Cadaver	Detect improperly buried bodies
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.
Spiritual Shield	Targeted creature gains a sacred bonus to AC when denied Dex.

2nd-Level Inquisitor Spells

Spell	Description
Dead Man's Eyes	You can see through the eyes of a corpse.
Heartworm	Attempt to infect the target with parasites.
Hubris	Your touch instills tremendous pride in the subject, convincing him that he cannot be defeated.
Reversal of Fortune	You have the potential to alter one creature's die roll.

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3rd-Level Inquisitor Spell

Spell	Description
Shallow Grave	The targeted creature is buried under 2 feet of dirt.

4th-Level Inquisitor Spells

Spell	Description
Alter Instructions	You can give a new instruction to a mindless creature.
Corruption	Convince target she committed transgressions egregiously against her code.
Feign Death	You make yourself and others appear dead.
Screaming of the Bells	The sledges of iron bells ring throughout the land, affecting good-aligned outsiders and paladins.
Singing of the Bells	The joyful song of chiming bells rings throughout the area, affecting evil-aligned outsiders and undead.

Table 7–7: Magus Spells

0-Level Magus Spells

Spell	Description
All Thumbs	Subject cannot draw weapons or objects for one round.
Dead Man's Breath	You make a corpse appear to breathe.
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.

2nd-Level Magus Spells

Spell	Description
Hubris	Your touch instills tremendous pride in the subject, convincing him that he cannot be defeated.
Sphagnum Sphere	Turn peat into a ranged weapon that can entangle the target before the peat combusts.

3rd-Level Magus Spells

Spell	Description
Cartilaginous	Turn target's bones to cartilage, increasing flexibility.
Oyster Shell	A calcified oyster shell emerges from your back, granting you protection.
Xenophobia	You instill the target with a tremendous fear of the unknown.

4th-Level Magus Spells

Spell	Description
Cyclonic Blast	A powerful blast of air knocks creatures backward and possibly prone.
Diversion	Create decoy duplicates of you that move independently.
Phase Shift	You shift to a quasi-dimension, granting a chance attacks miss you and spells do not affect you.

Table 7–8: Paladin Spells

1st-Level Paladin Spells

Spell	Description
Detect Cadaver	Detect improperly buried bodies
Spiritual Shield	Targeted creature gains a sacred bonus to AC when denied Dex.
Suitable Mount	This spell conjures into existence a riding apparatus that appears on the target creature.

3rd-Level Paladin Spells

Spell	Description
Feign Death	You make yourself and others appear dead.
Reversal of Fortune	You have the potential to alter one creature's die roll.
Singing of the Bells	The joyful song of chiming bells rings throughout the area, affecting evil-aligned outsiders and undead.

Table 7–9: Ranger Spells

1st-Level Ranger Spells

Spell	Description
Dead Man's Breath	You make a corpse appear to breathe.
Improvise	You sense what other creatures are about to do, and may respond as though you readied an action.
Suitable Mount	This spell conjures into existence a riding apparatus that appears on the target creature.

Table 7–10: Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

Spell	Description
All Thumbs	Subject cannot draw weapons or objects for one round
Dead Man's Breath	You make a corpse appear to breathe.
Detect Cadaver	Detect improperly buried bodies
Pester	The target experiences the sensation of something crawling across its skin.
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.
Soaked	Target is not at risk of catching fire.

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1st-Level Sorcerer/Wizard Spells

Spell	Description
Clarify Water	Remove sediment, dirt, and other debris from water, making it clear.
Improvise	You sense what other creatures are about to do, and may respond as though you readied an action.

2nd-Level Sorcerer/Wizard Spells

Spell	Description
Dead Man's Hand	Your target is denied Dex bonuses to AC against ranged attacks.
Deafening Footsteps	Amplifies sound caused by physical contact with the affected surface.
Hubris	Your touch instills tremendous pride in the subject, convincing him that he cannot be defeated.
Impetuous	The subject acts rashly and without forethought.
Sphagnum Sphere	Turn peat into a ranged weapon that can entangle the target before the peat combusts.

3rd-Level Sorcerer/Wizard Spells

Spell	Description
Aegis of Rocks	Ring of rocks and ice rotate around central point you designate
Ball-and-chain	A heavy iron restraint springs into being and hampers the subject's movement
Cartilaginous	Turn target's bones to cartilage, increasing flexibility.
Diversion	Create decoy duplicates of you that move independently.
Gestalt Mind	Subjects may all attempt a Will save whenever any of the group is targeted.
Oyster Shell	A calcified oyster shell emerges from your back, granting you protection.
Phantom Canoe	You conjure a quasi-real canoe.
Shallow Grave	The targeted creature is buried under 2 feet of dirt.
Spell Mirror	While this spell is in effect, you may designate a mirror that you can see as the point of origin for all spells that you cast.
Xenophobia	You instill the target with a tremendous fear of the unknown.

4th-Level Sorcerer/Wizard Spells

Spell	Description
Cyclonic Blast	A powerful blast of air knocks creatures backward and possibly prone.
Hummock	Create a new island anchored by the roots of mangrove shrubs.
Booby-Trap	You transform a natural undressed earth surface into an explosive booby-trap.
Phase Shift	You shift to a quasi-dimension, granting a chance attacks miss you and spells do not affect you.

5th-Level Sorcerer/Wizard Spell

Spell	Description
Alter Instructions	You can give a new instruction to a mindless creature.

6th-Level Sorcerer/Wizard Spell

Spell	Description
Neutral Ground	Temporarily create an extradimensional space suitable for negotiations.

Table 7–II: Summoner Spells

1st-Level Summoner Spells

Spell	Description
All Thumbs	Subject cannot draw weapons or objects for one round
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.

3rd-Level Summoner Spell

Spell	Description
Phantom Canoe	You conjure a quasi-real canoe.

4th-Level Summoner Spells

Spell	Description
Hummock	Create a new island anchored by the roots of mangrove shrubs.

5th-Level Summoner Spell

Spell	Description
Neutral Ground	Temporarily create an extradimensional space suitable for negotiations.

Table 7–12: Witch Spells

0-Level Witch Spells

Spell	Description
All Thumbs	Subject cannot draw weapons or objects for one round
Dead Man's Breath	You make a corpse appear to breathe.
Pester	The target experiences the sensation of something crawling across its skin.
Right at my Fingertips	A nonmagical item in the target's possession appears in its hand.
Soaked	Target is not at risk of catching fire.

2nd-Level Witch Spells

Spell	Description
Hubris	Your touch instills tremendous pride in the subject, convincing him that he cannot be defeated.
Impetuous	The subject acts rashly and without forethought.
Sphagnum Sphere	Turn peat into a ranged weapon that can entangle the target before the peat combusts.

3rd-Level Witch Spells

Spell	Description
Cartilaginous	Turn target's bones to cartilage, increasing flexibility.
Dead Man's Hand	Your target is denied Dex bonuses to AC against ranged attacks.
Gestalt Mind	Subjects may all attempt a Will save whenever any of the group is targeted.
Shallow Grave	The targeted creature is buried under 2 feet of dirt.

4th-Level Witch Spells

Spell	Description
Xenophobia	You instill the target with a tremendous fear of the unknown.

5th-Level Witch Spell

Spell	Description
Alter Instructions	You can give a new instruction to a mindless creature.

Spell Descriptions

ALL THUMBS

School enchantment (compulsion) [curse, mind-affecting]; **Level** bard 0, inquisitor 1, magus 0, sorcerer/wizard 0, summoner 1, witch 0

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

The subject drops any weapons he attempts to draw, any stored items he attempts to retrieve, any items he attempts to pick up, and any ammunition he attempts to load into a weapon. The subject is unaware of the spell's effect until he tries to perform any of the preceding actions. He cannot drop the same item more than once in a round. Any attempts to handle that weapon, item, or ammunition after the first failed attempt in the round succeed. The subject does not drop held weapons or items. After a creature drops or fails to retrieve an item because of this spell, it is immune to this spell for 1 minute.

ALTER INSTRUCTIONS

School transmutation; **Level** bard 4, inquisitor 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a metal gear)

Range close (25 ft. + 5 ft./2 levels)

Target one creature; see text

Duration permanent; see text

Saving Throw Will negates; **Spell Resistance** yes (see text)

You can give a new instruction to a mindless creature if another creature programmed that creature to perform a specific task or function. When this spell affects constructs, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Being mindless, the target understands basic commands only, such as "stand still," "fight," "defend," "go there," and so on. This command overrides, but does not delete, the last instructions of its creator or controller. The creature obeys the new command to the best of its ability.

The target's relationship with its creator or controller remains unchanged. Thus, that creature may later give new instructions to the target that supersede your instructions, if the target normally follows that creature's directions. Any act by you or your allies that threatens the target causes the subject to ignore your instructions and revert to the last instructions given to it by its creator or controller. Ordering the target to attack its creator or controller also has the same effect, if the target perceives that creature to be its ally.

AEGIS OF ROCKS

School evocation [cold, earth]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a chunk of rock)

Range medium (100 ft. + 10 ft./level)

Effect 3-in.-wide circular ring of rocks and ice particles with a radius of up to 5 ft./two levels; 10 ft. high

Duration concentration +1 round/level

Saving Throw none; **Spell Resistance** yes

A continuously revolving ring of rocks springs into existence. The grapefruit-sized rocks making up the ring constantly rotate around a central point you designate at the time of casting, but the ring as a whole is immobile. Because the ring's components are in constant motion, it cannot be broken down or damaged. The ring deals 5d6 points of



bludgeoning damage to any creature passing through it.

If you evoke the ring so that it appears where creatures are, each creature takes damage as if passing through the ring. The ring is not a solid barrier; thus, it does not block line of sight. However, ranged and melee attacks passing through the ring suffer a 50% miss chance. Likewise, creatures on opposite sides of the ring gain concealment from one another.

BALL-AND-CHAIN

School conjuration (creation); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a link from an iron chain)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min./level

Saving Throw Reflex negates; **Spell Resistance** yes

An iron fetter attached to a 5-foot-long iron chain ending in a 1-foot-diameter iron ball instantaneously wraps around one of the subject's ankles. The ball alone weighs 200 pounds, while the chain adds 50 additional pounds to the contraption. The heavy restraint attached to the subject's ankle imposes a –6 penalty on all Dexterity- and Strength-based ability and skill checks. This penalty is halved for creatures with a Strength score of 25 or greater, while those with a Strength score of 30 or more ignore the penalty altogether. This penalty stacks with the target's armor check penalties, if any. Creatures strong enough to drag the ball-and-chain move at their reduced speed figure for the duration of the spell (see the "Carrying Capacity" section in Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding dragging objects and reduced speed). Creatures too weak to drag the ball can move only into squares adjacent to the square the ball occupies.

This spell is particularly deadly when cast against a flying creature or a subject in water. In this instance, the iron ball drags the airborne target toward the ground or pulls the subject toward the bottom. A successful DC 25 Fly check is needed each round to get airborne again or maintain its altitude and to avoid crashing to the ground, which deals falling damage. Likewise, a submerged target must succeed on a DC 25 Swim check each round to pull the heavy ball off the bottom or to avoid sinking back to the bottom.

The magical iron chain has hardness 12 and 15 hit points. It can be burst with a successful DC 31 Strength check. Likewise, the subject can free itself of its fetter with a successful DC 40 Escape Artist check. Creatures without legs or similar limbs are immune to this spell.

BOOBY-TRAP

School transmutation [earth, fire]; **Level** alchemist 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a clump of dirt)

Range long (400 ft. + 40 ft./level)

Area dirt in an area up to 100 ft. square/level (S)

Duration 1 hour/2 levels (see text)

Saving Throw Reflex half; see text; **Spell Resistance** no

You transform a natural undressed earth surface (clay, loam, sand, and soil) into an explosive minefield. Magical, enchanted, dressed, or worked stone cannot be affected. Once the spell effect is in place, each time a creature of Tiny or larger size enters or exits a square in the booby-trapped area, there is a 10% chance the square conceals a hidden mine that immediately detonates. Any creature occupying the square at the time of the explosion takes 3d6 points of bludgeoning, piercing, and slashing damage

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and 2d6 points of fire damage from the blast. A successful Reflex save halves the damage.

Each round at the beginning of your turn, the booby-traps randomly redistribute themselves throughout the area of effect, thus a square that contained a detonated booby-trap last round may have a new one this round. A creature already occupying a square containing a booby-trap does not set off an explosion until it exits the square or another creature enters the square. A successful DC 29 Perception check detects a booby-trap.

Each explosion reduces the remaining duration by 1 hour. If an explosion reduces the remaining duration to 0 hours or less, the spell ends after that explosion. You can always move across the area of effect without triggering an explosion, if you so choose.

CARTILAGINOUS

School transmutation; **Level** alchemist 3, magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a piece of sharkskin)

Range touch

Target humanoid creature touched; see text

Duration 1 min./level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell turns the subject's bones into cartilage, which substantially improves the target's flexibility while maintaining his structural integrity. The cartilage is strong enough to support 100 pounds per caster level. If the spell is cast on a creature that exceeds this weight limitation, the spell fails.

The transformation grants the subject DR 5/slashing or piercing, and he takes half damage from falling. He gains a +8 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and a +8 circumstance bonus to his CMD against grapple checks. The subject can move through areas at least half its size with no penalty for squeezing. It can squeeze through bars and other tight spaces at least one-quarter its width using the penalties for squeezing through a space at least half its width.

CLARIFY WATER

School transmutation [water]; **Level** cleric/oracle 1, druid 1, inquisitor 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a drop of chlorine)

Range long (400 ft. + 40 ft./level)

Area water in a volume of 20 ft./level by 20 ft./level by 10 ft./level (S)

Duration permanent; see text

Saving Throw none; **Spell Resistance** no

This spell removes dirt, sediment, silt and other debris from water, thus turning murky water into clear water. The effect is permanent. However, over time the water affected by the spell eventually evaporates or combines with murky waters from another location, ultimately resulting in the dilution of the clarified water. Stagnant water or slow-moving bodies of water may remain clear for several days or even weeks before returning to their formerly murky state. Conversely, rolling streams and fast-moving rivers lose their clarity in a matter of hours.

This spell has no effect on toxins or other forms of contamination within the water. Murky water teeming with dangerous bacteria becomes clear water teeming with the same dangerous bacteria. This spell is often used to allow sighted creatures to see while underwater.

You may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

CORRUPTION

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 3, cleric/oracle 4, inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Though he cannot recollect the exact nature of his transgression, the subject swears that he committed a deed so grievous that it warrants expulsion from his class, if that class has an alignment restriction or requires conformation to a particular belief system, divine patron, philosophical outlook or adherence to any general ethos. In the subject's mind, he is an ex-member of any class that falls into any of the preceding categories, even though he has access to all of his class features. He dismisses or voluntarily ends any spells or class features that were in effect at the time he is affected by *corruption*. If he cannot dismiss or voluntarily end these spells or effects, they remain in effect.

The subject's shame is so profound that he never mentions anything about his supposed misdeed or the loss of his class features of his own accord. Likewise, he rebuffs his allies' inquiries on the matter and their efforts to convince him that nothing is amiss. However, if the subject faces a situation where his spells or class features would normally be called upon to save his own or an ally's life, the subject receives a new saving throw with a +2 bonus. If he succeeds, the spell ends and he regains access to his class features.

CYCLONIC BLAST

School evocation [air]; **Level** magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a clump of dirt)

Range long (400 ft. + 40 ft./level)

Area 40-ft.-radius burst

Duration instantaneous

Saving Throw Reflex partial; see text; **Spell Resistance** yes

This spell generates a powerful current of incredibly fast-moving air that radiates outward from a central point. The instantaneous gust of wind duplicates the strength of a potent tornado. Huge-sized creatures and smaller on the ground are knocked prone and rolled 5 feet per caster level, to a maximum of 50 feet, straight back from the *cyclonic blast's* point of origin. Creatures knocked prone and rolled take 1d4 points of nonlethal damage per 10 feet traveled. A creature who succeeds on a Reflex save is not knocked prone. It does not take nonlethal damage from rolling, though it is still pushed backward. Flying creatures are blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage from being battered and buffeted. A successful Reflex save negates the nonlethal damage. Flying creatures suffer a -5 penalty on their Reflex save against this spell. However, if the blast pushes a creature into an immovable object, the creature instead takes 1d6 points of nonlethal damage per 10 feet traveled, regardless of whether it succeeded on its Reflex save.

You point your finger and determine the range (distance and height) at which the *cyclonic blast* is to burst. A tiny, sparkling crystal streaks from the pointing digit and, unless it strikes a material body or solid barrier before attaining the prescribed range, releases its stored wind energy at that point. An early impact results in an early blast. If you attempt to send the crystal through a tight opening, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the crystal strikes the barrier and detonates prematurely.

CHAPTER 7: SPELLS

FEIGN DEATH

School illusion (glamer) [death]; **Level** cleric/oracle 4, inquisitor 4, paladin 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature per two levels, no two of which can be more than 30 ft. apart

Duration 1 hour/level (D)

Saving Throw Will negates (see text); **Spell Resistance** yes or no; see text

You make yourself and other creatures appear dead. The subjects do not exhibit any signs of life. They do not appear to breathe, have no color, feel cold to the touch, and can remain completely motionless if they choose. The extent of the corpses' decomposition is up to you. Scent and thermal illusions are included in the effect.

A creature that interacts with the glamer gets a Will save to disbelieve the illusion. Undead creatures always get a Will save to disbelieve the illusion when they first encounter a subject, regardless of whether they interact with the illusion or not. If they fail, they treat the subjects as if they were undead too. Likewise, a subject attempting to impersonate an undead creature grants observers an immediate Will saving throw to disbelieve the illusion. Affected creatures resume their normal appearance if slain. Unwilling targets can negate the spell's effect on them by succeeding on Will saves or with spell resistance.

DEAD MAN'S BREATH

School necromancy [death]; **Level** cleric/oracle 0, druid 0, inquisitor 1, magus 0, ranger 1, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S, M/DF (a tiny balloon)

Range touch

Target dead creature touched

Duration 1 hour

Saving Throw Will negates; **Spell Resistance** yes

You grant a spark of life to a corpse that has been dead for no longer than 1 day. The corpse resumes breathing. Its chest rises and falls, potentially leading observers to believe that the creature is actually alive. However, the spell does not generate a detectable pulse, delay decomposition, remove rigor mortis, or restore the creature's natural coloring. The corpse is unresponsive to all stimuli. Creatures interacting with the corpse can attempt a Perception check (DC 30, -1 for each hour since the creature died) to realize the creature is in fact dead. A physical examination by a creature with at least 1 rank in Heal always confirms the creature is no longer alive.

If the dead creature's alignment differed from yours, the corpse gets a Will save to resist the spell as if it were alive. The corpse's lungs must still be intact and airtight at the time of casting; otherwise, the spell fails. This spell does not affect a corpse that has been turned into an undead creature.

DEAD MAN'S EYES

School necromancy [death]; **Level** antipaladin 3, cleric/oracle 2, inquisitor 2

Casting Time 10 minutes

Components V, S, M/DF (a preserved eyeball)

Range touch

Target dead creature touched

Duration 1 day/level

Saving Throw Will negates; see text; **Spell Resistance** yes

You can see through the eyes of a corpse. The prevailing light conditions around the corpse determine what you can see. You cannot use magically or supernaturally enhanced senses to see through the corpse's eyes. Likewise, you also cannot use extraordinary visual abilities, such as darkvision

and low-light vision, to see in naturally dark or dimly lit areas, even if the corpse had these abilities in life. The corpse has the same field and range of vision it had in life, but it cannot move its eyes or turn its head to change its view.

If the dead creature's alignment differed from yours, the corpse receives a Will save to resist the spell as if it were alive. A successful save prevents you from seeing through the corpse's eyes, and the spell is lost. You must concentrate to see through the corpse's eyes. If you do not concentrate, the eyes become dormant until you again concentrate. Distance is not a factor, but you must be on the same plane of existence as the corpse.

You can have only one *dead man's eyes* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. You can cast this spell on a corpse that has been deceased for any amount of time, but the eyes or the eye sockets must be mostly intact to be able to see. This spell does not affect a corpse that has been turned into an undead creature.

DEAD MAN'S HAND

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2, witch 3

Casting Time 1 standard action

Components V, S, M (a pair of aces and a pair of eights)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell inhibits the subject's ability to react to opponents attacking from a distance. While this spell is in effect, the target is denied his Dexterity bonus to AC on ranged attacks made against him, provided that the subject does not threaten his attacker. Uncanny dodge and similar abilities do not negate this spell's effects.

DEAFENING FOOTSTEPS

School transmutation [sonic]; **Level** cleric/oracle 2, druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a drum skin)

Range medium (100 ft. + 10 ft./level)

Area up to one 10-ft. square/level (S)

Duration 1 min./level

Saving Throw none (object); **Spell Resistance** yes (object)

This spell amplifies sounds caused by physical contact with the affected surface tenfold. Footsteps sound like loud drumbeats when walking across the floor, while dropped objects make a deafening cacophony when they strike the ground. Creatures moving across the surface make so much noise that observers gain a +10 circumstance bonus on Perception checks made to detect a creature using Stealth to hide. An invisible creature who moves across the surface reveals its presence in the area but not its exact location.

Creatures who can fly over the surface or otherwise do not come into physical contact with the floor do not amplify sound. Deaf creatures do not gain a bonus to Perception checks or to detect invisible creatures in the area. A *silence* spell or similar magical silence effect suppresses *deafening footsteps* within its area.

DETECT CADAVER

School divination [death]; **Level** alchemist 1, cleric/oracle 0, inquisitor 1, paladin 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M/DF (a humanoid bone)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level

Saving Throw none; **Spell Resistance** no

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You can detect humanoid corpses that were not properly buried in a cone emanating out from you in whatever direction you face. The amount of information revealed depends on how long you search a particular area.

1st round: Presence of absence of humanoid corpses in the area.

2nd round: Number of corpses in the area.

3rd round: The general circumstances that caused the creature's death, such as homicide, suicide, accidental or natural causes. If a corpse is outside your line of sight, then you discern its direction but not its exact location.

The spell does not detect corpses that were turned into undead creatures, even if the creature was subsequently destroyed. The spell does not reveal the individual's race, age, name or its killer's identity, if applicable.

Each round, you can turn to detect corpses in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, 3 feet of wood or dirt, or 12 feet of water blocks it. The spell's effects are suppressed, but not negated, in areas affected by *consecrate*, *desecrate*, *hallow* and *unhallow* spells.

DIVERSION

School illusion (figment); **Level** alchemist 4, bard 3, magus 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a child's toy)

Range personal

Target you

Duration concentration, up to 1 round/level (D)

This spell creates a number of illusory doubles of you that initially appear in your square, but then move as you direct them within range. These doubles act as a diversion, preventing opponents from discerning your true location.

When this spell is cast, 1d3 illusory doubles of you plus one illusory double per five caster levels (maximum seven images total) appear in your square. You are then free to go elsewhere while your doubles move in random directions 1d4 x 5 feet from your original location. Thereafter, the doubles move at your speed in any direction you direct them within range of the spell. The doubles mimic your words and actions, pretending to do what you are doing, but they cannot attack or cast spells.

The figment's AC is 10 + your size modifier. Any successful hit against a figment destroys it. After you cease concentration, the illusory doubles continue to carry out the same activity until the beginning of your next turn. They then disappear, thus ending the spell.

GESTALT MIND

School abjuration; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target you and up to one creature/3 levels, no two of which may be more than 30 ft. apart

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You and the affected subjects are more than the sum of your parts. Whenever an enemy targets you or a subject affected by this spell with a mind-affecting spell or effect, all of *gestalt mind*'s subjects, including you, may attempt a saving throw against the attack. If any of *gestalt mind*'s subjects make a successful saving throw, the targets of the mind-affecting attack are treated as though they succeeded on their save. If they all fail the saving throw, the mind-affecting attack affects all of *gestalt mind*'s subjects, even if those creatures were not targeted by the mind-affecting attack.

HEARTWORM

School necromancy [disease]; **Level** antipaladin 3, cleric/oracle 2, inquisitor 2

Casting Time 1 standard action

Components V, S, M/DF (a segment of tapeworm)

Range touch

Target living creature touched

Duration 1 round/level

Saving Throw Fortitude partial; see text; **Spell Resistance** yes

You can attempt to infect a living creature with parasites that burrow into its heart. When you cast this spell, your fingers momentarily turn into writhing worms. You must succeed on a melee touch attack. The target takes 1 point of bleed damage per two caster levels (maximum 10 points of bleed damage) each round and is staggered. A successful Fortitude saving throw halves the bleed damage, negates the staggered condition, and ends the spell.

Each round after the first, the subject can resist the bleed damage and staggered condition with a successful Fortitude saving throw (+1 to the DC for each previous check), at which point the bleed damage and the staggered condition ceases. This spell has no effect on creatures immune to bleed damage.

HUBRIS

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric/oracle 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a vial of perfume)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

Your touch instills tremendous pride in the subject, convincing him he cannot be defeated. You must succeed on a melee touch attack. While affected by this spell, the subject loses track of all damage dealt to it and its hit point total, (which the GM secretly keeps track of in the case of a PC affected by this spell), and cannot take any actions to cure itself of hit point or ability damage. However, the subject may cure hit point and ability damage dealt to other creatures. In addition, the subject must always attempt a saving throw against harmless spells and effects (such as *cure light wounds*) other creatures cast upon him, even if they do not cure hit point or ability damage.

HUMMOCK

School conjuration (creation) [earth]; **Level** druid 3, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M (twig from a mangrove shrub)

Range long (400 ft. + 40 ft./level)

Area mangrove island whose area is up to one 5-ft. square/level; see text

Duration permanent; see text

Saving Throw none; **Spell Resistance** no

You conjure into existence a tightly packed cluster of mangrove shrubs that forms the foundation for a small island covered by inundated soil and debris. If the island is conjured in such a way that it is not completely surrounded by water, the spell fails. The mangrove's roots can extend up to 20 feet below the water's surface, where they must ultimately rest upon a firm foundation solidly supported by existing earth, rock, stone, or any other sturdy material. Regardless of the water's depth, the island protrudes only 3 feet above the surface of the surrounding water. The mound cannot be conjured so it occupies the same space as another creature or object. Otherwise, you can shape the island in any way that you desire.

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Creatures moving across the island's surface treat it as difficult terrain. Likewise, only creatures of Tiny size and smaller can swim through the twisted labyrinth of mangrove roots that actually support the island. The hummock's long-term existence depends upon the climate and conditions in the locale where it is conjured. If the area is conducive to the plants' prolonged survival, the hummock may remain indefinitely. On the other hand, a *hummock* conjured in a temperate or boreal environment is certain to wither and die several days later.

IMPETUOUS

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The subject acts rashly and without forethought. He cannot delay an action. He cannot willingly pass up a chance to make an attack of opportunity against an enemy, though he cannot exceed the number of attacks of opportunity he can normally make in a single round. If the subject has a feat, class feature, racial ability or another power that allows him to take an immediate action, he must use that ability whenever possible. On his turn, the subject must make a charge attack against a legal target (closest target first) even if doing so provokes attacks of opportunity from creatures who threaten him or squares in his path. If the subject cannot make a charge attack because there are no legal targets within range or if an obvious physical danger, such as a gaping chasm, stands in his way, the subject acts normally.

IMPROVISE

School divination; **Level** alchemist 1, bard 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round

Saving Throw none; **Spell Resistance** no

You sense what other creatures are about to do. You may take a standard action, move action, swift action or free action (but never more than one action), as if you had readied that action. This action must be taken before the beginning of your next turn when the spell ends. Unlike a normal ready action, you do not specify the action you intend to take and the conditions that trigger your action beforehand. Instead, you must declare your spontaneous ready action immediately after another creature announces its intended action but before the results are determined. Your action occurs just before the other creature's action. This spell does not change your initiative count.

KNOWLEDGE TRANSFERENCE

School transmutation; **Level** bard 1

Casting Time 1 standard action

Components S

Range touch

Target creature touched

Duration 1 round; see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You add the target's ranks in a particular Knowledge skill to your own. After touching the subject, you can make a single check with the chosen Knowledge skill adding your sub-

ject's skill ranks to your own, even if the sum exceeds your Hit Dice. If you take longer than the spell's duration to make the check or the check requires more time, the spell fails.

MANGROVE CAGE

School conjuration (creation); **Level** druid 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area barred mangrove cage (10-ft. radius, 10-ft.-high hemisphere)

Duration 1 min./level (D)

Saving Throw Reflex negates; **Spell Resistance** no

This spell creates an immobile hemispherical prison composed of asymmetrical, tightly clustered wooden bars and tendrils akin to a mangrove tree's root system. Creatures within the area are captured inside of the cage unless they are too big to fit within its dimensions, in which case the spell automatically fails. The bars vary in size from being a half-inch wide in diameter to up to 3 inches in diameter. Likewise, the gaps between the bars also vary accordingly. Any creature small enough to pass through the gaps in the bars can escape; all others are confined within the mangrove cage. Creatures inside of the cage cannot be attacked with a weapon unless the weapon can fit between the gaps. Even so, a creature inside of the cage has cover against such weapons (including arrows and similar ranged attacks). The same restrictions apply to a creature within the cage attempting to attack enemies outside of the cage with the notable exception that these opponents do not have cover, unless they occupy a square adjacent to the mangrove cage. All spells and breath weapons pass through the gaps in the bars.

Weapons and supernatural abilities can damage the cage's woody bars. Each 5-foot square of bars has hardness 5 and 10 hit points per caster level (up to a maximum of 100 hp). A 5-foot section of bars whose hit points drop to 0 is breached. If a creature tries to burst through the bars with a single attack, the DC for the Strength check is 10 + 2 per caster level. The bars can be damaged by spells as normal except for *warp wood*, which reduces the bars' hardness to 0 and halves its hit points.

NEUTRAL GROUND

School conjuration (teleportation) [mind-affecting]; **Level** sorcerer/wizard 6, summoner 5

Casting Time 1 standard action

Components V, S

Range touch

Target you and one creature/level

Duration 10 min./level (D)

Saving Throw Will negates; see text; **Spell Resistance** yes

You and the other targets of the spell are physically drawn from the Material Plane into an extradimensional space. You must succeed on a melee touch attack to affect an unwilling target, who also gets a Will save to negate the effect. The comfortable space comes furnished with a magnificent table, a roaring hearth that occupies a location of your choosing and enough chairs to accommodate every guest as well as food and drink. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size).

An aura of openness and tranquility fills the extradimensional space. Bluff, Disguise, Sleight of Hand and Stealth checks attempted in the extradimensional space suffer a -8 penalty. *Neutral ground* suppresses all illusion spells and effects in addition to revealing the true form of all polymorphed, changed or transmuted creatures and objects. On the other hand, all Diplomacy skill checks are made with

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a +8 circumstance bonus. Each time a creature attempts to attack another creature on neutral ground, even with a targeted spell, the attacker must attempt a Will save. If the save succeeds, the creature can attack normally. If the save fails, the creature cannot attack and that part of its action is lost. Attacks made with area of effect spells are exempt from the preceding requirement.

The hearth acts as the portal between the Material Plane and the extradimensional space. Creatures inside of the extradimensional space can escape through the hearth, taking 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) in the process (no save allowed). The creature instantly reappears in the square it occupied at the time the spell was cast. If that square is occupied, it appears in the nearest unoccupied square. You can extinguish and reignite the flames at any time during the duration of the spell as a standard action, thus allowing creatures to pass through the hearth unharmed.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. The hearth's flames obscure vision and muffle sound, but those in the space can partially see and hear their previous locale through the back of the hearth. Anything inside the extradimensional space is expelled back to its previous location when the spell ends. Only one creature at a time can enter the hearth, and creatures can enter only if they can fit through an opening the same size as the hearth (5 ft. high by 5 ft. high by 2 ft. deep).

OYSTER SHELL

School transmutation; **Level** druid 2, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (an oyster shell)

Range personal

Target you

Duration 1 min./level

A calcified oyster shell emerges from your back. The shell grants you a +4 natural armor bonus, but the asymmetrical carapace's uneven weight distribution also imposes a -2 penalty to all Dexterity- and Strength-based skill checks. The shell's jagged and sharp edges deal 1d4 points of slashing damage to creatures who succeed at a grapple combat maneuver check against you. Likewise, the shell's edges slice through fibrous materials with ease, which prevents you from being entangled or caught in webs.

PESTER

School enchantment (compulsion) [mind-affecting]; **Level** alchemist 1, bard 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S, M (a fly's wing)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; see text; **Spell Resistance** yes

The subject experiences the sensation something is crawling across its skin, creating an annoying source of distraction for the target that prevents the subject from taking 10 on skill checks. After a creature has been distracted by this spell, it is immune to the effects of this spell for 1 minute.

PHANTOM CANOE

School conjuration (creation); **Level** sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S, M (a splinter of wood from a ship)

Range close (25 ft. + 5 ft./2 levels)

Effect one quasi-real, wooden rowboat

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Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You conjure a quasi-real canoe. It can be driven only by you or by the one person for whom you specifically created the canoe. The canoe is made from stitched birch bark spread over a lightweight wooden skeleton.

The phantom canoe has AC 9 and has 20 hit points, +1 hit point per caster level. If it loses all its hit points, the phantom canoe disappears, leaving its occupants in the water. It does not gain the broken condition when reduced to fewer than half its starting hit points. A phantom canoe has a speed of 15 feet per two caster levels, to a maximum of 90 feet at 12th level. Alternatively, the vessel's occupants may row the phantom canoe in the conventional manner. It can bear the weight of three occupants plus up to 50 pounds per caster level. The phantom canoe shares the same statistics as an ordinary canoe in all other respects (see **Chapter 5** for the canoe's game statistics).

PHASE SHIFT

School transmutation; **Level** bard 4, magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a drop of water)

Range personal

Target you

Duration 1 round/level (D)

You can shift back and forth into and out of a pocket of time occupying the same physical space on the Material Plane. You control when you shift between the pocket of time and real time. Shifting does not require an action to use. If you are aware of an attack and not flat-footed, you can attempt to avoid the attack by shifting into the pocket of time. You benefit from a 50% miss chance as if you had total concealment. Unlike actual total concealment, enemies can target you normally. However, *true seeing* and similar divination spells as well as the Blind-Fight feat do not negate the miss chance. Whenever you are not flat-footed and aware of a spell individually targeting you or area attacks with an instantaneous duration, you can also shift into the pocket of time to avoid suffering the effects. Doing so gives you a 50% chance of ignoring the effects of that spell or effect.

If you shifted into the pocket of time since the end of your last turn, creatures you attack are denied their Dexterity bonus to AC, although your opponents also benefit from a 20% miss chance against your attacks. In addition, you suffer a 20% chance of spell failure when casting spells. These effects last until the end of your turn.

REVERSAL OF FORTUNE

School transmutation; **Level** cleric/oracle 2, inquisitor 2, paladin 3

Casting Time 1 standard action

Components V, S, M/DF (a loaded die)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level or until discharged

Saving Throw Will negates; **Spell Resistance** yes

You call upon divine powers to literally reverse a creature's fortune. As an immediate action, you can cast *reversal of fortune* after a creature within range makes an attack roll, saving throw, skill check or ability check (but before the results of the original die roll are known) to force that creature to use the number on the opposite side of the die in place of its original result. Thus, a natural 20 would become a natural 1; a 19 would become a 2 and so on. Fate has a mind of its own; therefore, the creature whose die roll was affected by the spell cannot voluntarily forgo its saving throw against this spell. If the save fails, the creature must

use the reversed result, even if it is worse.

If another creature attempts to alter the same die roll using a spell or effect that allows a reroll, the opposing creature must attempt a Will save against this spell. If the opposing creature succeeds on its Will save, *reversal of fortune* is negated. If the opposing creature fails, his spell or effect is negated, and *reversal of fortune* functions normally.

RIGHT AT MY FINGERTIPS

School conjuration (teleportation); **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 1, magus 0, sorcerer/wizard 0, summoner 1, witch 0

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

A nonmagical, stored item in the target's possession instantly appears in its open hand. If the target's hands are not free, the spell fails. The stored item must be well known to you or a clearly visualized object. Furthermore, you must be aware of the stored item's location on the target, such as a belt pouch, backpack and so on.

SCREAMING OF THE BELLS

School evocation [evil, sonic]; **Level** antipaladin 3, cleric/oracle 4, inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration instantaneous (1d6 rounds); see text

Saving Throw Will partial; see text; **Spell Resistance** yes

The sledges of iron bells ring throughout the area. The disturbing sound unsettles most listeners, but good outsiders, paladins, and good-aligned clerics hear only the sickening cacophony of a demonic chorus. The bells' horrific screams deal 1d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20) to good outsiders and paladins in addition to disrupting their concentration for 1d6 rounds. The damage occurs only once, when the spell is cast. A successful Will saving throw reduces the damage to half and negates the disruption effect.

A creature whose concentration is disrupted by the bells takes no further damage from the spell. However, each round he is treated as if he took continuous damage equal to half the spell's minimum damage for the purpose of determining whether he can cast spells and use spell-like abilities without being disrupted. Deaf creatures are immune to this spell.

SHALLOW GRAVE

School transmutation [death, earth]; **Level** cleric/oracle 3, druid 3, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a clump of dirt)

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates; see text; **Spell Resistance** yes

The target creature is instantaneously interred beneath the ground where it previously stood. When you cast this spell, loose earth encrusts your hand. You must succeed on a melee touch attack against the target. The natural, undressed earth underneath the creature's feet drags it underground, burying it beneath 2 feet of dirt (clay, loam, sand, or soil). If the victim stands upon any surface other than natural, undressed earth, the spell fails and has no effect.

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The creature is laid to rest in a horizontal position regardless of its size. The earth displaced by the victim's sudden burial is shaped into a bulge atop the creature marking its subterranean grave. Buried creatures cannot breathe, meaning they must successfully hold their breath or suffocate. Others can dig out their allies. In 1 minute, a creature using nothing other than his bare hands can clear dirt equal to five times his heavy load limit. A creature equipped with digging tools can clear dirt twice as quickly as by hand. A cubic foot of dirt weighs approximately 100 pounds. A buried creature can attempt to free himself with a DC 20 Strength check. Creatures buried in this manner suffer 1d8 points of nonlethal damage each round.

Corporeal undead creatures that actually rose from their graves after their mortal demise, such as ghouls and vampires, as well as those that are still bound to their graves suffer a –2 penalty on their Will save against this spell. Corporeal undead creatures that fail their saving throws against this spell mistakenly believe that their wretched souls have finally found peace. Each round on its turn, it may attempt a new saving throw (+1 to the DC for every previous check) to end the effect. If it fails, the corporeal undead creature makes no attempt to escape the shallow grave or take any other actions. If a corporeal undead creature rolls a natural 1 on its Will save against this spell, it can take no actions for 24 hours. However, attacking an undead subject immediately ends the spell's effects. This spell has no effect on earth creatures.

SINGING OF THE BELLS

School evocation [good, sonic]; **Level** cleric/oracle 4, inquisitor 4, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration instantaneous (1d6 rounds); see text

Saving Throw Will partial; see text; **Spell Resistance** yes

The joyful song of chiming bells rings throughout the area. Most creatures experience the soft, pleasant sound of jingling bells, but evil outsiders, undead creatures, evil-aligned clerics, and antipaladins hear only the deafening music of an angelic choir. The bells' wondrous sounds deal 1d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20) to evil outsiders, undead creatures, and antipaladins in addition to disrupting their concentration for 1d6 rounds. The damage occurs only once, when the spell is cast. A successful Will saving throw reduces the damage to half and negates the disruption effect.

A creature whose concentration is disrupted by the bells takes no further damage from the spell. However, each round he is treated as if he took continuous damage equal to half the spell's minimum damage for the purpose of determining whether he can cast spells and spell-like abilities without being disrupted. This spell deals double damage to ghawwas (*Pathfinder Roleplaying Game Bestiary 3*). Deaf creatures are immune to this spell.

SPELL MIRROR

School illusion (shadow); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a sliver of glass from a mirror)

Range long (400 ft. + 40 ft./level)

Area one mirror

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

While this spell is in effect, you may designate a mirror that you can see as the point of origin for all spells you cast. You must have an unobstructed line of sight to the mirror you choose, and the prevailing light conditions must be bright

enough to cast a reflection. Furthermore, the mirror's surface must be completely intact and large enough to completely contain your reflection. Your reflection does not actually have to appear in the mirror in order for you to cast spells through it. It must only be bright enough and large enough to accommodate your reflection, which momentarily appears in the mirror when you cast a spell through it. As a general rule of thumb, the mirror must be equal to or greater than half of your height and width to encapsulate your reflection. You may cast this spell if the preceding conditions are not in effect when the spell is cast, but you cannot actually cast spells through a mirror until all of these requirements are satisfied.

You must use a move action to designate a mirror within visual range. Once chosen, that mirror becomes the point of origin for all spells you cast. Thus, spells with a range of touch and those that emanate from your fingertips originate from the mirror instead of you. Each round, you can use a move action to designate a new mirror as the target of this spell. Alternatively, you can use a free action to make yourself the point of origin for your spells. Unless the spell cast through the mirror generates a visible effect, observers must succeed on a Perception check opposed by your Spellcraft check in order to notice the spell actually originated from the mirror and not from you.

You cannot actually see through the mirror. Therefore, you must be able to see and have line of sight to your target while casting spells through the mirror, though only the mirror needs to have line of effect to the target. Whenever you make melee touch attacks against opponents adjacent to the mirror, *spell mirror* creates an incorporeal duplicate of your hand that gives you a +2 bonus on your melee touch attack rolls. The incorporeal duplicate of your hand cannot be damaged, but it can be dispelled as normal. You do not gain a +2 bonus on ranged touch attack rolls cast through the mirror. The mirror cannot flank targets as a creature can.

Damaging or destroying a mirror currently designated as your *spell mirror* deals 1d4 points of damage to you and prevents you from using that particular mirror for the duration of the spell. You cannot cast spells through a mirror while you are invisible, incorporeal, surrounded by pitch blackness or in areas affected by magical darkness. The mirror cannot be the point of origin for any effects other than spells you cast.

SPHAGNUM SPHERE

School transmutation [fire]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a strand of sphagnum moss)

Range touch

Target up to three pieces of peat weighing at least one ounce

Duration 1 hour or until discharged; see text

Saving Throw Reflex negates; see text; **Spell Resistance** no

You transmute as many as three pieces of peat, which must weigh at least one ounce, into perfectly round spheres no larger than a sling bullet. The spell gives them a +1 enhancement bonus on attack rolls. The creature throwing the sphere makes a normal ranged attack, with a range increment of 40 feet. Alternately, the *sphagnum sphere* may be used as a sling bullet; in such case, it has the normal range increment, but still gains the +1 enhancement bonus to attack rolls. Each sphere that hits breaks apart upon impact and covers the target in strands of sphagnum moss. It gains the entangled condition.

At the beginning of your next turn, the sphagnum moss spontaneously combusts, dealing 2d6 points of fire damage. A successful Reflex save negates the fire damage. A target that fails its saving throw also catches on fire. However, the flames instantly burn away the sphagnum moss and remove

CHAPTER 7: SPELLS

the entangled condition, regardless of whether or not the subject succeeded on its Reflex save.

SPIRITUAL SHIELD

School abjuration [good]; **Level** cleric/oracle 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Divine forces watch over the target, protecting him from harm when his attention is focused elsewhere. The subject gains a +2 sacred bonus to AC, with an additional +1 bonus for every five levels you have (maximum +6 sacred bonus at 20th level) whenever an attacker denies him his Dexterity bonus to AC. This spell does not prevent the subject from losing his Dexterity bonus to AC and his dodge bonuses, if any, whenever he is denied his Dexterity bonus to AC. Furthermore, *spiritual shield* does not negate sneak attack damage or other precision-based damage that results from a successful hit.

SUITABLE MOUNT

School conjuration (creation); **Level** druid 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S, M/DF (a strap from a saddle or bridle)

Range touch

Area animal or magical beast touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell conjures into existence a riding apparatus that appears on the target creature. The device is specifically designed to accommodate the creature's anatomical features, allowing a creature to ride the animal or magical beast without penalty, even if the mount is normally unsuitable for riding. The riding apparatus is treated as a military saddle.

SOAKED

School transmutation; **Level** bard 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S, M (a drop of water)

Range touch

Target creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** yes
An invisible sheen of dampness and humidity surrounds the subject. The subject is never at risk of catching on fire, though the spell does not grant fire resistance.

XENOPHOBIA

School enchantment (compulsion) [fear, mind-affecting];

Level magus 3, sorcerer/wizard 3, witch 4

Casting Time 1 standard action

Components V, S, M/DF (a torn map)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min./level

Saving Throw Will negates; **Spell Resistance** yes

You instill the subject with a tremendous fear of the unknown. The subject cannot willingly enter into any locale that is unfamiliar to him or not plainly obvious to him at the time the spell is cast. Thus, he can freely enter into his home or continue walking down a corridor that he was in the process of exploring when first affected by the spell. However, he cannot voluntarily open a door and walk into a room that he never saw before, venture down an intersecting corridor that was previously not visible to him, or wander off into unexplored stretches of wilderness. The subject can still make ranged attacks against enemies occupying an adjacent unfamiliar locale.

Other creatures can use physical force to move the unwilling target into an unknown locale. The subject attacks enemies that attempt to do so, while loudly protesting his allies' efforts to do the same. A subject forced against his will into an unknown locale cowers while he is there. He can take no actions and takes a –2 penalty to Armor Class and loses his Dexterity bonus (if any). If he is attacked while in an unfamiliar locale, he becomes frightened and attempts to flee back to a familiar or obvious locale. The subject is no longer frightened when he returns to a familiar area. Further attempts to force him into an unknown locale begin the cycle anew.

Ch. 8: Archetypes

Specialization is a necessity in the wetlands, as nothing escapes water's pervasive reach. The plants, animals, and monsters that inhabit this semi-aquatic world must either cope with this sobering reality or perish. While some may conceptualize clever adaptations to overcome the terrain's formidable obstacles, the real test comes when these creatures must actually implement these changes in the field through old-fashioned trial and error. For instance, substituting a crocodile for a paladin's noble steed sounds good in theory, but the unruly beast's aggressive instincts and low center of gravity present significant challenges to any man attempting to tame and ride the feral animal. Still, some ideas succeed far beyond the designer's wildest imagination. As the old adage says, imitation is the sincerest form of flattery, so others naturally follow in the creator's footsteps and embark on divergent journeys of their own. Over time, what began as a thought in someone's head takes on a life of its own, morphing into a tried-and-true blueprint for future adventurers. This is how archetypes are born.

Archetypes modify the base model in accordance with the proponent's wishes. Using modern terminology, archetypes let players accessorize their characters. Rather than adhere to a rigid set of rules, they give characters the flexibility to discard one class feature and substitute it for something more practical. An innovation ideally suited for one particular environment may prove entirely useless in another. The following section contains a collection of archetypes created with the wetlands in mind, but many of them are versatile enough to thrive almost anywhere.

Barbarian Archetypes

The forces of civilization are rare in the wetlands proper. The sprawling cities, towns and villages that dot the landscape in wholly terrestrial environments are few and far between in this watery domain. Those that make a go of it in this sparsely populated world cannot survive living off the endeavors of others and must instead rely upon their own ingenuity to find food, potable water, and shelter in this unforgiving terrain. Fortunately, barbarians are up to this daunting challenge. They are accustomed to leading a nomadic, solitary existence far from the judgmental eyes of sedentary folk who commonly perceive them as primitive brutes who prefer slaughtering their fellow humanoids and plundering their hard-fought labors than tilling the fields themselves. Of course, this perception belies the fact that barbarians are skilled naturalists and hunters who are far better suited for life in the wild than the typical farmer. The two barbarian archetypes presented here exemplify this principle. The despicable bloodsucker emulates the wetlands' most prolific killer — the insidious mosquito — by feasting on the warm blood of his victims. As the name suggests, the mound dweller leads a more conventional existence living in an agriculture-based yet culturally backward society atop a manmade mountain of soil and stone. Despite their outward differences, they derive their strength from the same fuel — the furious rage that burns within the fiber of their beings.

Bloodsucker

Belligerent crocodilians, sinister monstrous humanoids, and gargantuan dragons are the stuff of nightmares for most wetlands' explorers, but these vicious predators' body counts fall by the wayside in comparison to that of a minuscule insect easily slain by a child. No creature claims more humanoid lives than the pesky, parasitic mosquito. These vermin begin their life cycle in the wetlands' warm, stagnant waters until they emerge from their aquatic incubators and embark on their quest for blood. Despite their short lifespans, a lone pest can infect numerous victims with virulent contagions within a week's time. Not to be outdone by a tiny bug, some delusional humanoids attempt to duplicate the winged

predator's astounding success. Shortly after birth, they acclimatize their infants to the murky waters of their indigenous environment by letting them bob on the surface for hours at a time in an effort to emulate the mosquito's transformation from egg to adult. Not surprisingly, most die in the ridiculous attempt, but the few that somehow survive the harrowing ordeal are rewarded for their stamina and determination. In addition to their figurative baptism by fire, their warped parents also feed them a steady diet of meat and fresh blood harvested from their kills. Needless to say, acceptance, even within the most uncouth societies, is hard to come by for a child reared in water who subsists on blood meals. To make matters worse, when he reaches adolescence, the bloodsucker's parents almost always abandon him. Frightened and shunned by his fellow humanoids, the typical bloodsucker comes to hate the world. In their desperation, many turn to dark entities and forbidden lore to give some purpose to their wretched lives. Though some find redemption, the overwhelming majority exist as hate-filled monsters that see other creatures as nothing more than their next meal.

Weapon and Armor Proficiency: A bloodsucker is not proficient with medium armor.

Skills: A bloodsucker does not gain Handle Animal (Cha) or Ride (Dex) as class skills; instead, he gains Fly (Dex) and Stealth (Dex) as class skills.

Water Born (Ex): A bloodsucker can hold his breath for a number of rounds equal to four times his Constitution score. In addition, he is immune to all diseases contracted by ingestion or contact with contaminated water infected with pathogens, including those described in **Chapter 3** of this sourcebook. Finally, he can see twice as far as normal underwater. This ability replaces fast movement.

Animal Fury (Ex): At 2nd level, a bloodsucker must select Animal Fury as his first rage power.

Proboscis (Ex): A raging bloodsucker with a natural bite attack or the animal fury rage power deals 1 point of bleed damage in addition to the bite attack's normal damage whenever he hits a living creature with his bite attack. When the bloodsucker's base attack bonus reaches +5 and every 5 points thereafter, the bonus to his bleed damage increases by +1. This ability replaces uncanny dodge.

Pesky Biter (Ex): At 3rd level, the bloodsucker becomes more adept with his bite attack. If the bite attack is used as part of a full attack action, the attack roll penalty for the bite attack is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0 at 15th level). This ability replaces trap sense.

Blood Meal (Ex): At 5th level, whenever a bloodsucker confirms a critical hit with his bite attack while raging, he gains temporary hit points equal to double the amount of bleed damage dealt by the attack. These temporary hit points last for 1 minute and stack with temporary hit points gained from raging. They overlap, but do not stack with temporary hit points gained from any other source, including this ability. This ability replaces improved uncanny dodge.

Malaria Vector (Ex): At 7th level, when the bloodsucker confirms a critical hit with his bite attack, he may instead deal normal damage and infect the creature hit with malaria (see **Chapter 3**) unless the victim succeeds on a Fortitude save (DC 10 + 1/2 the bloodsucker's level + the bloodsucker's Con modifier). The bloodsucker can use this ability once per day at 7th level and one additional time per day for every three levels beyond 7th. This ability replaces damage reduction.

Mosquito Wings (Ex): At 14th level, while raging and wearing light armor or no armor, the bloodsucker can spend a standard action to manifest a pair of mosquito wings that grant him a fly speed equal to his base speed (average maneuverability). He can end his fly speed as an immediate action at any time. Each round he spends raging and flying counts as two rounds of rage. His fly speed immediately ends when he ceases raging. This ability replaces indomitable will.

Rage Powers: The following rage powers complement the bloodsucker archetype: animal fury, bestial swimmer^{UC}, fiend totem^{APG}, greater fiend

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totem^{APG}, hive totem^{UC}, hive totem resilience^{UC}, hive totem toxicity^{UC}, internal fortitude, intimidating glare, lesser fiend totem^{APG}, primal scent^{UC}, raging swimmer, and scent.

^{APG} These rage powers appear in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

^{UC} These rage powers appear in the *Pathfinder Roleplaying Game Ultimate Combat*.

Mound Dweller

Arable land may be the most valuable commodity in all the wetlands. A patch of fertile soil that routinely escapes inundation and is not overrun or overshadowed by intrusive vegetation and woody giants can be very hard to come by in this almost constantly saturated realm. Constructing levees, felling trees and rooting out weeds frequently prove to be a futile endeavor, forcing most residents to give up altogether on agrarian industries. However, a small band of humanoids devised an ingenious solution to these problems by building their homes, farms and grazing land atop elevated mounds of earth, sand, rock and stone that resemble gigantic plateaus. The most elaborate of these earthworks even features terraces much like large, flat step pyramids. At first blush, these residents, commonly known as mound dwellers, do not fit the mold of traditional barbarians. They live communally and engage in conventional agriculture and animal husbandry. Closer examination reveals that behind the civilized façade lies a cruel society constructed upon the foundations of gross inequality, rampant aggression and wanton ignorance. The strong manhandle the weak. The elite amuse themselves watching the lowest rungs of society compete in violent and often lethal blood sports. Education is severely frowned upon, while intelligence and sophistication invite derision from the community's authoritarian leaders and the cowering masses that tremble in their overlords' presence. Those that despise the yoke of oppression attempt their perilous escape from the domineering eyes of the settlement's ironfisted rulers and set out on their own. Yet even freedom cannot quell the repressed anger that wrenches their tormented souls. Mound dwellers feel the irrepressible urge to periodically release their pent up fury in the form of a blinding, uncontrollable rage. Most of these refugees forever turn their backs on their former homes, as they rebuild their tortured lives somewhere far away from the earthwork's ominous shadow.

Favored Terrain (Ex): A mound dweller gains swamp as a favored terrain. This ability functions as the ranger class feature, and the mound dweller's bonuses in that terrain improve by +2 at 5th level and every five levels thereafter. However, he does not gain any additional favored terrains. This ability replaces fast movement.

Crunch Time (Ex): At 3rd level, the mound dweller can instantly switch tactics as an immediate action, forcing an adjacent opponent that fails its Will save (DC 10 + 1/2 mound dweller's level + his Wisdom modifier) to delay (as the special initiative action) until the end of the mound dweller's turn. He must declare his intention to use this ability at the beginning of the adjacent opponent's turn, and he can use this ability only against an enemy whose initiative count precedes his initiative count. The target's initiative result becomes the count on which it took the delayed action until the combat ends, just as if it had delayed acting of its own volition. Regardless of whether the save is successful, the target is immune to the same mound dweller's crunch time ability for 24 hours. The mound dweller may use this ability once per day at 3rd level plus one additional time per day for every three levels thereafter. This ability replaces trap sense.

Sudden Death (Ex): At 7th level, as an immediate action the mound dweller can add +1d6 to the result of any saving throw. This choice is made after the saving throw is made and before the results are revealed. The mound dweller can use this ability only once per roll. He may use this ability once per day plus one additional time per day every six levels thereafter to a maximum of three times per day at 19th level. This ability replaces damage reduction.

Climactic Moment (Ex): At 14th level, the mound dweller can drastically turn the tables against an oncoming enemy. When an opponent makes a charge attack against the mound dweller or attempts a combat maneuver check to bull rush him, as an immediate action he can target his attacker with an unarmed strike or a light melee weapon, treating the attack as if he were raging for the purposes of determining his attack roll and weapon damage bonuses. If he is already raging, he may roll his attack

roll twice and use the better result. This ability replaces indomitable will.

Rage Powers: The following rage powers complement the mound dweller archetype: bestial climber^{UC}, bestial leaper^{UC}, bestial swimmer^{UC}, fearless rage, flesh wound^{APG}, no escape, quick reflexes, raging climber, raging leaper, raging swimmer, reflexive dodge^{UC}, rolling dodge, sprint^{UC}, and swift foot.

^{APG} These rage powers appear in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

^{UC} These rage powers appear in the *Pathfinder Roleplaying Game Ultimate Combat*.

Bard Archetypes

A wellspring of creativity dwells deep in the souls of those endowed with this rare gift. Though sometimes dismissed as narcissistic showmen or vapid performers, these imaginative people feel compelled to share their experiences and figuratively bare their souls for the betterment of their audiences. They express their observations, insights, and foibles through a variety of different mediums. Many tell tales with words; some convey complex feelings through music, and others display emotions with choreography. Regardless of their chosen path, bards are more than mere entertainers. They inspire people to look at the world around them in a fresh light. Bards encourage society as a whole to reach greater heights and go in directions that were previously unimaginable. These ideals are especially true in the remotest corners of the wetlands, where visitors and new ideas pass through town so infrequently. The blues master is the quintessential vagabond who rolls into isolated settlements playing his distinctive, melancholy brand of folksy chords and lyrics. On the opposite end of the spectrum lies the bongosero, a bard who frantically pounds on his drums in a deliberate effort to rile up his listeners. While the pair clearly taps into the power of two totally contradictory emotions, the fervent passions that both practitioners stir are capable of rousing the entire gamut of human emotions with their feverish performances.

Blues Master

Carrying nothing but a bedraggled, stringed instrument slung over his tired shoulder, a weathered, down-and-out person strolls through the narrow channels of water and fetid mud surrounding the next stop on his endless tour. Much to the astonishment of bewildered onlookers, the weary man instinctively retrieves his trusty feather quill from his hip pocket, twists his instrument into his hands, and begins plucking on its fraying strings. His dour voice accompanies his depressing riffs as he belts out his songs of woe for all to hear. Though the melody's subject matter and melancholy lyrics do little to inspire the crowd of onlookers, his mastery of the instrument mystifies his audience. They marvel at how his fingers and hands scroll up and down the instrument, contorting into seemingly inhuman positions, causing some to attribute his amazing talent to a clandestine contract with some infernal entity. When he completes his set, the blues master thanks his well-wishers for their hospitality and then joins them as if he were one of their own. He soaks in the adoration of his admirers, while continuing to engage them with impromptu chords and phrases. The dichotomy between his glum tunes and jovial personality puzzles locals who do not know what to make of the charismatic and obviously gifted stranger. While the blues master gives the impression that he is an extreme pessimist, he perceives himself as a realist. He acknowledges life is full of heartbreak and disappointments, but he also understands that without sadness there can be no real joy. He aspires to experience everything life can throw his way, especially adventuring in the backwaters of his indigenous environment, where his mystical notes and pitches have their most dramatic effects. Explorers that stand alongside the consummate performer in the heat of battle soon learn that the troubles he has seen are all too real.

Backwater Contacts (Ex): A blues master adds half his class level (minimum 1) on Appraise, Bluff, and Knowledge (local) checks as well as Diplomacy checks made to gather information. This ability replaces bardic knowledge.

Bardic Performance: A blues master gains the following types of bardic performance.



Blues (Su): A blues master's depressing chords can demoralize even the most inspired adversaries. Each round of the performance, he makes a Perform (stringed instrument) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an enchantment (compulsion) spell or effect that grants a morale bonus must attempt a saving throw against the effect each round it hears the blues, and it must use the bard's Perform skill check result for the save, instead of rolling. The creature cannot voluntarily forego attempting a saving throw. A successful save suppresses the enchantment (compulsion) spell or effect for that round, though it does not negate or dispel the spell or effect. Blues does not work on effects that do not allow saves. This is a mind-affecting ability that uses audible components. This performance replaces distraction.

Reinforce Failure (Su): At 3rd level, a blues master can use performance to make a target within 30 feet unsure of its ability to perform simple tasks. A target who fails its Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) suffers a -2 morale penalty to certain ability and skill checks for as long as the target can hear the bard's performance. When the bard begins this performance, he chooses one ability score. The morale penalty affects ability checks made pertaining to that ability and all skill checks modified by that particular ability. At 7th level, and every four levels thereafter, the morale penalty increases by 1, to a maximum of -6 at 19th level. This is a mind-affecting ability that uses audible components. This performance replaces inspire competence.

Downtrodden (Su): At 9th level, a blues master can use his performance to utterly depress an enemy within 30 feet. For every three levels the bard attains beyond 9th, he can target an additional enemy while using this performance (up to a maximum of four targets at 18th level). This performance prevents the target from taking any actions for as long as the target can hear the bard. The subject can negate this effect with a successful Will save (DC 10 + 1/2 the blues master's level + his Cha modifier). Allies within earshot of the target can verbally encourage the target as a standard action, granting the subject a new saving throw with a -1 penalty for each previous save against this performance, including the initial failure. A target who succeeds on a saving throw in the preceding manner becomes immune to the same blues master's downtrodden

performance for 24 hours. Creatures with an Intelligence score of 2 or less are immune to this performance. This is a mind-affecting ability that uses audible components. This performance replaces inspire greatness.

Utterly Hopeless (Su): A blues master of 15th level or higher can instill utter hopelessness in a single enemy within 30 feet. For every three bard levels the character attains beyond 15th, he can affect an additional adversary. To instill hopelessness, all of the targets must be able to see and hear the bard. Each enemy within range receives a Will save (DC 10 + 1/2 the blues master's level + the blues master's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target suffers a -4 penalty on attack rolls and saving throws for as long as the target can see and hear the bard's performance. In addition, a target affected by this performance must roll all attack rolls and saving throws twice (including the -4 penalty) and use the lesser result when attacking the blues master or resisting the blues master's performances and spells. Utterly hopeless is a mind-affecting ability that relies on audible and visual components. This performance replaces inspire heroics.

Honky Tonk (Ex): At 2nd level, the blues master gains Catch Off Guard as a bonus feat. This ability replaces versatile performance.

Sucker Punch (Ex): At 5th level, a blues master deals +1d6 points of damage against unarmed and flat-footed targets he hits with an improvised melee weapon. This damage increases by +1d6 every five levels after 5th. This ability replaces lore master.

Unexpected Strike (Ex): At 10th level, the blues master gains the Improvised Weapon Mastery feat as a bonus feat, even if he does not meet the prerequisites. This ability replaces jack of all trades.

Bongosero

Drummers insist that no other musical instrument evokes the range of emotions that their chosen medium can. They are the glue that holds the band together, the unseen ticking clock that keeps time throughout the piece. Played slowly and precisely, percussion brings orderly

Cleric Archetypes

rhythm to chaotic din. When beaten frenetically, the constant pounding stirs listeners to different feelings based upon the setting. On joyous occasions, some listeners may experience a compulsive need to spring to their feet as the incessant throbbing builds to a wild crescendo. In more somber atmospheres, the repetitive pulsations create tension that leads up to a terrifying conclusion. The bongosero is a master of tempo who has impeccable pacing. He can direct a troupe of dancers in a measured yet expertly choreographed performance. On the other hand, his maniacal beats can whip sadistic cultists into a mad fury, urging them to commit unspeakable acts. Because of his ability to shift gears so deftly, this versatile bard may be found alongside counselors and kings in metropolises adjacent to wetlands' areas, or he may slither deep into backwater regions, where he may be an active participant or an influential figure within a cabal that indulges in ritualistic sacrifices. Depending on his role, the sound of drums can usher in elation or sow dread among all who hear them.

Bardic Performance: A bongosero gains the following types of bardic performance.

Conga Line (Su): A bongosero uses performance to encourage allies to remain close to their enemies. Whenever a foe adjacent to an ally attempts to take a 5-foot step away from an ally within 30 feet of the bard, that ally may also make a 5-foot step as an immediate action so long as the ally ends up adjacent to the foe that triggered this ability, as the Step Up feat. At 6th level, allies who use this performance to follow an adjacent foe may move up to 10 feet, as the Following Step feat. (This feat appears in the *Pathfinder Roleplaying Game Advanced Player's Guide*.) At 12th level, allies who use this performance to follow an adjacent foe may also make a single melee attack against that foe at his highest base attack bonus, as the Step Up and Strike feat. Allies do not gain any additional benefits if they already have any of these feats. This performance replaces distraction and soothing performance.

Cumbia (Su): The bongosero's rhythmic beats give purpose to the listeners' motions. The bongosero's allies gain a +1 bonus on Reflex saves and a +2 bonus on Acrobatics checks made to move through a threatened square or an enemy's space without provoking an attack of opportunity. In addition, they may move through 5 feet of difficult terrain each round as if it were normal terrain, allowing them to take a 5-foot step into difficult terrain. The saving throw bonus increases by +1 at 5th level and every six levels thereafter. The Acrobatics check bonus increases by +2 at 5th level and every six levels thereafter. Likewise, allies can also move through an additional 5 feet of difficult terrain at 5th level and every six levels thereafter. This ability is a mind-affecting compulsion effect that relies upon audible components. This ability replaces inspire courage.

Babalú (Sp): At 3rd level, a bongosero can use performance to duplicate the pounding of *thundering drums* (see *Pathfinder Roleplaying Game Advanced Player's Guide*). All creatures within a 15-foot cone-shaped burst in front of the bard take 1d8 points of sonic damage and are knocked prone. A successful Fortitude save (DC = 10 + 1/2 the bard's level + the bard's Cha modifier) halves the damage, negates being knocked prone and renders the target immune to this ability for 24 hours. At 7th level, and every four levels thereafter, the damage increases by +1d8, to a maximum of 5d8 points of sonic damage at 19th level. This ability uses audible components. This performance replaces inspire competence.

Bachata (Sp): At 5th level, a bongosero can use performance to duplicate *consecrate* or *desecrate* within 20 feet using his bard level as the caster level for as long as he continues to perform. He can extend this duration to 2 hours by playing for 6 consecutive rounds. This ability requires audible components. This ability replaces lore master.

Consort with Dark Powers (Ex): At 2nd level, a bongosero gains a bonus equal to half his bard level on Knowledge (planes) checks made to identify outsiders of the demon and devil subtypes in addition to their powers and vulnerabilities. Furthermore, he may add one enchantment spell from the witch's spell list to his list of spells known at 2nd level and every four levels thereafter. This ability replaces versatile performance.

Mambo (Ex): At 10th level, whenever the bongosero moves his full speed during his turn without moving in the same direction through two or more consecutive squares, he adds his Charisma modifier to his melee attack rolls until the end of his turn. He does not gain the preceding benefit if he moves through the same square more than once during his movement. This ability replaces jack of all trades.

Profound faith stirs a select group of men and women to devote their lives to the service of an almost-always unseen, distant divine being. Many describe their vocation as a calling. In their minds, a god, a spiritual philosophy, or some other omnipotent force personally beckoned the disciple to follow in the entity's footsteps in furtherance of his grand mission. The specific details of each devotee's journey depend upon their patron's goals. For instance, clerics serving a benign, selfless deity heal the sick and injured, defend the weak and ensure that justice is meted out fairly to all who seek it. Conversely, those that champion the cause of an unholy being strive to do just the opposite. They thirst to dole out suffering and death to all who oppose them and their vile patron. Still, a cleric's ethos typically represents just one aspect of his beliefs. In many cases, the priest's god, ideology, or conceptual entity oversees multiple facets of his worshippers' daily lives. The divine powers that hold sway over the wetlands' inhabitants cater to the needs of those creatures that venerate them. Mastery over water, reptiles, disease, plants, and other features commonly encountered in this semi-aquatic world are critical components of that deity's portfolio. Naturally, the clerics who proselytize on their behalf also wield dominion over these aspects. The hermetic anointer washes his congregation in the flowing waters that roll through the swamps and marshes. His wetlands' counterpart, the primitive bog heathen, pays homage to the stagnant, foul-smelling acidic pools and smoldering peat found in his indigenous habitat. Despite their obvious differences, they and their fellow believers share a reverent respect for the might of the precious fluid that dominates the landscape.

Anointer

Water plays an important role in many religious rites. It can represent cleansing, purity, renewal, or birth. Despite its prominence in numerous ceremonies, the clergy and laic community generally treat the life-sustaining fluid as a symbol designed to evoke thought about a particular dogma or to convey deeper understanding of an important doctrine. The anointer adopts a more literal outlook. Pure water washes away all temptations, forgives all transgressions, and atones for all sins. A pristine pond, a fresh running stream, or a mighty river serves as a divine font. Naturally, anointers treat these locations as sacred sites. While most of their clerical brethren lead services in grandiose temples, anointers live in squalor, opting to dwell in ramshackle abodes near their hallowed spot. There, they adhere to an ascetic lifestyle, devoid of any luxuries in the untamed wilderness. Referred to as holy men in some circles and unkempt maniacs in others, these solitary clerics entice like-minded followers to give up their worldly possessions and follow in their impoverished footsteps on their divine quest. Before their adherents can embark on this spiritual journey, they must leave every vestige of their former life behind and under the anointer's guidance rinse their bodies and souls in the rejuvenating, immaculate waters. Though ritualistic washing is commonplace in many religions and cultures, anointers regard it as the foundation of faith. For them, water purifies the body and soul in a literal sense rather than a figurative one. It is a fundamental act of piety that defines and reshapes all adherents' lives, including their own. Many anointers are content to spend their days on the edges of their semi-aquatic domain, preaching to sympathetic ears about water's ability to lead them to salvation. However, the most adventurous and proactive of their lot venture out of the wetlands in search of fresh converts and more inviting shores.

Sacred Font: An anointer must choose the Water domain and the Oceans subdomain (see the "Cleric" section in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide* for details regarding subdomains.) He does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Water domain, though it does not have to grant the Oceans subdomain as well. He must channel positive energy.

Weapon and Armor Proficiency: Anointers are not proficient with any armor. They are proficient with shields (except tower shields), but must use only those crafted from wood.

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Voice of the Wilderness: The anointer gains Knowledge (nature), Survival and Swim rather than Appraise, Knowledge (nobility) and Linguistics as class skills.

Impoverished (Ex): Anointers abhor the trappings of wealth. The cleric may never own more than four possessions: a shield, his deity's favored weapon, a set of clothing including a cloak or robe, and a pair of sandals, boots or shoes. These items must appear to be simple and plain, though they may be valuable because of their magical properties or exceptional workmanship. For instance, an anointer may keep a well-made, handcrafted magical sword, but he cannot wield a golden weapon adorned with gemstones. Anointers are also prohibited from wearing jewelry of any kind, including magical rings and necklaces. He can never keep more money or wealth on his person than he needs to live and eat in modest accommodations for 1 week. He cannot borrow or carry wealth or items worth more than 50 gp that belong to others. He may accept and use curative potions (or similar magical items where the item is consumed and is valueless thereafter) from other creatures.

The anointer's self-sacrifice allows him to channel energy to harm creatures one additional time per day at 1st level and every two levels thereafter. The channeled energy attributable to this ability cannot be used to heal living creatures. These additional usages of channel energy stack with those gained from the Extra Channel feat. If the anointer knowingly and willingly violates any of the preceding restrictions, he can no longer channel energy until he repents for his transgression. Redemption requires an *atonement* spell and a recommitment to his beliefs regarding wealth. After the redemption, the cleric's normal channel energy returns (without the bonus from impoverished). If he adheres to his impoverished doctrine for a full month, he regains the additional channel energy usages from the impoverished ability. This portion of the ability alters channel energy.

Anointing Channel (Su): When an anointer channels energy to harm undead creatures, he also harms creatures that take damage when struck by holy water, such as evil outsiders. In addition, the damage dealt by the anointer's channeled energy increases by 50% against creatures that may be permanently destroyed by anointing them with holy water. The anointer cannot use any form of variant channeling. This ability alters channel energy.

Spontaneous Anointing: An anointer can channel stored spell energy into healing spells or domain spells that he did not prepare ahead of time. The cleric can "lose" a prepared spell in order to cast any domain spell or cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). Alternatively, an anointer standing in water may channel stored spell energy into any of the following spells, losing a spell level of the same level or higher to cast it.

1st—*bless water*, 2nd—*consecrate*, 3rd—*prayer*, 4th—*restoration*, 5th—*atonement*, 6th—*undead to death*, 7th—*holy word*, 8th—*holy aura*, 9th—*miracle*

This ability replaces spontaneous casting.

Bog Heathen

The striations of accumulated peat, the acidic water and the spindly tendrils of sphagnum moss that characterize a bog give it an otherworldly appearance which sets it apart from more commonly encountered wetlands and aquatic areas. Some attribute this eerie sensation to the pungent, foul stench that constantly hangs over the brackish water. Others credit the near absence of life for the odd feeling. Very few animals and birds drink from or wade in the corrosive, soupy organic material. Plants are also scarce. Whereas traditional watering holes teem with life, bogs seem unsettlingly primordial. The uneasiness that surrounds these types of wetlands evokes differing emotions from the humanoids that dwell near it. More sophisticated peoples have minimal use for the area other than to harvest its valuable peat for fuel. Primitive cultures, however, are simultaneously curious about the rancid smelling, spongy terrain and also frightened of it. Bogs feel supernatural, as if someone or something placed them there for a deliberate purpose. Naturally, as the gods' representatives on earth, the awestruck populace looks to their clerics for answers, and bog heathens are happy to oblige their followers. They profess that bogs are portals to the realms of divinity. Bogs provide a

means of transferring gifts and tribute directly from the mortal world to the heavens or the depths of Hell, depending upon the worshippers' particular bent. Bog heathens preside over these rites, offering precious valuables and even their fellow humans to the bog as sacrifices. Many pay homage to one particular body of water, yet the most adventurous of their lot venture deep into the wetlands in search of new bogs that may exemplify previously undiscovered qualities that bring them and their congregation even closer to their divine patron.

Mystery of Peat: A bog heathen must choose the Plant domain and the Decay subdomain (see the "Cleric" section in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide* for details regarding subdomains.) He does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Plant domain, though it does not have to grant the Decay subdomain as well.

Weapon and Armor Proficiency: Bog heathens are proficient with lassos in addition to their normal weapon proficiencies.

Class Skills: A bog heathen adds Escape Artist and Swim to his list of class skills and removes Knowledge (history) and Linguistics.

Diminished Channel (Su): A bog heathen's channel energy ability heals and harms creatures at one die step lower than normal. Thus at 1st level, his channeled energy heals 1d4 hit points or deals 1d4 hit points of damage (2d4 at 3rd level, 3d4 at 5th level, and so on). This ability alters channel energy.

Sacrificial Victim (Ex): A bog heathen gains Improved Grapple as a bonus feat at 1st level, even if he does not meet the prerequisites. In addition, when the bog heathen moves a grappled opponent and attempts to place him in a hazardous location such as in a *wall of fire*, over a pit or into a chilly bog, the target still receives a free attempt to break the bog heathen's grapple. However, the target does not get the normal +4 bonus on the attempt to break the grapple.

At 8th level, the bog heathen may choose one of the following feats as a bonus feat: *Chokehold*^{UC} and *Greater Grapple*, even if he does not meet the prerequisites. At 16th level, the bog heathen adds the following feats to those he may select as a bonus feat: *Pinning Knockout*^{UC} and *Pinning Rend*^{UC}.

^{UC} These feats appear in *Pathfinder Roleplaying Game Ultimate Combat*.

Worthy Sacrifice (Su): At 1st level, a bog heathen may sacrifice an item or items with an aggregate value equal to or greater than his cleric level x 100 gp. The sacrificial rite demands that the bog heathen place the object or objects into a bog and let them sink to the bottom, where they irretrievably disappear. Alternatively, the bog heathen may instead sacrifice an unwilling, living humanoid or monstrous humanoid whose Hit Dice are equal to or greater than the bog heathen's character level. However, in order to carry out this sacrifice, the bog heathen must singlehandedly bind and restrain the victim or otherwise render the victim unconscious, such as by dealing nonlethal damage. The bog heathen's allies cannot attack the victim or use the aid another action to assist him in subduing the victim. For the purposes of this ability, an attack includes any melee attack, ranged attack, spell or effect that targets the victim or whose area or effect includes the victim. The sacrificed creature must then be placed in the bog where the hapless subject ultimately drowns or suffocates. The bog heathen cannot take any actions to hasten the sacrificed creature's demise. If the preceding conditions are not met in either case, the sacrifice confers no benefit. When the bog heathen successfully performs a worthy sacrifice, he may not do so again for 1 week.

The next time that the bog heathen prepares his spells after performing a successful worthy sacrifice, he can select a different domain granted by his deity or an alignment domain that matches his own and gain access to that domain's spell list and its granted powers in addition to the domain spell list and granted powers already available to him. Furthermore, a successful worthy sacrifice allows him to channel energy as normal for the remainder of that day, thus temporarily negating the effects of diminished channel. Naturally, murdering an innocent creature in order to sacrifice it to the bog heathen's deity is a fundamentally evil act.

Bog Stride (Ex): At 3rd level, a bog heathen may move through marsh terrain at his normal speed and without taking damage or suffering any other impairment. Areas that have been magically manipulated to impede motion, however, still affect him.

Druid Archetypes

Life, at least in the real world, is impossible without water. In fact, it may be safe to say that many modern scientists believe that living organisms first sprang into existence in the warm, muddy estuaries, ponds and lagoons found in the wetlands. Though druids do not necessarily share the same opinions regarding the origins of life as contemporary researchers, they certainly understand the biome's critical role in maintaining and regulating the health and vitality of neighboring terrestrial and aquatic ecosystems alike. Those that call the wetlands their home recognize that this soggy terrain plays an essential part in protecting vulnerable coastal regions from devastating floods and weather systems, while also filtering out pollutants and refuse that funnel downstream from inland humanoid settlements. Wetlands also provide fertile breeding grounds and sanctuary for countless species of fish, crustaceans, reptiles and birds that lay their eggs along riverbanks, on lakeshores, and in the tangled roots of aquatic plants. Despite their reputation for being able to bear the brunt of the most ferocious storms, druids know that the extremely delicate wetlands sometimes need their help in the battle for survival. Deforestation, agriculture and dredging projects pose a substantial danger to the biome's continued existence, which may prompt druids to intervene on the land's behalf. The two druids presented here rank among their numbers. The mangrove warden tends to the needs of the temperamental shrubs and trees that dominate the saltwater swamps in the world's tropical and semi-tropical regions. The tidal lord occupies a similar though more diverse niche as he staunchly defends and protects the swamps and marshes influenced by the ocean's tides. When those that seek to harm the wetlands cross paths with these druids, they both stand firm against common foes that threaten their beloved homelands.

Mangrove Warden

Perhaps no other plant or animal shapes its ecosystem as much as the mangrove. Without this woody shrub, every saltwater swamp would disappear and likely be replaced by sandy beaches or completely overrun by ocean water. Mangroves hold this fragile biome together. These salt-resistant plants literally create land. Their densely clustered roots sequester dirt, sediment and other organic matter that would otherwise wash out to sea. In some instances, mangroves capture enough material to build plant-made islands known as hummocks, which play an important role in the development and wellbeing of numerous other species that come here to live and breed. However, mangroves are extremely vulnerable to outside influences, particularly sudden drops in temperature and humanoid exploitation. Mangrove wardens believe nature entrusted them with the solemn duty to ensure the perpetual preservation of this vital habitat. These stalwart druids are equipped to handle any contingency ranging from a devastating cold snap to a destructive oyster-harvesting operation. They act in a deliberate and rational manner when dealing with these hazards, as even the best intended actions may have unforeseen consequences. In keeping with this tactical approach, they first appeal to reason during their encounters with those whose activities may damage their ecosystem, unless circumstances dictate an immediate response to the encroachment. When forced into action, the mangrove warden relies upon animal allies and his potent magical abilities to thwart the incursion. If possible, they also forge pacts with the region's sentient monstrous inhabitants, despite the fact that many of these temporary arrangements prove to be tenuous at best. Though mangrove wardens prefer not to go it alone in the face of opposition, they willingly make the ultimate sacrifice to secure the long-term survival of their sacred saltwater swamps.

Nature Bond (Ex): A mangrove warden who chooses an animal companion must select a big cat (tiger), bird, crocodile, dire rat^{B1}, giant frog^{B1}, or snapping turtle^{B2}. If choosing a domain, the mangrove warden must choose from the Animal, Plant, Protection, Swamp^{UM}, and Water (Oceans subdomain^{APG}) domains.

^{B1} This animal appears in the *Pathfinder Roleplaying Game Bestiary*.

^{B2} This animal appears in the *Pathfinder Roleplaying Game Bestiary*.

^{UM} This domain appears in *Pathfinder Roleplaying Game Ultimate Magic*

^{APG} This subdomain appears in *Pathfinder Roleplaying Game Advanced Player's Guide*

Calcified Feet (Ex): At 2nd level, the mangrove warden can move across any surface covered by caltrops, mangrove roots, pneumatophores, shells (see **Chapter 3**) and similar nonmagical protrusions and obstacles at his normal speed and without taking damage or suffering any other impairment. Likewise, he does not treat hummocks as difficult terrain and can move across them and swim beneath them without penalty. However, a surface that has been magically manipulated to impede motion, such as one affected by *spike growth* or *spike stones*, still affects him. This ability replaces woodland stride.

Mangrove Guise (Su): At 3rd level, once per day, the mangrove warden can assume the form of a large mangrove tree or shrub in a manner similar to the *tree shape* spell. The mangrove warden can use this ability to transform into a mangrove tree or shrub only, though he determines the specific species and the plant's overall appearance. He gains an extra use of this ability each day at 7th level, and a third and final use of this ability at 11th level. This ability replaces trackless step and resist nature's lure.

Mangrove Walk (Sp): At 9th level, once a day, the mangrove warden can step within a mangrove shrub or tree and then teleport from that shrub or tree to another one in a manner similar to the *tree stride* spell. He gains an extra use of this ability each day at 12th level, and a third use of this ability at 15th level. Furthermore, a mangrove warden can use this ability to teleport to any other mangrove shrub or tree up to 100 miles away. This ability replaces both venom immunity and timeless body.

Mangrove Talker (Sp): At 13th level, the mangrove warden's bond to his beloved species allows him to communicate with them. He is treated as constantly under the effect of *speak with plants*, though the spell-like ability works only with mangroves. In addition, he may spend 10 minutes turning a healthy, Huge mangrove tree into a protector or guardian. This ability functions as *liveoak*, except he can affect only a mangrove tree instead of an oak tree. He may have only one such guardian in existence at any time. This ability replaces a thousand faces.

Tidal Lord

Humanity has marveled at the wonder of the tides since the first people looked out upon the shoreline. Like clockwork, ocean waters charge toward the beach and then retreat, only to repeat the cycle at the same, precise intervals. Immensely powerful gravitational forces largely drive this watery ballet, pushing incalculable volumes of water to and fro in a highly choreographed motion. The tide's ebb and flow usually is a gentle, slow dance that partners land with open sea, yet there are times when the ocean's patient waltz becomes a wild swing. Strong winds can whip the ocean into a mad frenzy that propels massive waves over dunes and sea walls while forcing water into bays, estuaries, lagoons and rivers. On these occasions, coastal communities look toward the tidal lord for aid. In addition to protecting humanoid interests farther inland, this resourceful druid also seeks to mitigate the floodwaters' damage to the precarious wilderness areas that serve as the native denizens' nesting grounds, hunting areas and aboveground dens. This devout student of nature understands the essential role that the tides play in regulating the partially sheltered tidal marshes and swamps' ecology. Onrushing waters usher nutrients into these wetlands, while receding waters draw pollutants and harmful particles out of this sensitive landscape. The tidal lord immediately springs into action when fierce winds and churning seas throw the process out of balance. He can wield his powerful magic to quell rising seas, divert storm surges out of harm's way and conjure barriers to hold back onrushing floodwaters. The humanoid residents that inhabit settlements bordering bodies of water affected by rising tides see the largely nomadic tidal lord as something of a folk hero who appears in the nick of time to spare them from an imminent catastrophe. Though tidal lords genuinely appreciate the heartfelt sentiment, protecting the natural world remains foremost in their minds. Sparing civilization from certain ruin is usually more of a serendipitous afterthought than a conscious choice.

Nature Bond (Ex): A tidal lord who chooses a domain must choose the Aquatic^{UM}, Earth, Swamp^{UM}, Water, or Weather domain.

^{UM} see *Pathfinder Roleplaying Game Ultimate Magic*

Spontaneous Casting: A tidal lord can channel stored spell energy into domain spells that he has not prepared ahead of time. He can "lose" a

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prepared spell in order to cast any domain spell of the same level or lower of a domain he knows. This ability replaces the ability to spontaneously cast *summon nature's ally* spells.

Flood Control Expert (Ex): A tidal lord adds Knowledge (engineering) to his list of class skills, and he receives a +2 bonus on Knowledge (engineering) checks. This ability replaces Nature Sense.

Tidal Step (Ex): At 3rd level, a tidal lord suffers no penalty to speed or on Acrobatics or Stealth checks when moving through marsh terrain and shallow water, such as streams, beaches and flooded areas up to 2 feet deep for Medium creatures (4 feet deep for Large characters and 1 foot deep for Small characters). Water that has been magically manipulated to impede movement or increase speed still affects him. This ability replaces trackless step.

Calm Waters (Su): At 4th level, a tidal lord can expend one use of his wild shape ability to quell angry waters within 60 feet, reducing the DC for Profession (sailor) and Swim checks, as well as for Acrobatics and Climb checks aboard ship, by an amount equal to the druid's level (to a minimum of DC 10) for 1 hour. The ability does not lower the water's depth, though it does lessen the height of swells and waves by 1 foot per druid level, which may prevent water from spilling over levees and sea walls. This ability replaces resist nature's lure.

Tidal Insight: At 9th level, a tidal lord's understanding of tidal events and lunar motions allows him to briefly peer into the future. He adds *augury* and *divination* to his druid spell list. He may use these spells whether he worships a deity or the forces of Nature. This ability replaces venom immunity.

One with the Tides (Ex): At 13th level, a tidal lord gains the amphibious trait and a swim speed equal to his land speed. Furthermore, he treats rough water as calm water, and stormy water as rough water when making Swim checks. This ability replaces a thousand faces.

Fighter Archetypes

Cohesion holds every army together. Without discipline and a structured chain of command, chaos reigns over the battlefield. Instead of following orders in a coordinated effort to achieve one or more planned objectives, unorganized troops would fan out across the terrain attempting to carry out countless self-centered goals that would transform the unit into a maniacal mob. Fighters understand that training, fidelity and authority are the ingredients that prevent even the most gifted combatants from losing their composure on the field of combat and devolving into an uncontrollable horde. They devote their lives to steeling their nerves in the face of adversity through endless repetition. Doubt is his greatest enemy, and this insidious foe creeps into a soldier's mind only when he hesitates under difficult circumstances rather than acts. In order to prevent this from occurring, fighters turn thought into instinct. His armor and weapons become extensions of himself rather than separate components. However, unlike in wholly terrestrial environments, conventional armies are rare in the wetlands. Water, mud, disease, trees and thick vegetation pose severe logistical problems for foot soldiers and cavalry attempting to slog through this semi-aquatic terrain. Instead, fighters that succeed in the wetlands frequently function as individuals or small units, allowing them increased mobility and tactical flexibility in this challenging landscape. The gondolier exemplifies this ideal, as he can deftly navigate and maneuver a boat through the treacherous backchannels while also defending his passengers and cargo against natural and manmade threats. On the other hand, the assault pioneer can simultaneously fight off the enemy and build temporary or permanent structures that allow safe passage through hostile territory. These two fighter archetypes demonstrate the class's ability to adapt to and overcome the obstacles imposed by the prevailing environment.

Gondolier

The word gondolier typically conjures the iconic, modern image of a colorfully clad boatman steering a sleek, narrow vessel through watery canals by means of a long pole amid a backdrop of ancient architecture and remarkably beautiful vistas. Reality in the wetlands is

much different from perception. Most begin their seafaring careers as self-trained mariners after purchasing or otherwise acquiring their own gondola, though some also learned their craft serving as an apprentice for a considerably more seasoned gondolier. Popular misconception suggests that the gondolier propels his ship by using an elongated pole to push off against the bottom of the channel. The truth is that the gondolier actually powers his gondola with a specialized oar that simultaneously functions as a rudder and a rowing implement. However, this accomplished fighter also uses the device to hone his proficiency with weapons of similar shape and design. The oar's constant rowing, steering and braking motions build up his endurance and ingrain the muscle memory needed to instinctively swing normally cumbersome two-handed weapons with tremendous ease. He is also a very nimble adversary, a skill he naturally acquired from spending untold hours being precariously balanced in a tight spot close to the ship's stern. In keeping with this motif, gondoliers forego heavy, and in many cases, even medium armor, to retain their agility and also to prevent them from sinking to the bottom of a waterway on the odd chance that they fall or get knocked overboard. When battling against an aquatic foe, the gondolier either remains on deck or hurriedly beaches his gondola on the closest patch of solid, unyielding ground. As the preceding tactic suggests, gondoliers prefer fighting topside and on dry land over slugging it out in saturated earth or shallow water. Nonetheless, whenever someone or something threatens his passengers or cargo, the lone gondolier never shirks his duties and always fights to the bitter end on behalf of those entrusted to his care and defense.

Weapon and Armor Proficiency: A gondolier is not proficient with heavy armor or tower shields.

Skills: A gondolier gains Acrobatics as a class skill and loses Handle Animal as a class skill.

Boatman (Ex): At 1st level, the gondolier gains Sea Legs (see *Pathfinder Roleplaying Game Ultimate Combat*) as a bonus feat, even if he does not meet the feat's prerequisites. This ability replaces the 1st-level fighter bonus combat feat.

Oar Mastery (Ex): At 2nd level, as an immediate action, a gondolier can shorten the grip on a reach weapon and use it to strike adjacent opponents. This action results in a -4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by -1 for every four levels beyond 2nd. Furthermore, the gondolier may use his oar as an improvised weapon without penalty, treating it as the equivalent of a long spear. This ability replaces bravery.

Gondola Fighter (Ex): At 5th level, a gondolier gains a +1 bonus on attack and weapon damage rolls with a reach weapon whenever he attacks an opponent onboard a waterborne vehicle or in water at least 1 foot deep. In addition, opponents swimming, floating, or treading water on the surface or wading in water at least chest deep have cover (reduced to no cover at 13th level) instead of total cover against a gondolier on land or in a waterborne vehicle. A completely submerged creature has improved cover (+8 bonus to AC, +4 bonus on Reflex saves, reduced to cover at 13th level), instead of total cover against a gondolier on land or in a waterborne vehicle. The attack roll and weapon damage bonuses increase by 1 for every four levels after 5th. This ability replaces weapon training 1 and 3.

Whirlwind Oar (Ex): At 9th level, a gondolier wielding a reach weapon and using the Whirlwind Attack feat may attack all opponents within reach, including adjacent opponents, though he takes a -4 penalty to his attack roll against all enemies when making such attacks. This penalty does not stack with the penalty attributable to his oar mastery ability. This ability replaces weapon training 2.

Rock the Boat (Ex): At 17th level, when a gondolier confirms a critical hit with a reach weapon, the opponent is knocked flying 5 feet in a direction of the gondolier's choice and falls prone in addition to the normal bonus damage from the critical hit. If an obstacle prevents the opponent from being moved in that direction, the opponent and the obstacle each take 1d6 points of damage. The opponent falls prone in its original space. Gondoliers often use this ability to knock their adversaries overboard. This ability replaces weapon training 4.

Weapon Mastery (Ex): A gondolier must choose a reach weapon.



Assault Pioneer

No large-scale fighting force dares to enter the wetlands without at least a handful of assault pioneers on hand. Moving men, animals, supplies and gear through this treacherous terrain is fraught with peril. Boots, feet and vehicles bog down in the thick mire. Swift currents drag men and beasts alike to their deaths in the murky, swirling waters. Trees and vegetation block roads and make trails impassable. But the assault pioneer excels at overcoming natural and manmade obstacles. He relishes every opportunity to match his wits and engineering prowess against the worst that nature and other creatures can throw at him. Using only the materials at hand, he can fabricate a pontoon bridge across a dangerous stretch of river, lay down a durable roadway through untamed swamps or marshes, erect a strategically located dam and even build a permanent canal granting water access into the wetlands' interior regions. This multitasking soldier knows the land well and how to use its inherent features to his advantage. Despite his architectural, surveying and construction skills, it would be remiss to gloss over the fact that he is a disciplined and inventive fighter at heart. Assault pioneers rapidly adapt to every combat circumstance, allowing them to quickly and decisively turn the tables on their enemies. Most fighters train their minds and bodies to wield weapons and dodge blows as second nature. On the other hand, the assault pioneer assesses a fluid situation and formulates a solution on the fly that allows him to instinctively react to everything going on around him and capitalize on his opponents' mistakes. Those that spend any time around the assault pioneer soon realize that he is the ultimate opportunist who can snatch victory from the jaws of defeat.

Weapon and Armor Proficiency: An assault pioneer is not proficient with heavy armor or tower shields.

Engineer Training: An assault pioneer gains 4 skill points + a number of skill points equal to his Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. Furthermore, he gains Disable Device as a class skill. This ability replaces the bonus fighter combat feat gained at 1st level.

Field Engineer (Ex): At 2nd level, an assault pioneer gains a +1 bonus on the following Craft checks: alchemy, armor, bows, carpentry, leather,

locks, ships, stonemasonry, and weapons. He also gains a +1 bonus on the following Profession checks: architect, engineer, siege engineer, soldier, tanner, and woodcutter. The GM may include any other Craft and Profession checks associated with construction, demolition, and engineering at her discretion. These bonuses increase by +1 for every 4 levels beyond 2nd. This ability replaces bravery.

Field Repairman (Sp): At 3rd level, an assault pioneer gains the ability to cast *mending* three times per day as a spell-like ability. The caster level for this ability is equal to the fighter's level. The fighter must have an Intelligence score of at least 10 to gain this ability. If the fighter has an Intelligence score of 9 or less, he gains a combat feat instead. This ability replaces armor training 1.

Field Saboteur (Ex): At 7th level, an assault pioneer adds his Intelligence modifier in addition to his Dexterity modifier on Disable Device checks made to disable or rig nonmagical traps and devices, as well as on checks made to sabotage a mechanical item. This ability replaces armor training 2.

Field Weakness (Ex): At 11th level, any manmade structure granting an opponent any cover less than total cover or total concealment instead grants the opponent half as much cover or concealment as normal against the assault pioneer's attacks. This benefit does not apply to underground structures. This ability replaces armor training 3.

Field Improvisation (Ex): At 15th level, as a swift action, an assault pioneer can add his Intelligence modifier as an insight bonus on attack rolls he makes against an opponent inside of or atop a manmade structure, including a road, canal or similar engineering feature. The bonus lasts until the beginning of the assault pioneer's next turn. He can use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability replaces armor training 4.

Field Construction (Ex): At 19th level, an assault pioneer gains the ability to cast *fabricate* twice per day as a spell-like ability. The caster level for this ability is equal to the fighter's level. The fighter must have an Intelligence score of at least 15 to gain this ability. If the fighter has an Intelligence score below 15, he gains a combat feat instead. This ability replaces armor mastery.

Monk Archetypes

Metal bends, wood snaps, stone splinters and bone shatters, but there is a slumbering, mystical energy within the fiber of every being that remains unbreakable. Roiling this power from the depths of the soul to the surface demands tremendous insight, fortitude and dedication. Doing so requires a singularity of mind, soul and body that few can achieve. It may take years of devout meditation, rigorous physical exercise and contemplative introspection to reach this desired goal, yet the rewards are great for those with the perseverance to succeed at this monumental task. They can become what others can only imagine — a living weapon. Their fighting style has been described as a whirlwind of punches, kicks, head butts, elbows and knees that could fell an ancient tree or stone wall let alone devastate an adversary sculpted from flesh and bone. The wetlands' abundance of trees, water and uninhabited space give monks the isolation they crave and a renewable source of targets to practice their blows. Those that decide to live in this semi-aquatic environment generally lead either a nomadic lifestyle roaming on and across the shallow waterways and backwater settlements that crisscross the land or a hermetic lifestyle dwelling among strange plants, animals and beasts within remote swamps far beyond the reaches of civilization. The brother of the soil adheres to the former philosophy traveling through muddy bogs, fens and marshes in an effort to gain greater understanding about the mushy, yielding earth underfoot. The cypress student chooses the former option, dwelling among and carefully surveying the ubiquitous trees that make up the freshwater swamps in order to further his bond to the natural world. Although both venture down different paths in search of knowledge, each searches for the same thing on his spiritual journey — oneness with the world around him.

Brother of the Soil

A common theme in many creation myths holds that the gods or some other divine force made humanity and all living things from an amorphous lump of clay. Most theologians apply a figurative interpretation to this belief instead of a literal one. However, a devout group of followers staunchly professes their conviction that the good earth is in actuality the building block of all life. These humble individuals have no formal name for their faith, so wetlands' residents stepped into the breach and coined the term "brother of the soil" to describe these somewhat eccentric individuals. Locals consider them peculiar because they often spend hours at a time meditating face up while naked in a pool of cool, foul-smelling mud or tenuously floating atop a fetid bog in an attempt to cement their mystical connection to the earth. A brother of the soil does not view this as an oddity, but a transcendental experience that fosters oneness with the organic material that gave birth to all life. This bond is manifested by his abilities to identify the compounds and minerals that make up the soil and more importantly to alter dirt, sand, earth and clay into different shapes and compositions. With time, this strange monk can even burrow into the ground just like the earthworm, an animal that he greatly admires and seeks to emulate because of its symbiotic relationship with the soil. In spite of his quirkiness and affinity for the earth, the typical brother of the soil tends to be a gregarious fellow who enjoys the company of others and recognizes the sanctity of all natural forms of life. He is a valued friend of all those who farm the fertile wetlands in a responsible manner, and a sworn foe of those that dredge bogs and destroy wetlands to further their exploitive enterprises. When roused to action, the normally soft-spoken brother of the soil is not averse to making his enemies one with the land once again.

Skills: A brother of the soil adds Appraise and Knowledge (nature) to his list of class skills.

Elemental Fist (Su): At 1st level, a brother of the soil gains Elemental Fist (*Pathfinder Roleplaying Game Advanced Player's Guide*) as a bonus feat, even if he does not meet the prerequisites. When he receives this feat, he must choose the acid type. At 5th level, and every five levels thereafter, the monk increases the damage of his Elemental Fist by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on). A brother of the soil may attempt an elemental fist attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk. This ability replaces stunning fist.

Earth Stand (Ex): A brother of the soil of 3rd level or higher gains a +2 enhancement bonus to his CMD to resist bull rush, pull, push, reposition, trip and overrun attempts as long as he is touching natural earth or stone. This ability replaces still mind.

Soft Fall (Ex): At 4th level or higher, a brother of soil who falls onto natural, undressed earth, soil, sand, mud or clay takes damage as if the fall were 20 feet shorter than it actually is, regardless of whether he is within arm's reach of a wall to slow his descent. If he is within arm's reach of a wall, soft fall functions as normal regardless of where he lands. This ability modifies soft fall.

Earth Tell (Ex): At 5th level, a brother of the soil adds his level to all Appraise checks made to value minerals and stone as well as Knowledge (dungeoneering) checks made to identify minerals and stone. By spending 1 point from his *ki* pool as a swift action, a brother of the soil gains a +20 bonus on a single Appraise check made to value a mineral or stone or a single Knowledge (dungeoneering) check made to identify a mineral or stone. This ability replaces high jump.

Soften Earth and Stone (Sp): At 5th level, the monk can spend 1 point from his *ki* pool as a standard action to duplicate the effects of the spell *soften earth and stone*, using his monk level as the caster level. This ability replaces purity of body.

One with the Soil (Ex): At 7th level, a brother of the soil gains tremorsense to a range of 30 feet. This ability can pinpoint only the location of creatures and objects in contact with natural, undressed dirt, earth, stone or soil. It does not function into or through magical, enchanted, dressed or worked stone and earth. At 11th level, the monk gains tremorsense 60 feet. This ability replaces wholeness of body and diamond body.

Earthen Crawl (Ex): At 12th level, a brother of the soil gains a burrow speed of 30 feet. However, he cannot move through worked earth or stone, but can only pass through natural materials. His burrowing does not leave a hole, nor does it leave any visible sign of his presence, though creatures with tremorsense can detect his presence. This ability replaces abundant step.

Mastery of Earth and Stone (Sp): At 13th level, a brother of the soil can spend 3 *ki* points as a full-round action to transform mud into rock and vice versa. This spell-like ability replicates the spell *transmute rock to mud* or *transmute mud to rock*, using his monk level as the caster level. This ability replaces diamond soul.

Earthen Palm (Su): At 15th level, a brother of the soil can transform flesh and bone into earth and stone. The brother of the soil can make an earthen palm attack once per day, and must announce his intention before making a melee attack roll. If his attack deals damage, the target must succeed on a Fortitude save (DC = 10 + 1/2 the brother of the soil's level + the brother of the soil's Wisdom modifier). On a failed save, the target retains its structural integrity, but its skin and internal organs turn into thick, pasty mud, and its bones transform into solid stone. The metamorphosis reduces the target's speed to 10 feet, and it gains the staggered condition. The creature suffers Intelligence, Wisdom, and Charisma equal to the monk's Wisdom modifier, to a minimum score of 1. The gains all the traits of a construct. Furthermore, the target becomes vulnerable to all special attacks that affect clay golems and stone golems. This ability only affects creatures made from flesh or bone. All other creatures are immune to this effect. A *stone to flesh* spell restores the target to its normal state. This ability replaces quivering palm.

Child of the Soil: At 20th level, a brother of the soil becomes a magical creature. He is forevermore treated as an outsider with the earth and elemental subtypes rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally he gains immunity to paralysis, poison, sleep effects and stunning. He is not subject to critical hits or flanking. He does not take additional damage from precision-based attacks, such as sneak attack. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type. This ability replaces perfect self.

Cypress Student

While mangrove shrubs and trees dominate saltwater swamps, the ubiquitous cypress tree plays the same role in freshwater swamps. These towering, woody giants soar above the wetlands, bathing portions of the ground below in an eerie twilight as their leaves partially block out the sun's

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luminous rays for parts of the day. However, these indigenous trees are best known for their unusual “knees,” which are scientifically classified as pneumatophores. These vertical wooden spikes are extensions of the tree’s roots that protrude up to several feet above ground. Although their exact purpose remains unknown, the cypress student believes that a mysterious entity imbued these plants with supernatural powers. They subscribe to the theory that cypress trees were once sentient monks who mastered the discipline of transforming their bodies into wood. The cypress student believes that their raw power still lies within the pulpy hearts of these mighty behemoths. He aspires to use his mystical energy to tap into the tree’s reservoir and draw upon its might to enhance his martial prowess. While the cypress tree’s closely guarded secret remains safe, the tree’s devotees have gained access to some of its properties. More advanced students can momentarily turn their bodies into wood and spring pneumatophores from their skin. Naturally, cypress students are very protective over their barked brethren. They have no objections to humanoids harvesting timber from fallen or sick trees. In fact, they often forge close-knit relationships with humanoids from neighboring communities. Yet they steadfastly oppose any attempts to deforest the freshwater swamps and slay their formerly monastic counterparts. Cypress students first resort to diplomacy to halt such efforts, but if peaceful efforts fail, they stand at the ready to repel the invaders and preserve their habitat’s sanctity.

Skills: A cypress student adds Knowledge (nature) to his list of class skills.

Weapon and Armor Proficiency: Cypress students are proficient with the club, crossbow (light or heavy), javelin, nunchaku, quarterstaff, shortspear, siangham and spear, provided the weapons’ wooden components are made from cypress wood.

Pneumatophores (Su): At 1st level, as a swift action, a cypress student can cause woody spikes to sprout from his entire body, granting him a bonus on damage rolls made with his unarmed strikes equal to 1/2 his monk level (minimum +1) + his Wisdom modifier. When he confirms a critical hit with an unarmed strike, the spikes deal 1d4 points of bleed damage in addition to the normal bonus damage from a critical hit. Opponents that hit the cypress student with an unarmed strike or natural weapon as well as those that grapple or are grappled by the cypress student take 1d3 points of damage on each successful hit or for each round that the grapple is maintained. Alternatively, the cypress student can use this ability to cause the woody spikes to protrude from one melee weapon. He must be holding the melee weapon when he activates this ability, and the weapon must be made from cypress wood. The preceding effects last for 1 round. A cypress student may use this ability a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk. This ability replaces stunning fist.

Cypress Resistance (Ex): A cypress student of 3rd level or higher gains a +2 enhancement bonus on saves against spells and effects with the water descriptor and the exceptional or supernatural abilities of creatures with the aquatic or water subtypes. This ability replaces still mind.

Arboreal Descent (Ex): At 4th level or higher, a cypress student within arm’s reach of a tree or a wall can use it to slow his descent. This ability modifies and otherwise functions as slow fall.

Tree Hug (Ex): At 5th level, a cypress student adds his level to all Climb checks. In addition, the Climb skill check penalty for accelerated climbing is reduced by 1, and this reduction increases by 1 for every three levels beyond 5th (to a minimum of 0). By spending 1 point from his *ki* pool as a swift action, a cypress student gains a +20 bonus on Climb checks made to climb for 1 round. This ability replaces high jump.

Commune with Cypress (Sp): At 7th level, a cypress student can spend 2 *ki* points as a full-round action to communicate with a cypress tree. At the end of this time, the cypress student can speak with the cypress tree. This ability functions as the *speak with plants* spell. The cypress student can use this ability for 1 minute per monk level. This duration does not need to be consecutive, but it must be used in 1-minute increments. The cypress student may speak with living cypress trees only, though he may converse with more than one cypress tree while this ability is in effect. This ability replaces wholeness of body.

Swamp Walk (Sp): At 12th level or higher, a cypress student can walk on water as if using the spell *water walk*. Using this ability is a move action that consumes 2 points from his *ki* pool. His caster level for this effect is equal to his monk level. He cannot affect other creatures when he uses this ability. This ability replaces abundant step.

Cypress Mind (Ex): At 13th level, a cypress student is immune to mind-affecting spells and effects. This ability replaces diamond soul.

Cypress Palm (Su): At 15th level, a cypress student can imbed invisible seeds within the body of another living creature that can later transform that creature into a cypress tree if the monk so desires. He can use his cypress palm attack once per day, and must announce his intent before making his attack roll. Plants and creatures immune to polymorph effects cannot be affected. Otherwise, if the monk strikes successfully, and the target takes damage from the blow, the cypress palm attack succeeds. Thereafter, the monk can try to transform the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the transformation (a free action) and, unless the target succeeds on a Fortitude saving throw (DC = 10 + 1/2 the monk’s level + the monk’s Wis modifier), the subject immediately transforms into a living, non-sentient cypress tree of the same size as the creature. The target is still alive, though it has no memory of its former existence and gains the AC, hardness, hit points and saves of an ordinary cypress tree. If the tree subsequently dies, the subject also dies. Likewise, if the tree is damaged or is injured, the subject (if ever returned to its original state) has similar damage or deformities. Only a *wish* or *miracle* spell can return the target back to its natural state. This ability replaces quivering palm.

Cypress Ally (Sp): At 19th level, a monk gains the ability to animate a cypress tree as the spell *animate plants*. Using this ability is a move action that consumes 3 points from his *ki* pool. His caster level for this effect is equal to his monk level. He can use this ability only to animate cypress trees. Cypress trees can be Colossal and smaller. This ability replaces empty body.

Cypress Progeny (Su): At 20th level, the cypress student’s skin transforms into living cypress. This ability duplicates the final revelation of the oracle’s Wood mystery that appears in the “Oracle” section in Chapter 1 of the *Pathfinder Roleplaying Game Ultimate Magic*. This ability replaces perfect self.

Paladin Archetypes

Ethos defines paladins. Above all else, they are stalwarts unwaveringly devoted to upholding law and championing good. Theirs is a way of life that demands conviction and purity of heart. The path of righteousness and virtue is not an easy road to follow. Most ethical dilemmas are not clear-cut. Temptation and selfishness conspire to lead the weak astray into a life of depravity. The paladin’s moral compass must always point toward truth, justice, and fairness. Perhaps no other environment challenges these principles more than the wetlands. Inaccessibility allows evil to fester unchecked. In the dark recesses of remote swamps and beneath the fetid waters of stinking bogs, malevolence multiplies like a virus. Those that venture into this blighted wilderness must never fall victim to the allure of wickedness, greed, and anarchy. The paladins that root out evil in this challenging terrain come specially prepared to deal with these menaces. The cerebral deprogrammer battles against and attempts to rehabilitate vile cultists and other evildoers who seek sanctuary in the wetlands. Regardless of how or why they achieve their goals, all paladins share a common purpose to better this world by destroying evil wherever it lurks and bringing order to unbridled anarchy.

Deprogrammer

The worshippers of wholly vile deities and sinister forces rarely venerate their divine patrons in public view. Instead, they practice their forbidden rites in secret locales far from prying eyes. In some cases, neighboring wetlands offer the perfect safe haven, where evil cultists can pay homage to their malevolent deities. There, amid the densely tangled vegetation and foul waters, sinister priests and their followers offer sacrifices to their contemptible god with impunity, or so it would seem. Unbeknownst to them, a paladin devoted to stamping out unholy cults and reclaiming those led astray by their falsehoods watches them from afar. Friends and enemies alike call him the deprogrammer. He can be a cultist’s worst nightmare or his only chance at salvation, depending upon

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his individual's circumstances. Deprogrammers sometimes work at the behest of others either to rescue someone that the cult abducted for some unspeakable purpose or to reclaim a vulnerable adolescent or young adult who fell for the group's lies. On other occasions, he takes it upon himself to cripple the sect and publicly unmask its despicable leaders. Fortunately, the deprogrammer has a wealth of tools in his arsenal to accomplish his worthy goal. He uses his diverse abilities to infiltrate these organizations, in turn granting him unfettered access to their innermost secrets and most susceptible members. While the typical paladin is inclined to attack evildoers first and ask questions later, the deprogrammer recognizes that the group's leaders routinely take advantage of vulnerable people searching for answers. The deprogrammer feels that it is just as important to save these forgotten individuals as it is to wipe out the blasphemous religion's corrupt hierarchy.

Skills: The deprogrammer adds Disguise, Knowledge (local) and Stealth to his list of class skills and removes Handle Animal, Knowledge (nobility) and Ride from his list of class skills.

Improved Unarmed Strike (Ex): A deprogrammer gains Improved Unarmed Strike as a bonus feat at 1st level, even if he does not meet the prerequisites. This ability replaces his Heavy Armor Proficiency.

Undetectable Aura (Su): Deprogrammers can alter their alignment aura to deceive spells that detect alignment (such as *detect good*). He may choose to detect as any alignment except for chaotic and evil. This ability does not protect against spells and effects that cause harm based on alignment. Altering his alignment is a standard action, and lasts until he changes it again or ends the effect. This ability replaces aura of good.

Merciful Sneak (Ex): At 3rd level, the deprogrammer inflicts +1d6 points of damage against targets that he flanks or that are denied their Dexterity bonus to AC against him. This bonus damage applies only to melee attacks that deal nonlethal damage. The paladin must use a weapon that deals nonlethal damage, such as a sap or an unarmed strike to use this ability. He cannot use a weapon that deals lethal damage to deal nonlethal damage with merciful sneak, not even with the usual -4 penalty. This damage increases by +1d6 every three levels after 3rd level. This ability replaces mercy.

Divine Bond (Su): Upon reaching 5th level, a deprogrammer must form a bond with a weapon. This ability otherwise functions as the paladin ability.

Break the Mind (Sp): At 8th level, as a standard action, the deprogrammer can shed a magical effect placed on himself or another creature as *break enchantment*, using his paladin level as his caster level. He can use this ability once per day at 8th level, twice per day at 12th level and three times per day at 16th level. This ability replaces aura of courage.

See the Light (Su): At 11th level, the paladin can expend up to a maximum of three uses of his lay on hands ability instead to shift the target's alignment closer to lawful good. Each use expended in this manner shifts the target's alignment one step. The paladin decides whether to shift its alignment one step toward law or good. Using this ability in this way requires a successful melee touch attack and does not provoke an attack of opportunity. An unwilling target receives a Will save (DC 10 + 1/2 the paladin's level + the paladin's Cha modifier) to resist the shift. The change in alignment lasts for 10 minutes per paladin level. This ability stacks with itself; the paladin may use this ability against the same target two or more times to shift the target's alignment even closer to lawful good. Paladins view this ability as a temporary measure to aid in rescuing an uncooperative subject from the clutches of a vile cult, and therefore use it only when absolutely necessary. Frequent and repeated uses of this ability on any target may bring the paladin's own ethos into question. This ability replaces aura of justice.

Ranger Archetypes

Civilization has much to offer humanity. Reliable sources of food and water, commercial infrastructure, secure shelter, military defense, and the company of others, but the trappings of urban life confine some free spirits. The walls that surround settlements feel like the iron bars of a claustrophobic cage. Their souls yearn for the great outdoors' open expanses where they can thrive off the bounty of the land. Romanticism aside, life in the wild is not for the fainthearted, especially in the wetlands. Disease runs rampant in this humid environment. Fearsome predators

stalk the muddy islands and shallow channels for tasty prey. Heat, driving rainstorms, flash floods, and dangerous quicksand represent just a meager sampling of what nature has in store for any that dare go it alone in the wetlands. Yet a determined band of people remains undeterred by the challenge. The men and women who forego sedentary lives and answer the call of the wild become rangers. Over time, they develop the skills necessary to survive in this harsh domain. Keen senses, quick thinking and the ability to read the land greatly enhance their ability to accurately track and successfully hunt their intended quarry. His limited vocabulary of animal sounds and gestures also facilitates his efforts to communicate with the indigenous denizens. The archetypes presented below embody these basic principles, but also still maintain some ties to civilization. The crocodilian hunter is a devout naturalist who maintains a watchful eye on the activities of these voracious beasts while attempting to strike a balance between the animals' interests and the safety of nearby communities. The deep diver plunges into the wetlands' murky depths in search of fresh oysters and the valuable commodity contained within their calcified shells. These rangers demonstrate that survival in their semi-aquatic habitat presents a host of unique challenges not faced anywhere else.

Crocodilian Hunter

Many coastal cities and towns border immense stretches of wetlands. Though these spongy reservoirs of inundated land and shallow pools serve an important ecological purpose, the inhabitants dwelling within neighboring settlements simultaneously view these wilderness areas as a valuable resource and an enormous nuisance. Swamps, marshes and other coastal waterways are home to countless species of fish, crustaceans and mollusks that serve as an important food source and commercial commodity for humanoid residents. However, the land's apex predators, alligators and crocodiles, do not welcome bipedal trespassers encroaching onto their territory. These reptilian monsters, particularly the unruly crocodiles, are not averse to attacking humanoids without provocation. Any time a wetlands' settlement feels besieged by these hungry animals, local residents often turn to the crocodilian hunter for aid. A naturalist at heart, this rugged ranger recognizes that these prehistoric brutes play a significant role maintaining the ecosystem's balance. He thus advocates for their long-term survival rather than extermination. He relies upon his expertise to surmise the conflict's causes and devise a peaceful resolution that safeguards the lives of innocent victims and the giant reptiles. In most cases, the courageous adventurer tries to subdue the enraged beast and relocate it to an isolated location far enough from the community to prevent it from returning in the future. Sadly, there are some crocodilians that are simply too large and ornery to go along with his plan. Under these unfortunate circumstances, it is with heavy heart that the crocodilian hunter must resort to his last option and slay the savage menace. Though local residents may rejoice over the man-eater's demise, this concerned environmentalist laments his actions as an unavoidable tragedy.

Herpetologist (Ex): At 1st level, a crocodilian hunter must select animals as his favored enemy, granting him a +2 bonus on Bluff, Knowledge, Perception, Sense Motive and Survival checks against creatures of the animal type. He also gains a +2 bonus on weapon attacks and damage rolls against them. These bonuses increase by +2 at 5th level and every five levels thereafter. The crocodilian hunter may select a new favored enemy at 5th level and every five levels thereafter as normal. This ability modifies favored enemy.

Grappler Style (Ex): At 2nd level, a crocodilian hunter can choose from the following list whenever he gains a combat style feat: Improved Unarmed Strike, Improved Grapple and Improved Trip. At 6th level, he adds Body Shield^{UC}, Chokehold^{UC}, Crocodile Style^{MM} and Greater Grapple to the list. At 10th level, he adds Crocodile Death Roll^{MM}, Crocodile Tears^{MM}, Jaguar Head Crush^{MM}, Neckbreaker^{UC}, Pinning Knockout^{UC}, Pinning Rend^{UC}, and Rapid Grappler^{UC} to the list. He can choose feats from the preceding list, even if he does not have the normal prerequisites. This ability replaces all combat style feats.

^{UC} These feats appear in the *Pathfinder Roleplaying Game Ultimate Combat*.

^{MM} These feats appear in **Chapter 4** of this sourcebook.

Wetlands' Specialist (Ex): At 3rd level, the crocodilian hunter gains a +2 bonus on initiative checks and Knowledge (nature), Perception, Stealth

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and Survival checks while in swamps and water terrain. Every 5 levels thereafter, the crocodilian hunter gains an additional +2 on each of those checks while in swamps and water (to a maximum of +8 at 18th level). This ability replaces favored terrain.

Crocodilian Ally (Ex): At 4th level, a crocodilian hunter must select an animal companion when he gains hunter's bond, and that companion must be a crocodile or alligator. This ability modifies hunter's bond.

Crikey! (Ex): At 11th level, the crocodilian hunter gains uncanny dodge as the barbarian class feature. In addition, once per day he may roll twice when attempting a Reflex saving throw and take the higher result. He may use this ability one additional time every four levels thereafter. The crocodilian hunter also gains improved uncanny dodge at 19th level. This ability replaces quarry and improved quarry.

Deep Diver

Humanoids venturing to the seashore for the first time are prone to mistake the family of invertebrate animals known as mollusks for inanimate, unusual stones. When closed, their calcified shells, particularly in the case of the oyster, strongly resemble misshapen rocks. No one knows why man first pried open the oyster's hard carapace, but when he did, the bivalve clam revealed an astonishing find. Atop its fleshy body lay a wondrous pearl. The perfectly round, iridescent gemstone instantly captured his imagination, spurring countless others to dive into the cloudy water in search of the creature's magnificent prize. However, the underwater descent is a hazardous business best left to deep divers, rangers with the experience and expertise to successfully complete the descent into the treacherous depths. These seemingly amphibious adventurers explore the brackish or saline bodies of water that bisect swamps and marshes for oyster beds. Naturally, these brave individuals are expert swimmers who can see through the muddy water and hold their breath for extended periods while examining and groping along the bottom of the waterway. Though these natural hazards pose formidable obstacles, they know that the real danger lies with what they cannot see while submerged beneath the water's surface. Crocodiles, alligators and other famished aquatic predators also gather around these hunting hot spots in the hopes of finding a succulent morsel of their own. In addition to these large beasts, numerous harmful microorganisms and tiny animals also seek to infect a new host or feast on fresh blood. Deep divers are all too aware that harvesting the captivating gemstones represents only half the battle. Bringing them to market and not getting killed or double-crossed by an unscrupulous merchant often proves more deadly than the harrowing plunge. Despite these occupational hazards, the opportunity for an incredibly lucrative payday keeps the vast majority of deep divers coming back for more.

Fish in the Water (Ex): At 1st level, the deep diver gains a +1 bonus to AC, and a +2 bonus on weapon attack rolls and damage rolls against opponents at least waist deep in water. He also gains a +2 bonus on Perception and Stealth checks against these foes. However, he does not gain the preceding bonuses against creatures with a swim speed as well as those with the aquatic or water subtypes. However, he gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive and Stealth checks against creatures with the aquatic and water subtypes as well as against creatures with a swim speed. At 5th level and every five levels thereafter, the AC bonus improves by +1 up to a maximum of +5 at 20th level, while the bonuses to weapon attack rolls, damage rolls and skill checks improve by +2 up to a maximum of +10 at 20th level. In addition, the deep diver can throw piercing weapons underwater, though he takes a -2 penalty on attack rolls for every 5 feet of water the weapon passes through, in addition to the normal penalties for range. At 5th level and every five levels thereafter, the thrown weapon can pass through an additional 5 feet of water without penalty. Even with this ability, the thrown weapon can never travel farther than its range increment, even if feats and magic modify its range. This ability replaces favored enemy and track.

Expert Diver (Ex): At 3rd level, the deep diver must select water as his favored terrain. He gains a +2 bonus on Perception, Stealth and Swim checks in watery terrain. This bonus increases by +2 at 8th level and every five levels thereafter. He can always take 10 on Swim checks even when rushed or threatened and can hold his breath for a number of minutes equal to 1/2 his Constitution score before he risks drowning. At 8th level,

the deep diver can see three times as far as water conditions and light conditions would allow for normal human vision and can endure cold climate effects as if using *endure elements*. At 13th level, he gains the aquatic subtype, the amphibious trait and never takes pressure damage from deep water. At 18th level, the deep diver gains continuous *freedom of movement* while underwater. This ability replaces favored terrain.

Take to the Water (Ex): The deep diver gains a swim speed equal to half his land speed. This ability replaces woodland stride.

Aquatic Hunter (Ex): At 8th level, the deep diver gains Weapon Focus with any piercing weapon of his choice as a bonus feat. This ability replaces swift tracker.

Quarry (Ex): At 11th level, the ranger treats any creature with the aquatic or water subtype as well as those with a swim speed as if it were one of the ranger's favored enemy types for the purpose of allowing him to designate that creature as his quarry. This ability modifies quarry and improved quarry.

Aquatic Predator (Ex): At 12th level, the deep diver can use the Stealth skill to hide in underwater environments, even if the terrain does not grant cover or concealment. This ability replaces camouflage.

One with the Water (Ex): At 16th level, the deep diver's swim speed is equal to his land speed, and he can see five times as far as water conditions and light conditions would allow for normal human vision. This ability replaces hide in plain sight.

Rogue Archetypes

Rogues fulfill many roles in society, some benign and others malign. In the best of times, they can be heroic spies risking their lives far behind enemy lines for love of country and the greater good. At humanity's lowest, they can be a pack of vicious criminals who prey on society's most vulnerable citizens, much like a cunning lion scanning the herd for its weakest member. In a sense, rogues play to the perceptions of their audience. Those seeking to instill fear in the cowed populace use intimidation and violence to exert their dominance over their potential future victims. Meanwhile, masterful burglars appeal to the people's notions of social equality to justify stealing valuables from the rich and powerful, provided of course that they share some of their spoils with residents willing to turn a blind eye to their illicit activities. However, the wetlands are a completely different animal than the typical terrestrial settlement. Though these rogues share some common traits with their cosmopolitan kin, the rogues that inhabit the wetlands are a breed apart from their more populous urban counterparts. The thieves that ply their ugly trade in the big city feel more cutthroat and rougher around the edges than the debonair characters that travel through this environment's bayous and backwater communities on the lookout for their next big score. Wit and charm are the tools of the trade for these rural hustlers. Locals humorously quip, "Fake smiles have claimed more lives than poisoned daggers." The suave riverboat gambler always believes that the odds are in his favor no matter how dire his situation appears. In both instances, these resourceful adventurers prove that a sharp mind is deadlier than a keen blade.

Riverboat Gambler

These savvy rogues abide by the simple motto "great risk brings greater reward." Partaking in games of chance can be a very dangerous business, for the night's biggest winner can sometimes literally lose it all. Still, the debonair men and women who live by the odds would not want it any other way. Theirs is a nomadic existence spent trekking from backwater saloons to private estates to glitzy casinos on their endless search for the next piece of the action. It takes more than luck to survive in this hardscrabble world of outlaws, lawmen, aristocrats and ladies, where every deal of the cards can be a player's last. These suave characters never put their trust in fate. They instead rely upon their skills to make their own good fortune. Quick wits, a sharp mind, constant situational awareness, shifty sleight of hand and a fast trigger finger are the riverboat gambler's tools of the trade. Unlike the casual gambler, these crafty rogues predominantly stick to activities that grant them some personal control or the ability to use inside

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information to their advantage. Dice and card games are popular choices, particularly in venues where the house allows players to physically handle the game's components. However the riverboat gambler truly shines while wagering on the outcomes of sporting events that he can outright fix or weigh the chances heavily in his favor. Unearthing hidden details about a participant's health or personal life can yield tremendous dividends without much cost, though bribery offers the best chance of guaranteeing victory. Of course, success also depends upon whether the riverboat gambler's ploy avoids detection at the hands of the authorities and cheated players. His key to survival, especially in the rugged wetlands, depends upon his ability to know when to double down on his bets or fold his hand and live to play another day.

Wily Combatant (Ex): At 1st level, the riverboat gambler may select one martial or exotic ranged weapon to add to his list of weapon proficiencies. In addition, he may take either (but not both) the combat trick or grit (*Pathfinder Roleplaying Game Ultimate Combat*) rogue talent up to two times. A riverboat gambler who selects the grit rogue talent a second time may select a grit feat, but he does not gain the Amateur Gunslinger feat again. This ability replaces trapfinding.

Every Trick in the Book (Ex): At 2nd level, the riverboat gambler is considered to be either a fighter or gunslinger, but not both, of the same level as his rogue levels for the purpose of determining whether he meets the prerequisites of any combat or grit feat. Once he makes his choice, it cannot be reversed. His rogue levels stack with his fighter or gunslinger levels for this same purpose. In addition, he can also withdraw an object hidden on his person, including a weapon, as a move action instead of the usual standard action. This ability replaces evasion.

Double Down (Ex): At 3rd level, the riverboat gambler may double down on any single attack roll, ability check, skill check or saving throw the riverboat gambler makes. He must announce his intent to use this ability before making the attempt. He then draws two cards from a deck of standard playing cards and adds the cards together, treating aces as 1s and face cards as 10s. Drawing two cards that add up to twenty or drawing an ace and a face card (referred to as blackjack) is treated as if the riverboat gambler rolled a natural 20. (An ace and a 10 equal an 11.) If the riverboat gambler draws blackjack, he may immediately take a free action, swift action or 5-foot step, even if it is not his turn. Any action taken does not count against his limit of actions during his turn. When the sum of the two cards scores a critical threat, the riverboat gambler shuffles the two cards he originally drew back into the deck and draws two more cards (using the preceding rules) to determine whether he confirms the critical threat. Blackjack under these circumstances is still treated as a natural 20, but has no other effects. He can use this ability once per day at 3rd level and one additional time per day every three levels thereafter up to a maximum of six times per day at 18th level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the riverboat gambler archetype: black market connections^{UC}, canny observer^{APG}, coax information^{APG}, deft palm^{UC}, fast fingers^{APG}, fast getaway^{APG}, firearm training^{UC}, grit^{UC}, honeyed words^{APG}, major magic, quick disguise^{APG}, snap shot^{APG}, surprise attack, underhanded^{UC}, and weapon training.

Advanced Talents: The following advanced talents complement the riverboat gambler archetype: another day^{APG}, master of disguise^{APG}, rumormonger^{UC}, and weapon snatcher^{UC}.

^{APG} Talent appears in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

^{UC} Talent appears in the *Pathfinder Roleplaying Game Ultimate Combat*.

Sorcerer Archetypes

Some forms of magic cannot be taught. Instead, fate and circumstance intervene to imbue newborn creatures with the innate power to harness and wield mystical energy beyond the reach of all others. Instinct inspires them to conjure wondrous creations, to summon powerful allies and to shape the bounds of reality in accordance with their whims. Theirs is a discipline fueled by intuition, where sparks of inspiration passed down through the generations spur their vivid imaginations. Some force in their personal past or distant ancestry beckons them to take it by the hand on a fantastical journey into a magical realm beyond ordinary

experience. Encouraged by their inner curiosity, the boys and girls born with this incredible gift may ultimately take that critical first step and grow up to become mighty sorcerers. Though imbued with a remarkable blessing, these youngsters must still take the time to hone their craft in order to realize their full potential. Whereas wizardry students spend countless hours memorizing formulae and gestures, the sorcerer strives to abandon the shackles of conscious thought and rely solely upon impulse to govern his actions. The wetlands' sorcerers vehemently swear that the land itself plays a vital role in their transformation from apprentice to full-fledged arcane practitioner. Some supernatural power holds sway in this semi-aquatic land, giving rise to strange manifestations. This notion holds true for the archetypes presented here. The moss gatherer draws his strength from the swamps and marshes, converting its raw energy into magical fuel. The seditionist uses the wetlands' inaccessibility for sanctuary, while he and his conspirators concoct their schemes. As both of these sorcerers would attest, something unexplainable takes root in the realm's shadowy waters and saturated earth that invigorates their arcane might.

Moss Gatherer

An old adage claims that a rolling stone gathers no moss. The humanoids that dwell in this watery domain are quick to add that the rock could not have rolled across the wetlands; otherwise, it would be covered with moss regardless of its speed. The ubiquitous plant is everywhere in this semi-aquatic environment, particularly in the bogs and fens where sphagnum moss, also known as peat moss, reigns supreme. In fact, these acidic freshwater wetlands owe their creation to these simple plants. No one appreciates this remarkable natural process more than the moss gatherer. This quirky sorcerer enjoys a mystical connection to the environment's damp soil, muddy streams and odd vegetation. His bond to this damp land dates back at least several generations when his distant ancestors first settled the region in search of a better life. Though the moss gatherer's family members also experience many of the same sentimental feelings toward the land as he, something stronger than familiarity or even love for his home bequeaths its magical powers to this arcane practitioner. Indigenous residents say that mysterious, intelligent energy courses through the fabric of the wetlands, and that this sentient force reveals the realm's secrets to a handful of select individuals it deems worthy of such an honor. Most leave their families after receiving their unique calling and live in the wild, where they adopt the native trees and animals in place of their humanoid relatives, thus enhancing their reputation for eccentricity. For whatever it is worth, these sorcerers express their gratitude to the unseen entity by wearing green clothing and draping fresh moss over their shoulders as a symbol of their unity with the land. The moss gatherer exerts his authority over the swamps and marshes through his connection to the Wetlands' bloodline.

Wetlands' Bloodline

Land and water coalesce to form your being. You are the synthesis of earth and liquid. Whether your family settled in the swamps generations ago or an ancestor met his end in a watery grave, some mystical force connects you to the wetlands.

Class Skill: Swim

Bonus Spells: *touch of the sea*^{APG} (3rd), *sphagnum sphere*^{MM} (5th), *phantom canoe*^{MM} (7th), *hummock*^{MM} (9th), *transmute rock to mud* (11th), *move earth* (13th), *vortex*^{APG} (15th), *seamantle*^{APG} (17th), *tsunami*^{APG} (19th).

^{APG} This spell appears in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

^{MM} This spell appears in **Chapter 7**.

Bonus Feats: Acrobatic Moves, Athletic, Endurance, Mobility, Nimble Moves, Puddle Runner^{MM}, Skill Focus (Swim), Skin Diver^{MM}, Swamp Rat^{MM}, Swamp Runner^{MM}, Wetlands Balancer^{MM}, Wetlands Eye^{MM}.

^{MM} This feat appears in **Chapter 4**.

Bloodline Arcane: Whenever you cast a spell with the earth or water descriptor, you ignore 5 feet of difficult terrain for each level of the spell for 1d4 rounds.

CHAPTER 8: ARCHETYPES

Bloodline Powers: You command mastery over the wetlands, using your powers to shape water and land alike.

Quagmire (Sp): At 1st level, you can transform a 40-foot-radius spread of natural, undressed earth, soil, sand or clay into a 2-foot-deep mire filled with peat, mud and chilly water. Magical, enchanted, dressed or worked stone cannot be affected. It costs Small, Medium and Large creatures 2 squares of movement to move into a square containing the mire, while Tiny or smaller creatures must swim to move through the soupy muck. It takes a successful DC 15 Swim check to move 5 feet in any direction. Small and larger creatures can also swim through the mire, if they choose. Huge creatures and larger as well as those with a swim speed can move across the mire without penalty. Creatures caught in the mire suffer a –1 penalty on attack rolls and AC. Large and smaller creatures cannot run, charge or tumble within the mire and the DC of Acrobatics checks they attempt within the affected area increases by 4. The mire lasts for a number of rounds equal to 1/2 your sorcerer level (minimum 1) leaving no aftereffects in its wake. You can dispel the mire at any time as a free action. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Bog Child (Ex): At 3rd level, you gain acid resistance 10. At 9th level, your acid resistance increases to 20.

Wetlands Explorer (Ex): At 9th level, you gain a burrow speed equal to half your land speed and a swim speed equal to your land speed. While burrowing you do not leave a tunnel or trace of your passage. You can burrow through natural, undressed earth and stone, but not through wood, metal or magical, enchanted or dressed stone. At 15th level, when immersed in water, you gain blindsense 30 feet. Likewise, when you are burrowing, you gain tremorsense 30 feet. The swim speed is constant. However, you can burrow only for 1 minute per sorcerer level each day. The duration need not be continuous, but it must be used in 1-minute increments.

Wetlands Predator (Sp): At 15th level, as a spell-like ability, you can polymorph into a Huge crocodile once per day. The transformation grants you a +6 size bonus to your Strength, a –4 penalty to your Dexterity and a +6 natural armor bonus. Your land speed becomes 20 feet, and you gain a swim speed of 30 feet. You gain a bite attack that deals 2d8 points of damage and gives you the grab special ability. You also gain a tail slap that deals 3d6 points of damage. In this form, you also get low-light vision. Otherwise, this ability functions as *beast shape IV*. You may use this ability twice per day at 17th level and three times per day at 19th level.

Wetlands Master (Su): At 20th level, you gain DR 5/— and can move through all wetlands terrain and through water as if affected by *freedom of movement*. You can breathe underwater and on land as well as speak with all living creatures with the aquatic, earth and water subtypes as well as any creature whose environment is listed as marsh or swamp. Your senses also improve giving you blindsense 60 feet when immersed in water.

Seditionist

Authority always sows dissatisfaction. Most subjects verbally air their grievances to trusted associates in the safety of their homes or commit minor, unseen acts of defiance to express their frustration, but their complaints rarely rise above the level of grouching and petty vandalism. Yet some people are born with rebellion in their blood. They chafe at the suggestion of paying taxes to a governmental entity or being conscripted to fight for someone else's cause as part of an organized militia. To them, laws and civic institutions exist to enslave the weak and cow subservience from the oppressed. Naturally, openly engaging in treasonous activities or publicly inciting others to participate in overthrowing the powers-that-be invites ample attention from those sworn to defend the state against external and internal enemies. Therefore, seditionists conspire in secret, often relying upon the inaccessibility of neighboring wetlands to grant them security while they map out their plots and further their schemes within the cities, towns and villages adjacent to these wilderness areas. Seditionists use the backwaters as more than a base of operations. In many instances, they view these rural areas that are often populated by staunchly independent humanoids as fertile recruiting grounds.

Obviously, the people's perception of these rebels and their cause depends upon the populace's outlook toward the state. If the masses look upon their government favorably, then the seditionist is a dastardly traitor. On the other hand, a seditionist leading a revolt against a cruel, unpopular totalitarian state is likely to enjoy widespread support, though the pervasive fear of retaliation is likely to force the movement underground. Despite using the same tactics and fiery rhetoric in his battle against authority, the court of public opinion determines whether the seditionist is cast as a hero or villain. The seditionist wages war against his foes by tapping into the strength of the Sedition bloodline.

Sedition Bloodline

You chafe under the yoke of authority. Rebellion is in your blood, regardless of whether you are the descendant of a renowned revolutionary or a homegrown activist longing for change. You are a seed borne on the wind to spread your message of revolt throughout the land.

Class Skill: Stealth

Bonus Spells: *disguise self* (3rd), *disguise other* (5th), *diversion*^{MM} (7th), *illusory wall* (9th), *song of discord* (11th), *utter contempt*^{UM} (13th), *requisiter* (15th), *antipathy* (17th), *symbol of strife*^{UM} (19th).

^{MM} This spell appears in **Chapter 4** of this sourcebook.

^{UM} This spell appears in *Pathfinder Roleplaying Game Ultimate Magic*.

Bonus Feats: Deceitful, Go Unnoticed^{APG}, Iron Will, Mobility, Skill Focus (Bluff), Skill Focus (Disguise), Skill Focus (Stealth), Stealth Synergy^{UC}, Stealthy.

^{APG} This feat appears in the *Pathfinder Roleplaying Game Advanced Player's Guide*.

^{UC} This feat appears in the *Pathfinder Roleplaying Game Ultimate Combat*.

Bloodline Arcana: Whenever you deal damage to a flanked opponent or an opponent that has been denied his Dexterity bonus to AC with a spell that requires a successful melee attack or melee touch attack, your attack deals additional damage equal to the spell's level. This additional damage is treated as precision damage for the purposes of calculating damage on a critical hit.

Bloodline Powers: Power corrupts, and you are just the person to undo its corrosive influence. Your finger always feels the pulse of the people's discontent, giving fuel to your seditious fires.

Ray of Agitating (Ex): At 1st level, you can unleash a ray of agitating as a standard action, targeting any foe within 30 feet as a ranged touch attack. On a successful hit, the creature is confused, as the spell, for 1 round. At 5th level and every five levels thereafter, the effect persists for an additional round. Once a creature has been affected by ray of agitating, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Mad Bomber (Su): At 3rd level, the seditionist gains an ability nearly identical to the alchemist's bomb ability, except that the seditionist's effective alchemist level is equal to his sorcerer level –2. Unlike the alchemist, the seditionist must select fire as his energy type. He can throw bombs of that type but cannot modify them with discoveries with the exception that he gains the delayed bomb discovery at 9th level. This ability stacks with the alchemist bomb ability to determine the level of bomb damage, but a seditionist does not gain that class's bomb ability, nor does an alchemist that becomes a seditionist gain this bomb ability. He may use this ability a number of times per day equal to 1 + his Cha modifier (minimum 1).

Rebel with a Cause (Sp): At 9th level, you are immune to compulsion, fear and pain effects as well as *detect thoughts*, *discern lies* and any attempt to magically discern your alignment. At 15th level, you can thwart divination spells used against you as if you were under the effect of a *nondetection* spell using your character level as the caster level. You can suppress or resume this ability as a standard action. If dispelled, you cannot resume the *nondetection* for 1d4 rounds.

Deep Cover (Sp): At 15th level, you can change your shape into that of any humanoid at will. This ability acts like *alter self*, except you may remain in that form for as long indefinitely.

King Slayer (Sp): At 20th level, you gain immunity to all mind-affecting spells and effects and can benefit from *invisibility*, as the spell, at will.

Wizard

Those not blessed with innate talent for magic must instead rely upon study, memorization and experimentation to gain mastery over this temperamental power source. Though it takes considerably more time and effort to learn the basics of how to harness and then wield mystical energy from scratch, the students that venture down this road are limited only by their intellects rather than the permutations of the magical reservoir that dwells within them. The world is there for the taking if the wizard has the intelligence to reach out and grab it. During the course of his travels, this arcane practitioner can amass a diverse collection of incantations that he records in his spellbook for usage at the most appropriate time. Each morning, the wizard picks and chooses the spells best suited for the situation at hand, giving him a tactical advantage over other spellcasters who are restricted from casting anything other than a small handful of spells regardless of the circumstances. Naturally, wizards always seek new forms of magic throughout the course of their adventuring careers, an endeavor that presents several unique challenges in the wetlands. Water and humidity pose a significant danger to the wizard's coveted spellbook; he must take care to avoid getting its pages wet. In addition, the traditional avenues of research found in urban centers are largely absent in this predominantly rural environment, forcing wizards to look elsewhere for fresh inspiration. Fortunately for the studious, the terrain's remarkable features offer tantalizing possibilities as reflected by the archetype found in the wetlands. The macabre decomposer occupies his days studying the states of decay in the warm and humid wetlands. These wizards defy convention and blaze their own trails of study, analyzing the qualities of these natural phenomena to further their magical prowess in this rugged terrain.

Decomposer

Few humanoids dwell on death. Most people avoid the topic like the proverbial plague, opting not to occupy their waking hours thinking about what awaits their mortal body after their earthly demise. Still, dying is an inescapable fact of life. Those charged with the grim task of embalming the corpses of the dearly departed perceive it as their solemn duty to prepare and preserve the decedent's earthly remains for his eternal existence in the afterlife. Their efforts temporarily defy nature, but never defeat the omnipotent entity. In the end, the forces of rot and entropy prevail, eventually turning the most expertly maintained cadaver into a putrid mass of bloated flesh and fetid goo. Though the overwhelming majority of civilized humanoids try their best to prevent this from happening, biodegradation fascinates a small brotherhood of morbid wizards known as decomposers. In their eyes, the wetlands function as the ideal outdoor laboratory for their ghastly experiments. While the usually warm and extremely humid swamps and marshes greatly accelerate decay, the cooler and more acidic bogs and fens generate the opposite effect. The stark contrast grants these wizards the unique opportunity to observe the processes that speed up and decelerate decomposition side by side. While humanoids exclusively focus their efforts on preserving human cadavers and some animal carcasses, the biochemical transformation that creates the combustible fossil fuel peat intrigues him far more than watching insects, scavengers and festering bacteria devour bloated corpses. For this reason, most decomposers dwell in inhospitable bogs and fens, preferably close to neighboring swamps and marshes. The exact mechanics that convert fallen sphagnum moss into peat still eludes them. Nonetheless, they have made great strides harnessing the power of this fossilized fuel and enhancing their understanding about the wetlands' unusual properties of preservation and decay. Nearly all decomposers specialize in the Decomposition focused arcane school of magic (see the "Focused Arcane Schools" section in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide* for details regarding arcane schools of magic).

Decomposition School

The decomposer wizard obsesses over understanding the mechanisms that hasten and forestall decay. In pursuit of their quest to unravel the mysteries of this natural process, many venture to the rugged wetlands to carry out their studies close to isolated bogs and steamy swamps.

Associated School: Necromancy

Replacement Powers: The following school powers replace the power over undead, grave touch and life sight powers of the necromancy school.

Student of Death (Ex): You gain a +2 enhancement bonus on Heal, Knowledge (nature) and Knowledge (religion) skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20th level. At 20th level, you treat all Knowledge (religion) checks made to identify undead creatures and their special powers or vulnerabilities as if you took 20 on the check.

Stench of Decay (Sp): As a standard action, you can attempt a melee touch attack that causes the target to exude a carrion stench that sickens a living creature for a number of rounds equal to 1/2 your wizard level (minimum 1). If you touch a sickened creature with this ability, it becomes nauseated for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Peaty Flesh (Sp): At 8th level, you can transform your flesh into smoldering peat for a number of rounds per day equal to your wizard level granting you fire resistance 10 and immunity to spells and effects that target creatures made from flesh, such as *flesh to stone*. Opponents that attack you with natural weapons or an unarmed strike take 1d6 points of fire damage. Likewise, enemies grappling you or grappled by you take 1d6 points of fire damage each round. While in this state, you are affected by spells and effects that deal damage to plants and undead creatures. You can use this ability for a number of rounds per day equal to your wizard level. These rounds need not be consecutive.

Ch.9: Faiths of the Swamp

Life in the marshes and bogs is difficult, fraught with hazards and pestilence. Most civilized folk endeavor to live outside such unhealthy environs or, when they must live in their proximity, to drain them or contain them in order to reclaim the land for more profitable or less arduous purposes. But some folk don't have the luxury of a fine upbringing and their pick of lands on which to make a living; some are forced to eke out an existence wherever they can, even if that means relocating to the soggy lands that their betters want no part of to live off the eels they can catch and the peat they can cut and sell. Others choose habitation in a swamp because they wish to live a life beneath the notice of the tax collectors or the law. These outlaws or outcasts may band together into small communities deep in the swamp beyond the bounds patrolled by those whom they wish to avoid. Still others seek the swamp for solitude, an existence away from prying eyes. Whether for nefarious or benign purposes, the lure of the trackless waterways and moss-grown trees draws them far from the beaten track as well. And finally not all those who dwell in the swamps are what would commonly be recognized as "civilized;" things with moist skins or scales that slide silently through the still waters have called the marshes home far longer than the first hairy humanoids first put a boat on the water. These things, too, call the swamps home and do not always take well to those that they see as trespassers.

Anywhere that folk live and make their home soon finds itself inundated by their religion as well, whether isolated hermits, cloistered monasteries, or thriving fishing villages. There are no specific pantheons encompassing the religion of the dwellers of the marshes, but there are many faiths that find a home among the myriad forms of intelligent life that reside there. Some of these belong to other known pantheons, some are swamp-venenerated versions of better known gods barely recognizable under the veneer of the swampfolks' worship, and some are deities best suited for the inhabitants of the forlorn marshy places. All of these are included herein. Some have appeared in other **Frog Gods Games** books but are repeated here for your convenience. In addition, new domains found in other **Frog God Games** books that apply to these particular deities are included here as well. Finally, one unique pantheon not specific to swamps but commonly found among certain cultures that are no stranger to swampy environments — the Loa — are also included.

Alyhedra

The Cleansing Tide;

Elemental Princess of Evil Water Creatures

Elemental Princess

Alignment: Neutral Evil

Domains: Animal, Evil, Plant, Water

Symbol: Black trident piercing a humanoid heart

Garb: Shawls made of fish scales or eel hide over blue body paint and draped in rotting seaweed

Favored Weapon: Trident

Form of Worship and Holidays: Underwater rituals are held on nights of violent storms and shoreline hunts for blood sacrifices are held during red tides. When hurricanes cause flooding ashore it is considered a sign of special favor and bloody massacres lasting for days ensue until the waters recede back into the sea.

Typical Worshipers: Evil druids and rangers (especially of aquatic races), sea hags, skum, chuuls, some boggards, coral giants, evil water creatures

Alyhedra has few followers above the surfaces of the oceans, seas, and lakes. Very few land-dwelling scholars even know — or care — she exists. Her dictum is simple: The strong dominate the weak. Because

of Alyhedra's affinity for floods encroaching upon the lands and the attendant swamps often forming in their wake, some types of creatures with an affinity for these kinds of areas find her a favorable patroness. Coastal dwelling skum, boggards, chuuls, and sea hags in particular make up this group, though many evil aquatic creatures pay her homage. Her greatest rival for followers is the Demon Prince Dagon, but she is careful not to provoke the wrath of that impossibly ancient evil. Of lesser concern to her is the Lord of Water Elementals, Lyppo, who resents her intrusion among his kind, though he dares not interfere with the far-more-powerful elemental princess.

The elemental princess rules over evil water creatures from her icy palace of Castelplume where a geyser of preternaturally cold but still-liquid water continually erupts deep within the Elemental Plane of Water. Few oppose her rule over this area due its extremely hostile environment and her many loyal servitors. When she takes leave of her fortress, she is rarely encountered without an entourage of elder water elementals and powerful marids seduced to her cause.

Alyhedra is most often depicted as an enormous tidal wave with embellished demonic facial features, as a comely blue-skinned storm giant, or as a revolting sea hag. She is never without her black trident *Iceheart*. Red tides bringing masses of dead sea-life ashore are seen as a sign of her presence and call for special hunts in her name. Her priesthood are called Night Swimmers and dress in leathers and scales made from the poorly cured hides of aquatic or water-dwelling creatures, and they often drape themselves in rank, decaying seaweed. Consequently the stench of rotting fish commonly surrounds her clerics.

Alyhedra previously appeared in *Splinters of Faith, SF2: Burning Desires* by Frog God Games.

Calyc

Bel's Toad-Lord; Saint Toad; Calyc of the Held Gate; The Cromulent Keeper

Demigod

Alignment: Neutral

Domains: Animal, Earth, Protection, Trickery, Water

Symbol: A large key; in earlier times a white circle on a green background

Garb: Normal garb but with a chain of keys (or knotted string for cultures that lack locks and key — requires at least Iron Age technology)

Favored Weapon: Shortspear

Form of Worship and Holidays: Few worship rituals observed and no specific holidays recognized. Services held near the beginning of winter include ritually closing off a hole or cave with a wooden wall or cap with services held near the beginning of spring to reopen the hole.

Typical Worshipers: Grippli, intelligent amphibians, some lizardfolk, some mist dragons

Recognition of Calyc (usually pronounced KAY-lis) as a deity is almost unknown among humans outside the Daanites of Ynys Cymragh, and even there he is relatively obscure to all but the druids and a few rural communities to cling to the oldest of traditions. Calyc is called the Toad-Lord of the deity of the Tuatha Dé known as Bel or Belenos. His role has been variously ascribed as Bel's fool, his personal shield bearer, and his torturer. It is possible he is all of them. He has become more prominently known for his role as gatekeeper to the Otherworld. This gate is said to lie in the caverns beneath the mythical castle of Caer Bannog where Calyc dwells without discomfort amid the mud and pools of these dark tunnels and guards against unauthorized access into the realm of Bilis the dwarf

MARSHES OF MALICE

king. Why he is considered Bel's literal "toadie" in this role rather than that of Bilis is never really explained.

The truth of the matter is that Calyc dwells not in the cellars of Caer Bannog but within the realm of Bilis himself. And he guards not the gate to Bilis's realm but rather a gate that lies deep within the caverns of Bilis's realm and leads directly into the Ginnungagap, the void between the planes where only the howls of demons imprisoned for a thousand thousand years can be heard above the blowing of the icy winds of Eternity. Calyc serves Belenos because even Bilis dares not tamper with this gateway to a realm far beyond his kin. Calyc stands guard on the impenetrable gate and keeps its only key on a chain around his short neck. Twice a year Belenos arrives in the cavern and Calyc opens the portal for the Shining One to allow him to hear the appeal of a single one of the Ginnungagap's damned spirits and judge as to whether it may be freed into the worlds beyond or not. The host of Bilis is always on hand for these occasions in case those beyond the gate should wish to try and test the mettle of the Shining God and his Toad.

Though little regarded for worship among most humanoid races, Calyc is sometimes invoked as a threat for the legendary tortures over which he supposedly has mastery. Beyond that he is largely forgotten as a deity. However, among the gripli and some other amphibian races, Calyc is seen as the pinnacle of honorable duty and courage and is revered with as much gravity as that practiced by any Protector of Vanitthu. Some mist dragons^{TOHC} of Ynys Cymragh have taken up the worship of Calyc for unknown reasons. Some followers of Tsathogga resent Calyc and seek to eradicate his worshippers as usurpers of what they see as their toadlike heritage.

When Calyc is represented at all, his image is usually that of a mundane toad with a chain around his neck bearing a single large key. Gripli worshippers ascribe to him a more anthropomorphic/gripli-like appearance and give him armor of boiled leather and barbed spear in addition to a key chain or knotted string.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games.

Camazotz

Death-Bat; Sotz; Lord Underbelly; The Bat God

Lesser God

Alignment: Chaotic Evil

Domains: Animal, Chaos, Darkness, Death, Evil

Symbol: A giant bat

Garb: Poorly cured animal hides and humanoid skins soaked in fresh blood

Favored Weapon: Throwing axe

Form of Worship and Holidays: Offerings of fresh blood are splashed on altar stones at every new moon. On dark moon nights (when Cybele is full), hunts are held for humanoids who will be sacrificed and their bodies dismembered and burned at dawn; if no suitable sacrifice is obtained, a priest of Camazotz is chosen instead. On the first night of the year a ritual is held involving 20 sacrifices and a cannibal feast.

Typical Worshippers: sabosans, mobats, vampires, gugs, werebats, cloaklers, greenskin orcs, chikes, evil lizardfolk, swamp trolls, vile drakes, some black dragons

Worship of Camazotz is equally at home in dark caverns, in the depths of steamy jungles, or under the shadowed boughs of dismal swamps. No one is exactly sure where this bloodthirsty bat deity first came from. He is not one of the gods of the Under Realms, crawled up from the mysterious deeps of the world, yet he is not a recognizable part of any known Lost Lands pantheon. Some rumors claim he hails from the near-mythical southern continent of Arkanos, but others claim an association between him and the demon Althunak of the Northlands. Surely both cannot be correct, so scholars throw up their hands in frustration and just hope to avoid the notice of his blood-drinking followers.

In the Under Realms, the evil batlike race of the sabosans^{B3} lead in the worship of the Death-Bat's name along with their trained mobats^{TOHC} and many a werebat. Likewise a large number of gugs^{B2} and cloaklers follow his hellish ways. Though not specifically a vampire god, many of the blood-

drinkers find a certain appeal in the Bat God's sacrificial demands. In the swamps and rainforest depths evil lizardfolk, swamp trolls, greenskin orcs^{TOHC}, and chikes^{TOH4} are drawn to the terrifying bloodthirst of the god's worship. Tribes of swamp goblins that have fallen under his sway refer to him as Lord Underbelly, and many vile drakes^{TOH4} count themselves among his faithful as do some black dragons.

In appearance Camazotz looks like a massive, black vampire bat with a wingspan of more than 20 feet. His eyes glow a hellish red, and his fangs are oversized for his mouth and are continually visible.

^{B2} Pathfinder Roleplaying Game Bestiary 2

^{B3} Pathfinder Roleplaying Game Bestiary 3

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games.

^{TOH4} See *Tome of Horrors 4* by Frog God Games.

Chernobog (Lost)

The Black God; Crom Cruach; Dark Crom; Crooked Crom; Crippled Crom; Old Bloody Head; Crom Dubh; God of Blood Sacrifice

Greater God

Alignment: Chaotic Evil

Domains: Animal, Darkness, Death, Earth, Evil, Plant, War

Symbol: A spiral, usually a tattoo

Garb: Bloodstained robes, furs, or hides with hair and beard styled into horns with dried blood

Favored Weapon: Greatclub

Form of Worship and Holidays: Blood sacrifices at solstices and equinoxes, at planting and at harvest, before and after hunts, at births and deaths, and on occasions when intercession is beseeched.

Typical Worshippers: Neolithic tribes (mostly extinct), some Daanite outlaws, occasional murderers and madmen (frequently dwelling in swamps)

Chernobog is a primordial evil as old as the world of Lloeyr itself. It is unknown if he was one of the original progeny of the hateful primeval god known as The Father or if he simply existed concurrently with him — or even before perhaps. Whereas the bloody hands of The Father promoted the strength of the tribe and its leaders, the endless thirst of Chernobog existed for its own sake. A god of blood sacrifices, only the truly desperate or the truly crazed would call upon his favor, because it always came at the price of a brutal sacrifice. The more important the request, the dearer the source of the sacrifice required. Ancient cave paintings among the hills of Irkaina depict chieftains giving up their own children and wives to the hands of the blood-soaked altar in exchange for some great boon, and always depict a shadowy horned figure gazing down from above with its mouth open as if to feed.

Sacrifices to Chernobog were not only frequent and personal, but also spectacularly cruel. No jagged stone across the throat or strangler's cord for the Black God's victims: Sacrifices to Chernobog were always killed by a blow to the head by a club or heavy stone and often required more than one strike to finish the still-conscious victim. This often resulted in not only a hideous display of anguish and thrashing, but also an inevitable spilling of blood and brain matter as the calvaria was finally compromised. So repugnant was the worship of Chernobog that tribes known to consort with the deity frequently faced genocidal attacks from their neighbors, though the god's interventions sometimes turned the tables on these and turned them merely into sources of more sacrifices for his blood-spattered altar stones. Eventually his machinations became too injurious to the survival of the early human tribes, and the god himself came under attack by the now largely forgotten primeval deity known as The Goddess. According to obscure myths, she was unable to outright destroy Chernobog, but was able to overcome him and imprison him for all eternity in a perfectly formed stone. Scholars debate exactly what that means, and the tales also differ as to whether this stone was then secreted into the heart of a mountain or sunk in a bottomless swamp. In any case, knowledge and worship of the god was largely forgotten for millennia.

Pockets of reverence emerged for the god under the new name of Crom Cruach during the time that the Ancient Folk occupied much of Akados. However, his bloody ways hadn't changed, and his worship was again largely suppressed by other tribes before being wholly wiped out with the ascension of the Hyperboreans. The ancient knowledge of the god proved tenacious and returned centuries later among the Daanite followers of the Old Way on the island of Ynys Cymragh in the form of a despotic tyrant-king calling himself Crom Dubh. An alliance of clans eventually brought down this bloodthirsty slaughterer of entire villages, but the outlawed worship of Old Bloody Head lingers on in some remote areas of the island with the name Crom Dubh now ascribed to the god himself.

Chernobog previously appeared in *TB5: The Children of the Harvest* by **Frog God Games**.

Cybele

Magna Mater; The Black Goat of the Woods; Goddess of Fertility and Witchcraft

Greater God

Alignment: Neutral Evil

Domains: Creation (see below), Evil, Knowledge, Magic

Symbol: An image of a pregnant woman or a dark moon

Garb: Nudity

Favored Weapon: Athame (see sidebox)

Form of Worship and Holidays: Nighttime rituals when mystic planetary and astrological conjunctions occur. The equinoxes are particularly sacred, such as the vernal equinox which is called the Day of Blood. Other sacred nights include Samhain and Walpurgis. Modraniht (Mother's Night) is a minor ritual for Cybele as the antithesis to celebrations of Ceres. Rituals include orgiastic dancing and chanting, bloodletting, and sometimes sacrifices.

Typical Worshippers: Witches, disenfranchised women, some amazons, corybantes, gallu-demons, lycanthropes, degenerate cults, hags, harpies, some medusas

Cybele, also known as the Great Mother, the Black Goat of the Woods, and by many other names, is an ancient deity who sprang up among the ancient Hyperboreans but was old before they adopted her. The few known myths of the Ancient Ones do not speak of her, so it appears her origin does not lie within their culture, but she was undoubtedly present in their day. Cybele is the matron of witches and of creatures with great fecundity, even if it be degenerate or unwholesome in nature. A tribe of inbred ogres might venerate her in a mountain cave, while a coven of witches operates under the noses of the authorities in a highborn palace. She appeals to women who have been oppressed but does not truly care for them, instead merely using them for her own mysterious ends. That they might enjoy power and ascendance while serving at her pleasure is the draw for most of her cultists. The methods of the followers of Cybele are poisons and subtle spells rather than overt attacks, but her covens have toppled more than one city or ruler through their manipulations.

Cybele is also associated with Lloegyrr's small, dark second moon Sybil, though she is not truly a moon goddess. Nevertheless, some lycanthropes venerate her in this aspect.

Cybele previously appeared in *LL4: Cults of the Sundered Kingdoms* by **Frog God Games**.

Dagon

Demon Prince of the Sea

Greater God (Demon Lord, former Qlippoth Lord)

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Water

Symbol: A lidless eye from which a corona of tentacles radiates

Garb: Robes of green and purple with elaborate gold

Creation Domain

Granted Powers: You have a knack for creating objects from scratch. You gain a +2 competence bonus to Craft checks and Profession checks for professions skills related to construction or creation. You gain Profession for any creation-related profession as a class skill.

Creator's Touch (Sp): With your touch, you imbue an object with +50% hit points. Alternately, if an object has the broken condition, you can remove that condition with a touch. Objects that receive additional hit points from your touch cannot receive more additional hit points as long as the first ones bestowed still remain. An object that has already received additional hit points from your touch can receive the benefits of removing the broken condition with another touch. Additional hit points to an object from this spell remain for 1 hour per cleric level you possess or until removed through damage. The removal of the broken condition from an object does not wear off, though the object can obtain the broken condition again through additional damage. You can use this ability a number of times per day equal to 3 + your wisdom modifier.

Material Transformation (Su): At 6th level as a swift action you can give any weapon or armor you touch the properties of being made from a special material such as adamantite, cold iron, darkwood, dragonhide, mithral, or alchemical silver. The transformation lasts for a number of rounds per day equal to 1/2 your cleric level and can be ended by you with a thought as a free action. You can use this ability as many times per day on as many weapons and armor as you like as long as the total time of these transformations does not exceed your maximum allotted rounds per day. When this maximum has been reached, all objects previously transformed by you revert back to their original material if they have not already done so.

Domain Spells: 1st—*bless water* or *curse water*, 2nd—*make whole*, 3rd—*create food and water*, 4th—*minor creation*, 5th—*fabricate*, 6th—*major creation*, 7th—*permanency*, 8th—*greater polymorph*, 9th—*polymorph any object*.

Note: This Creation Domain updates and replaces the one presented in *Freebooter's Guide to Razor Coast*.

Athame (Simple Light Melee Weapon)

This small, double-edged blade is the traditional ritual knife of witches. It is extremely sharp and used for varying things from inscribing ritual symbols in the earth to making human sacrifices. It is well made with a wooden or horn handle and is always of masterwork quality. If not of masterwork quality, it is simply a dagger.

Athame: Cost 305 gp; Damage 1d3 (S), 1d4 (M); Crit 18–20/x2; Weight 1 lb.; Type slashing.

headdresses, pectorals, and bracers

Favored Weapon: Trident

Form of Worship and Holidays: Sea storms are considered holy to Dagon as are the changing of the tides. Each riptide requires a small blood sacrifice.

Typical Worshippers: Aquatic humanoids and monstrous humanoids, evil human fishermen, shroths, hezrou, kraken, aboleths, skum, deep ones, marsh giants, scraggs, evil lizardfolk

This primordial demon lord of the deeps is worshipped by all manner of aquatic humanoids who have embraced the ways of chaos and evil. Great sunken cities on the ocean floors have fantastic temples dedicated to the demon prince. Some land dwellers who make their living from the sea venerate Dagon and ally with his undersea minions in exchange

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for greater catches in their fishing nets and sunken treasures dredged up from the sea floor. But such arrangements always come with a high price that may cost far more than the alliance is worth. Dagon is ichthyic and cold-blooded; his mind is alien to the creatures of land, and his will and desires are often inscrutable. Sacrifices to Dagon on shore often involve a deep well that extends to flooded sea caves where his horrific minions can gather to feast upon those unfortunates offered up in his name. Dagon's clerics are called Scaled Ones and must sign a pact to serve the dread lord as described above.

Dagon previously appeared in *LL4: Cults of the Sundered Kingdoms* and *The Tome of Horrors Complete* by Frog God Games and *K4: The Coils of Set* by Necromancer Games.

Gallinda

Lady of the Fountains; Snake-Mother; Goddess of Fountains and Singing Waters

Greater God

Alignment: Neutral Good

Domains: Healing, Serpent (see sidebar below), Scalykind, Travel, Water

Symbol: A woman with flowing gown and hair and a sea-shell cupped in both hands from which a fountain flows

Garb: Barefoot with a simple shawl and tunic

Favored Weapon: Spear

Form of Worship and Holidays: Gallinda no longer has any recognized days of worship. Worship services that are held usually occur at night under the moon near a river or pool and consist of lighting votive candles and setting them afloat on small rafts and singing ancient, haunting melodies.

Typical Worshipers: Phoromycean healers, midwives, travelers, water nagas, lizardfolk, good water creatures, bronze dragons, mist dragons

Worship of the goddess Gallinda is little remembered in this day and age. In the age of Phoromyceae, long before the rise of Hyperborea, she was a powerful and influential goddess who oversaw travel upon water, the healing arts, and the water supplies of cities and small settlements alike. She was also a patron of music, and many of the greatest composers of ancient Phoromycea sought to capture the simple beauty of the trickle of a stream in their compositions. Some of these tunes live on today in the form of catchy-but-beautiful folk songs handed down from a time far longer than anyone would imagine. Gallinda was much beloved by the folk of Phoromycea and revered among both the great and the lowly. With the fall of that ancient people at the end of the Age of Kings, her worship fell into ignoble obscurity as new deities arose among the primitive human populations who migrated into old Phoromycean lands. Only a few ruins of shrines and statuary scattered across the eastern coast of Akados remain as testimony to the prominence she once held.

Despite the loss of knowledge of Gallinda to human worshippers, her religion lived on in the non-human adherents she had who survived the end of the Phoromyceans. Water nagas had long revered the Lady of the Fountains and continued to do so scattered individually and in their own enclaves. In addition, the magical empire of Phoromycea employed many summoned water elementals and marids. After its fall most marids returned to their home plane, but a number of the water elementals remained behind. Among these were those who revered Gallinda and continued to do so. Over time lizardfolk tribes who served various water nagas were introduced to her worship and began the practice of venerating her as Snake-Mother, a practice that continues today in some areas. Finally some bronze dragons and mist dragons have revered the Lady of Fountains since the days before the rise of Phoromycea, and many among their kind continue to do so.

Gallinda previously appeared in *LL2: The Lost City of Barakus* and *LL5: Borderland Provinces* by Frog God Games.

Great Mother

Goddess of the Dnipro River

Demigod

Alignment: Neutral

Domains: Animal, Earth, Healing, Travel, Water

Symbol: Two parallel wavy lines ending at a perpendicular line representing the Dnipro River meeting the sea; usually a crude totem in wood or clay

Garb: Headdress of cormorant feathers and amber

Favored Weapon: Mere club^{UE}

Form of Worship and Holidays: Rituals held at beginning and end of flood season and at the taro harvest, sacrifices of baskets and armor woven from elymus grass are thrown into the river at births and marriages

Typical Worshipers: Seagestrelanders of the Dnipro River and related tribes

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

Great Mother is a little known nature deity revered by the Seagestrelander natives of the Northlands. She is one of the many tibaz worshipped by the Seagestrelanders, though here veneration is generally limited to those tribes that dwell along her forested banks or those tribes with whom they have intermarried. The daughters of the Dnipro tribes usually carry a small totem of Great Mother with them to their new home in their husband's tribe. In this way, the knowledge and worship of Great Mother has spread beyond just the bounds of the river itself. The Seagestrelanders see Great Mother as the living embodiment of the river, and that is in fact what she is. Great Mother was originally the spirit of the Dnipro River and curator of the abundant life within its flow and upon its banks, and within its verdant delta. The worship of the Seagestrelanders and the effective proselytization they have done through their marriage customs with surrounding tribes, however, has caused Great Mother to ascend to the status of a true demigod and to join the other tibaz gods revered by the Seagestrelander tribes.

Great Mother previously appeared in *LL6: The Northlands Saga Complete* by Frog God Games.

Hassith-Kaa

The Great Serpent

Greater God

Alignment: Neutral Evil

Domains: Evil, Serpent* (see sidebar), Strength, Trickery

Symbol: The head of a serpent with diamond-shaped eyes and extended forked tongue

Garb: Silk robes over natural scales for those that have them, unscaled worshippers wear scale mail to emulate it. Both wear ornate headdresses of gold set with emeralds and rubies, and many wear silken veils to conceal all but their eyes.

Favored Weapon: Quarterstaff

Form of Worship and Holidays: Services are infrequent and in accord with no known calendar, seemingly occurring at random intervals and times. Worship occurs in hidden caves and always involves the summoning of swarms of poisonous snakes to accept sacrifices and attack anyone present who is not loyal to Hassith-Kaa.

Typical Worshipers: Serpentfolk, inphidians, nagas, intelligent serpents and reptiles, some assassins

Many folk believe the legends of the Great Serpent to be no more. The ancient deity of serpents is thought to have died out long ago, replaced by the deities of the warm-blooded inhabitants of Lloegyr. While it's true that the great serpentfolk empires of prehistory are no more, and most serpentfolk to be encountered are atavistic degenerates, little more than a barbaric shadow of their former days, the truth is that Hassith-Kaa lives

Serpent Domain

Granted Powers: Over time, your devotion bestows you with serpentine traits. As the great serpent, you can hypnotize prey with your serpentine glare and slowly develop immunity to poisons.

Serpent's Gaze (Sp): As a full-round action, you can attempt a gaze attack to hypnotize a single opponent within 30 feet as per the *hypnotism* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Poison Resistance (Ex): At 8th level, whenever you fail your primary saving throw against poison, you automatically gain a second attempt to avoid the negative effects. At 12th level, you gain immunity to poison.

Domain Spells: 1st—*magic fang*, 2nd—*summon swarm* (snakes only), 3rd—*greater magic fang*, 4th—*charm monster*, 5th—*animal growth*, 6th—*irresistible dance*, 7th—*creeping doom* (Tiny snakes), 8th—*animal shapes* (snake forms only), 9th—*summon nature's ally IX* (snakes only)

on. His scaly followers continue to exist and venerate him in the shadow and hidden places, the crevices of the world. And while they no longer command the power they once held, they remain a deadly threat to all mammalian races to this day as they patiently plot their overthrow of the existing order.

Hassith-Kaa's origins are shrouded in mystery — not surprising considering his worship predates the existence of humanity — and he is said to be either the father or brother of the Black Serpent, Aepep, and the World Serpent, Jörmungandr. He is also considered to be a possible rival or ally of the dark god Set. In any case, his worship is certainly antithetical to the warm-blooded humanoid races and is seldom encountered. Nagas, especially spirit nagas and dark nagas, still frequently venerate him, as do the purer strains of serpentfolkkind who still exist in hidden places. The most open worship of Hassith-Kaa occurs among the inphidians^{TOHC} of the Isle of the Blessed Serpent in the Gulf of Akados.

Despite this infrequency of worship, rumors continue to persist of a group of human assassins called the Serpent's Fang who kill in the name of Hassith-Kaa, though the truth of the matter has never been settled. Nevertheless, murder victims have been found with a shed snakeskin tucked into their clothing as a calling card from points as far from each other as the isthmus-city of Ustran-Pazeel and Xi'en port of Xan.

Hassith-Kaa is usually depicted as a great serpent with scales of jet black and eyes of fierce crimson. His idols are usually fashioned from great blocks of obsidian with valuable rubies for eyes. It is speculated that this is done to tempt thieves into trying to make off with the jewels and drawing them in to become unwitting sacrifices to the Serpent.

Hassith-Kaa previously appeared in *The Tome of Horrors Complete* and *Tome of Horrors 4* by Frog God Games and in *DMI: Book of Taverns* and *K6: Shades of Gray* by Necromancer Games.

^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

Igvys

God of the South Wind and Decay

Lesser God

Alignment: Neutral Evil

Domains: Air, Evil, Plant, Travel, Water, Wind

Symbol: A gnarled leafless tree bent by the wind

Garb: Robes of fishermen's netting laced with dead leaves, dried snake skins, and crab shells and claws

Favored Weapon: Cutlass

Form of Worship and Holidays: Services are held on mud flats at low tide amid the foul-smelling detritus and mud pits of the shallows. Sacrifices are buried to their neck in quicksand to await the incoming tide or hungry crabs, which ever arrives first.

Typical Worshippers: Smugglers, swamp pirates, druids,

outlaws, escaped convicts, deserters, maroons, cannibals, gnarlwoods, bog creepers, mandragoras, splinter drakes, some boggards

Like all members of the Hawkmoon pantheon, the god Igvys exists in dual aspect: He is the god of the stormy South Wind, pregnant with rain and thunder to lash ships, ports, and coastal swamps alike, and he is the god of decay, the ruin and rot that sets in after the South Wind storms have passed and the merciless humidity to follow keeps anything from drying out. Igvys is a god of desolate tropical places, coastal malarial swamps, and the sunbaked doldrums of the open sea. He is capricious and hard and is favored by pirates who have given up their dream of freedom and gold and instead become grim and jaded, seeking only the last spurts of life and youth before an inevitable death. Smugglers, outlaws, and others who would seek to hide amid salt marshes and coastal mangrove swamps, more willing to risk the dangers of disease and crocodile than the hangman's noose implore him for good luck or to at least look away from them and their doings to spare them his entropic gaze.

Bog creepers^{TOHC} are sacred creatures to Igvys and many gnarlwoods^{TOHC} venerate his name alongside mandragoras^{TOHC} and a good number of swamp-dwelling splinter drakes^{TOHC}. Some boggards of the most storm-lashed coasts also serve the will of the great South Wind.

Igvys is alternately depicted as a giant bog creeper or gnarlwood standing alone in a tidal pool or as a one-eyed pirate dressed in tattered, rotting garb with blood dripping from his mouth and covered in the sores and scabs of long exposure to sunburn and malnutrition. In this persona he carries his cutlass of blackest steel *Purelyon the Bleeder*.

Igvys previously appeared in *Dead Man's Chest* by Frog God Games.
^{TOHC} See *The Tome of Horrors Complete* by Frog God Games

Jubilex

The Faceless Lord;

Demon Lord of Slimes and Oozes

Demon Lord

Alignment: Chaotic Evil

Domains: Chaos, Evil, Slime (see below), Water

Symbol: An amulet portraying an amorphous mass covered in eyes or a splatter of paint with an eye drawn in the center

Garb: Filthy rags

Favored Weapon: Morningstar (called a "pulper" by the faithful)

Form of Worship and Holidays: Outbreaks of disease are considered to be signs of the Faceless Lord's favor; otherwise there are no real holy days or organized worship other than random sacrifices and eviscerations.

Typical Worshippers: Insane humans, lepers, intelligent oozees, ooze demons, spawn of Jubilex, slime nagas, some evil dragons

The Faceless Lord is a powerful demon lord, sometimes worshipped as a deity, though it does not generally behave as such. It is considered by its worshippers to be chaos personified and a return to a simpler, purer state of existence. Jubilex is said to sow chaos and discord throughout the planes, though it is possible these are simply the instinctive actions of a mindless monstrosity rather than a calculated stratagem. It is doubtful that Jubilex even recognizes that it has worshippers, or cares. Disliked even by other demons lords, Jubilex is often depicted as an enormous amorphous blob with eyes in random locations spewing forth foul and deadly slimes of many varieties. During a dispute thousands of years ago with the dwarven god Dwerfater, Jubilex was imprisoned in some hidden location rumored to be on the Material Plane and the world of Lloegy. His physical absence has not seemed to affect his few deranged cultists over this time, and if his name has been forgotten to the point of being little more than a whispered rumor in the world, then it likely has only helped his cult to remain hidden from the powers that would otherwise seek to destroy it.

Jubilex previously appeared in *LL4: Cults of the Sundered Kingdoms* and *The Tome of Horrors Complete* by Frog God Games and *G5: Chaos Rising* by Necromancer Games.

Slime Domain

Granted Powers: You have an affinity with the caustic, mindless creatures that make up the lowest orders of existence: the oozes. *Summon monster* spells that you cast summon mindless oozes as indicated in the table below rather than other types of creatures. It otherwise works like a normal *summon monster* spell.

Table 8–r: Summon Monster Oozes

Level	Creature
1st	boilborn, giant amoeba, oozeanderthal ^{TOH4}
2nd	amber ooze ^{TOHC} , amoeba swarm, whip jelly ^{TOHC}
3rd	diger ^{TOHC} , garden ooze, gelatinous cube, green slime, mudbog ^{TOHC} , or olive slime ^{TOHC}
4th	crystal ooze ^{TOHC} , freezing flow, gray ooze, lightning bladder ^{TOH4} , mercury ooze ^{TOHC} , sewer sludge ^{TOH4} , slime mold ^{TOHC} , or stun jelly ^{TOHC}
5th	blood pudding ^{TOHC} , ochre jelly, glacial ooze ^{TOHC} , live-stone ^{TOHC} , metallic ooze ^{TOHC} , or white pudding ^{TOHC}
6th	black pudding, brown pudding ^{TOHC} , deathtrap ooze, dun pudding ^{TOHC} , or magma ooze ^{TOHC}
7th	entropic ooze ^{TOHC} or stone pudding ^{TOHC}
8th	carnivorous blob
9th	dark matter entropic ooze ^{TOHC} or living monolith ^{TOH4}

*See *The Tome of Horrors Complete* by Frog God Games

**See *Tome of Horrors 4* by Frog God Games

Slime Spew (Sp): As a standard action, you can vomit forth a 15-foot line of caustic slime. The slime deals 1d6 points of acid damage +1 point for every two cleric levels you possess (Reflex DC 10 + 1/2 your cleric level + your Wisdom modifier for half damage). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ooze Channel (Su): Instead of its normal effect, you can choose to have your ability to channel energy heal or harm oozes. You must make this choice each time you channel energy. If you choose to heal or harm oozes, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged. A mindless ooze that is affected by your channel ability will not attack or otherwise harm you for 24 hours.

Domain Spells: 1st—*green water**, 2nd—*ooze bolt**, 3rd—*muck**, 4th—*mucus mask**, 5th—*slime bucket**, 6th—*flesh to ooze**, 7th—*slimeball**, 8th—*word of chaos*, 9th—*summon monster IX* (greater ooze demon only—see *The Tome of Horrors Complete*).

Spells with an asterisk are described below.

FLESH TO OOZE

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a drop of acid and a drop of water)

Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

A sickly pink light springs from the palm of your hand. You must make a successful ranged touch attack to hit. Any creature struck by the ray and failing its saving throw is instantly liquefied and turned into a small puddle of harmless ooze. This liquefaction kills the target. A creature that makes a successful Fortitude save is only partially affected, taking 4d6 points of damage as portions of his

flesh liquefy and fall away. A liquefied creature's equipment is unaffected.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting. Only creatures made of flesh are affected by this spell.

GREEN WATER

School transmutation; **Level** cleric 1

Casting Time 1 minute

Components V, S, M (a flask of water and green dye)

Range touch

Target flask of water touched

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This changes a flask of water into a patch of green slime that can be used as a splash weapon. Upon exposure to flesh it deals 1d6 points of Constitution damage per round. It can be scraped off in the first round of contact, but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys the patch. Against wood or metal, it deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone, including glass such as a flask might be made of.

MUCUS MASK

School conjuration (creation) [acid]; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (phlegm)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You spit a glob of mucus through the air at your target. You must succeed on a ranged touch attack to hit your target. A successful hit strikes the target in the head. The glob of mucus grows in flight, so that on a successful hit it engulfs the target's entire head. The mucus causes three effects:

The mucus is acidic and burns out the target's eyes causing permanent blindness on a failed save.

The acidic mucus damages the ear canals and causes permanent deafness on a failed save.

The acidic mucus plugs up the target's nose and mouth and begins to cause suffocation on a failed save. Unless dispelled, the sticky mucus must be manually removed from the target's nose and mouth in order for him to be able to breathe again. This process is time consuming and can only be accomplished by the target himself with great difficulty using full-round actions and requiring 3 minutes. If one person helps the target using full-round actions, the mucus can be cleared in 2 minutes. If two people help the target using full-round actions, the mucus can be cleared in 1 minute. No more than 2 people can assist the target at one time. See the Suffocation rules in the *Pathfinder Roleplaying Game Core Rulebook* to determine the results of what occurs while the mucus is being cleared.

The target is allowed only one save for all three effects. The blindness and deafness can be healed with *remove blindness/deafness*, *heal*, or *regenerate*. Immunity to acid prevents the first two effects but not the third.

The spell's effects only apply to a target of your size or

Slime Domain Continued

smaller. If the target is one or two size categories larger than you, then only one of the three affects occurs. Roll 1d6 to determine which: 1–2 blindness, 3–4 deafness, 5–6 suffocation. If the target is more than two size categories larger than you, the spell has no effect.

MUCK

School conjuration (creation); **Level** cleric 3, druid 4
Casting Time 1 standard action
Components V, S, M (a drop of glue and clod of dirt)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread, 1 ft. deep
Duration 10 minutes/level
Saving Throw Reflex negates; see text; **Spell Resistance** yes

This spell creates a mucky ooze, 1 foot deep, to appear in the area of effect. The ooze is very thick and adhesive, and pseudopods from the muck reach for any creature in the area.

Anyone standing on the ground when the *muck* appears must make a Reflex save. If the save succeeds, the creature is standing in the muck, which is considered difficult terrain, but his movement is otherwise unaffected by the thick ooze. If the save fails, the creature becomes stuck in place until he can break free by making a combat maneuver check or Escape Artist check against the DC of the spell. Anyone moving through the area must make a combat maneuver check or Escape Artist check as part of their move action, with the DC equal to the spell's DC. Creatures that fail lose their movement and become stuck in place in the first square of the *muck* they entered until they succeed at one of the checks.

Additionally, every creature within the area of the spell is the target of a combat maneuver check made by the pseudopods to grapple each round at the beginning of your turn, including the round *muck* is cast. Creatures that enter the area of effect are also automatically attacked. The pseudopods do not provoke attacks of opportunity. When determining the pseudopods' CMB, the pseudopods use your caster level as their base attack bonus and receive a +3 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all the creatures in the area of effect.

If the pseudopods succeed in grappling a foe, the foe gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The pseudopods receive a +5 bonus on grapple checks against opponents they are already grappling but cannot move foes or pin foes. The CMD for the purposes of escaping the grapple is equal to 10 + its CMB.

The pseudopods created by this spell are susceptible to cold. Any cold damage inflicted on the area of the spell can freeze a 5-foot square area per level of the effect (or per 3.5 points of cold damage inflicted, whichever is higher). The pseudopods in that area are frozen and can no longer attack, though grappled creatures remain so until they break free. Creatures grappled in an area that is frozen by cold damage can break free from the brittle pseudopods as a standard action. Even if frozen, the *muck* remains difficult terrain to move through.

OOZE BOLT

School conjuration (creation) [acid]; **Level** cleric 3, sorcerer/wizard 2

Casting Time 1 standard action
Components V, S, M (dried gray ooze and saliva), F (a crossbow bolt)
Range close (25 ft. + 5 ft./2 levels)
Effect one bolt of ooze
Duration 1 round + 1 round per three levels
Saving Throw none; **Spell Resistance** yes

A bolt of gray ooze springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The bolt deals 2d6 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 5 additional rounds at 15th level), dealing another 2d6 points of damage in each round.

SLIME BUCKET

School conjuration (creation); **Level** cleric 5
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area cylinder (10-ft. radius, 40-ft. high)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

This spell creates a massive vat of slime in the air 40 feet above the target area (if there is less than 40 feet of vertical clearance, the vat appears lower, but there must be a minimum of at least 20 feet of clearance for the spell to function). The vat instantly tips and pours its contents out in giant glop with a 10-foot radius and then disappears. Anyone in the area of the falling slime takes 1d6 points of cold damage per caster level (15d6 maximum). The slime coats the victim but is inert after the initial damage is dealt. It can be cleaned off by mundane means.

SLIMEBALL

School evocation; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a pinch of green slime)
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

This spell generates a ball of protoplasmic goop that explodes with a chunky thump and deals 1d6 bludgeoning damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The resulting spray of goop from the explosion splatters everyone within the area of effect with green slime whether they saved or not. It deals damage to creatures and objects as described in the *Pathfinder Roleplaying Game Core Rulebook* and requires fire, cold, sunlight, or *remove disease* to remove it, though it may be scraped off in the first round. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *slimeball* is to burst. A lumpy, grapefruit-sized ball streaks from your hand and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, explodes into a burst of slime and gunk at that point. An early impact results in an early detonation. If you attempt to send the lumpy ball through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the ball strikes the barrier and detonates prematurely.

Kamien

The Sparkling Maiden; Old Widemouth; The Water Lady; Goddess of Rivers, Streams, and Springs

Lesser God

Alignment: Neutral

Domains: Charm, Community, Travel, Water

Symbol: A largemouth bass riding on three wavy lines upon a green copper amulet

Garb: Robes of turquoise, brown, and azure with bracelets and anklets of lapis lazuli

Favored Weapon: Javelin, shortspear

Form of Worship and Holidays: Spring and fall floods bring sacrifices to Kamien to ensure that rivers do not rise too high. At midsummer Rising, followers gather at rivers to appeal to the goddess to keep them flowing.

Typical Worshippers: Women, nymphs, sprites, nereids, other water creatures and fey, prostitutes, boatmen, bargemen, fishermen, river giants, swamp-dwelling humans, gillyfolk*, mongrelmen

*See **Chapter 6**

Kamien is the embodiment of springs, streams, and rivers, appearing as a woman with skin like silvery rippling water — earning her name as the Sparkling Maiden — or as a great silvery scaled fish — usually called Old Widemouth for resembling a massive bass. Bargemen and fishermen who ply her waterways toss coins into streams, fountains, and brooks to ensure safe passage and plentiful catches.

Kamien is one of the earliest Hyperborean deities, even predating that civilization, representing the springs and streams that provided plentiful water sources that allowed early humanoid settlements to be established and thrive. As such, she became a community deity and was seen as protector of the town well, spring, or other water source required for their continued survival. As societies advanced and maintenance of water sources and the ability to find them became more sophisticated and reliable, her role as the protector of the community transformed somewhat into that of protector of travel and trade upon the waters of her streams and rivers. It is this aspect that is most frequently seen in her worship today, though settlements that greatly rely upon yearly flooding or preservation from such floods still revere her in the older incarnations through semi-annual flood festivals and the yearly Rising ceremony at midsummer to beseech her to keep the waters flowing throughout the dry season.

Already considered an ancient deity among humans, Kamien's reach extends even farther back into the mists of time beyond even human civilization. In her earliest incarnation she is considered to be the mother of the nymphs and sprites and is a member of the Court of the Fey as a protector of fertility. Knowledge of this aspect is largely lost among human cultures today, though some prostitutes (usually in riverside communities) venerate the Sparkling Maiden for her seductive qualities, probably related to her relation to fey such as nymphs and nereids that are known for their beauty and allure. Her ancient background is further recalled vaguely in old wives' tales about the dangers of visiting the local spring or well at night because the Water Lady might come and steal the foolish visitor. That this could be a reference to Kamien and the sometimes predatory fey among her followers is a possibility, though it could just as easily be nothing more than a parental admonition to children to avoid drownings and other water accidents while unsupervised.

Primitive communities of swamp folk still revere Old Widemouth for her protection and for her bounty. This reverence extends beyond the typical humanoid communities and includes outcasts such as mongrelmen and gillyfolk. These swamp dwellers hold her as their patroness, and many of the more powerful clerics of Kamien's faith belong to these races.

Kamien previously appeared in *LL5: Borderland Provinces* by Frog God Games and *Bard's Gate* by Necromancer Games.

Pan

The Great God Pan; Lord of the Flocks and the Hunt; Piper at the Gates of Dawn; God of the Wild; Patron of Music and Fertility

Greater God

Alignment: Chaotic Neutral

Domains: Animal, Chaos, Charm, Earth, Liberation, Plant, Trickery

Symbol: Syrinx (pan pipes) or stone statuette of bearded man with goat horns

Garb: Olive toga and laurel wreath or rough goat-hair robe and horned crown or

Favored Weapon: Shortspear

Form of Worship and Holidays: Worship usually takes place in caves and grottoes rather than temples and involves dances and piping that frequently devolve into orgies and general debauchery. Ritual parades are held at Beltane that march through the cities and towns and out into the pastures, and every summer new moon is held sacred to the Piper. Some worshippers are more malign and hunt sentient creatures in tribute, ending their worship with blood offerings.

Typical Worshippers: Shepherds, hunters, druids, musicians, psychopaths, cannibals, centaurs, satyrs, korreds, fauns, nymphs, and other woodland fey, swamp fey, morabos*, bog beasts, hybrid creatures, abominations, some half-elves and half-orcs

* See **Chapter 6**

Few deities share the recognition as a primordial concept of worship as the Great God Pan. Worship of Pan has existed for as long as mankind has walked the fields of Lloegy — and perhaps longer still — and there is great confusion and mystery surrounding his origins and purpose. Myths tell of Pan as being the spawn of any number of ancient deities, hero-gods, mythic animals, or elemental forces. Those who know best know him to be descended directly from the devoured body of the great Lurz-Urcia after it was mated with and consumed by the blind, idiot goddess Shupnikkurat through the manipulation of the Magna Mater, Cybele. So he could be said to be the child of any one of those gods or perhaps all of them. From this horrifying act of union was also born Pan's twin brother, the god Cerrunos, the Green Father. But whereas the Green Father came to represent the quality of untamed Nature, his brother Pan came to embody the heartless, brutal, bloody wildness of Nature itself.

Over the endless centuries since his inception, Pan has gone through growth and evolution as cultures evolved and developed. He became a patron of shepherds and watcher over their flocks and a lover and teacher of rustic music played on his simple pan pipes. To many fey and woodland dwellers he is seen as a frolic and a liberator from the confining mores of society — a wild abandon to passions and impulses forbidden behind the walls and laws of towns. His sexual conquests are legendary, and every sort of crossbred race or abomination^{TOHC} has been hypothesized as a direct result of his efforts at some time or other. Many young lovers and poets idolize the hedonism of Pan, and his image appears in the motifs of many palaces and mansions seeking to convey an image of refined antiquity liberated from the pomp of society.

To the ordered religions of modern society, Pan is seen as a demarcation between the wild, ritualistic religion of the old world and the advent of theology and critical thought in veneration and supplication of deities. Many a churchman has stood on a Manesdag* pulpit and decried the savagery and ignorance of the Late, Great Pan and celebrated the death of that god with the coming true faith in newer gods and the Light of Reason. Despite this common diatribe, the followers of Pan find their deity to be very much alive and vibrant as they perform their worship services outside stuffy temples and away from rigid church pews.

Yet there is another side of Pan, less known to the peoples at large but no less real. It is Pan as the unbridled passion and blood lust of nature:

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Pan the predator, Pan the feaster, Pan the rapist. This idea of Pan finds its sanctuary in the places of deep green and water and shadow, where the fecund growth of plants chokes out the light of sun and hides dark deeds and spilled blood from the eyes of watchers. This is the Pan that swallows travelers lost in the forest never to be seen again or ravages the unwary with bestial lusts. Counted among these followers of Pan are bloody-handed psychopaths, abusers, abominations, and bog beasts^{TOHC}.

Pan is always depicted as a tall muscular satyr with goat legs thick with black or brown fur. The horns of his forehead tend to curl and he is never found without his syrinx pipes at his lips and a dance in his step. Usually he is depicted as jolly and joyful, but some of the more moribund images reveal him as dead-eyed with blood dripping from his horns or mouth.

Pan previously appeared in *Bard's Gate* by **Necromancer Games**.

* Manesdag – the day of Man's souls, a common day for worship services (Thursday)

^{TOHC} See *The Tome of Horrors Complete* by **Frog God Games**

Rachiss

Mogul of Parasites; Father Host; God of Pestilence, Evil Invertebrates, and Parasitic Plants and Animals

Lesser God

Alignment: Neutral Evil

Domains: Animal, Death, Earth, Evil, Plant, Vermin (see below)

Symbol: Black mosquito in silhouette

Garb: Shawls of rotten netting draped over tattered robes crawling with lice, ticks, and other vermin. They usually bear the welts and inflamed bumps of many unnoticed insect bites and may have the swollen lymph nodes and wasted appearance of chronic illness.

Favored Weapon: Scimitar, shortspear

Form of Worship and Holidays: Very little organized worship. Worshippers frequently hunt when the swarms of mosquitoes are thickest in the mornings and evenings of the hottest months and after rainy seasons, and humanoid followers sometimes disguise themselves as plague doctors when pestilence strikes a land in order to prey upon society while it is weakened.

Typical Worshippers: Evil druids, parasitic plants and animals, vermin, korir-kokembes

Few deities are lower in power and stature than the loathsome Rachiss. He is the deity of plagues and parasites. Feeding from the sweat and blood of others is the sustenance of Rachiss and his sparse followers. Those who follow the path of Rachiss are opportunists who go to any lengths to achieve their insatiable goals. The god often appears as a huge, bloated leech with humanlike features. Two massive arms protrude from the sides of the sluglike torso. Four fingers on each hand end in toothy, sucking orifices for draining the blood and bile from those he feeds upon.

Rachiss is primarily known as an Eastern deity from far Libynos. He has few actual clerics among his followers, tending more toward evil druids who see civilization as a scourge needing to be cleansed from the wilderness. In Akados, evil swamp druids and intelligent parasites and vermin are his most common adherents, though even these are few and far between. The pestilential dragons known as korir-kokembes^{PCS:ISB} that follow Rachiss are usually found in the jungles of southern Libynos and in Far Jaati.

Rachiss has a rivalry of sorts with S'Surimiss the Rat Queen, as both seek dominion over plague and vermin, but S'Surimiss's worship is far wider spread and usually has the upper hand in any confrontation between the two. Unfortunately for civilization as a whole, there seem to be plenty of different areas where the two gods can wreak their havoc without interfering overmuch in the workings of the other.

Rachiss previously appeared in *Glades of Death* and *Splinters of Faith*, *SF8: Pains of Scalded Glass* by **Necromancer Games**.

^{PCS:ISB} See *Pathfinder Campaign Setting: Inner Sea Bestiary*

Shupnikkurat

The Wild Mother of the Thousand Young; Goddess of Fertility, Birth, and Wild Beasts

Greater God (Outer God)

Alignment: Chaotic Neutral

Domains: Animal, Beast (see below), Chaos, Earth, Plant

Symbol: Red moon disc

Garb: Nudity smeared with mud, blood, and placental tissue (usually animal but humanoid when available)

Favored Weapon: Sickle

Form of Worship and Holidays: Blood sacrifices and rituals held on every new moon with special fertility rites held every Modraniht and on the eve of Beltane

Typical Worshippers: Druids, mothers, fertility cults, satyrs, witches, hags, atavistic serpentfolk, nocturnals, intelligent plant creatures, rorkouns, gorynychs, bholes, dark young, living monoliths

Shupnikkurat is a raw, fecund, almost elemental deity associated with fertility, birth, and wild animals. Her rites are usually performed at night under a new moon and starlit skies and involve orgiastic feasts accompanied by wild music and ecstatic dancing. The priests and priestesses, who are said to be unusually fanatical, are naked but for smears of thick marsh mud, clotted blood, and the placental blood and tissues of recently birthed animals or even humanoids when available.

Shupnikkurat is sometimes identified with the Magna Mater, the Great Mother of antiquity, but most scholars agree that enigmatic goddess was more akin to Cybele and that Shupnikkurat is rather the blind idiot daughter of that ancient deity or another even older, though she is thought to have been known and worshipped by primitive tribes in ancient times before written history herself. Some myths handed down for untold generations describe her as the twin sister of the moon goddess Cybele, which explains her own association with the moon. It is said that when she was born, The Goddess looked upon her misshapen, mindless form and had pity, for she knew that such an offspring was cursed to know only sorrow and chaos. But her twin, Cybele, who was born full-grown and bitterly jealous of her older sister Narrah who had already claimed dominion over the greater moon, looked with feigned sympathy on her deformed sister and begged their mother to place Shupnikkurat into her care, claiming that she could raise her twin and give her hope for the future and a place among the fledgling pantheon of gods. Having not the

Vermin Domain

Granted Powers: You gain a +4 sacred or profane bonus (as appropriate) to saves against vermin special abilities, including poison. At 10th level, this bonus increases to +8.

Vermin Mind I (Su): Your spells with the mind-affecting descriptor affect vermin normally, despite their immunity. If the spell allows a saving throw, the vermin target receives a +4 bonus; if the spell normally does not allow a saving throw, the vermin gains one anyway.

Vermin Mind II (Su): Beginning at 8th level, for a number of rounds per day equal to half your cleric level, you are immune to mind-affecting effects. Activating this ability is an immediate action. The rounds need not be used consecutively.

Domain Spells: 1st—*spider climb*; 2nd—*summon swarm*; 3rd—*poison*; 4th—*giant vermin*; 5th—*insect plague*; 6th—*web*; 7th—*creeping doom*; 8th—*animal shapes* (Small or Medium vermin only); 9th—*summon monster IX* (any vermin between CR 13 and 15, such as black scorpion^{B2}, shipwrecker crab^{B3}, chain worm^{TOHC}, or giant sea slug^{TOHC}. Apply the fiendish or celestial template as normal.)

^{B2} See *Pathfinder Roleplaying Game Bestiary 2*

^{B3} See *Pathfinder Roleplaying Game Bestiary 3*

^{TOHC} See *The Tome of Horrors Complete* by **Frog God Games**

heart to destroy her own daughter and blindly trusting the words of her other daughter, The Goddess acquiesced to Cybele's wishes and gave the rapidly growing, mutating Shupnikkurat into her care.

Cybele wasted no time in calling forth the consciousness within Shupnikkurat and working to twist it to her will. In time, through the wiles of Cybele, Shupnikkurat grew to be of fair form and face and could emulate the manner of her fellow gods, though in truth she remained blind and broken of mind. When the powerful elemental god Lurz-Urcia, an older son of The Father, sought to seek a mate Cybele heard of it. Cybele dressed herself in the veils and paints of a harlot and made sure that Lurz-Urcia saw her one day as she prepared to bathe. When the Great Earth-and-Sky beheld the winsome form and wanton ways of Cybele he knew a great lust and came to her seeking marriage. Though she continued to undress herself ever farther in his presence she told him she could not for she was already promised to another, and since she was the ugly sister her mother would never forgive her if she broke the marriage precontract that had been made.

Overcome with ardor, Lurz-Urcia could think of nothing but the vision of lascivious beauty before him until he realized Cybele had called herself the "ugly sister." Knowing that if he angered The Goddess his father would punish him (for The Father and The Goddess had not yet descended into war), Lurz-Urcia instead asked Cybele of this sister. The goddess smiled coyly as she said her twin sister Shupnikkurat was much more beautiful than she and promised to no one because The Goddess knew she would have no trouble finding suitors. Lurz-Urcia begged of Cybele to show him her sister that he might wed her instead, and after a great show of reluctance (and continuing her languid bathing in the deity's sight to further inflame his desire), she relented — but only on the condition that he allow her to make the introductions in her own time and in her own way since Shupnikkurat was shy and might be scared off by an impatient suitor. The God of the Expanse and the Four Corners of the Wind readily agreed to this, already imagining what the beautiful Shupnikkurat must look like.

Cybele arranged for Lurz-Urcia to obtain many skins of the most potent wine fermented from the vineyards of Tumatenga. She said Shupnikkurat would be fearful of a suitor and that she would need to ply her with the wine first to make her the most favorable for the deity to plight his troth. She bid the Great Earth-and-Sky to hide in a corn bin with the many wineskins while she took the first few and gave them to Shupnikkurat to prepare her. However, she did not go to Shupnikkurat; instead she went to Mitra and gave him one of the skins of potent wine. As they drank of the skin she complained to him that she had too long been forced to ride in the darkness of the night sky as the lesser moon and that she missed the light of the sun upon her face. Mitra, still young and foolish and much taken with the sultry goddess of evening who he so rarely beheld felt the flush of the wine upon him and resolved to give the beautiful goddess all of the radiance of the sun she should want.

Mitra flew into the heavens above and burst forth with his brilliant glow. He asked her if this was radiance enough, but she shaded her eyes and asked if it was but the wan light of her moon sister Narrah shining down upon her. Taken aback, Mitra flew even higher and burst forth with even greater fiery radiance only for Cybele to ask if perhaps he was just the god of early morning dawn when so little light yet showed? With a head full of wine and a breast burning with humiliation, Mitra flew even higher and burst forth with the burning intensity of a thousand suns.

During all this time Lurz-Urcia waited in the corn crib. He noticed that the day was growing hot and wondered at what his younger brother Mitra was doing to shine down so, but he remembered the warning of Cybele that if Shupnikkurat should see him before all was ready it might frighten her away and leave him without his beautiful bride. Fortunately he had with him many bladders of the fine wine with which to cut his thirst, and he began to drink of them deeply. As the corn crib grew hotter and hotter, Lurz-Urcia was forced to drink more and more as his thirst increased. Finally, in his belly and head were many skins of wine and in the ovenlike heat of the crib he realized that the many skins upon which he still lay made a fine soft bed so that soon he dozed and fell into a deep sleep. He never noticed when the sun went down and the crib cooled into night.

Narrah was to be new this night and so only Cybele was to ride in the sky, but she was busy with other things. In the concealing darkness she guided her monstrous idiot twin telling her of her new husband whom she would have many children with. The dim mind of Shupnikkurat could

Beast Domain

Granted Powers: Your blood runs hot with the rage of the beast, and you have the heightened senses of a predator. You gain scent and low-light vision. If you already have one of those special abilities you gain a +2 circumstance bonus on Perception checks instead. If you already have both of those special abilities your circumstance bonus increases to +4 on Perception checks.

Fangs of the Beast (Ex): As a swift action you gain a bite attack. If used as part of a full-round attack action, the bite attack is made at your full base attack bonus -5. If the bite hits it deals 1d4 points of damage (if you are Medium) or 1d3 points of damage (if you are Small) plus half your Strength modifier. You can make this attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by you against the target this round are at a +2 bonus. This effect can be used for a number of rounds per day equal to 3 + your Wisdom modifier. They do not have to be used in consecutive rounds.

Bestial Hunger (Su): At 8th level, if you use fangs of the beast you can use a full-round action (that does provoke attacks of opportunity) to feed on a helpless foe. This counts as a coup de grace using your bite attack if the victim is alive. Whether alive or dead, as long as the victim was an animal, dragon, fey, humanoid, magical beast, or monstrous humanoid that had been alive within the last hour, you receive 1d4 temporary hit points for every three cleric levels you possess from your feeding. If you already have a bite attack, then you do not need to use fangs of the beast in order to use this ability.

Domain Spells: 1st—*magic fang*, 2nd—*bear's endurance*, 3rd—*beast shape I*, 4th—*beast shape II*, 5th—*beast shape III*, 6th—*beast shape IV*, 7th—*greater polymorph*, 8th—*form of the dragon III*, 9th—*shapechange*.

Subdomains

The Beast Domain grants access to the Lust* and Rage** Subdomains. The granted powers of these subdomains each replaces the bestial hunger power of the Beast Domain.

*See the Charm Domain

**See the Destruction Domain

grasp only husband and children and had little understanding of any of the rest, but the things Cybele told her made her very excited indeed for she would get to be a great and powerful mother like her own mother, The Goddess. Then as Cybele opened the corn crib to reveal Lurz-Urcia within, Shupnikkurat saw her husband to be sleeping and helpless. She was overcome with the strange feelings Cybele had stirred within her, and within seconds the monstrous twin had violently engulfed the unsuspecting deity and torn him limb from limb.

The Goddess who had wondered at the absence of her young daughter in the darkness of the night came upon the corn crib as Shupnikkurat brutally mauled the corpse that had been Lurz-Urcia while Cybele stood by smiling. Even as she completed the destruction of the god, The Goddess saved something of his consciousness and placed it within the two unformed twin sons that had already begun to germinate within Shupnikkurat from the violent mating. She said these twins, who both were and weren't their father, would be the first of Shupnikkurat's thousand young and bade Cybele that she would forever be the black goat of the woods, shunned by the light and in her moon sister's shadow. Then she left Cybele to take care of the rampaging Shupnikkurat as best she could.

In time Shupnikkurat bore twin sons, but they were born with the wisdom of their father and immediately fled from their mother into the wild places before she could devour or destroy them. And they became gods who shared their father's lordship over the great expanse of the world and their mother's emphasis on fertility: Pan and Cerunnos the Horned God.

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With Lurz-Urcia dead, no single god any more represented all of the elements of nature, so The Goddess was forced to divide these essential qualities into four elemental princes and princesses who quickly formed their own isolated kingdoms from the raw stuff of creation.

Such is the most common myth of Cybele and Shupnikkurat, but not all scholars agree on its veracity. By some theologians Shupnikkurat is seen as a savage and uncivilized aspect of the ancient Eastern goddess Ishtar. But others claim she is no daughter of The Goddess but a seed far older who merely found her way into the physical universe through The Goddess. They say that Shupnikkurat is far older, an Outer God actually called Shub-Niggurath, and that the true reason she allowed herself to be birthed into The Goddess's reality was so she could find her destined husband — a Great Old One called Hastur. Regardless of her origins, Shupnikkurat is venerated by a strangely diverse following of witches, women seeking fertility, degenerate swamp-dwellers, intelligent plants, atavistic dragons and serpentfolk, and a wide assortment of Under Realms horrors such as bholes^{B4} and nocturnals^{K9}.

Shupnikkurat previously appeared in *Dunes of Desolation* by Frog God Games and *Ancient Kingdoms: Mesopotamia* by Necromancer Games.

^{B4} See *Pathfinder Roleplaying Game Bestiary 4*

^{K9} See *K9: Elemental Moon* by Necromancer Games

Tsathogga

Demon Frog God, The Devouring Maw, Demon Lord of Filth

Demon Lord (former Great Old One)

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Water

Symbol: An image of the Frog God carved in soapstone

Garb: Green and violet robes or filth-covered nudity

Favored Weapon: Scimitar, falchion, net

Form of Worship and Holidays: Seemingly random conjunctions of stars, events, or hunger. Worship takes the form of gruesome, debased acts of violence and perversion. There is no set liturgy.

Typical Worshipers: Aberrations, tsathar, sentient frogs, greruor, hezrou, evil water creatures, the Violet Brotherhood, boggards, mobogoss

Originally an entity known as a Great Old One before a demonic transformation, this foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with slow, oozing sickness and decay. He is the vicious dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss, Tsathogga's main form is a colossally bloated humanoid frog with spindly, elongated limbs and fingers and the occasional odd tentacle. His corpulent body exudes all manner of foul humors and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy mouth, giving him his appellation as The Devouring Maw. He never moves and rarely speaks other than to emit an unintelligible shrieking.

Tsathogga commands a host of evil creatures — notably evil aberrations and his own vile frog race, the tsathar (see *The Tome of Horrors Complete*). Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshippers (though there are a few notable exceptions called Filth-Priests) mean that he is little known to surface races. He has few organized centers of worship and no standardized holy symbol — each worshipper chooses his own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on Tarterus sculpt a small likeness of him out of foul chunks of solid waste from the River Styx that harden into a vile green substance similar to soapstone when taken from that plane. Such items are highly prized as holy relics.

Tsathogga previously appeared in *LL4: Cults of the Sundered Kingdoms*, *The Tome of Horrors Complete*, *LL1: Stoneheart Valley*, and *The Slumbering Tsar Saga* by Frog God Games and *Bard's Gate* by Necromancer Games.

The Loa

As far as religious scholars have been able to discern, the deities referred to as the Loa originated among the Tulita tribes of the Aizanes Islands, west and south of Libynos and far to the east of the Razor Coast. These tribes have, for centuries, had their own religious practices influenced by the generations of Libynos traders that have landed upon their shores. As a result, the religion of the Aizanes-Tulita looks very different than that of the western Tulita. In addition, the religion of the Aizanes-Tulita has spread beyond the Aizanes Islands themselves, hopping first to the southern Libynos mainland but eventually taking ship with traders of the Aizanes to locations all over the world. The religion of the Loa has not caught on in any great numbers beyond the Aizanes themselves, but believers can be found in small numbers in virtually any part of the globe, conducting their mysterious practices in places as far removed as Bard's Gate* far to the north. The greatest numbers practitioners of the religion of the Loa outside of the Aizanes and southern Libynos, though, can be found among the swamp dwelling folk of Hawkmoon and the Drijoc Delta on Tywyl Bay, some folk of the Barrier Islands, and the largest concentration of urban-dwelling practitioners among the settlements of the Free Coast. The only public Loa temple known to exist on Akados is in the city of Trinidar on Tandril Island in the Crescent Sea.

Not quite true deities, the Loa are semi-deific elemental spirits considered to have great influence upon every aspect of their worshippers' lives, in even the smallest things. Their followers seek to propitiate one or more of the Loa before undertaking most tasks, great or small. The rituals for these undertakings are sometimes quite elaborate and usually involve some sort of fetish or spirit object. All Loa are neutral in their outlook, so their followers can be of any alignment and simply propitiate the Loa in a way suitable to their understanding and beliefs.

Worshippers of the Loa receive their spiritual guidance from a mambo or hungan who presides over the religion as the local voodoo queen and her king consort. However, many areas do not have the luxury of a mambo and her hungan and must rely on the teachings of a lesser practitioner: a bokor or a conjure doctor. Some of these individuals are not well versed in their own religion or are petty, spiteful, and/or evil and use the faith of their adherents to manipulate them and extort their obedience. From these individuals arise the sinister juju cults, imperfect reflections of the voodoo of the royal courts, which possess great power in some parts of Akados.

Though each Loa is its own entity, they are all considered part of a greater divine whole, individually something less than a deity but together a complete faith system that serves as intercessor between humanity and the Great Creator. As a result, a follower of the Loa may have one that they revere in particular yet makes obeisance and draws any clerical powers from all of them collectively.

The Loa previously appeared in *Freebooter's Guide to the Razor Coast* by Frog God Games.

* See *Area O10* in *LL8: Bard's Gate* by Frog God Games

Aizan

Mistress of the Sea; Mother of the Sea; The Priestess; Patroness of Commerce

Loa

Alignment: Neutral

Domains: Luck, Magic, Travel, Water

Veve (symbol): A palm frond

Garb: A combination of local dress mixed with traditional Aizanes-Tulita garb and Libynos robes with an assortment of fetishes worn as jewelry

Favored Weapon: Pouwhenua^{FGRC} or shortspear

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Form of Worship and Holidays: Few and varied formal times for ceremonies, but multiple rituals for different circumstances and occasions

Typical Worshipers: Aizanes-Tulita, Libynos tribes, traders, voudan congregants, juju cults

FGRC See *Freebooter's Guide to the Razor Coast* by Frog God Games

Aizan is the Loa with dominion over Water, especially the sea. She is often called the Mistress or Mother of the Sea. Often considered a deity of commerce, her colors are gold, yellow, and white, and her veve is a palm frond. She is regarded as the archetypal Priestess (and her husband Loco is likewise “the great Priest”).

Damballa

Ruler of Air; Primordial Creator of All Life; Patroness of the Sky

Loa

Alignment: Neutral

Domains: Air, Chaos, Creation (see sidebar above), Sun, Weather

Veve (symbol): A pair of serpents

Garb: A combination of local dress mixed with traditional Aizanes-Tulita garb and Libynos robes with an assortment of fetishes worn as jewelry

Favored Weapon: Shortbow

Form of Worship and Holidays: Few and varied formal times for ceremonies, but multiple rituals for different circumstances and occasions

Typical Worshipers: Aizanes-Tulita, Libynos tribes, traders, voudan congregants, juju cults

Damballa, ruler of Air, may be a super-Loa. She is considered by the Aizanes-Tulita to be the goddess of the sky, and is sometimes called the primordial creator of all life. Her colors are blue and white, and her veve is a pair of serpents.

Legba

Papa Legba; Patron of Speech and Understanding

Loa

Alignment: Neutral

Domains: Animal, Knowledge, Law, Protection, Strength

Veve (symbol): A dog, a crutch, or a cane

Garb: A combination of local dress mixed with traditional Aizanes-Tulita garb and Libynos robes with an assortment of fetishes worn as jewelry

Favored Weapon: Quarterstaff

Form of Worship and Holidays: Few and varied formal times for ceremonies, but multiple rituals for different circumstances and occasions

Typical Worshipers: Aizanes-Tulita, Libynos tribes, traders, voudan congregants, juju cults

Legba (often “Papa Legba”) is the intermediary between the Loa and humanity. The patron Loa of speech and understanding, he is the first and last spirit invoked in any ceremony involving the Loa, as his permission is required. He opens and closes the doorway to the spirit-world. His only color is white, and his veve is either a dog or a crutch (or cane).

Oggun

Lord of Earth; The General; Patron of Smiths

Loa

Alignment: Neutral

Domains: Animal, Earth, Nobility, War

Veve (symbol): A machete or saber

Garb: A combination of local dress mixed with traditional Aizanes-Tulita garb and Libynos robes with an assortment of fetishes worn as jewelry

Favored Weapon: Longsword

Form of Worship and Holidays: Few and varied formal times for ceremonies, but multiple rituals for different circumstances and occasions

Typical Worshipers: Aizanes-Tulita, Libynos tribes, traders, voudan congregants, juju cults

Oggun, lord of Earth, presides over hunting and metal. Some claim he has dominion over both politics and war. He is the patron Loa of smiths. His colors are brown and green, and his veve is a blade (machete or saber). He is the archetypal Military General (Fighter).

Samedi

Baron Samedi; The Fire Spirit; Patron of Death

Loa

Alignment: Neutral

Domains: Darkness, Death, Fire, Law, Luck, Repose

Veve (symbol): A coffin

Garb: A combination of local dress mixed with traditional Aizanes-Tulita garb and Libynos robes with an assortment of fetishes worn as jewelry

Favored Weapon: Trident

Form of Worship and Holidays: Few and varied formal times for ceremonies, but multiple rituals for different circumstances and occasions

Typical Worshipers: Aizanes-Tulita, Libynos tribes, traders, voudan congregants, juju cults

Samedi (often “Baron Samedi”), the Loa of Death, is also a spirit of Fire. The most fearsome of all the Loa, his is the realm most closely associated with the Aizanes-Tulita beliefs commonly called *voudu*, or death-magic. His colors are red and black, and his symbol is a coffin. His “wife”, the Loa “Maman Brigitte,” is technically a cohort in his black arts, though more often his servant than partner.

Ch.10: The Hunter's Game

In my opinion, crocodiles sprang from the warped imagination of a deranged god on his worst day. Brutal and supremely cunning, these ruthless predators are the swamps' ultimate killing machines. Still, there is something about the beast's primeval savagery that belies a creature infinitely more fascinating than its outward appearance leads one to believe. While the primitive animal contorts its victim during a terrifying death roll, the cruel reptile's remorseless eyes pierce the mortal veil and callously watch as the soul slips its surly bonds, commencing the timeless journey to the Great Beyond, creating an intimacy unmatched in the animal kingdom.

— Brock Answin, *Dyrgalas naturalist*

The Hunter's Game is a 4th-level adventure that leads the PCs into the foreboding Dyrgalas Fens, a temperate swamp in the Harwood Forest nestled between the Wolf Hills and Low Hills. Dyrgalas Fens is overrun by an eclectic collection of malevolent monsters, xenophobic humanoids, and foul beasts. When some of the region's finest gentlemen and ladies never return from their excursions to the Answin Hunting Lodge, the PCs must investigate their mysterious disappearances. The journey leads them into the figurative heart of darkness, taking them not only deeper into the dreadful Dyrgalas, but also plunging them into the harrowing abyss of hatred and greed.

Adventure Background

Brock Answin had long been fascinated by the crocodiles and other reptilian life of the Drijoc Delta as he grew up. His father, older brothers, and uncles were all fishermen of the nearby Tywyl Bay, but Brock's heart lay among the languid channels and still pools of the delta. As he sat at the knee of the local bokor, listening to his teachings about the world and the Loa, he learned that the Drijoc Delta was but a smaller reflection of the wetlands that were its source. For upriver in the depths of the Harwood Forest where the Drijoc River found its source was the great Dyrgalas, a vast wooded swampland through which the river flowed on its journey to the sea.

When Brock came of age, he resolved to make his way up the Drijoc and see the Dyrgalas for himself. But the journey upriver was perilous; it passed through the Coredor Belt, the stretch of land between the shore and the forest — a 50-mile-wide band of badlands inhabited by lawless men, diseased outcasts, and feral animals. It was no trip for a young man to be taking on his own. However, Brock was in luck because before long a holy man arrived in his tiny village. Quantinimus was a cleric of Sefagreth out of Cerediun Province. He had been hired to minister to the workers in the lumber camps of the upper Harwood and had taken ship to travel upriver to his new parish.

Unfortunately for Quantinimus, his frugality in hiring a ship out of the port of Banis had resulted in a ship's captain of less than exceptional skill. And when a storm on Tywyl Bay blew them off course, the holy man's ship landed at the mouth of the Drijoc River instead of the mouth of the Hyon River farther to the east as intended. Rather than wait for a ship making the long journey around Pruden Point back to the port of Tuller at the Hyon's mouth or making a danger-fraught overland journey along the long axis of the Coredor Belt, Quantinimus elected to hire a boat to take him upriver on the Drijoc instead. Its length past near the town of Carson's Mill where he was expected and would serve as a suitable secondary route. Finding no local boatmen planning on heading upriver any time soon, the cleric's gaze fell upon a young man who had recently outfitted a raft for just such a journey. Quantinimus liked the fire in the young man's eyes and hired him to take him upriver as far as the drop off near Carson's Mill. They would share the journey's dangers and the security of having an extra pair of eyes to watch for them.

The trip up the Drijoc passed without major incident, though as Brock made passage through the Dyrgalas at last, he was awestruck by the water-logged world he found and its infinite variety of animals, reptiles, and birds. At one point along the route he spotted the perfect location to build

Swamp or Fen?

The Dyrgalas Fens are technically a swamp rather than a fen. Much like the modern world, residents of the **Lost Lands** who have the chance to name geographic features often don't know, or care, about technicalities like the differences between a swamp, marsh, or fen. The distinction means little to the folk who are forced to live in its proximity and contend with the many challenges to survival it produces. However, the swamp is usually just referred to as *the Dyrgalas* anyway, so the discrepancy rarely comes up even in scholarly circles.

a lodge that he could use as a base camp to study the amazing diversity of life he had seen. He talked of little else for the remainder of the journey, and when he finally dropped Quantinimus off on the forested bank the two wished either other well and carried fond memories of their weeks spent traveling together through the amazing wetlands.

Brock never returned to the delta, choosing instead to establish his encampment at the spot he had chosen and begin his study on the swamp. Despite numerous close calls with vicious predators and aggressive humanoids over his tenuous first few months, he developed into a respectable naturalist. He honed his keen powers of observation, devised innovative survival techniques, and expanded his breadth of knowledge about his adopted habitat. Yet the burgeoning entrepreneur also saw an opportunity to share his passion for nature with others and simultaneously earn a handsome profit. Brock shrewdly forged an arrangement with a local band of lizardfolk he had maintained peaceful contact with for several years, offering them fresh meat, weaponry, and minor magical trinkets in exchange for their protection and cooperation with the monumental task of building a hunting lodge within the Dyrgalas.

With his labor force in place, Brock traveled to the cathedral city of Biltscrough, lying at the border of the duchies of Mains and Saxe. There he managed to secure financing from an investor named Joffrey Ium, a local captal (one of the old noble families of Foere), landowner, and inheritor of a small fortune. The project broke ground less than a month later and, within ten months, Answin Lodge opened to tremendous fanfare and interest. Those interested in visiting the lodge could book their stay through Ium in Biltscrough and then make the journey through the Wolf Hills to the small village of Fornlar at the edge of the Harwood. From there Brock had commissioned the building of a road leading into the forest and directly his lodge in the Dyrgalas.

For the next eight years, Brock's lodge flourished. Every week, his lizardfolk allies rendezvoused with the lodge's guests at the bend in the Loggers' Road where it forked off towards the Dyrgalas and escorted them to the hunting lodge proper for a formal tour and two nights' accommodations. Several years into his business, Brock found it useful to build several small enclosures on the property to house a bask of crocodiles and several other native beasts such as toads, lizards, snakes, and swamp rats. To further supplement his income, the explorer also offered personally guided safaris to an elite handful of clients, allowing them to hunt some of the wetlands' fiercest game. Despite an isolated mishap or inexplicable disappearance here and there, guests and their coins steadily poured into Answin Lodge.

Life in Hell

While Brock's fortunes were rising, the fates were not as kind to the traveling cleric who accompanied him. Carson's Mill^{god} turned out to be a rough, surly, oppressive place. A company town for the loggers of the forest, its mayor and local watch captain kept the peace with a harsh

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fist and kept the employees indebted through exorbitant rent fees and costs. The loggers, many of whom were little more than ne'er-do-wells, drunks, and ruffians, lived almost as indentured servants in the bleak place and cared little for Pastor Quantinimus and his messages of faith and perseverance through hard work. In fact, they rarely spoke to him except when in need of his healing gifts from the many, many hazards that presented themselves daily in their hardscrabble lives. The injuries were often too severe or too many in number for Quantinimus to keep up, which only painted him in a darker light in the eyes of the loggers.

Finally the term of the holy man's contract with the mining company expired, and he longed to return to his native Ceredium to seek some more peaceful and less-hostile parish to serve. Rather than take the dangerous log floats downriver to Tuller, he opted to travel overland back to the Drijoc River to seek passage down its languid length. He and Brock had exchanged correspondence over the years, and Quantinimus longed to see his old friend's dream of a Dyrgalas lodge in all its reality. To make the trip overland to the Drijoc and then secure a means of passage down its length he turned to a pair of logger brothers, Ruland and Reginald Grayharst, who had recently quit their logging jobs, discharged their debts to the company, and were looking to travel to the Drijoc Delta (where they claimed to have family) rather than take the usual Hyon River route. They claimed to have already arranged passage down the Drijoc and allowed Quantinimus to accompany them for only a modest fee.

The short overland journey to the banks of the Drijoc were uneventful, and soon the brothers' means of transportation arrived in the form of a lizardfolk who was poling a raft along the river's bank. The party boarded the raft and set out downriver as Quantinimus regaled them with tales of his old friend Brock Answin and his marvelous Dyrgalas lodge. Unfortunately for Quantinimus, he never saw his friend again or his lodge. For what Brock didn't know was that the logger brothers were actually wererocodiles and secretly members of a vile cult of the parasite god Rachiss that had set up operations in the abandoned ruins of an old asylum several miles upriver on the banks of the Drijoc^{GoD}. The brothers had not resigned their jobs and repaid their company debts but had rather murdered their hated foreman and devoured his body. They were leaving town quickly before the disappearance was traced back to them but couldn't simply head downriver on the Hyon because they knew the town watch would never let them leave without first paying off their debts (which of course they lacked the funds to do).

When the Grayharst brothers overheard Quantinimus talking about his intentions to travel down the Drijoc, they quickly formulated a plan. They sent word to their cult mates at the not-too-distant ruins and arranged for another cult member, the lizardfolk bard Shashana, to pick them and another passenger up on the banks of the Drijoc and carry them down to the Dyrgalas. They had heard of Answin's Lodge before and thought this represented an excellent opportunity to pay a visit to the swamp interloper and teach him to know the wrath of Rachiss. Shashana picked them up as planned, and by the times the logging bosses noticed that the brothers were gone they were already well on their way down the Drijoc and beyond the logging company's reach. Once they had pumped Quantinimus for all the information he possessed about the lodge, they revealed to him their crocodilian forms as well and he soon joined their former foreman as a meal for the savage creatures.

As they neared the lodge, the trio ditched their raft and began their plan to infiltrate the lodge and destroy it from within in honor of their god, Father Host, whose parasitic children killed their victims in much the same way. Ruland and Reginald took on their crocodile forms and posed as troublesome reptiles infringing on the lodge's territory. The herpetologist did what came naturally to him and soon subdued the aggressive croc to add to his exhibit. Shashana likewise found work among the other indigenous lizardfolk as a guide and escort. No longer outsiders, they could now move about the hunting lodge with impunity, granting them access to the business's wealthy clients.

At first, the trio acted in concert to abduct, rob and kill their victims near the end of the guests' return trip through the Harwood Forest. They zeroed in on visitors from distant lands with no ties to the local communities. However, they soon realized they could double their profits if they sold these humanoids to the Dyrgalas' monstrous denizens, as slaves, food, or to obtain ransoms from their distant families. Over the past 11 months, they have kidnapped 24 wealthy visitors. They initially

exercised tremendous care selecting their targets. Yet avarice eventually trumps caution. They took more risks, leading to sloppy mistakes that now command the attention of distraught family members searching for missing loved ones, anxious government officials, and Brock's small but vocal legion of detractors. The greedy perpetrators also sense others have caught onto their murderous schemes, making the former prisoners even more unbalanced and impulsive. The adventurers investigating this delicate matter must sort through the clues and unmask the culprits behind these dastardly crimes. Only then can they save their unwilling captives from the clutches of the swamp's most depraved monstrous denizens.

^{GoD} See *Glades of Death* by **Necromancer Games** for more information.

^{QoD} See *Quests of Doom: Death in Dyrgalas* by **Frog God Games** for more information.

Adventure Synopsis

The cathedral city of Biltscrough to the north of the Dyrgalas is a logical starting point for this adventure, but any other locale in the region, including the towns of Lortsbar to the west, Fornlar to the north, and Tuller to the southeast, also fits the bill. Alternatively, with a few minor adjustments the GM may set the adventure in any other location of his choice, though the primary scenes still take place in a swamp. Regardless of the GM's decision in the preceding matter, the story begins when a worried family member or a government official contacts the PCs and asks them to investigate the events transpiring at Answin Lodge within the Dyrgalas. The adventure's initial foray takes them toward the swamp, either via the Loggers' Road from Fornlar or an alternative overland route if necessary.

Based upon the information they gathered before leaving, the heroes may rendezvous with Brock's lizardfolk escorts, including the treacherous Shashana, just inside the Harwood, or they may attempt to find the hunting lodge themselves. Whether they go it alone or accompany the lizardfolk, the journey through the untamed wetlands proves difficult. The Dyrgalas teems with hungry predators and monstrous denizens who beset the adventurers and their guides. After enduring the arduous hike through the Dyrgalas, the PCs arrive at Answin Lodge, where Brock Answin and his small staff await them.

The gregarious Brock eagerly greets the new arrivals, yet the PCs' allegations regarding the unexplained disappearances perplex him and his employees. The renowned naturalist cannot explain these events and gladly offers his assistance in their investigation. Inquiries and clues gathered at the scene point toward the conclusion that at least several malevolent creatures infiltrated the hunting lodge. With the PCs and Brock bearing down on them, the Grayharst brothers and Shashana act quickly to neutralize the threat. That night, Shashana uses her illusory magic to lure the characters into an isolated location where the vicious wererocodiles await. To make matters worse, the natural lycanthropes recently spread their curse to two of Brock's lizardfolk employees. These wererocodiles, led by Ruland and Reginald and joined by Shashana, descend on the PCs, Brock, and his staff, who with their combined forces must fend off the assault.

In the aftermath of the vicious attack, the PCs discover the siblings and their associate did not act alone. The rapacious trio sold the captives to three of the Dyrgalas Fens' most sinister denizens: Grizzelda a vile green hag, Berseus a cyclops outcast, and a pair of cruel harpy sisters. Using a crude map found among the conspirators' personal possessions along with Brock's knowledge of the terrain and rumors about the creatures' whereabouts, the PCs venture deeper into the Dyrgalas, where they must liberate the unfortunate souls from their captors and return them to safety.

Starting the Adventure

The adventure begins with the PCs in Biltscrough or some other suitable locale where they learn of the trouble in the Dyrgalas and are hired to investigate the matter. The cathedral city of Biltscrough is the most advantageous location to start the adventure. The sprawling city boasts a large population, giving the PCs ample opportunities to gather information about Answin Lodge, the vast swamp surrounding it, and the man who built and oversees the wilderness operation. Down the Loggers'

CHAPTER 10: THE HUNTER'S GAME

Road from Biltscrough is the town of Fornlar, which lies on the northern fringe of the Harwood Forest and provides the most direct route to the lodge in the Dyrgalas.

Hooks

The PCs are likely drawn into the adventure's events in one of two ways. The distressing news regarding the disappearances from Answin Lodge worries its primary financier, Joffrey Lum, who fears any negative publicity about the business may jeopardize the long-term viability of his only profitable venture. Alternatively, one of the missing persons' family members contacts the PCs and asks them to locate their loved one. With these interests in mind, the GM may use one or more of the following hooks or create one of his own to set the adventure into motion.

Protecting My Investment

Eight years ago, the jocular Brock Answin convinced the young scion of the Lum family, **Joffrey Lum** (CN male human aristocrat 4; Cha 14; Bluff +7) to make him a substantial loan in order to construct Answin Hunting Lodge. The unsavory rumors swirling around his prized investment greatly worry the debt-laden aristocrat. Using his influence, he arranges a meeting with the PCs and approaches them with a tantalizing proposition. He offers the equivalent of one year of payments on Brock's loan note (1,800 gp), payable in three payments, in exchange for them venturing to Answin Hunting Lodge and resolving the controversy troubling the establishment. As a seasoned businessman, Joffrey is open to negotiating the fee with two caveats: If the PCs demand more money, he agrees to repay them over a longer period of time, up to a maximum of 2,700 gp payable over 3 years. Conversely, Joffrey offers characters who insist on getting an immediate lump sum payment a smaller amount, beginning at 600 gp — the amount of the first payment — up to a maximum of 1,000 gp. When the parties come to terms on their arrangement, the nobleman tells the adventurers that six noteworthy people that he is aware of have never returned from Answin Lodge. These guests included most recently one of the city's Listeners **Shanga Halfshin** (CG female halfling expert 3; Wis 15; Profession [gardener] +7) and **Marafoy Stadli** (CE male human rogue 3; Dex 15; Sleight of Hand +8), the prodigal son of the sheriff at Fornlar. Joffrey directs characters who make further inquiries about either individual to Wangard Halfshin, Shanga's concerned father (see **Family Closure** below).

Family Closure

On the edge of entering his second century, **Wangard Halfshin** (CG male halfling cleric of Mick O'Delving 5; Wis 16; Sense Motive +11), a well-known and beloved priest of the Halfling God, knows his mortal life is coming to a close. However, he cannot bear to think his precious daughter, Shanga Halfshin, four decades his junior, may depart this world before him. Though shaken in his faith, Mick's downtrodden servant offers the PCs a *divine scroll* containing 4 1st-level cleric spells of their choice, scribed at his level, in exchange for finding out what happened to Shanga and returning her home, if possible. Wangard is willing to negotiate, of course, and offers as much as 2 3rd-level spells, 3 2nd-level spells, or some combination with a total number of spell levels not greater than 6. (For example, 2 3rd-level spells, or 1 3rd-level spell and 3 1st-level spells, or 3 2nd-level spells, and so on.)

If the characters have already struck a bargain with Joffrey (see **Protecting My Investment**), the venerable cleric reduces his initial payment offer to 2 spells instead of 4, with a maximum negotiated price of 4 total spell levels. If the PCs attempt to fool Wangard by concealing or otherwise lying about their arrangement with Joffrey, Wangard rescinds his offer in its entirety and tells them he plans to look elsewhere for assistance. His attitude toward the PCs immediately shifts to unfriendly, and he refuses to discuss the matter any further with the characters unless they succeed in shifting his attitude back to friendly or better.

Wangard tells characters on good terms with him that Shanga left for the Answin Lodge about 2 months earlier and was scheduled to return 7 days ago. The 8 other visitors who accompanied her returned home safely without incident, though he quickly adds he does not personally know

any of them well. After making several inquiries of them, they relayed the same tale. Shanga disappeared after they left the hunting lodge and before their arrival at the edge of the Dyrgalas Fens. None of her companions noticed anything out of the ordinary during the journey, and no one saw Shanga go off on her own at any point during the trip back.

Alternatively, if they begin the adventure in Fornlar, **Sheriff Olson** (NG male human fighter 3) may contact the PCs to locate his missing son. His terms and conditions are identical to Wangard, but unlike his ecclesiastical counterpart, the sheriff can offer no details about his son's disappearance.

Part One: The Dyrgalas Fens

Located along the main thoroughfare between the duchies of Mains and Saxe, the cathedral city of Biltscrough sits in the epicenter of trade and information within the southern Kingdoms of Foere. Traveling merchants, loggers, miners, adventurers, and pilgrims bring a plethora of tales and stories ranging from the mundane to the ridiculous. These rumors freely circulate throughout the city (or any other suitable locale of the GM's choice) on a constant basis. There is no need to succeed on a Diplomacy or Knowledge (local) check to gather this information. Merely conversing with Biltscrough's residents and visitors is sufficient to obtain 1d4 of these rumors per day spent asking around about the subject of the lodge.

- Since its creation eight years ago, roughly 1,500 visitors have made the trek to Answin Hunting Lodge. Every week at dawn on Mootsdag (Wednesday), a contingent of lizardfolk guides lead guests from the road at the edge of the Dyrgalas to Answin Lodge. The journey lasts about 8 hours, and visitors remain at the hunting lodge for two nights before departing at dawn on Sisterstag (Friday).

- A stay at Answin Lodge costs guests 100 gp. Brock charges 250 gp for a private, one-day safari with him. Stays can be extended for a week for a considerable additional charge.

- Common game hunted at the lodge includes crocodiles, otters, giant frogs, and giant constrictor snakes. When escorting visitors on a private safari, the potential prey includes shocker lizards, slurks, goblin dogs, and goliath frogs.

- Brock will consider leading an expedition against other, more dangerous game within the swamp though he never hunts lizardfolk to avoid offending his workers.

- Lizardfolk, bugbears, and other vicious humanoid — including bands of outlaws — inhabit the Dyrgalas, though other foul denizens, most notably black dragons, also live there.

- Brock and his staff routinely beat their animals to make them docile for visitors. He even removes the crocodiles' teeth to make them harmless. (This is a false.)

- Six confirmed visitors never returned from Answin Hunting Lodge over the last several months, including the daughter of a prominent halfling cleric who also happens to be one of Biltscrough's Listeners, as well as the son Fornlar's sheriff. Many suspect the true number of disappearances is actually much higher.

- The Loggers' Road Branch is moderately maintained and sparsely traveled for the first part of the journey out of Fornlar. It quickly falls into disrepair when it reaches the edge of the fens.

- The disappearances are a ruse perpetrated by rich families to conceal the fact their spoiled children really were sent to lumber and mining camps in the Harwood Forest to serve out sentences of hard labor for seditious intent against the government. (This is false.)

Greater Details

Biltscrough in particular bustles with rumors, but some tales require more legwork than others. PCs intent on gathering more detailed information may

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interact with the local residents or recall tales they overheard or personally experienced at some point during their adventuring career. The GM must exercise judgment when doling out these additional details. The average citizen may be a good source of information about local establishments and famous people, but is less likely to know anything about the Dyrgalas and other adventuring locales. PCs can acquire this information from the locals with a successful Knowledge (local) or Diplomacy check. Doing so requires 1d3+1 hours for each rumor, and requires spending 1d3 gp for each hour beyond the first to purchase rounds of drinks, grease palms, and so forth. For every 5 gp spent beyond the required amount, the PCs earn a +2 circumstance bonus on their check (to a maximum of +6). If the character hails from the Harwood Forest region, it is appropriate to grant a +2 circumstance bonus to that PC's check if the information directly pertains to the region.

The Dyrgalas Fens

The PCs may learn the following information about the Dyrgalas with a successful DC 15 Knowledge (local) or DC 15 Diplomacy check to gather information.

- Answin Hunting Lodge's crocodile exhibit attracts the most visitors. The ornery reptiles are kept inside a stone enclosure. As part of the show, Brock sometimes wrestles one of the massive beasts. The exhibit has proven popular enough that Brock now has a reduced-rate fee for those who wish to visit the lodge but forego the hunting expedition into the swamp.
- One of the swamp's resident black dragons does not take kindly to Brock keeping his distant kin prisoner for prolonged periods of time. He is gathering allies among the indigenous creatures to assault the hunting lodge and liberate his fellow reptiles. (This is a plausible rumor but false.)
- Brock Answin, the lodge's owner, is a handsome, talkative and friendly chap from the southern delta who flaunts a well-earned reputation for bedding some of the business's many female guests over the years. His roving eye has gotten him into trouble on a few occasions when he set his sights on the wives and fiancés of Biltscrough's most powerful figures.
- The accounts regarding the disappearances are universally consistent. In every case, the missing person left the hunting lodge on the return journey and then was nowhere to be found shortly after the group exited the Dyrgalas. Four lizardfolk accompanied them on this leg of the journey, and no one recalls seeing anything amiss about their behavior or actions during the trek. (This check requires 1d3+1 days, rather than hours, and requires the PCs to specifically speak with those returning from the lodge during the fateful trips.)

Further Investigation

In addition to gathering some of the preceding rumors, thorough investigators may insist on speaking directly to one or more witnesses in the hopes of discovering something everyone else missed about the trip, Answin Lodge, and its inhabitants. The PCs' success in this endeavor depends largely upon their starting point. Firsthand accounts are not hard to find in Biltscrough. The same cannot be said of any other locations in the Harwood Forest and beyond.

Finding a witness in the cathedral city requires a successful DC 10 Diplomacy check or Knowledge (local) check. At the present time, five people are readily accessible to adventurers. They are:

- **Maximilian Pourell** (LE male human rogue 4; Dex 15; Stealth +9), who can often be found at the Sleeping Dragon Tavern.
- **Miram Stumblefoot** (N male halfling expert 5; Wis 15; Profession [merchant] +13), who owns a textiles shop.
- **Jacques D'Amberge** (LG male human cleric or Mithras 3; Wis 15; Heal +8), an acolyte at the Temple of Mithras.
- **Penelope Trutess** (CG female human aristocrat 5; Int 14; Knowledge [nobility] +9), the daughter of one of the Archdeacon's closest advisers.
- **Haltarmie Spindlefest** (N male gnome alchemist^{APG} 3; Int 14; Craft [alchemy] +8), who is frequently found at the Temple of Dre'uain the Lame.

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

Witnesses are much scarcer in outlying areas. It takes a successful DC

20 Diplomacy or Knowledge (local) check to find someone in Fornlar or Lortsbar. These are:

- **Cravan Kanaer** (LN male human warrior) one of Fornlar's guardsmen.
- **Jenna Ezreki** (NE female half-elf bard 3; Cha 15; Perform [sing] +8) is currently performing in Fornlar at The Cloak and Candle Inn.
- **Aven Hogledier** (N male half-orc druid 4; Wis 17; Knowledge [nature] +10) resides in a small glade just outside the town limits of Lortsbar in the Harwood Forest.

Each of the witness's statements, regardless of their alignment or outlook, follows an almost identical pattern. The four lizardfolk escorts met their party at dawn on the Loggers' Road Branch at the edge of the Dyrgalas Fens. The quartet led them into the swamp along a crude trail. They arrived at Answin Lodge shortly before dusk. Brock and his staff greeted them, led them to their accommodations, and met them the following morning for a tour of Answin Lodge before journeying into the swamp to hunt game. They shared dinner then retired to their quarters for the evening. At dawn the following morning, they mustered in the hunting lodge's courtyard. Brock bade them farewell, and they set out for the Loggers' Road Branch accompanied once again by their lizardfolk guides. It was not until they left the Dyrgalas and proceeded some way down Loggers' Road Branch that they noticed one of their party missing. By then, the lizardfolk were gone. A few daring visitors made a cursory effort to double back and search for the lost guest yet they found nothing.

Despite the nearly uniform similarities, a few pointed questions about Answin Lodge's details yield some useful clues. If asked about the highlight of their trip, the visitors universally agree the crocodile exhibit stood out the most, aside from the actual hunt, but they disagree about the number of crocodiles they saw. The majority are certain there were six reptiles in the enclosure. However, several others who ventured out to the exhibit at night or early in the morning counter there were only four. In addition, a few witnesses also report at least two lizardfolk staff members sported fresh wounds on their legs they attributed to the hungry beasts being "feistier" than usual. Estimates regarding Brock's staff also vary. Everyone distinctly remembers meeting the hunting lodge's owner and his business manager, **Bhanda Jasanapur**, though a few people recall briefly glimpsing a human assistant on the grounds during the early morning and late evening before he abruptly disappeared. When pressed for details about the fleeting encounter, no one provides more than a vague description of a burly, unkempt man. Though initially reluctant under direct examination, the female visitors also grudgingly admit Brock made unwelcome overtures during their stay. However, none made a major issue of his crude gestures and double-entendres because he quickly apologized and ceased his boorish behavior for the rest of the trip. The witnesses begin the inquiries as being indifferent to the PCs' requests, yet if they manage to sway one to being helpful, there is a 50% chance the person tells them they experienced an odd tingle when interacting with one of the lizardfolk on the journey back as they neared the edge of the Dyrgalas Fens.

The werecrocodiles' assumption of their animal form during the daylight hours accounts for the disparate numbers seen in the enclosure. At night, the Grayharst brothers transform into humans, allowing them to climb out of their pen and escape into the surrounding wilderness to plan their next abduction and to strike a bargain with one of their wicked clients. The werecrocodiles also do not return to their pen on the morning when the visitors depart from Answin Lodge. Instead, they remain in the wilderness at a designated spot to abduct their next victim (see the upcoming section **Crime Scene and Clues** for further details). The odd tingle the witness experienced resulted from that individual successfully resisting Shashana's enchantment magic. To swell their numbers, they also deliberately bit Brock and two of the lizardfolk staff members in the hopes of infecting them with lycanthropy in order to tighten their grip over Answin Lodge. With each passing month, the brothers and their lizardfolk ally grow increasingly paranoid that Brock, Bhanda or Biltscrough's authorities are closing in on them.

Divination Magic

It is highly likely the PCs resort to some form of divination magic to aid in their search for clues, either during their initial information-gathering stage or later in the adventure. Similarly, they may ask Wangard Halfshin about his own magical inquiries, and may even request aid from the halfling priest or another similar NPC. *The Hunter's Game* is low enough in level to make potential magic PCs have available a useful tool for them, but not likely enough to ruin the buildup of the mystery behind the investigation.

For PCs casting their own divination spells, the effects possible depend largely upon which source material the GM allows. Generally speaking, however, spells available to 4th-level characters will not provide so much information as to make the investigation aspects moot. *Detect thoughts* may allow a PC to have an easier time dredging hidden information from an NPC, while *speak with plants* might allow for easier discovery of what happened to victims if a PC happens to cast it near where an abduction occurred.

For his part, Wangard Halfshin tells the PCs he cast *augury* before speaking to them and was given a result of “weal” from his beloved deity. He personally does not have access to more useful spells. In addition, he tells the PCs one of his elders attempted a *scrying* spell, but the spell failed (Shanga happened to successfully save). The elder was unsure if the spell's failure was a result of Shanga's demise or some other effect such as protective magic against such intrusive spells. Unfortunately for Wangard, that particular elder was in town only for a few days and has since departed; no other clerics at his temple are high enough level to cast the spell.

Should PCs decide to seek a caster on their own, finding one capable of casting *scrying* or similarly powerful spells proves at least a little bit tricky. Finding a 9th-level or higher cleric is only possible in Biltscrough — no other community within the region closer than Arbo or Saxentry has such a character. Similarly, finding a 7th-level or higher wizard can also be accomplished only in Biltscrough. Finding such an NPC is only part of the task, however. PCs must then convince the NPC to cast the spell for them. The standard rate of caster level x spell level x 10 gp found in the *Pathfinder Roleplaying Game Core Rulebook* applies, however, after determining the NPC's caster level the GM should also determine a price modifier by rolling 1d6. On a result of 1, the caster reduces the cost by 10%; on a result of 2, the caster charges the standard rate; on a result of 3–6, the caster inflates the cost by 10% for each number above 2 on the die — 10% for a 3, 20% for a 4, and so forth. In addition, if the PCs find a cleric, they must be no further than 1 step away from the cleric's alignment to convince him or her to cast the spell. For example, a neutral good cleric considers casting the spell for a chaotic or lawful good character (each one step away), but will not consider such an act for a chaotic neutral character (a total of two steps, one on each alignment axis).

Regardless of the source of the spell — their own resources or a paid hireling — the GM is encouraged to provide truthful information as a result of a successful casting. Don't forget saving throws for targets as necessary, of course. However, even a successful spell does not need to reveal all the mysteries associated with *The Hunter's Game*. Cryptic responses from such spells are common. If the GM is quick on her feet, or has the ability to prepare ahead of time, providing these cryptic clues in a short rhyming verse is a nice way to add a puzzle to the adventure while preserving hidden details for later.

Traveling to Answin Lodge

After conducting their inquiries with cooperative witnesses, gathering important information from the locals, and procuring the equipment and supplies necessary to delve into the foreboding swamp, the next stage of the PCs' investigation takes them to Answin Lodge. The first leg of the journey takes them down the Loggers' Road to the hamlet of Fornlar in the Wolf Hills at the very edge of civilized lands. Most of the journey is through the pleasant rolling countryside of southern Foere, so no hostile encounters occur. Likewise, Fornlar isn't deep into the Wolf Hills, so no encounters are likely to occur.

However, once the party leaves Fornlar along the Loggers' Road into the Harwood Forest the way grows more treacherous. The PCs will take the Loggers' Road Branch south from Fornlar into the forest. It runs parallel to the Drijoc River for much of its length and peters out near the edge of the Dyrgalas Fens where the lizardfolk guides are stationed to meet incoming groups. From there, Brock's poorly maintained extension leads the rest of the way to the lodge. This rough trail runs for another seven miles, where it culminates at the southern gate to Answin Lodge proper. Alternatively, the characters can follow the same route but forego the guides' assistance, which requires them to find the trail on their own. Finally, the characters can avoid the Loggers' Road Branch altogether and blaze an entirely new trail through the treacherous wetlands. With this option the chances of encountering natural hazards in the wilderness increase significantly.

Events in Harwood Forest

The GM may insert some or all of the following events to spice up the opening foray of the PCs' expedition to Answin Lodge. These events lack the lethality of an encounter, and are instead designed to break up the monotony of the journey while providing some potentially valuable information to the characters on their hike to the Dyrgalas. The first two events detailed below take place only on Loggers' Road Branch out of Fornlar.

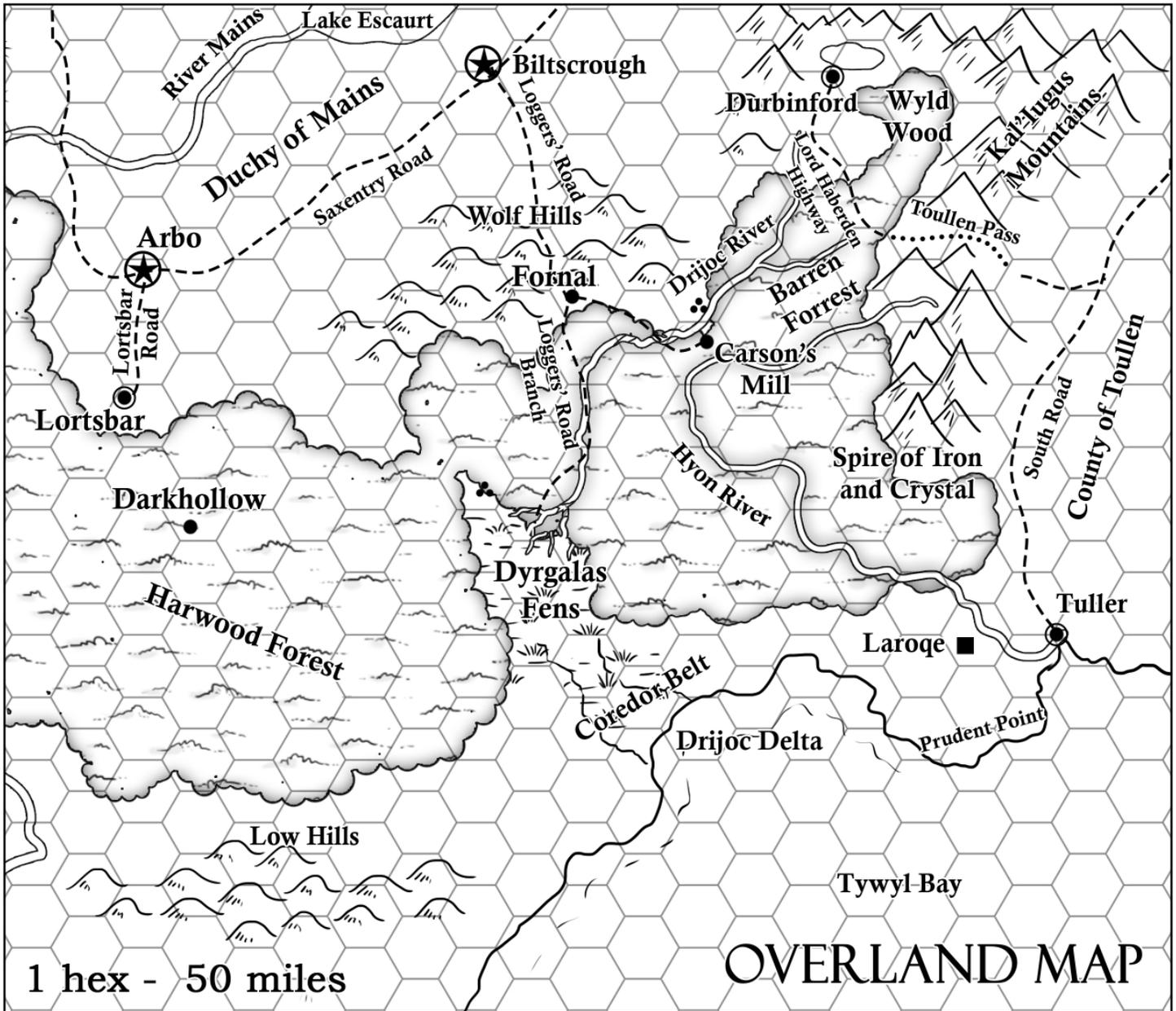
The Loggers

Four human loggers, **Bran Toltsky**, **Kristo Ubaltus**, **Wes Cerpap** and **Michael Youngsman** (NG male human expert 2), on their journey north to Fornlar tow 10 massive cypress logs on two horse-drawn wagons along the Loggers' Road Branch. The quartet of chatty fellows spent the better part of the last week harvesting trees from the Dyrgalas Fens' eastern edge. One of the men boasts about finding a monogrammed gold cufflink bearing the inscription “JRW” (25 gp) atop a mound alongside the Loggers' Road Branch roughly 1 mile from the swamp's edge. The missing accessory belonged to Julius Robert Worthington, a traveling merchant of Tuller the wererocodiles abducted 6 months ago. Because no one reported the foreigner missing with the local authorities, there is no chance of linking the jewelry piece to its missing owner unless the PCs participate in the next event. The men refuse to allow the PCs to examine the cufflink unless they purchase it for 30 gp or are compelled by magic. Close scrutiny of the item (successful DC 22 Perception check) uncovers the minute presence of dried blood on the object.

The Daughter's Search

Susana Worthington (NG female human aristocrat 3), daughter of Julius Robert Worthington (see above), walks along the Loggers' Road Branch, along with her two escorts (NG male human warrior 3; Str 17; Perception +7), searching for any signs of her father. She tells anyone willing to listen that her father left for a business trip to the lumber camps upriver from Tuller 7 months earlier and never returned. After hearing rumors of a rash of disappearances from the Answin Lodge, the 22-year-old Susana came to believe her father made the trip to the remote wilderness sanctuary. If the PCs describe or show her the cufflink the loggers recovered, she confirms the accessory belonged to her father. With that information in hand, the brave-but-wise woman turns back for Tuller rather than proceed to the

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dangerous Dyrgalas Fens. However, she asks the PCs if they would give her the cufflink as a sentimental piece and offers them a 100-gp silver bracelet she wears in exchange for the item. Otherwise, she continues toward the swamp searching for physical evidence or statements from passers-by that may lead her to her missing parent.

Traveling Minstrels

Two halfling musicians, **Millamar** and **Vanalor Soredtoe** (CN male halfling bard 2; Cha 14; Perform [stringed instrument] +7 and Perform [percussion instrument] +7 respectively), dream of starting a band called Two-and-a-Half Octaves. Millamar is the group's lute player while his younger counterpart plays percussion. They realize neither can carry a tune, thus forcing them to recruit a singer for their musical trio. The flamboyant pair gladly offers an audition to anyone with a high-pitched voice. The halflings always steer a wide berth around the Dyrgalas, especially in light of the strange rumors of events transpiring in the swamp's hunting lodge.

Encounters

Nearly all of the ancient Harwood Forest remains largely unsettled and little explored. The remoteness and isolation provide an ideal base of operations for bandits and marauding humanoids. The GM is free to use

any of the following encounters, create several of his own, or consult the **Appendix** for random encounters.

Loggers' Road Branch Encounters

d%	Encounter
01–40	Bandits
41–80	Ghouls
81–00	Giant Wasp

BANDITS (2d4) CR 1/2
 XP 200
 hp 11 (*Pathfinder Roleplaying Game GameMastery Guide* "Bandit")

GHOULS (1d3+1) CR 1
 XP 400
 hp 13 (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

GIANT WASPS CR 3
 XP 800
 hp 34 (*Pathfinder Roleplaying Game Bestiary* "Wasp, Giant")

At the Swamp's Edge

PCs who make their way from the Harwood Forest's border ultimately arrives at the edge of the ominous Dyrgalas Fens, an expansive swamp making up a swath of the region's southeastern expanse. Countless small streams bring runoff from the neighboring Wolf Hills and other surrounding areas into the low-lying basin. In addition, the Drijoc River feeds into the northeast corner of the swamp. PCs who arrive at this point face three options — rendezvous with Brock's lizardfolk escorts and accompany them to Answin Lodge, venture without the guides along road and find the trail leading to Answin Lodge on their own, or plow through the untamed wilderness and attempt to locate the hunting lodge without the benefit of any landmarks. When the PCs reach this point, the GM may read or paraphrase the following description of this suffocating swamp.

The stench of decaying organic matter and the constant bubbling of pent-up natural gases seeping up from the wetlands' fetid bowels clings to the seemingly visible humidity in the air. Refreshing streams of pristine water pour into the depressed basin from a multitude of directions. Once in the Dyrgalas Fens' nauseating embrace, the pure waters turn into a morass that congeals into foul-smelling mud. Massive cypress trees tower over the inundated land below, basking the foreboding swamp in a perpetual eerie twilight. The sounds of snapping branches in the distance accompanied by the closer noises of splashing water and footsteps trying to escape the emulsified goopy floor steep the area in a shroud of continual gloom.

If the PCs came here via the Loggers' Road Branch, the GM may read or paraphrase the following added description.

The word "road" hardly befits an elevated earthen causeway built from a combination of raised mulch and sawn tree trunks. Though obviously easier to negotiate than the trackless expanses surrounding it, the road is more akin to a crudely made plateau than an actual thoroughfare.

Crime Scenes and Clues

The PCs' information clearly points toward the fact that the missing people vanished at or shortly after they entered the Harwood Forest from the swamp. The culprits used Shashana's enchantment and illusory magic to carry out the abduction. The lizardfolk bard and her werecrocodile cohorts set up a rendezvous point approximately 1 mile from the spot where the Loggers' Road Branch re-emerges into the Harwood Forest. Shashana then isolated one of the guests by either deliberately lagging behind or wandering a short distance off the trail. While alone, she discreetly cast *charm person* on her designated victim and told that person to stay behind and walk toward a designated spot, using a barely plausible cover story about some unknown danger lurking ahead. When the hunting lodge party put some distance between themselves and the lone straggler, the Grayharst brothers quickly overpowered their victim. (This explains why some visitors reported seeing only four crocodiles in the enclosure the morning they departed Answin Lodge.) Meanwhile, Shashana rejoined the party disguised as the missing visitor, using *disguise self* to temporarily allay any suspicions. A few minutes after exiting the Dyrgalas Fens, the bard waited until an opportune time to slink away back to the swamp and dispel her illusion leaving the remaining travelers later scratching their heads at the disappearance.

Unlike the trail leading to Answin Lodge, finding the spot where the missing persons left Loggers' Road Branch proves virtually impossible. Too much time has passed on the marshy ground for tracks to remain. However, other clues may exist for diligent PCs who are willing to search carefully off of the track. If a PC actively searches the area 1 mile from the

edge of Dyrgalas Fens (perhaps in response to the clue the loggers found in the **Events** section), that character with a successful DC 26 Perception or Survival check discovers a torn piece of what appears to be a woman's coat, an ivory hairbrush worth 5 gp, and a cracked, silver mirror bearing an etching of a candle in a cave near the edge of a swampy pool. A successful DC 10 Knowledge (religion) check identifies the etching as Mick O'Delving's holy symbol. These items belonged to Shanga Halfshin and can be identified by her father back in Biltscrough. Further searches of this area produce no other clues.

Reptile Rendezvous (CR 6)

Adventurers who opt for the most straightforward path to Answin Lodge meet Brock's four lizardfolk guides at dawn on Mootsdag (Wednesday). A swaggering aristocrat named **Lord Horatio Alastair Charlton** also waits for their reptilian guides to arrive for his own trip to the lodge. The gregarious nobleman is an avid follower of Kamien, the goddess of rivers, springs and streams (see **Chapter 9**). He waxes poetic about the beauty of the Dyrgalas Fens' gentle, rolling streams and pristine ponds despite its reputation as an abode for unsavory folk and insidious monsters. In the face of danger, the haughty man stands his ground if personally attacked but shies away from taking the initiative and aiding the PCs or lizardfolk escorts during a confrontation.

LORD HORATIO ALASTAIR CHARLTON

CR 2

XP 600

hp 20 (*Pathfinder Roleplaying Game GameMastery Guide* "Noble Scion")

For their part, the **3 lizardfolk guides** and **Shashana** demonstrate their standard punctuality and arrive at the meeting point 15 minutes before dawn. Shashana acts as the group's fourth member, though, she is really there to size up the guests and determine whether they are prime targets to rob or potential impediments to their scheme. The lizardfolk guides speak only Draconic with a smattering of simple commands in Common, such as "go," "stay," "follow," and "wait." In the event the PCs or their aristocratic counterpart want to converse with their escorts, Shashana steps to the forefront and acts as the quartet's informal liaison.

LIZARDFOLK GUIDES (3)

CR 2

XP 600

Male or female lizardfolk ranger 1 (*Pathfinder Roleplaying Game Bestiary* "Lizardfolk")

N Medium humanoid (reptilian)

Init +0; Perception +1

AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

hp 23 each (2d8+6 plus 1d10+3)

Fort +8; Ref +2; Will +1

Speed 30 ft., swim 15 ft.

Melee mwk morningstar +6 (1d8+3), bite +3 (1d6+1) or claw +5 (1d4+3), bite +3 (1d6+1)

Ranged javelin +2 (1d6+3)

Special Attacks favored enemy (animals +2)

Str 16, Dex 10, Con 17, Int 11, Wis 12, Cha 8

Base Atk +2; CMB +5; CMD 15

Feats Multiattack, Skill Focus (Knowledge [geography])

Skills Acrobatics +3, Climb +6, Handle Animal +3, Heal +5, Knowledge (geography) +9, Knowledge (nature) +5, Survival +7, Swim +10; **Racial Modifiers** +4 Acrobatics

Language Draconic

SQ hold breath, track +1, wild empathy +0

Gear masterwork heavy wooden shield, masterwork morningstar, 3 javelins

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

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CR 4

Blighted (CR 5)

SHASHANA

XP 1,200

hp 33 (See Part 2, Crocodiles Rock)

Development: If questioned, the three lizardfolk guides deny knowing anything about missing guests. They are adamant everyone left Answin Lodge together and arrived safely at the edge of the Dyrgalas before they turned back for the swamp. The accusation comes as a total shock to them, a fact the PCs can confirm with a successful Sense Motive check (at a -4 penalty for any PCs who are not reptilian humanoids). Shashana naturally tries to dodge the PCs and may even resort to using her illusory magic to appear like one of the lizardfolk they already questioned. When pressed into a corner, the convincing liar gives the same answers as her kin, feigning no knowledge about missing visitors. If the PCs see through her Bluff and confront her, she tries to flee into the Dyrgalas and meet up with her werecrocodile conspirators later that evening outside of Answin Lodge. She fights only when left with no other alternative. The GM must also take into account that any physical altercation between the PCs and a lizardfolk, regardless of their justification for doing so, is certain to provoke a full-scale melee with Brock's trusted escorts unless the PCs produce ironclad physical evidence of Shashana's guilt or a confession, even if they coerce one out of her.

The lizardfolk guides lead their charges 7 miles down the track, which has degraded into a raised earthen causeway resembling a mound more than a viable thoroughfare. In general, it takes a moderately encumbered party of humans roughly 3 to 3-1/2 hours to traverse through the Dyrgalas.

Going It Alone

PCs who forego the preceding routine and opt to venture to Answin Lodge on their own via the Loggers' Road Branch and the trail leading to the hunting lodge or blaze a fresh path through the wetlands face several difficulties the conventional route avoids. For those who opt for the Loggers' Road Branch route, locating the trail leading off toward Answin Lodge poses the only significant obstacle. Fortunately, it takes only a successful DC 12 Survival check to locate the trail diverging from the Loggers' Road Branch and follow it to Answin Lodge.

Characters who stray from the trail and those who completely bypass any of the swamp's roads must succeed on a DC 20 Survival check to ascertain the attraction's precise location or devise another means to find it, such as seeking directions from an indigenous inhabitant or relying upon magic, including *know direction* and similar divination spells. Ultimately, the GM must exercise discretion when determining whether the local resident knows about the hunting lodge and where it is in the first place. In any event, trekking through uncharted swampland always reduces the creature's speed by half unless the character can move through the terrain without penalty, such as using woodland stride. More importantly, characters who venture off into the wetlands on their own encounter the obstacles described in Tables 2-11 and 2-12 appearing in Chapter 2 of this sourcebook. In addition, they are now subject to several of the natural hazards described in the following **Dyrgalas Encounters** section. Explorers may attempt to circumvent some of these natural obstacles by avoiding stepping into areas filled with stagnant water altogether. For simplicity's sake, characters who try this approach once again reduce their overland speed by half.

Dyrgalas Encounters

Unlike the journey through the Harwood Forest, there are no events in the Dyrgalas. Characters traveling through the region via the Loggers' Road Branch and the trail leading to Answin Lodge have a 1-in-4 chance of an encounter each hour spent in the swamp. These adventurers largely avoid the wetlands' natural hazards with the exception of contracting a mosquito-borne or tick-borne disease as described in Chapter 3. PCs who venture through the Dyrgalas' trackless terrain have a 1-in-3 chance of an encounter each hour spent in the swamp, and unlike their conventional counterparts, they may also face one or more of the wetlands' deadly natural hazards. The GM is free to use any of the encounters presented below. Alternatively, he may consult the **Appendix** to create different encounters or create new ones.

Mosquitoes are practically a cottage industry in the wetlands, but the pests are not created equally. The overwhelming majority poses no imminent danger to intrepid explorers, though this solitary **blightspawn** represents a significant exception to the general rule. Nine months ago, a fanatical worshipper of Rachiss died in a sickening morass within the Dyrgalas, releasing the gestating monstrosity feasting within him. Like its parasitic tiny cousins, the wicked aberration feeds on the blood of living creatures via a flexible, barbed proboscis. The beast is not particularly stealthy, so it foregoes stalking its victims and instead relies upon its spell-like abilities to disable and distract its adversaries from afar before rushing in for the kill.

BLIGHTSPAWN

XP 1,600

hp 52 (*Pathfinder Roleplaying Game Bestiary 5* "Blightspawn")

CR 5

Tactics: In most cases, Brock's lizardfolk guides join the fight. However, the blightspawn's frightful appearance utterly terrifies the overmatched, reptilian humanoids, leaving it solely up to the PCs to deal with the monster. Ideally, the blightspawn casts *blur* before the encounter and then attempts to paralyze a single target from a distance using its *hold monster* spell-like ability. If these tactics fail, the murderous aberration moves in for the kill, targeting the least-armored character with its sinister proboscis. Some semblance of the host's personality lives on in its unholy creation; therefore, like its surrogate father, the creature has no fear of death.

Treasure: The blightspawn conceals its treasures roughly 20 feet above the ground in the hollowed out nook of a dead cypress tree 80 feet west of the encounter site. It takes a successful DC 16 Perception check to locate its perch, provided, of course, the PCs search the area after their struggle against the infernal beast. The blightspawn keeps +1 *chainmail* and a pouch containing a *divine scroll* (CL 3: *entropic shield*, *magic stone*, *sound burst*) in its hiding spot.

Blood in the Mist (CR 3 or 5)

A solitary **vampiric mist** floats through the trees in its constant search for blood. (Characters accompanied by Brock's lizardfolk guides face 2 **vampiric mists** instead. The lizardfolk escorts battle against one of the monsters, leaving the other to the PCs.) The amorphous creature passes through the tiniest cracks and flies between tightly packed trees and undergrowth with ease in its quest for prey, though it cannot move through water. The vampiric mist spots opponents from its aerial vantage point, relying upon its ability to sense warm-blooded creatures within a 60 foot radius as if using scent. Land-based foes also notice the aberration's misty, crimson outline with a successful DC 21 Perception check.

VAMPIRIC MISTS (1 or 2)

XP 800

hp 30 (*Pathfinder Roleplaying Game Bestiary 2* "Vampiric Mist")

CR 3

Natural Hazards (CR varies)

The Dyrgalas Fens abounds with hazards, though sticking exclusively to the Loggers' Road Branch and Answin Lodge's makeshift trail minimizes many of these dangers. Still, creatures passing through these areas are subject to mosquito-borne and tick-borne maladies as described in Chapter 3. However, adventurers who deviate from the well-worn paths have a much greater chance of running across the swamp's nastier surprises. The GM may consult the following table to determine what natural hazards from Chapter 3 the PCs run across.

Natural Hazard Encountered in Trackless Terrain

d%	Hazard	CR
01-20	Leeches	1/4
21-35	Marsh Gas	2

d%	Hazard	CR
36–45	Microorganisms	varies
46–50	Midges	1/4
51–60	Poison Sumac	5
61–80	Quicksand	4
81–00	Sinkhole	4

In addition to the preceding dangers, the PCs are also subjected to other less immediate effects, such as immersion foot syndrome for walking through water and sunburn.

Part Two: Answin Hunting Lodge and Vicinity

After completing their long journey, the PCs finally arrive at their destination — Answin Lodge and the true beginning of their investigation. After the PCs unmask the culprits and confront the lycanthropic brothers and their lizardfolk accomplice, their attention then turns toward possibly rescuing some of the abductees from the clutches of four malevolent residents: a green hag, an oafish cyclops and two sinister harpies.

First Impressions

When the PCs arrive at Answin Lodge, they set eyes upon a sprawling complex surrounded by a 5-foot-high clapboard fence made from water-resistant cypress wood. An arched gate along the southern wall is the only visible entrance to the compound. The gate is typically kept open during the day and secured at night.

Unlike the typical perimeter barrier, the hunting lodge's wooden walls and gates are primarily intended to keep the resident animals from escaping rather than preventing intruders from getting in. The structure's posts and planks make it relatively easy to scale the walls and gate (successful DC 10 Climb check), though bursting through the gate or barreling over the walls proves more difficult.

South Gate Wooden Doors: 2 in. thick, hardness 5; hp 20; Break DC 23

When the PCs gain access to the hunting lodge proper the GM may read or paraphrase the following description.

The outer walls encircle a sprawling complex. Spread out throughout the southern half of the compound are four large buildings. Eight smaller cottages run parallel to the western wall, while two slightly larger structures and a crude, earthen mound stand adjacent to them along the north wall. Between them and the main buildings is a sizable pen teeming with small animals as well as numerous wild berries, several fruit-bearing trees, and legumes.

The attraction's centerpiece lies along the east wall. An enormous sunken pool of murky water spans much of the hunting lodge's southeastern corner. Numerous fish, crustaceans, and mollusks are visible in the torpid pool, while at least a dozen turtles and a giant tortoise leisurely bask along the pool's edges. A stone wall surrounds the perimeter of a steeply sloped, semi-aquatic exhibit that protects visitors from the crocodiles that roam the enclosure's bottom. The northeastern corner boasts a circular glass enclosure that features a collection of native amphibians. Despite the compounds obvious upkeep, the stench of rotting food and excrement hangs heavy in the stale air.

During the adventure's investigative portion, events unfold in response to the characters' actions rather than in accordance with a preset plan. It is critical for the GM to read ahead and become familiar with how each of the main antagonists responds to what the PCs do during their excursion to Answin Lodge. How Brock, Bhandra and the lizardfolk guides answer questions about the mysterious disappearances appears in the **Answin Lodge Review** section below. The next section addresses what happens to characters who partake in the hunting lodge tour, while the subsequent section details how Brock and his staff react to PCs who arrive unannounced at Answin Lodge.

Answin Lodge Review

Answin Lodge features a diverse cast of characters who act in accordance with their own agendas. While Brock and Bhandra naturally want the best for their business, they can also be a little guarded about revealing the enterprise's inner workings. The lizardfolk trust and admire the hunting lodge's management team, though their attitudes toward strangers range from indifferent to hostile based upon the investigators' actions during their stay in the wilderness. This section provides additional details about these individuals, focusing on their responses to the current crisis at Answin Lodge. The adventure's antagonists, Shashana and the Grayharst brothers, appear in a later section, **Crocodiles Rock**.

Brock Answin

A cheerful-looking burly man with long sandy brown hair held in a topknot, a dark olive complexion, and broad shoulders and chest always approaches with his hand extended in greeting. A juvenile crocodile measuring 3 feet from snout to tail waddles behind.

Brock Answin is a crocodilian hunter (see **Chapter 8**), and the small crocodile mirroring his every step is his animal companion **Vicejaw**. Answin Lodge's owner is a chatty fellow, especially in the company of attractive human, elf or half-elf women. In this case, he immediately shifts his attention from the group at large to his target audience. Brock comes on very strong, a trait that always raises one of Bhandra's disapproving eyebrows. Brock's animals and the Dyrgalas are his true passions, though. Even after 8 years of narrating the same exhibits and leading excursions, his enthusiasm never wanes. He is an animated speaker who uses signature catchphrases such as "closer than a croc's eyelash," "unholy death roll," "slower than a frigid turtle," and "toad slime" to keep his audience's attention throughout his presentations.

BROCK ANSWIN
XP 1,200

CR 4

Male human ranger (crocodile hunter) 5 (See Chapter 8)

N Medium humanoid (human)

Init +4 (+6 in swamp and water terrain); **Perception** +8 (+10 in swamps and water terrain)

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural)

hp 47 (5d10+10 plus 5)

Fort +7; **Ref** +5; **Will** +3

Speed 30 ft.

Melee dagger +8 (1d4 +3/19–20) or unarmed strike +9 (1d3+3)

Ranged sling +5 (1d4+3) or dagger +5 (1d4+3/19–20)

Special Attacks combat style (grappler), favored enemy (animals +4, giants +2)

Spells Prepared (CL 2nd)

1st—*Speak with animals, summon nature's ally I*

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +8 (+10 grapple); **CMD** 18 (20 vs. grapple)

Feats Endurance, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Focus (unarmed strike)

Skills Climb +9, Handle Animal +9, Heal +6, Intimidate +5,

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Knowledge (geography) +6, Knowledge (nature) +8 (+10 in swamps and water terrain), Linguistics +1, Perception +8 (+10 in swamps and water terrain), Profession (fisherman) +5, Spellcraft +5, Stealth +7 (+9 in swamps and water terrain), Survival +9 (+11 in swamps and water terrain), Swim +10

Languages Common, Draconic

SQ hunter's bond (crocodile), track +2, wetlands specialist, wild empathy +6

Combat Gear antitoxin; **Other Gear** +1 studded leather, dagger, sling, 20 sling bullets, *amulet of natural armor* +1, *cloak of resistance* +1, 3 sunrods, 16 gp, keys to areas **K1**, **K2**, **K3** and chest within **K3**

VICEJAW

CR —

XP —

Crocodile animal companion (*Pathfinder Roleplaying Game Bestiary* "Crocodile")

N Small animal

Init +2; **Senses** low-light vision; **Perception** +1

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 19 (3d8+6)

Fort +7, **Ref** +5; **Will** +2

Speed 20 ft., swim 30 ft.

Melee bite +6 (1d6+3)

Str 15, **Dex** 14, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Great Fortitude, Weapon Focus (bite)

Skills Perception +1, Stealth +6 (+14 in water), Swim +16; **Racial Modifiers** +8 Stealth in water

SQ hold breath, tricks (come, fetch, heel, perform)

Development: Much to the characters' surprise, dismay, or disbelief, the affable hunter remains blissfully oblivious to the rash of disappearances plaguing his attraction. Indeed, the surprising news about the missing guests takes him aback and leaves the normally jovial Brock speechless. From the outset, he insists that he personally accounted for everyone during their stay at Answin Lodge. He adamantly avows that he saw every guest who arrived at Answin Lodge also leave. Brock rigorously defends his staff, particularly his lizardfolk allies, against any allegations they are somehow involved in nefarious deeds. Naturally, he wants to get to the bottom of the matter too, though he prefers to keep a tight leash on the PCs' investigative activities. Questioning him, Bhandra and the lizardfolk is acceptable. Blatantly accusing any member of his staff without hard evidence angers him.

Nonetheless, Brock provides useful information if the PCs ask him the right questions. He recalls names and faces with remarkable accuracy, so telling him the victims' names or descriptions prompts him to respond that a cunning predator would have targeted those people in preference to the others because of their size, naivety, lack of situational awareness, an infirmity, or various other plausible reasons. Inquiries about the number of crocodiles in the enclosure yields a baffled facial expression accompanied by a curt reply of "6." He cannot explain the accounts and rumors of witnesses seeing only 4 crocodiles instead of 6, though he suggests checking that evening to dispel the notion, which he describes as "dafter than a six-legged gator." The reports of mysterious men wandering the hunting lodge's perimeter also leave him at a loss, as he and Bhandra are the only humans in the area. Once again, Brock is open to aiding the PCs in any surveillance operation.

Brock's most distressing feature is a scabrous wound on his left forearm made when Ruland Grayharst bit him while in crocodile form. Unlike his two lizardfolk workers, the seasoned outdoorsman shrugged off the curse, but he remarks that two crocodiles he adopted from the wild roughly a year earlier seem rather feisty lately, considering he and his staff suffered 3 bite wounds in the last 2 weeks while sustaining only around 10 or 12 over the last eight years.

Bhandra Jasanapur

An attractive woman in her mid-30s with long brown hair and an athletic build holds a ledger book in one hand and a quill pen in the other.

Bhandra Jasanapur is the Answin Lodge's meticulous manager and is the antithesis of her carefree boss. She oversees every aspect of the business with clockwork precision, ensuring that each tour sticks to a tight schedule and that every customer pays his share down to the last copper penny. Bhandra frequently shudders at Brock's outrageous antics and sometimes-ribald comments, but she also respects him tremendously for his ambition and love of nature. Though she appears cold and standoffish in comparison to her over-the-top counterpart, the determined woman is a charming conversationalist who enjoys unwinding with several glasses of wine or other spirits after a hard day's work. Bhandra is the glue that keeps Answin Lodge together.

BHANDRA JASANAPUR

CR 5

XP 1,600

hp 31 (*Pathfinder Roleplaying Game NPC Codex* "Successful Merchant")

Development: Bhandra confirms Brock's account that every guest who arrived at Answin Lodge also departed. However, unlike her less-detailed counterpart, the business manager keeps spotless records concerning every guest's stay and each employee's designated tasks on a particular day. Bhandra trusts the lizardfolk employees far less than her naïve superior, so she keeps close tabs on their activities. If the PCs provide her with a list of the missing people, she can match up their names with the lizardfolk who accompanied them on both trips. While Brock gives the impression that the same lizardfolk have been with him since the hunting lodge opened 8 years ago, 5 of the hunting lodge's 12 lizardfolk guides came on board within the last year. These junior employees are typically detailed to the less-desirable return trip. They include Gruk, Raza, Truz, Zara, and Shashana.

Four names appear on every return trip log. For each missing person the characters mention beyond the first, they eliminate one name from the next list. Thus, if the PCs ask Bhandra to research who accompanied Marafay Stadli and Shanga Halfshin, they are left with three names appearing on both lists. Shashana is the common denominator on every return trip log where someone went missing. This method is likely to winnow the suspects down to a precious few and perhaps focus the characters' attention solely on Shashana who also escorted them from Answin Lodge. Bhandra is at a loss to explain the discrepancies in the number of crocodiles seen in the enclosure as well as the reports of a mysterious human around the hunting lodge's perimeter. She defers those questions to Brock.

Lizardfolk

The lizardfolk live in a crowded earthen mound along the hunting lodge's northern edge. Despite their deplorable living conditions — at least by conventional human standards — the lizardfolk who work here prefer their sedentary existence within the secure confines of Answin Lodge to the great outdoors. They are efficient employees who diligently perform their assigned duties, though they sorely lack interpersonal skills when interacting with anyone other than their fellow lizardfolk, Brock, or Bhandra. The reptilian humanoid prefer anonymity, doing their best to blend into the background and remain unseen in the company of guests. There are **11 lizardfolk guides** and **Shashana** residing here with a roughly equal mix of males and females. In order of seniority they are Azzat, Varet, Sira, Dresk, Kuar, Hulal, Zrig, Gruk, Raza, Shashana, Truz and Zara.

LIZARDFOLK GUIDES (11)

CR 2

XP 600

hp 23 (See **Part 1, Reptile Rendezvous**)

SHASHANA

CR 4

XP 1,200

hp 33 (See **Part 2, Crocodiles Rock**)

Development: Despite their exposure to civilization and admiration of Brock, their suspicion of other races still runs extremely deep. They do not take kindly to questions from outsiders. They respond to the characters' inquiries with furtive glances, quizzical scowls and veiled hostility. Even

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in the presence of Brock or Bhandra, the lizardfolk bristle at the possibility a misunderstood statement could harm one of their brethren. Nonetheless, if the PCs succeed on a DC 14 Intimidate check or DC 19 Diplomacy check to shift the lizardfolk's attitude from unfriendly to indifferent, the subject grudgingly admits Shashana frequently wanders off on her own at night and on their treks to and from the rendezvous point. The guide further states Shashana seems to enjoy the company of humans more than her kin. If the check succeeds by 5 or more, the individual also adds that the wily Shashana often mumbles to herself, carrying on an entire conversation alone. On a check that succeeds by 10 or more, the lizardfolk reveals Shashana was noticeably absent when the lizardfolk parted ways with their guests after exiting the Dyrgalas. She caught up with them roughly 10 minutes later.

Like Brock, two of the lizardfolk — Dresk and Hulat — sport fresh wounds, though the werecrocodiles bit them on the upper thigh instead of the forearm, which allows them to partially conceal the injury. It takes a successful DC 20 Heal or Perception check to spot the almost completely healed laceration. When questioned about the slash, each party laments being too slow to avoid a crocodile bite, but they dismiss it as a minor scratch that barely drew any blood. Though their injury was less severe than Brock's gash, they failed their saving throw against the curse of lycanthropy. The fledgling werecrocodiles have not yet undergone the transformation into monstrous beasts, so they display no symptoms of their affliction yet. Still, each feels odd, allowing a PC who succeeds on a DC 25 Sense Motive to get a hunch that something is amiss with these 2 lizardfolk. See the upcoming section **Crocodiles Rock** for details regarding their actions during the hunting lodge's climactic scene.

Scheduled Tour

PCs who arrive at Answin Hunting Lodge alongside Brock's lizardfolk guides on Mootsdag (Wednesday) evening receive a rousing welcome from the naturalist and his staff. Brock Answin and his business manager, Bhandra Jasanapur, enthusiastically greet the newcomers. Meanwhile, the hunting lodge's remaining lizardfolk attend to a variety of duties in the background. The gregarious Brock immediately bombards the characters with his sales pitch, telling the characters numerous facts about the animals living in the hunting lodge pens. However, the itinerary is highly regimented, so the polite yet assertive Bhandra typically pulls Brock away from the guests and collects the hunting lodge's entrance fee from each guest in addition to trying to upsell them a 250 gp private safari with Brock. (The private safari takes place on Sisterstag unless all the guests agree to participate in the personally led excursion into the surrounding wilderness.) Nonetheless, the PCs may freely wander about the compound on their own or interact with the staff and other guests until dinner is served.

Dinner begins 1 hour after dusk in area **K2**. Conversation and wine freely flow during the evening's festivities with Brock and Bhandra. The meal consists of freshly picked swamp apples with a main course of crawfish accompanied by watercress and swamp cabbage. Dinner generally wraps up roughly 2 hours before midnight, when the lizardfolk guides escort the visitors to their individual or jointly shared guest quarters in area **K5**. Bhandra gives each occupant a key to his accommodations. She and Brock then retire for the evening, leaving a contingent of **4 lizardfolk guides** to keep watch over the hunting lodge during the overnight hours. These guards take their duties very seriously, insisting the characters immediately return to their quarters. However, they reluctantly relent if the adventurers patrol the grounds with them, provided they do not wander off on their own.

LIZARDFOLK GUIDES (4)

XP 600

hp 23 (See **Part 1, Reptile Rendezvous**)

CR 2

Manesdag (Thursday) morning commences with breakfast back in the dining hall, followed by a short stop at the exhibit hall, area **K1**, where Brock gives a very animated and detailed tour of the current exhibits. Guides then take the prospective hunters off the grounds and into the swamp, where the group hunt smaller animals and birds. After returning a few hours later, the group returns to the dining hall for a light lunch. Brock then continues the exhibit tour with area **K11**, the turtle exhibit. Here, Brock points out the variety of turtles and fish dwelling in the pond. The

Did You Know?

The energetic Brock cannot stop talking, especially in the presence of young ladies he wants to impress. The GM may use some of these obscure real world facts about crocodiles and the hunting lodge's other inhabitants to show off his knowledge.

Crocodile Facts:

- Crocodiles sweat through their mouths.
- Their teeth are designed to grasp and hold their prey rather than chew it. That is why they feverishly shake their victims in an effort to dismember them.
- The beasts actually swallow stones that remain in their belly and help grind up their food as well as act as ballast stones.
- Less than one percent of all crocodile hatchlings make it to adulthood. Other predators such as fish, birds, lizards and adult crocodiles eat most of the hatchlings.
- The expression "crocodile tears" comes from the fact that crocodiles wipe their eyes while feeding, not to express remorse for devouring their meal, but because their eyes bubble and froth when they eat.
- Crocodiles can exert tremendous pressure when biting down on an object, yet a thin strand of rope wrapped around its jaws is all it takes to prevent them from opening their mouths.

Frog and Toad Facts:

- A tiny speck of poison from the skin of a particular frog species has enough venom to kill 100,000 people. (Of course, that species is not kept here.)
- A frog sheds its skin once per week and usually eats the sloughed skin.
- When a frog swallows its prey, it blinks. This action pushes the animal's eyeballs onto the roof of its mouth, which aids in pushing the food down the frog's throat.
- Toads can change their skin color to match their surroundings.

Turtle Facts:

- The animal's shell is actually an extension of its spine and rib cage rather than an exoskeleton.
- Turtles can live for more than a century.
- Some turtle species can breathe through their skin.

tour temporarily bypasses the adjacent crocodile enclosure and moves onto area **K9**, the amphibian exhibit. Once again, the energetic Brock regales his subjects with remarkable details about these unusual animals.

The group then heads back into the swamp with the guides, this time specifically hunting crocodiles. After a few hours hunting the reptiles, the group returns to the lodge where Brock resumes his tour of the animal exhibits by showing off the crocodile display.

During this portion of the tour at area **K10**, Brock and his lizardfolk assistants feed the hungry beasts, hurling rodents, fish and carcasses found outside the gates into the stone enclosure. The daring Brock and one of his assistants then ventures down the steep walls and into the pen itself where the brave naturalist has one of the animals perform a variety of tricks. During this part of the show, Brock jokes that one of his captive beasts accidentally bit him about a week earlier, though he shows no obvious fear of the voracious reptiles. After the demonstration and his presentation, guests are given about an hour to clean up before Brock and Bhandra escort the visitors back to the dining hall for a farewell dinner and an extensive dialogue. The party winds down close to midnight, when Mootsdag's pattern once again repeats itself. The group then reconvenes again the following morning on Sisterstag at the dining hall for breakfast before

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setting out back to the Harwood Forest. On the other hand, if anyone paid for the private safari, that excursion takes place today, followed by dinner in the evening and a return trip home the next morning.

Impromptu Tour

Brock and his staff are unaccustomed to receiving visitors when there are no formal tours scheduled or special extended-length stays arranged, thus the activity level within the complex is substantially lower on days when the hunting lodge does not expect visitors. The lizardfolk guides, 11 in all plus Shashana, attend to the animals' needs and other daily chores such as cooking, cleaning the enclosures, and patrolling the grounds. Brock ventures out into the wilderness to forage for food and ensure no predators or monstrous denizens are encroaching onto the hunting lodge's grounds shortly after dawn. He generally returns close to noon to check on the animals' health and supervise their feeding until early evening when he shares dinner with Bhandra and then retires for the night. Bhandra stays on the hunting lodge's grounds at all times, where she reviews and maintains the attraction's books and records as well as preparing the guests' quarters for the next round of visitors.

If the characters show up unexpectedly, Brock (if he is on the premises at the time) and Bhandra express some obvious reservations about their unanticipated arrival. Neither is prepared to offer a full-scale tour of the facility or a hunting excursion, but the cagey Bhandra is never one to pass up a business opportunity, so she offers them one night of accommodations, meals and access to the hunting lodge's exhibits for 35 gp each. Regardless of the motivation for their visit, Bhandra never budes on her demand that the PCs at least make a modest donation of 10 gp to the hunting lodge for merely setting foot on the grounds, despite Brock's objections. During the characters' stay at Answin Lodge, Brock, Bhandra and the lizardfolk guides take turns monitoring the guests' activities, making sure they do no harm to the animals or commit any other acts that warrant immediate expulsion from the hunting lodge or worse.

Answin Lodge Locations

The following section details each of the locales appearing on the Answin Lodge map. There are 14 freestanding buildings on the grounds, one earthen mound, an enclosed livestock pen and three permanent exhibits. The freestanding buildings are all made from water-resistant cypress, a fact PCs can confirm with a successful DC 10 Knowledge (nature) check. The ceiling height in each building is 10 feet. The doors are made from strong wood, and are always kept locked with the exception of areas **K5** and **K6**, which are kept unlocked while unoccupied, and areas **K1** and **K2**, which are left unlocked during the day and then locked from dusk until dawn.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; Break DC 23; Disable Device DC 20.

K1. Exhibit Hall

Four circular, upright wooden pedestals occupy the center of a crowded room. Oversized teeth, preserved hides, reptilian skulls, and jagged claws rest atop each of these 3-foot-high stands. Five sealed glassed cases affixed to the walls display an assortment of insects, small lizards, amphibians, and tiny skeletons carefully pinned onto a cork backing.

Brock begins the tour in the exhibit hall, which includes an eclectic collection of crocodilian, reptilian, amphibian, and insect items. The pedestals contain crocodile teeth, claws, and skin harvested from animals that died at the hunting lodge. The southeastern pedestal supports an adult crocodile skull with the remainder displaying alligator, caiman, and gharial skulls in clockwise order. Correctly identifying each species requires a successful DC 15 Knowledge (nature) check.

The glass cases on the wall are a haphazard display of indigenous insect

specimens, small lizards, amphibians, and almost cartilaginous frog bones. Brock is less interested in these creatures, so he added interesting objects to the case without much forethought as to how to organize this exhibit. Nonetheless, the collection includes several noteworthy finds including enormous mosquitoes, dragonflies, midges and poisonous frogs. A PC who succeeds on a DC 10 Knowledge (nature) successfully identifies each of these creatures.

Treasure: The only items of value here are the three scraps of crocodile hide on the pedestals. Each is worth 25 gp, though stealing any of them is certain to provoke outrage from Brock and Bhandra.

K2. Dining Hall

Plates, utensils, cups, and candles rest upon two long tables, each surrounded by ten chairs that offer plenty of space for each diner. A freestanding wooden bar between the far ends of the tables includes two chairs, a wine rack, and storage space for crockery, cutlery, and glassware. Two brick hearths that also double as grills occupy each of the far corners. Against the far wall stands a food preparation table with a single drawer. The tips of four sharp knives are embedded into the wooden cutting surface, allowing them to stand upright.

During dinner, Brock and Bhandra sit at the head of each table, allowing them to converse with a diverse variety of their guests. At least **3 lizardfolk guides** attend to the meal, with 2 prepping and cooking the food while the third waits on the hungry guests. The dinnerware is rather ordinary in terms of quality and its extensive use has taken a significant toll on the objects. Despite the warm temperatures, vents above the grills do an adequate job funneling heat and smoke out of the dining hall, keeping them comfortable throughout the meal.

LIZARDFOLK GUIDES (3)
XP 600

CR 2

hp 23 (See Part 1, Reptile Rendezvous)

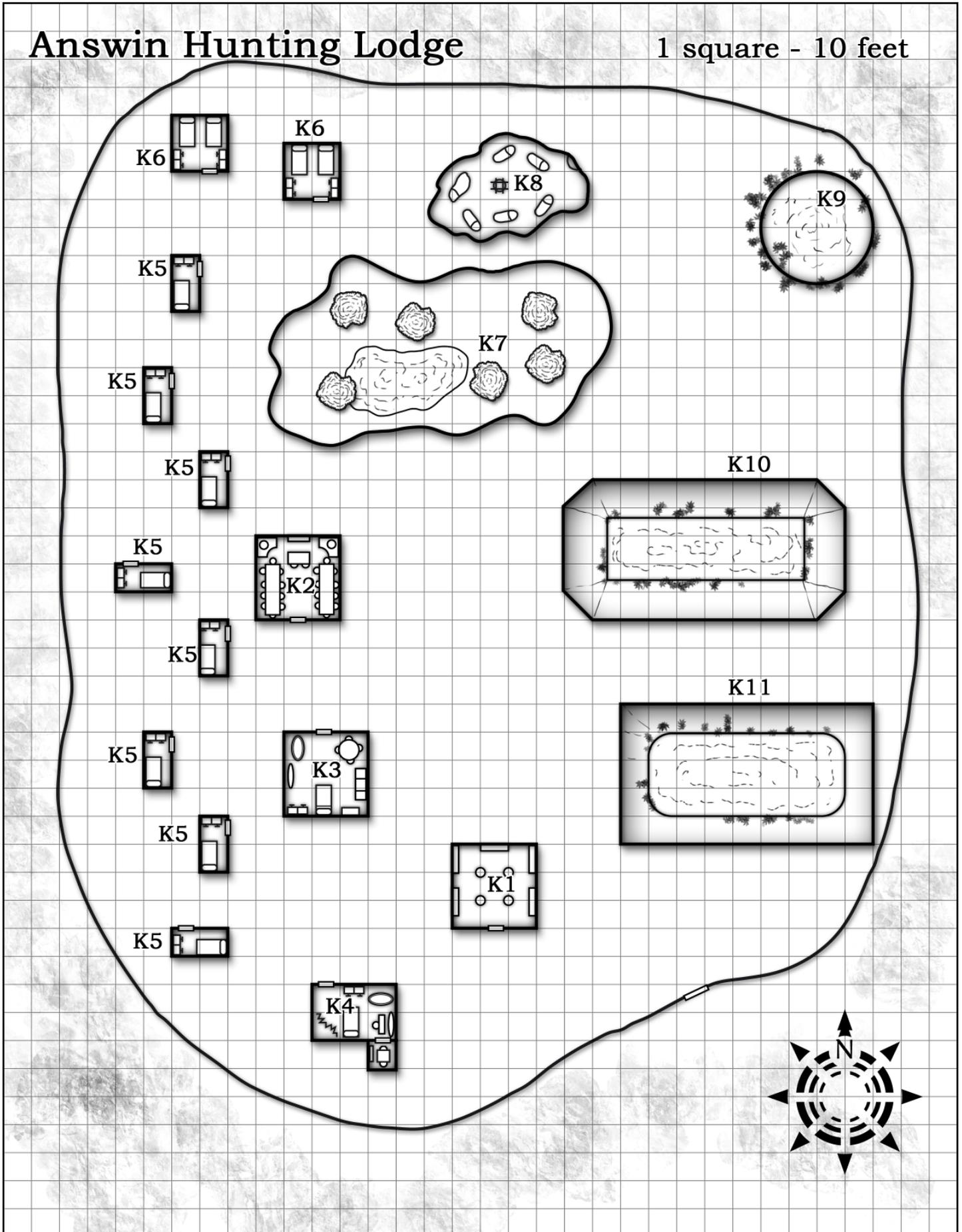
Treasure: Brock's wine collection is the dining hall's most impressive feature. Currently 24 bottles of wine worth 2d6 gp each are stored in the unlocked wine rack. Brock does not mind if a guest takes and drinks one bottle for personal use, but stealing his precious wine for the purpose of reselling it infuriates him. At best, he takes back his wine and permanently bans the offender. On his worst day he hurls the perpetrator into the crocodile enclosure, giving them a tasty treat.

K3. Brock's Personal Quarters

Brock always locks the door (Disable Device DC 25), regardless of whether or not he is inside at the time.

In stark contrast to the surroundings, these personal quarters exude style, sophistication, and luxury. An exquisitely carved, half-filled wooden bathtub sits in the near corner adjacent to a full-length silver mirror. A circular wooden table surrounded by four chairs rests in the other near corner, where it stands next to a dresser table with three drawers. The far wall features a comfortable, four-poster bed adorned with silk sheets and an exotic fur. A fine mesh net is draped over the bed. A locked iron chest and a wooden armoire flank the bed.

Brock spends little of his time in his personal quarters other than to sleep or entertain an interested guest. Brock is very protective of his private space, causing him to respond forcefully to unwanted intrusions. As a formidable grappler, he prefers to incapacitate a trespasser over outright killing him. Despite his rude upbringing and affinity for the outdoors,



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he also enjoys the finer things in life, which is reflected in his choice of furnishings and accessories. He stores his clothes in the dresser and the closed armoire. He keeps his share of Answin Lodge's profits in the locked, iron chest alongside his bed. When he does occupy his quarters, his animal companion Vicejaw typically sleeps in the bathtub.

Iron Chest: 1 in. thick; hardness 10; hp 30; Break DC 28; Disable Device DC 28

Treasure: Brock took personal interest in the design and creation of his cypress bathtub, which lacquered on the inside to protect it from immersion and weighs 130 lb. (775 gp). The silver mirror adjacent to it is worth 50 gp, though moving it is difficult because of its weight (25 lb.) and delicate nature. When he is not out exploring the wilderness, Brock keeps chest waders, a pair of hip waders, two pairs of swamp boots (see **Chapter 5**), and three explorer outfits in the armoire. He stores his undergarments, stockings, four shirts and three pairs of trousers in the dresser. These pieces of apparel are worth 50 gp. The bed's silk sheets are worth 100 gp, while the moose fur is worth 125 gp. It takes a successful DC 10 Knowledge (nature) to identify the fur's source.

The iron chest holds 1,029 gp, 855 sp, 2 vials of activated charcoal, a vial of alder bark, 3 vials of insect repellent, 2 vials of quinine, and a vial of skin saver. These items appear in **Chapter 5**. Though primarily intended for his own use, Brock taps into his reserves of alchemical substances in an emergency situation. The meticulous Bhandra never forgets to add the cost to the guest's bill.

K4. Bhandra's Quarters and Management Office

Bhandra always keeps the door locked (Disable Device DC 25) when she is not present.

The aromas of perfume and talc fill the air in these living quarters. The scents apparently originate from four decorative bottles that rest atop a vanity table against the far corner adjacent to a nearby mirror. Beyond is a cramped office with a wooden desk, two chairs and a bookshelf. A wooden dressing panel with inlaid mother-of-pearl partially obscures the near corner a few feet away from a bed covered with linen sheets and lace beneath a draping of fine mesh netting suspended from the ceiling above. The near wall's furnishings include a wooden two-drawer dresser and a wooden bathtub filled with clean water.

Unlike her supervisor, **Bhandra** can usually be found in her quarters when she is not occupied by hunting lodge functions. At most times during the day, she spends her time pouring over Answin Lodge's financial records and guest log book in an attempt to drum up new leads for potential visitors in Biltscrough as well as the major cities in neighboring duchies. She is currently drafting a broadsheet-style advertisement about the hunting lodge for prospective clients and a prospectus for investors for a major expansion that she has not yet discussed with Brock. A character who reviews her books can discern this fact with a successful DC 20 Intelligence or Profession (bookkeeper) check. Of course, Bhandra keeps a close watch over her records with the door always locked when she is not present.

BHANDRA JASANAPUR
XP 1,600

CR 5

hp 31 (*Pathfinder Roleplaying Game NPC Codex* "Successful Merchant")

Treasure: Bhandra enjoys pampering herself in the wild, so she frequently bathes in her cypress bathtub worth 600 gp (130 lb.) and uses perfumes and talc on her skin (worth 80 gp total). The adjacent pewter mirror is worth 10 gp, which is the same value as her linen beddings and lace. She keeps her three explorer's outfits, one noble's outfit and her prized royal outfit in the dresser's two drawers. Bhandra keeps the keys to

all of the guest quarters in a small drawer in her desk, and the key to her chamber in her pocket at all times.

K5. Guest Quarters

A fine mesh canopy completely encloses a simple, yet comfortable bed. A cypress dressing table with two drawers rounds out the room's furnishings. A single unlit oil lamp hangs from a hook on the ceiling.

When not in use, Brock and Bhandra keep the guest quarters unlocked. The furniture is obviously worn and heavily used, rendering it valueless.

K6. Larger Guest Quarters

These are identical to K5 but have two beds rather than one and are suitable for small groups or families.

K7. Animal Pen (CR varies)

The foul stench of damp earth emanates from behind a 3-foot-high clapboard fence that surrounds an inundated patch of soil overrun by swamp vegetation, a handful of fruit trees, and wild grains. Swamp rats and several other rodents scurry up and down the branches, while indigenous birds perch within the canopies of the tallest trees, which reach a height of 50 feet.

The low fence poses no obstacle to the swamp rats and other small wetlands animals that dwell within the pen. However, the abundance of food and hiding places within this sequestered area give the hungry animals little reason to leave their confines. Brock never eats the animals found here and only occasionally picks fruit from the trees or harvests the wild grains growing within the pen. Instead, he uses the swamp rats and other small animals to supplement the crocodiles' diet. Even for an experienced naturalist such as Brock, venturing into the lpen presents a significant risk. For each minute spent in the pen beyond the first, there is a 20% chance that **1d4 swamp rats** or a **rat swarm** attacks the trespassers. Regardless of how much time the characters spend within the pen, intruders are not attacked more than 3 times over the course of any 24-hour period.

SWAMP RATS (1d4)

CR 1/3

XP 135

hp 5 (*Pathfinder Roleplaying Game Bestiary* "Rat, Dire")

RAT SWARM

CR 2

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat, Swarm")

K8. Lizardfolk Lair (CR varies)

A low, oblong earthen mound covered with vegetation occupies a section of the northern grounds. A square piece of leather that acts as a crude flap serves as a makeshift entrance into the side of this mound. The odors of roasting flesh and bodily waste emanate from around this door flap.

Inside six heaps of damp rags and poorly tanned skins cover the bare ground in these crowded living quarters and serve as bedding. A circle of stones surrounds a sunken fire pit near the center of the dwelling. Tendrils of smoke belch and squeak off the charred flesh of a fat toad roasting on a spit over the open flame. The lizardfolk live here in apparent squalor, but the reptilian humanoids barely seem to mind. Brock's workers sleep in shifts, so 2 or 3 of them are asleep at any given time with another **1d4+4 lizardfolk**

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guides present during the night. Like their supervisor, they fiercely protect their abode against trespassers. They attack any creature who ignores their stern warning to immediately leave their mound. The lizardfolk, including Shashana, rush to the aid of their brethren regardless of their location or their current task at hand. At this point, even Brock and Bhandra cannot call off their assault, which continues until either side is no longer able to fight. PCs who pick a fight with the lizardfolk on their home turf find nothing of value other than the guides' personal possessions within the hut.

LIZARDFOLK GUIDES (varies)

XP 600

hp 23 (See **Part 1, Reptile Rendezvous**)

CR 2

SHASHANA

XP 1,200

hp 33 (See **Part 2, Crocodiles Rock**)

CR 4

K9. Amphibian Exhibit (CR 1)

Numerous loud croaks, grunts, and calls arise from behind an 8-foot-high circular glass wall that surrounds a brackish pool of stagnant water teeming with overgrown vegetation. Several large shrubs grow along the barrier, partially blocking the view into the exhibit. Small frogs, toads and salamanders swim in the murky water, walk along the branches, feast upon the leaves and insects, or sleep within the enclosure.

Brock's amphibian exhibit boasts an impressive collection of indigenous animals that includes 30 species of frogs, 22 species of toads, and another 7 species of salamanders. The glass barrier has no door or ceiling and stands 8 feet tall. Its design allows water and insects to enter the exhibit. Visitors peer through the glass, which rests upon a stone foundation. A creature who successfully breaks through the glass wall takes 1d6 points of slashing damage from the shards.

Glass Wall: 3 in. thick; hardness 1; hp 3; Break DC 15.

Almost all of the specimens within the exhibit are very common in the region, though a handful qualify as rarities. It takes a successful DC 10 Knowledge (nature) to recognize this fact. None of the amphibians poses a danger to the adventurers with one notable exception — the enclosure's resident **rakklethorn toad** that aggressively attacks any creature larger than size Tiny that enters its lair. It sits quietly among the foliage and can only be spotted with a DC 23 Perception check.

RAKKLETHORN TOAD

XP 300

The Tome of Horrors Complete 500

N Small magical beast

Init +2; **Senses** darkvision 60ft., low-light vision, scent;

Perception +4

CR 1

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 13 (2d10+2)

Fort +4; **Ref** +5; **Will** +0

Speed 20 ft.

Melee bite +4 (1d4)

Ranged thorn volley +4 (1d6 plus poison)

Special Attacks poison, thorns

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 10, **Cha** 6

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

Feats Weapon Finesse

Skills Perception +4, Stealth +7 (+13 in areas of tall grass or dense undergrowth).

Poison (Ex) Thorns—injury; save Fort DC 12; frequency 1/

round for 4 rounds; *effect* 1d6 Dexterity; *cure* 1 save. The save DC is Constitution-based.

If a rakklethorn toad is killed or subdued before it has fired all of its thorns in a given day, the poison can be extracted from its remaining thorns. A successful DC 16 Heal or Craft (alchemy) check allows the poison to be changed into a mild anesthetic; one rakklethorn toad provides enough for one dose. A single dose of this anesthetic, applied to the wound of an injured creature, provides a +2 circumstance bonus to Heal checks (multiple doses do not stack). This bonus lasts for one hour, after which time the anesthesia wears off. Poison cannot be extracted from thorns that have been fired by the rakklethorn.

Thorns (Ex) From its back, the rakklethorn toad can fire a volley of thorns once per round as a standard action. All thorns in the cluster either hit or miss their target and deal 1d6 points of damage plus poison (see above). This attack has a range of 50 feet with no range increment. The rakklethorn toad can launch a total of 6 such volleys per day.

K10. Crocodile Exhibit (CR varies)

The following description assumes a day viewing. At night there are only 4 crocodiles present.

Murky water fills the basin of a steeply sloped enclosure. Grass and other aquatic plants grow along the stagnant water's edge and in the shallows. A 3-foot-high masonry wall surrounds the pen's outer perimeter, allowing observers a clear line of sight into the crocodile exhibit. From there, the stone walls descend 8 feet into the ground at a steep angle. Six crocodiles lounge at the bottom, with some resting in the water and others sunning themselves along the edge.

There are 4 **crocodiles** dwelling in this enclosure, and during daylight hours, the **Grayharst brothers** assume their crocodile forms and join them for a free meal when Brock and his lizardfolk feed the hungry beasts in the early afternoon hours. The brothers slip out of the exhibit shortly after nightfall and return before dawn (see **Crocodiles Rock** for more information on their tactics). Shashana regularly uses a *message* spell to communicate with the siblings, meaning there is a 1% chance for each consecutive minute spent in area **K10** that the trio are participating in a conversation. Actually hearing the whispered messages requires a successful DC 25 Perception check, though the contents of the discussion are too faint to overhear.

Getting down to the bottom of the enclosure is easy enough, but climbing back out again requires a successful DC 15 Climb check. The water reaches a depth of 4 feet near the center of the pool. The Grayharst brothers have hollowed out an elasmosaurus femur they found in the swamp and sealed it with a watertight cork stopper at one end. The 3-foot-long, 4-inch-diameter bone blends into the pool's murky surroundings amid other smaller bones that protrude above the water's surface and requires a DC 33 Perception check to spot it as anything unusual from the surface.

CROCODILE (4)

XP 600

hp 22 (*Pathfinder Roleplaying Game Bestiary* "Crocodile")

CR 2

REGINALD AND

RULAND GRAYHARST (ANIMAL FORM)

XP 1,200

hp 55 (See **Part 2, Crocodiles Rock**)

CR 4

Development: Brock trained these crocodiles to obey his commands, but the same does not apply to other humanoids. They attack any humanoids they do not recognize on sight. Killing Brock's beloved crocodiles earns his wrath and that of his staff. However, if the PCs have



spotted the unusual bone and seek Brock’s assistance in retrieving it, he happily aids them, keeping the crocodiles at bay while they pull the bone from the water. The adventurers can also attempt to distract the aggressive reptiles on their own, by either offering food or using magic to placate or keep them at bay.

Treasure: It takes a successful DC 13 Strength check to remove the cork from the elasmosaurus bone. Within the brothers have stored their ill-gotten gains consisting of: 608 gp, 9 pearls worth 100 gp each, a *potion of darkvision*, a *potion of gaseous form*, a *potion of sanctuary*, a jeweled, masterwork dagger bearing the initials “MJ” on the hilt worth 450 gp, a *depth charge* (see **Chapter 5**) and 16 +1 arrows.

Krr. Turtle Exhibit

At least fifty turtles of varying shapes, sizes, and coloration swim or rest within the shallow waters and along the edges of a gently sloped, roughly oval stone-lined basin. Aquatic vegetation grows from the waterlogged soil. Likewise, several varieties of long-whiskered fish root up mud and other organic matter from the bottom of the pool.

The lethargic turtles lazily meander about the enclosure, often remaining out of the visitors’ sight beneath the muddy water, which ranges in depth from a few inches along the edges to 5 feet at the center of the pool. Unlike the crocodile enclosure, the walls descend only 3 feet to the water’s edge at a modest slope of 30 degrees, requiring only a successful DC 5 Climb check to clamber out. As in the case of the amphibians, all of the turtles and catfish are common, local varieties that Brock captured and added to the exhibit over the course of the last 8 years.

Crocodiles Rock (CR varies)

The PCs and the crimes’ perpetrators careen toward an inevitable collision, but how the confrontation unfolds depends upon the PCs’ actions during their trip to and stay at Answin Lodge. The encounter between the two sides has no set timetable. The GM must weigh the available options and take the actions that make the most sense for Ruland, Reginald, and Shashana at the time. The appearance of PCs who ask a lot of questions tells the trio that Biltscrough’s authorities are likely onto their game, so they act quickly to neutralize the threat. Flight seems the most prudent option for the gang, but they already made a deal to deliver another sentient creature to the green hag Grizzelda in 3 days’ time. Fearful of incurring the crone’s wrath if they renege on their bargain with her, they realize they must deal with the newcomers and somehow salvage a victim from among their ranks or abduct one of the hunting lodge’s other non-lizardfolk guests or residents. With little time to spare, the group almost certainly attacks on the first evening while Brock sleeps off a hangover.

If the PCs managed to kill or capture Shashana during **Part 1** of the adventure, the Grayharst brothers face their foes without their valuable spy, which prevents them from monitoring the PCs’ activities. Still, the wily predators have a few tricks left, most notably their crocodile allies and potentially the afflicted lizardfolk. In the early morning hours after the PCs’ arrival, the werecrocodiles free the crocodiles by lugging them out of the enclosure, giving observant characters an opportunity to catch the lycanthropes off guard if they conduct surveillance on the crocodile enclosure. In any event, Reginald and Ruland dispense with pretenses and bring the fight to their adversaries, assaulting them in their quarters or out in the open. They use their lycanthropic empathy and animal skills to command the already aggressive beasts to attack the characters. If the GM wants an even more challenging combat, the full moon rises over the swamp that evening, causing the afflicted lizardfolk Dresk and Hulat to transform into werecrocodiles. Armed with reinforcements, the quartet of bloodthirsty lycanthropes descends on the hunting lodge with unbridled fury, leaving

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a wake of destruction. Regardless of the situation, the Grayharst brothers always fight in hybrid or animal form. They change into their human form only to climb out of the crocodile enclosure and to move about the hunting lodge grounds. In the wilderness, they revert to their hybrid form.

On the other hand, if Shashana remains in play, her magical abilities become a powerful tool. She keeps a watchful eye on the adventurers, relaying information about current developments to her counterparts using the *message* spell, which the characters may overhear at area **K10**. More importantly, the spell *disguise self* allows her to impersonate Bhanda Jasanapur, giving her a multitude of options to deal with the meddling adventurers. For instance, if Shashana overhears the characters talking about the discrepancies regarding the number of crocodiles in the enclosure, she discreetly disguises herself as Bhanda and tells the PCs to meet her there later that evening to investigate the matter. When the characters meet with Shashana, again disguised as Bhanda, the werecrocodiles lie in wait. The trio then attempts to push the unsuspecting adventurers into the crocodile pit, giving the beasts the opportunity for a surprise treat. Likewise, Shashana may use a similar ploy to lure the PCs out of the compound during the middle of the night to investigate a mysterious disturbance in the surrounding swamp. She leads them into the middle of a shallow stream where the werecrocodiles wait in ambush. The trio is not averse to abducting and killing one of the lizardfolk to act as bait to further one of their schemes. PCs who interact with the disguised Shashana receive a DC 14 Will save to recognize the ruse as an illusion. Furthermore, they may also attempt a Perception check to see through her disguise.

Tactics: When combat breaks out, the siblings immediately fly into a rage, bolstering their already formidable natural attacks. The Grayharst brothers single out martial opponents, relying upon their damage reduction to lessen the impact of their foes' attacks. They direct their crocodile allies and their new lizardfolk compatriots, if they are present, against spellcasters and lightly armored foes. In stark contrast, Shashana avoids melee combat whenever possible, and instead peppers her enemies with her spells and magical abilities. She casts *sleep* and *scare* against non-spellcasters. If disguised as Bhanda before the battle, Shashana maintains the illusion until the lizardfolk arrive at the scene, at which point she dispels the glamor and reverts to her true form.

On the first night, it takes the intoxicated Brock 1d4 rounds to react to the din of battle. When he finally stirs, he engages either Ruland or Reginald, attempting to grapple one of the burly monsters. However, the hunting lodge's startled founder refuses to attack Shashana out of fear that an assault against a lizardfolk, regardless of the justification, may cause her kin to turn against him. Likewise, he shudders at the idea of adventurers killing one of his beloved crocodiles in the event that the brothers free them from the enclosure, so he insists on tackling them in nonlethal combat, leaving the PCs to deal with the Grayharst brothers alone. For their part, Bhanda and the lizardfolk do not directly intervene in the combat. However, if Brock falls, Bhanda rushes to his side and administers her *potion of cure moderate wounds* to her stricken friend, regardless of the potential danger.

Development: Reginald and Ruland fight until slain or incapacitated. Shashana does not share their dedication. She surrenders if both of her werecrocodile allies fall. In exchange for her life, she barter the fate of those she and her friends sold into slavery or sacrifice to Grizzelda the green hag, Berseus the cyclops, and the two harpies. She also provides a crude map of the area that details the locations of these respective lairs (**Player Handout**). If the PCs succeed on a DC 16 Intimidate check, Shashana grudgingly reveals that they sold a halfling woman to the green hag a few weeks earlier and had a deal to deliver another captive to the green hag by the end of the current week. They have not delivered any prisoners to the harpies in a month and the cyclops within the last 2 months. She says the giant oaf and the harpies keep their slaves alive much longer than the green hag, who tends to devour them or use them for some ghastly experiment within weeks of their delivery. If the PCs subdue either or both of the Grayharst brothers, they refuse to cooperate unless their interrogator succeeds on a DC 15 Intimidate check. In this instance, they turn over the crude map in their possession and relay the same information as Shashana. If an Intimidate check succeeds by 5 or more, they also divulge they hid their spoils in a hollow bone at the bottom of area **K10**.

PCs who kill all three perpetrators must discover this information without the trio's assistance. However, one carries a crude map that bears

three X's at particular spots on the map (**Player Handout**). A PC who succeeds on a DC 25 Knowledge (geography) check recognizes one of the locations as the purported lair of a brutish giant, an old crone, or two harpies. Alternatively, the PCs can show the map to Brock, Bhanda or one of the lizardfolk, provided they survived the encounter. The lizardfolk recognize one of the marks as the "cyclops cove", as they call it. Brock and Bhanda confirm that all three locations correspond to the abode of three of the swamp's malevolent denizens. Brock describes the creatures as "nasty business" and "crueler than a hungry snapping turtle." He tells the PCs that anyone daring to venture there is "battier than a dank cave."

Brock and Bhanda express their sincere gratitude for aiding the hunting lodge and unmasking the culprits, but neither can accompany them into the wilderness to try to save the abductees from a horrific fate. Instead, he offers the PCs some of the alchemical substances he stores in his chest as recompense for their services in this matter.

REGINALD AND RULAND GRAYHARST (HUMAN FORM) CR 4 XP 1,200

Male human natural werecrocodile barbarian 4 (*Pathfinder Roleplaying Game Bestiary 4* "Lycanthrope, Werecrocodile")
NE Medium humanoid (human, shapechanger)
Init +1; **Senses** low-light vision, scent; **Perception** +6

AC 10, touch 9, flat-footed 9 (+1 armor, +1 Dex, -1 rage)
hp 51 (4d12+16 plus 4)

Fort +8; **Ref** +2 (+1 vs traps); **Will** +6

Defensive Abilities uncanny dodge

Speed 40 ft.

Melee mwk morningstar +11 (1d8+6)

Special Attack rage 18 rounds/day, rage powers (brawler, intimidating glare)

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 19

Feats Extra Rage, Iron Will, Power Attack

Skills Climb +10, Handle Animal +5, Intimidate +7, Knowledge (nature) +4, Perception +6, Survival +5, Swim +13

Languages Common; lycanthropic empathy (crocodiles and dire crocodiles)

SQ fast movement, change shape (human, hybrid and crocodile; *polymorph*), trap sense +1

Gear masterwork morningstar, *bracers of armor* +1, 92 gp, crude map of surrounding area (**Player Handout**)

*For Reginald, add a *bead of newt prevention*^{UE}; for Ruland, add *salve of slipperiness*.

^{UE} *Pathfinder Roleplaying Game Ultimate Equipment*

Base Statistics When not raging, the Reginald and Ruland's statistics are **AC** 12, touch 11, flat-footed 11; **hp** 43; **Fort** +6, **Will** +4; **Melee** mwk morningstar +9 (1d8+4); **Str** 18, **Con** 14; **CMB** +8, **CMD** 19; **Skills** Climb +8, Swim +11.

REGINALD AND RULAND GRAYHARST (HYBRID AND ANIMAL FORMS) CR 4 XP 1,200

Male human natural werecrocodile barbarian 4 (*Pathfinder Roleplaying Game Bestiary 4* "Lycanthrope, Werecrocodile")
NE Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +6

AC 15, touch 8, flat-footed 14 (+1 armor, +1 Dex, +6 natural, -2 rage, -1 size)

hp 55 (4d8+20 plus 4)

Fort +9; **Ref** +2 (+1 vs traps); **Will** +6

Defensive Abilities uncanny dodge; **DR** 10/silver

Speed 30 ft., swim 30 ft.; sprint

Melee bite +10 (1d8+7 plus grab and curse of lycanthropy),

MARSHES OF MALICE

tail slap +5 (1d12+3)

Special Attacks curse of lycanthropy, death roll (1d8+10 plus trip), grab, rage (19 rounds/day), rage powers (brawler, intimidating glare)

Str 24, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** 21 (25 vs grapple)

Feats Extra Rage, Iron Will, Power Attack

Skills Climb +11, Handle Animal +5, Intimidate +7, Knowledge (nature) +4, Perception +6, Survival +5, Swim +22

Languages Common; lycanthropic empathy (crocodiles and dire crocodiles)

SQ change shape (human, hybrid and crocodile; *polymorph*), fast movement, hold breath

Gear masterwork morningstar, *bracers of armor* +1, 92 gp, crude map of surrounding area (**Player Handout**).

*For Reginald, add a *bead of newt prevention*^{UE}; for Ruland, add *salve of slipperiness*.

^{UE} *Pathfinder Roleplaying Game Ultimate Equipment*

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, the werecrocodile deals its bite damage, knocks the creature prone, and maintains the grapple.

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

Sprint (Ex) Once per minute, a werecrocodile can increase its land speed to 60 feet for 1 round.

Base Statistics When not raging, the Reginald and Ruland's statistics are **AC** 17, touch 10, flat-footed 16; **hp** 47; **Fort** +7, **Will** +4; **Melee** bite +8 (1d8+5 plus grab and curse of lycanthropy), tail slap +3 (1d12+2); **Special Attacks** death roll (1d8+7 plus trip); **Str** 20, **Con** 16; **CMB** +10 (+14 grapple), **CMD** 21 (25 vs grapple); **Skills** Climb +9, Swim +20.

DRESK AND HULAT (ANIMAL FORM)

CR 3

XP 800

Male lizardfolk afflicted werecrocodile ranger 1 (*Pathfinder Roleplaying Game Bestiary* "Lizardfolk"; *Pathfinder Roleplaying Game Bestiary* 4 "Lycanthrope, Werecrocodile")
NE Large humanoid (reptilian, shapechanger)

Init +2; **Senses** low-light vision, scent; **Perception** +0

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

hp 23 (2d8+6 plus 1d10+3)

Fort +8; **Ref** +4; **Will** +0

DR 5/silver

Speed 20 ft., swim 30 ft.; **sprint**

Melee bite +5 (1d8+4 plus grab), tail slap +3 (1d12+2)

Special Attacks death roll (1d8+6 plus trip), favored enemy (animals +2)

Str 19, **Dex** 14, **Con** 17, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs grapple)

Feats Multiattack, Skill Focus (Survival)

Skills Acrobatics +6, Climb +8, Handle Animal +5, Heal +4, Knowledge (geography) +4, Knowledge (nature) +3, Survival +8, Swim +12; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ hold breath, track +1, wild empathy +1

Gear masterwork morningstar, 3 javelins, masterwork heavy wooden shield

Death Roll (Ex) When grappling a foe of its size or smaller, a werecrocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, the werecro-

dile deals its bite damage, knocks the creature prone, and maintains the grapple.

Sprint (Ex) Once per minute, a werecrocodile can increase its land speed to 60 feet for 1 round.

SHASHANA

CR 4

XP 1,200

Female lizardfolk bard 4 (*Pathfinder Roleplaying Game Bestiary* "Lizardfolk")

CE Medium humanoid (reptilian)

Init +2; **Perception** +4

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

hp 33 (2d8+2 plus 4d8+4)

Fort +5; **Ref** +6; **Will** +3; +4 vs. bardic performance, language-dependent and sonic

Speed 30 ft., swim 15 ft.

Melee mwk light mace +7 (1d6+2), bite +1 (1d4+1) or claw +6 (1d4+2), bite +1 (1d4+1)

Ranged +1 light crossbow +7 (1d8+1/19–20)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, *fascinate*, inspire competence +2, inspire courage +1)

Spells Known (CL 4th)

2nd (2/day)—*alter self*, *scare* (DC 14)

1st (4/day)—*charm person* (DC 13), *delusional pride*^{UM} (DC 13), *disguise self*, *sleep* (DC 13)

0—*daze* (DC 12), *know direction*, *lullaby* (DC 12), *message*, *sift*^{APG}, *unwitting ally*^{APG} (DC 12)

Str 14, **Dex** 14, **Con** 13, **Int** 11, **Wis** 8, **Cha** 15

Base Atk +4; **CMB** +6; **CMD** 18

Feats Extra Performance, Lingering Performance^{APG}, Spellsong^{UM}

Skills Acrobatics +11, Appraise +5, Bluff +9, Climb +6, Diplomacy +6, Disguise +9, Escape Artist +7, Handle Animal +7, Heal +3, Intimidate +7, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (local) +6, Perception +4, Perform (sing) +9, Sense Motive +9, Sleight of Hand +6, Spellcraft +5, Stealth +6, Survival +3, Swim +10, Use Magic Device +6;

Racial Modifier +4 Acrobatics

Languages Draconic

SQ bardic knowledge +2, hold breath, versatile performance (Perform [sing])

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 light crossbow, masterwork light mace, 20 crossbow bolts, crude map of the surrounding area.

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

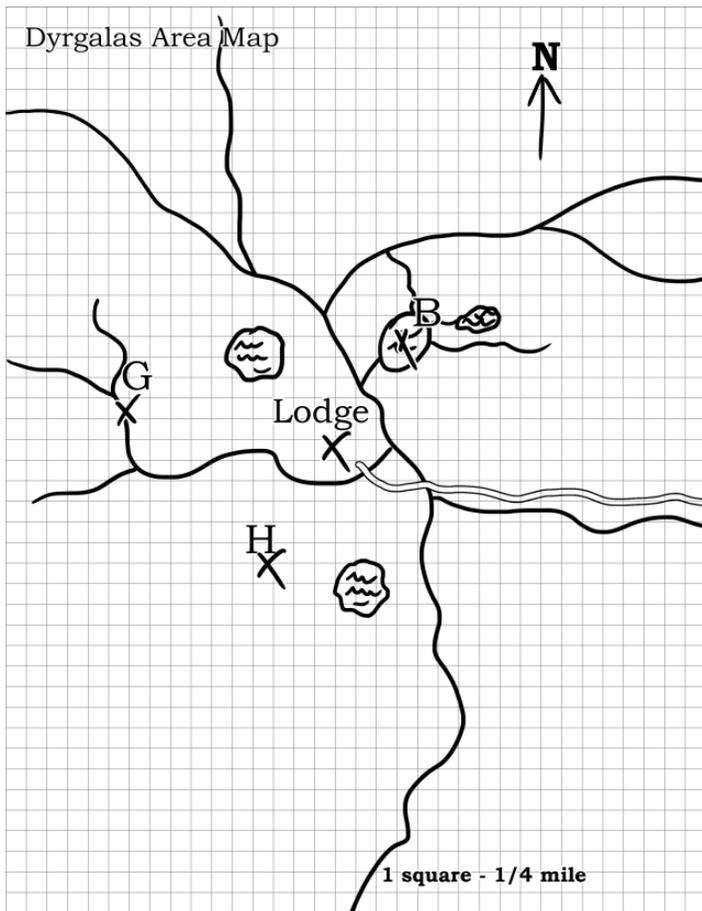
^{UM} *Pathfinder Roleplaying Game Ultimate Magic*

^{APG} *Pathfinder Roleplaying Game Advanced Player's Guide*

Rescue Mission

With the culprits thwarted and Answin Lodge restored to normal, the PCs' efforts now turn to saving those unfortunate travelers the trio captured. None of the three locales is more than 3 miles from the hunting lodge, but in the Dyrgalas, slogging through several hundred feet of soupy goo and tangled vegetation can slow even the most seasoned explorer to a figurative crawl. Once again, PCs hacking through untamed swamplands face a 1-in-3 chance each hour of encountering one of the **Dyrgalas Fens Encounters** described in **Part 1** of this adventure. Likewise, they run across the same logistical travel difficulties they contended with in **Part 1** while moving across trackless terrain. Even with the map, it takes a PC trained in Survival to navigate the way through the backchannels and dense clusters of trees standing in their way. The three lairs listed on the map are areas **G**, **B**, and **H**.

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does not direct her servant to attack unless a suitable target passes directly beneath it, in which case the ooze releases its grip on the tree trunk and attempts to land on top of the unsuspecting opponent.

HAG EYE OOZE

CR 3

XP 800

hp 38 (*Pathfinder Roleplaying Game Bestiary 5* "Hag Eye Ooze")

Though the door presents the most readily accessible option for getting into Grizzelda's lair, bold adventurers may try to shimmy down the chimney or smash through her wooden walls. The first option requires the PC to succeed on a DC 10 Climb check and then wiggle down a 1-square-foot stone chimney. Medium creatures and larger have no chance of entering the home in this manner, but Small creatures can squeeze down the chimney, while Tiny or smaller creatures can pass through it with ease. In either case, a successful DC 5 Climb check is needed to scale down the chimney without plummeting into a boiling kettle beneath. In addition, the heat and steam from the bubbling, hot liquid deals 1d6 points of fire damage for each round spent in the chimney. The chimney route deposits the character in the smoldering hearth found in area G2. On the other hand, smashing through the wooden walls proves more difficult than it looks at first, as Grizzelda magically strengthened them.

Wooden Wall: 3 in. thick; hardness 5; 80 hit points; Break DC 30.

Good Wooden Door: 1-1/2 in. thick; hardness 5; 15 hit points; Break DC 16.

Gr. Grizzelda's Antechamber

Brackish water bubbles up from the ground covering most of the dark, oblong-shaped chamber's floor. A cracked, bronze mirror hangs from the wall directly opposite the door. Thick layers of dirt, decaying vegetation, and vines cover a chilly, stone hearth that occupies the near corner. Two weathered and badly damaged paintings of demonic creatures devouring humanoid legs and arms cling precariously to knobs in the branches that make up the wall.

Grizzelda abandoned this dark chamber 5 years ago when the water table rose. The pond is now 2d4 inches deep in all spots other than the edges. In a fit of anger, the old crone smashed the mirror, leaving it as a reminder to all that beauty fades over time. Debris and vegetation overtook the hearth too, rendering it useless. Humidity and time took their toll on Grizzelda's tiny art collection, transforming the once vibrant oil paintings into moldy, faded memories. However, a PC who succeeds on a DC 20 Craft (paintings) or Appraise check recognizes the pieces as "The Demon Hordes Devouring Mitra," part of a once-valuable and controversial series

G. Grizzelda's Lair (CR varies)

The green hag's wretched abode lies roughly 2-1/2 miles west of Answin Lodge in a remote, desolate patch of swampland dominated by numerous bald cypress trees towering over tangles of thick weeds and small, muddy streams. She leaves no trail or other sign of her presence when moving through the surrounding area, so no paths lead to or from her lair. Visibility is poor, so even with the assistance of the perpetrators' crude map Grizzelda's residence cannot be seen until the PCs come within 100 feet of it. The GM may read or paraphrase the following description of her sickening residence.

Massive cypress trees, sluggish streams, and stagnant ponds emitting foul odors surround an oddly shaped structure crudely built from bundled branches, thatch, and mud. Puffs of smoke belch from two stone chimneys that protrude from what appears to be a bulb-shaped part of the building adjacent to a bizarre abutment that looks like a thick key. A swollen, wooden door is on the west face of the building. A palpable feeling of dread lingers in the motionless stale air.

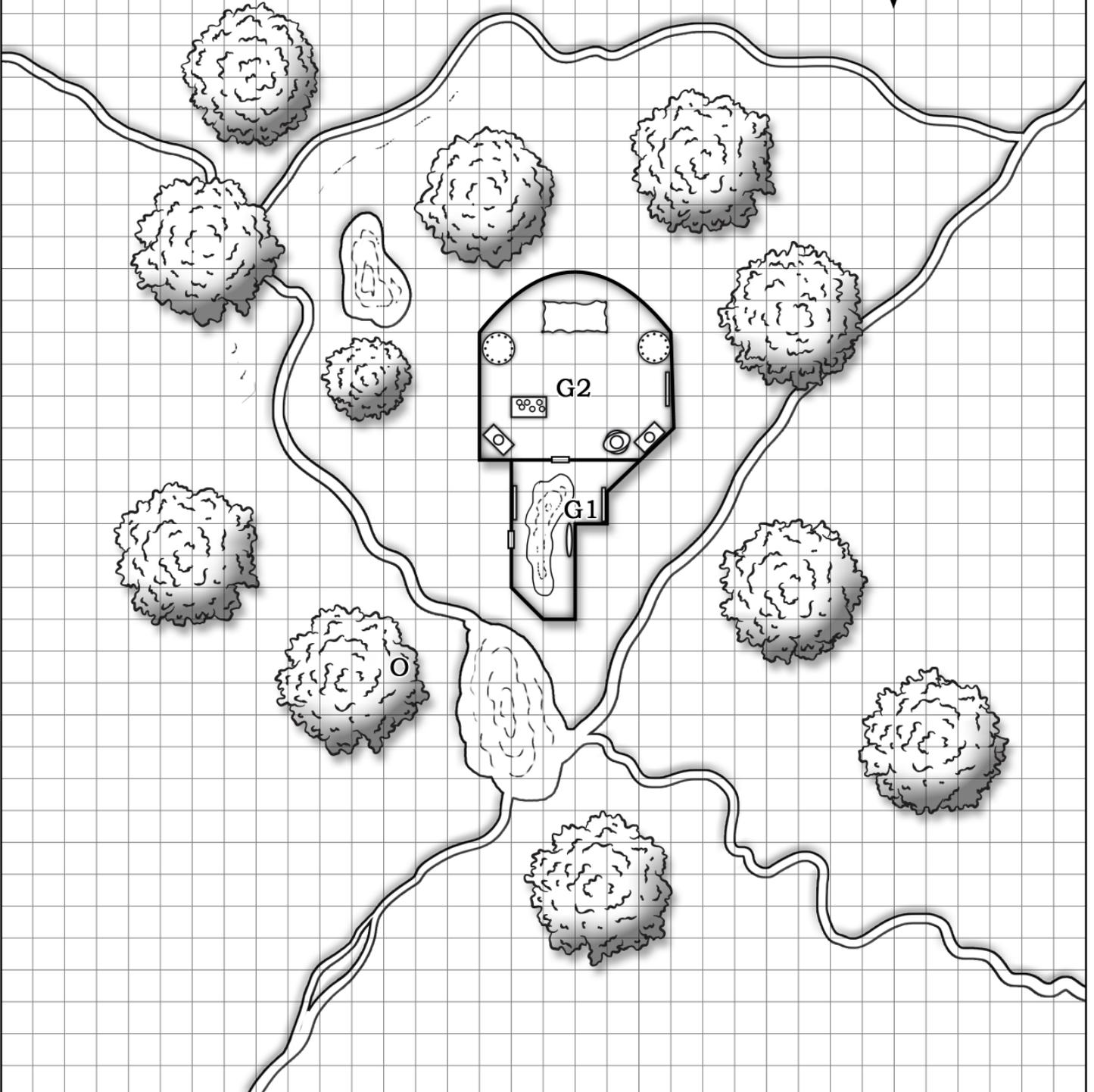
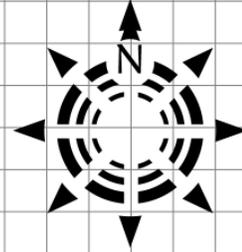
Grizzelda eagerly looks forward to receiving her next victim from the Grayharst brothers. She remains at home until they and their captive arrive at her doorstep. Despite her impatience, the wicked crone never lets her guard down. Her **hag eye ooze** surveys her territory from its position 30 feet above the ground. The monster attached itself to the trunk of a cypress tree facing the entrance to her abode. Grizzelda periodically peers through the eye to check on her surroundings and to scan for intruders. Spotting the concealed ooze requires a successful DC 20 Perception check, provided the observer passes directly below it. For its part, the hag eye ooze excels at noticing trespassers. It benefits from blindsight 60 feet, so almost nothing escapes its gaze. When a creature larger than a Small animal enters the area, it captures the monster's attention and, in turn, Grizzelda's. The green hag

The Swamps are Alive!

While the murky water in Dyrgalas is mostly stagnant, it's important for the GM to remember that the biome itself is not. In outdoor areas in the below encounters, PCs still must deal with natural hazards such as cypress knees as well as predators on the prowl for an easy meal. The GM can increase the difficulty of these encounters simply by having a hungry crocodile wander upon the scene, attacking a submerged or partially submerged character from below. Likewise, cypress knees and other tangled vegetation below the waterline can quickly turn a battle by hampering or tripping a PC. Play it by ear. Ultimately, these encounters should be dynamic and entertaining, allowing the PCs to be the heroes who sweep in and save the captives, rather than a harrowing fight to the death. Use natural hazards and wandering animals to heighten the tension, not demolish the heroes.

G. Grizzelda's Lair

1 square - 5 feet



CHAPTER 10: THE HUNTER'S GAME

of artworks made valueless by the green hag's indifference. A door on the north wall connects this chamber to Grizzelda's living quarters.

Good Wooden Door: 1-1/2 in. thick; hardness 5; 15 hit points; Break DC 16.

Treasure: An industrious PC can restore the artwork with the judicious use of magic. *Mending* and *make whole* remove all the tears in the canvas and cracks in the frame, but are insufficient to restore the artwork itself. Spells such as *fabricate* can perform the task, assuming the PC has necessary materials and can succeed at a DC 25 Craft (painting) check. Of course, spells such as *limited wish*, *miracle*, and *wish* can restore the painting completely. In its current state, the painting holds no value; if a PC repairs the physical damage to the canvas and frame, each painting is then worth 25 gp to a collector despite the remaining damage. A PC who gains access to higher-level magic and succeeds at restoring the artwork itself has a masterpiece worth 1,000 gp.

G2. Grizzelda's Living Quarters (CR 5)

Desperate sobs emanate from an iron cage confining a ragged halfling, while an emaciated middle-aged man in another iron cage remains silent. The flames from two hearths in the near corners illuminate and heat the room. An iron cauldron filled with a simmering black, viscous goo roils over each fire. A cracked stone statue of a beautiful female warrior stands next to one of the hearths, and light reflects off the tarnished surface of a mirror, cracked and missing many shards, attached to the near wall. A group of vials rest atop a large, flat-topped table, while more than a dozen tattered books sit upon a crude shelf built into it. Four wooden posts driven into the earthen floor against the far wall support a rudimentary bed stitched together from flayed skin and leather.

Grizzelda benefits from the foresight of her hag eye ooze strategically positioned outside her residence (see area G). She turns invisible at the first sign of danger, but she cannot silence her captives. Shanga Halfshin, the imprisoned halfling, feverishly cries out to the PCs as soon as they enter that the hag is still here and hiding somewhere in the room. The other captive, **Miro Dichambeurd** (N male human expert 3), says nothing. A close inspection confirms that Grizzelda's sickening bed is made from flayed human skin and assorted pieces of leather. She keeps a locked wooden chest beneath it. The PCs can identify the stone statue as a depiction of the goddess Mitra with a successful DC 15 Knowledge (religion) check. The fourteen books in the table are moldy and worthless treatises on swamp poultices, folk remedies, and other assorted esoterica.

Iron Cage: 2 in. thick; hardness 10; hp 60; Break DC 28; Disable Device DC 25.

Wooden Chest: 3 in. thick; hardness 5; hp 30; Break DC 20; Disable Device DC 24.

GRIZZELDA XP 1,600

CR 5

hp 58 (*Pathfinder Roleplaying Game Bestiary* "Green Hag")
Fort +7; Ref +8; Will +8
Gear *cloak of resistance +1*, key to cages

Tactics: Unless the PCs devise a means to locate her, the green hag patiently bides her time and uses her *ghost sound* ability to confuse the characters. She retreats to the corner behind her bed and casts a *pyrotechnics* spell at the hearth, filling the chamber with smoke. Grizzelda then waits 9 rounds for the smoke to finally dissipate or for a character to wander into her before she wades into combat, flailing her claws at her target. Grizzelda values her life more than her treasure. If possible, she flees into the swamp when reduced to 10 or fewer hit points. When retreat is impossible, she offers some of her treasures and her prisoners in exchange for her miserable existence.

Development: When freed, Shanga graciously thanks them and recounts her terrifying ordeal. She tells the adventurers Grizzelda repeatedly drew her blood, peeled off chunks of skin, and cut off her cuticles for some unknown purpose. Shanga confirms Shashana cast a spell on her and led her deeper into the swamp where the two crocodile men overpowered her and sold her to Grizzelda. The starving and dehydrated Miro is in far worse shape than Shanga. He can barely speak and is exhausted. Until the PCs remedy his exhaustion, he is too weak and feeble to travel.

Treasure: The 8 vials atop the table include 2 vials of antitoxin, 2 vials of Medium spider venom, and four potions: a *potion of disguise self*, a *potion of endure elements*, a *potion of protection from good*, and *potion of reduce person*. Grizzelda carries a pouch within her tattered robes that holds an emerald worth 250 gp, a bronze ring worth 5 gp, and an ivory comb worth 15 gp. The locked chest contains 620 gp, an *elixir of vision*, and a pouch of *dust of dryness* (3 pinches).

B. Bruseus's Lair (CR 6 or 0)

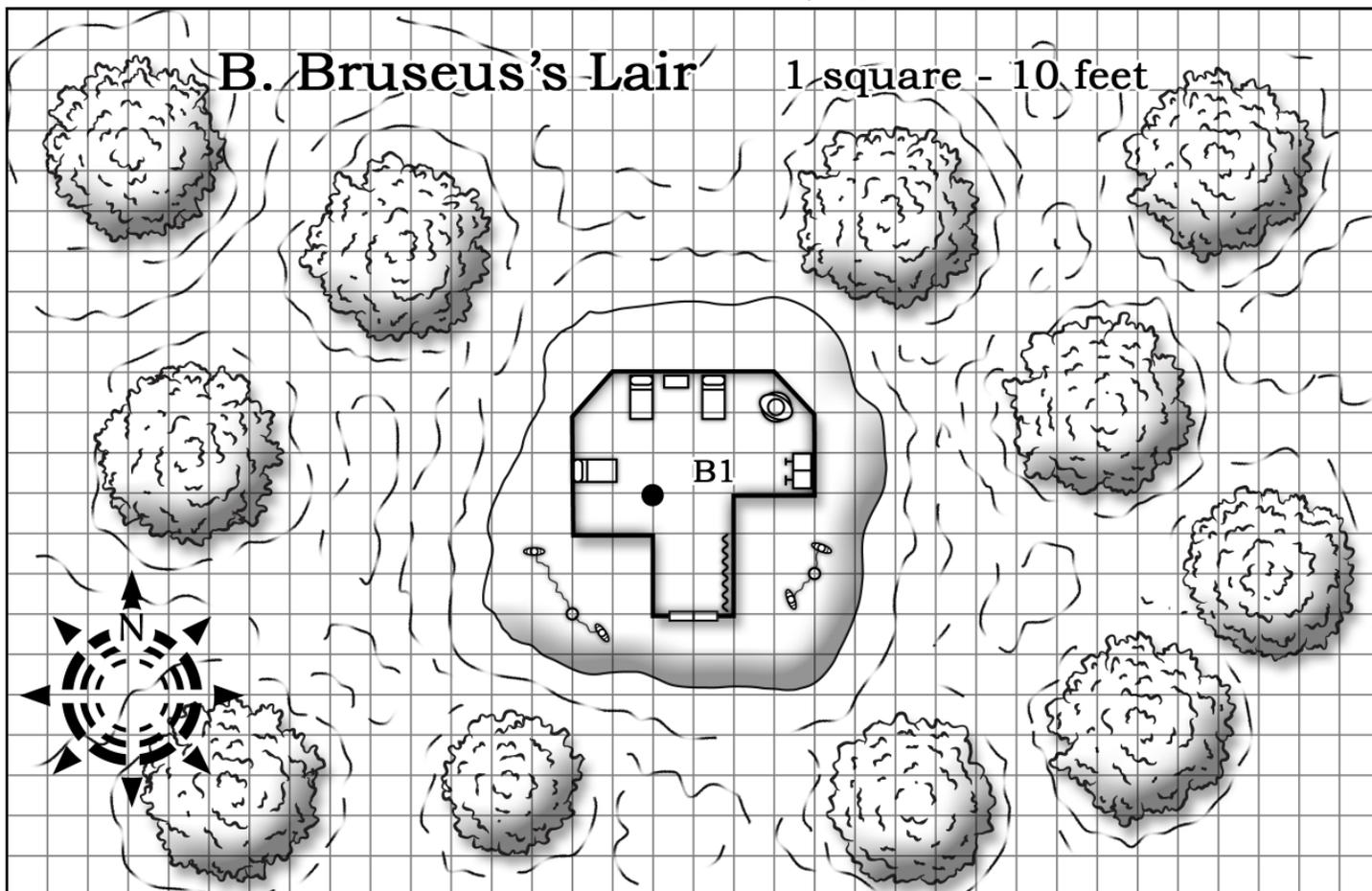
Twelve years ago, the dimwitted Bruseus commandeered an abandoned waystation for pilgrims venturing to a ruined temple said to lie somewhere in the swamp. The oaf's stone residence lies 1-1/4 miles northeast of Answin Lodge in an extremely low-lying portion of the Dyrgalas Fens almost completely flooded. Indeed, cypress trees are the only plants growing above the water's surface, which averages 1d3 feet in depth. Bruseus' tiny island is the only exception, but even here the surrounding pool occasionally washes over the saturated soil. In the absence of pervasive vegetation, visibility is substantially better than in most parts of the Dyrgalas with a maximum range of 150 feet. When the characters first spy the cyclops' island, the GM may read or paraphrase the following description.

Stagnant water and cypress trees encircle a small, elevated island. Two 10-foot-tall stone columns rise up from the soaked earth. Three badly sunburned men and one woman sit or meander aimlessly around the pylons, tethered to the structures by 20-foot-long iron chains attached to a metal hoop ringing around the columns' base. An uneven, 20-foot-high structure of roughly stacked stones stands behind them. A pair of massive wooden doors on the south face appears to be the only entrance.

The giant's slaves include **Rees Nollton** (CN male human aristocrat 4), **Terence Nightfoot** (CG male human cleric of Freya 3; Wis 14; Heal +7), **Lucius Albrecht**, and **Stephanny Gustaloff** (LN female human aristocrat 4). The three men and one woman wade into the water and harvest mollusks, crustaceans, fish, and any other edible organic material they can find. They wear nothing other than tattered rags to retain what remains of their modesty, leaving them to bake daily under the glare of the midday sun. The quartet begs the PCs to free them and rid the world of their jailor, the sadistic cyclops who dwells inside the converted residence. Naturally, the slaves are anxious to leave the dank wetlands and return home, but the opportunistic Lucius thinks he can profit from a fight between his oafish captor and the PCs, so he deliberately causes a boisterous scene demanding his immediate release. He wants the combatants to slay each other or decimate one side, leaving him to pick through the spoils. Unless the PCs somehow silence his racket, **Bruseus** and his **2 pet cottonmouths** emerge from the abode 1d4+1 rounds after the ruckus begins. When this happens, the GM may read or paraphrase the following description.

Despite the impressive size and weight of their iron shackles, the cyclops overlooked the fact the omnipresent water would eventually turn the restraints to rust. Nonetheless, the shackles pose a formidable obstacle. The characters can attempt to unlock the manacles wrapped around the wearer's neck or use brute force to break the lock or sever the iron links. In the latter case, the noise draws Bruseus' attention bringing him out if he has not already done so. If the PCs successfully unlock or shatter the manacles without alerting Bruseus, the slaves retreat into the swamp and await the PCs' return after they leave or defeat the cyclops.

None of the humans ever set foot in the structure, so they can provide no intelligence about what lies within the walls. The swollen, wooden double



doors granting entry require force to open, so in most likelihood, even Bruseus may need to make more than one attempt to budge the stuck doors.

Rusted Iron Manacles: 1-1/2 in. thick; hardness 5; 45 hit points; Break DC 20; Disable DC 22.

Good Wooden Doors: 1-1/2 in. thick; hardness 5; hit points 15; Break DC 16.

LUCIUS ALBRECHT CR 3
XP 800
hp 30 (*Pathfinder Roleplaying Game GameMastery Guide* "Slaver*")
 *Currently unarmed and unarmored

BRUSEUS CR 5
XP 1,600
hp 65 (*Pathfinder Roleplaying Game Bestiary* "Cyclops")

PET COTTONMOUTHS (2) CR 1
XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous*")
 *See **Chapter 3** for the effects of cottonmouth venom.

Tactics: Bruseus bull rushes the adversary closest to the water's edge in an attempt to drive that opponent into the water. He then swings his enormous greataxe at his target, attacking until he or his enemies fall in battle. The effects of standing in water appear in the "Aquatic Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The snakes immediately capitalize on a chance to attack an opponent in the water but otherwise they fight at the giant's side. Bruseus is also not averse to using one of his slaves as a weapon. In this case, he grabs an iron chain, which is treated as a move action, and then swings it as a two-handed Huge trip weapon dealing 3d6+9 points of damage on a successful

hit. He suffers a -4 penalty on his attack rolls or combat maneuver checks while using the chain in this manner. The slave affixed to the end of the chain takes half damage from the impact.

Development: Bruseus equates defeat with slavery. Therefore, he never surrenders. If the PCs subdue him, they can compel him to speak with a successful DC 21 Intimidate check or through magical means. Bruseus admits he purchased 6 slaves from the "gatormen" and the lizardfolk over the course of the last year. He ate 2 of them, because he only had 4 sets of shackles. He has no other useful information.

Treasure: Bruseus carries the key to the iron chest in **B1** his waist pocket along with 3 pearls worth 100 gp each and loose coins totaling 14 gp and 33 sp.

Br. Bruseus's Living Quarters (CR 0 or 6)

A wide, stone antechamber proceeds 20 feet and then opens into a large, spacious chamber with a 15-foot-high ceiling supported by a fluted, stone column near the room's center. An enormous tapestry depicting an epic battle between armored humans and a horde of demons hangs from the near wall. Despite the damp conditions, the artwork seems to have fared remarkably well through the years. Three large beds covered in linen sheets and straw pillows rest against the far walls. A locked iron chest sits on the floor between two of the beds. A bronze statue of an attractive woman sits against a curved wall in the back corner of the room adjacent to a wooden dresser with two drawers.

If Bruseus and the snakes did not already venture outside, the characters encounter them here. The belligerent cyclops flies into a mad fury, swinging his impressive greataxe at the nearest opponent. While indoors, he does not attempt to bull rush his adversaries. Instead, he takes up a position, with his pets by his side, at the end of the antechamber in the

CHAPTER 10: THE HUNTER'S GAME

middle of the corridor, effectively trying to bottle up the characters in that space. He reacts to adversity in the same manner as described in the preceding section.

Built as a waystation for passing pilgrims, the beds emphasized durability over luxury. Upon closer examination, holes and tears riddle the linen sheets and straw pillows making them valueless. Bruseus keeps his treasures in the iron chest abutting the far wall. The key never leaves his waist pocket.

Iron Chest: 1 in. thick; hardness 10; hp 30; Break DC 28; Disable Device DC 20.

The heavy tapestry hanging on the wall in the antechamber depicts an epic conflict during the ancient Battle of Tsar. It takes a successful DC 15 Knowledge (history) to identify the artwork's subject. Despite its value, the tapestry measures 30 feet in width and 8 feet in height. It also weighs 150 pounds, making it extremely difficult to transport through the Dyrgalas.

The bronze statue against the far wall once again depicts the goddess Mitra, the patroness of this temporary abode for her followers. It is also extremely heavy, weighing roughly 100 pounds. A successful DC 10 Knowledge (religion) identifies her as the sculpture's subject. Tattered and foul smelling giant-sized clothing and undergarments fill the neighboring dresser. They are worthless.

Treasure: The iron chest holds 294 gp, 448 sp and 600 cp in addition to an *elixir of fire breath*, *defoliant polish*^{UE}, a *divine scroll* (CL 6: *find traps*, *magic vestment*, *remove disease*) and a masterwork heavy mace. The tapestry and statue, if they can be transported, are worth 250 gp and 150 gp.

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

H. Sounds of Sadism (CR 6)

The monstrous humanoids dwelling amid this tightly clustered pocket of cypress trees roughly 1-1/2 miles southwest of Answin Lodge greatly benefit from the terrain. The dense vegetation limits visibility to a mere 50 feet, which plays to the advantage of the **2 harpies** who live here. The flying huntresses do not occupy an abode per se. Instead, they sit atop two rudimentary perches carved into the intersection of multiple branches roughly 15 feet above the ground in two trees 20 feet directly opposite from one another. This location gives them an improved vantage point over ground-based opponents, allowing them to see 70 feet in all directions. The vicious monsters take great care to avoid being seen, so it takes a successful DC 22 Perception check to spot them in their concealed positions. Their human captive, suspended 5 feet above the ground in a wooden cage, does not benefit from the same luxury. When the PCs come within 50 feet of the gruesome scene, the GM may read or paraphrase the following description.

Thick rope affixed to an enormous, overhanging limb from a neighboring tree supports the weight of a wooden cage, similar in shape to an ordinary birdcage. A filthy elf woman clad in rags lies in a semiconscious heap at the bottom of the cage, which hangs 5 feet above a pond of stagnant, foul-smelling water. Numerous small streams and brackish pools cover the soggy ground throughout the area.

The harpies delight in physically and mentally torturing their prize, **Selathior Vamani** (NG female elf aristocrat 4; hp 18 [currently 0]). After 3 weeks of starvation, savage beatings and cruel taunts, the exhausted woman teeters on the brink of death. The harpies use their captive as bait, hoping to lure curious creatures and do-gooders into their natural trap. The pond beneath Selathior is 1 foot deep, but more importantly it conceals numerous cypress knees from the surrounding trees. A PC moving through any square within 10 feet of the cage must succeed on a DC 15 Perception or Survival check to avoid suffering the consequences for stepping on a cypress knee (see **Chapter 3**). Like a conventional birdcage, a wooden door is on one side.

Wooden Cage Door: 1 in. thick; hardness 5; hp 10; Break DC 16; Disable Device DC 20.

HARPIES (2)

CR 4

XP 1,200

hp 38 (*Pathfinder Roleplaying Game Bestiary* "Harpy")

Tactics: The harpies carefully watch the PCs' activities from the neighboring trees. Preferably they wait for a PC to sustain an injury from the cypress knees or attempt to free Selathior before swooping down to attack their startled enemies. The harpies refrain from using their captivating song ability before combat. Instead, when combat begins, one of them flies to the top of the cage and begins singing while the other viciously assaults any captivated creatures. The monsters then swap places, hoping to incapacitate as many enemies as possible.

The harpies gloat and boast about the taste of their prey's flesh throughout the battle with the PCs. However, the harpies are unwilling to die for a meal, regardless of how delicious it may be. When they are both reduced to fewer than 10 hit points, the pair or lone survivor attempts to fly off to safety somewhere deeper in the Dyrgalas, abandoning their treasures, which they stow atop their perches. It takes a DC 17 Perception check or climbing the trees to notice the perches.

Development: Selathior is too weak and traumatized to aid the adventurers in any way. When freed and cured of at least 1 hit point of damage, the battered elf tells the adventurers 2 crocodile men strong-armed her in the Dyrgalas on the return trip from Answin Lodge and then sold her to the cruel harpies nearly a month ago. The monstrous brutes devoured her predecessor, an older gentleman, almost immediately after her arrival. (Selathior's description of the individual matches that of Julius Robert Worthington, if the PCs encountered his daughter Susana during the trek to the Dyrgalas Fens.) They then took their anger out on her, senselessly attacking and demeaning her. She tried to escape once, but the monstrous women pounded her into submission and returned her to the cage.

Treasure: One harpy keeps a pouch containing 4 pearls worth 100 gp each and the key to the cage on her person at all times. The first perch holds 104 gp, a masterwork light crossbow, and 16 +1 bolts. A *word bottle*^{UE} and a +1 *breastplate* are on the second perch.

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

Concluding the Adventure

With order restored to Answin Lodge, the hunting lodge resumes its normal activities within several weeks after the PCs' intervention. The grateful Brock and the reluctant Bhandra offer the PCs free accommodations and tours for the next 10 years. Even the lizardfolk express their reserved gratitude toward the adventurers, offering to escort the victims back to Loggers' Road Branch. Though the PCs failed to account for all of the missing guests, the survivors can piece together the fate of those who did not make the return trip home. If the PCs return to Biltscrough with Shanga Halfshin, the jubilant halfling holds a public ceremony where she gives each party member a key to the city along with the title of "Honorary Listener." If the PCs wish to continue adventuring in the Dyrgalas, their exploits at Answin Lodge may lead them to investigate the old insane asylum now inhabited by cultists of Rachiss (see *Glades of Death*, *Timber Rivalry* by **Necromancer Games** for more details) or to search the swamp for any of its rumored monsters, including a black dragon. Likewise, if you'd like the PCs to have a chance to rescue more of the kidnapped victims, perhaps some of them are being held by the brigand Gavriil at a ruined hostel in the northern reaches of the fens (see *Quests of Doom*, *Death in Dyrgalas* by **Frog God Games**). The possibilities for adventure in the watery depths of the Dyrgalas are limitless.

Ch.11: Fishers of Men

Why would someone pry open an animal that looks like a grotesque, filthy stone and devour the slimy, amorphous goo inside the misshapen carapace? I cannot give a reason, but I only regret that I cannot personally thank that courageous gastronomical explorer for bestowing the world's most heavenly culinary delight to its appreciative admirers.

— *Irvin Latali, head chef at The Proud Snail Eatery in Endhome*

Fishers of Men is a 6th-level adventure that takes the characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsathogga and countless foul denizens. When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place. The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.

Adventure Background

Fishermen are a breed apart from most people. Their craft is an art rather than a staid profession. For them, success depends upon the angler's mastery of subtleties. Timing and location are everything in this challenging business. Knowing where and when to drop one's hook into the murky depths are what separate the experts from the amateurs. Nonetheless, no one can control the type of fish and animals that inhabit a particular area. The average fisherman cannot afford the luxury of being finicky when it comes to selecting what particular species of fish or marine animal lands on the dinner plate. However, some wealthy individuals can afford to forego the ordinary and instead indulge their refined palates. These elite connoisseurs gladly pay any sum to dine on the finest delicacies the seas can produce, and one enterprising man eagerly caters to their every whim.

Born into extreme privilege, Oliver Quaywright, a renowned food critic and gourmet chef from Endhome, saw an opportunity to fill an underserved niche. Blessed with astounding culinary abilities, the demanding Oliver serves only the best ingredients in his kitchen, a trait he shares with other gastronomists. His eclectic pantry teems with rare meats and exotic spices, but one fare tops all others — mollusks. The simple animals' succulent meat captures his imagination. Indeed, during his youth he remembered a tantalizing flavor above all others, a particular species of oyster culled from the backchannels of the Dragonmarsh Lowlands along the northern branch of the Canyon River in Eastreach Province. From the moment he tasted the delicious delight, he vowed one day to return to the dangerous locale, where he would harvest and sell this remarkable gift to those who appreciated such marvels. When he inherited his father's vast fortune at the age of 33, Oliver's dream became reality. Alongside a retinue of men-at-arms, engineers, fishermen, and laborers, the aristocrat leveled the unkempt wetland and then constructed a fishery atop a slightly elevated mound along the marsh's fertile banks. Within a year's time, the Oliver was exporting his product throughout the region. Profits quickly soared, and many took notice of his success. They called him a visionary in some circles and a mad prophet in others. Yet one detractor viewed him in an entirely different light.

Oliver built his fishery, but an undying evil permeates the black earth throughout the Dragonmarsh Lowlands. Although his temple may lie miles away from here, the dark god Tsathogga's cloister bathes this domain in a veil of depravity. His mindless hatred held sway in the heart of Quattu, a chuul who acquired an unusual spherical scarlet-and-blue stone along with one of Oliver's shipping labels from an unfortunate victim. The bauble instantly floated around its head, expanding its warped mind. A deluge of malevolent thoughts flooded its brain. The sudden surge of intelligence led it to the epiphany that the shipping label would lead him to the site where humans had infiltrated the swamp, defiling it with their structures. Over the course of the next several months, Quattu rallied

others to its side, including a clan of crabmen and a coven of sea hags.

With its followers in place, the chuul set its plan into motion. On that fateful night ten weeks ago, Quattu and its loyal supporters systematically overran the facility's defenses, confirming the aberration's uncanny intelligence. Yet its tactical prowess belied its barbarism. Quattu and its minions tore through the fishery and savagely filleted its overmatched humanoid defenders, turning the once vibrant men and women into listless slabs of bloody, boneless flesh, and rotting organs they lustily devoured. Naturally, Quattu saved his *pièce de résistance* for Oliver Quaywright. Quattu gutted the businessman with its serrated claws and dropped his nearly lifeless body into a pool of boiling water to finish the deed.

Pleased by its display of butchery, the new master of Quaywright Fishery now takes great delight converting the mollusk fishery into a humanoid slaughterhouse. Its allies frequently patrol the neighboring branch of the Canyon River and the surrounding marshlands for fresh victims. The aquatic predators capsize passing vessels and drag their unfortunate crews ashore to face a miserable fate. Quattu's debauchery whets the voracious appetite of the twisted land's vile divine patron, Tsathogga, who sent several of his minions to aid the chuul. For the time being, Quattu's autonomy remains intact, as it entertains the demon lord's persistent overtures. Still, it is only a matter of time before Quattu falls under the Frog God's spell and ratchets up the violence.

Adventure Synopsis

Being that the Dragonmarsh Lowlands are virtually uninhabited by civilized folk, the adventure likely begins in a more populated area somewhere else in the Lost Lands, such as Zelkor's Ferry, Rendersby further upriver, or one of the larger towns or cities in a coastal region, including Eastgate or Endhome. The characters may be drawn into investigating the events at Quaywright Fishery either traveling to or from another destination, with the fabled dungeons of Rappan Athuk or Barakus being the most noteworthy venues. Alternatively, a concerned third party contacts them for assistance regarding the controversy surrounding the distant facility. The almost-certainly lengthy trek to the isolated locale gives the PCs an ideal opportunity to gather information about their remote destination and engage in several encounters with fellow travelers and the region's monstrous denizens along the way.

When the adventurers finally reach the Dragonmarsh Lowlands, they face several choices. Those who opt to sail directly toward Quaywright Fishery via the Canyon River must brave a mischievous pack of gremlins and their sea hag mistresses who attempt to flip their vessel and butcher the craft's occupants. Alternatively, the PCs may forgo the straightforward route and steer a wide berth away from the scene of the carnage, beaching their boat farther inland or upriver. From there, they must make an overland approach, contending with the indigenous beasts and monsters who inhabit the desolate tidal marshes as well as the natural hazards blocking their path to Quattu's newly established base of operations.

With their goal now in sight, the PCs first lay eyes upon the aftermath of the chuul's rampage. Humanoid ribcages, vertebrae, and long bones bake in the sun alongside scraps of discarded offal the voracious eaters tossed aside during their rampage. Meanwhile, Quattu's minions roam the grounds in search of more victims and leftover scraps from the eviscerated carcasses strewn about the area. The PCs who step onto this macabre stage realize the butchery is more than a spontaneous, animalistic feast. They discover the aberration converted Oliver's fishery into an open-air humanoid slaughterhouse. The sickening sights and overwhelming stench of rotting men being gutted, filleted, shucked, smoked, and brined like oysters, mussels, and fish revolts even the hardiest stomachs.

Despite the pervasive odor of death, the PCs must press onward into the fishery proper where it becomes obvious Quattu stamped its imprint upon this hellish place. Still, the Frog God's corruptive whispers resonate within

CHAPTER 11: FISHERS OF MEN

its heart as it dabbles in the deranged deity's forbidden rites. The PCs must overcome the chuul's servants, who are aided by the demon lord's reinforcements, before they can directly confront the monster responsible for unleashing the maelstrom of violence. In this final climactic battle, the adventurers must defeat Quattu and prevent Tsathogga's influence from spreading throughout the region.

Starting the Adventure

Unless the characters concluded their previous adventure within the unfriendly confines of the Dragonmarsh Lowlands, they first become involved in the events at Quaywright Fishery while at another location, such as the village of Zelkor's Ferry or the distant town of Rendersby. It is also possible the heroes are en route to one of the preceding locales via the Canyon River when fate intervenes and steers them toward the wetlands' unwelcoming banks. Naturally, the preceding comments apply to adventures taking place in the **Lost Lands** campaign world from **Frog God Games**. With just some minor alternations, the GM can set the story in her own campaign setting. In this case, the opening segment can take place anywhere, though the bulk of the action is intended to unfold in the Dragonmarsh Lowlands or any other suitable wetlands' locale of the GM's choice. However, the adventure focuses on the events at Quaywright Fishery and its environs rather than recount the details of a long sea voyage or overland march.

Hooks

The PCs can be drawn into the action in one of several ways. For adventurers not ready to tackle the rigors of Rappan Athuk, this adventure offers an opportunity for them to hone their skills before delving into the massive dungeon. In a similar vein, characters traveling to or from one of the settlements along the Canyon River may find themselves suddenly embroiled in the unsettling incidents taking place at the Quaywright Fishery while making their way down the waterway. In the case of characters farther afield, a worried third party actively seeks the assistance of adventurers to find out why shipments from Quaywright Fishery suddenly stopped. As an alternative to offering the characters payment in exchange for their assistance, one of the PCs may have a close personal relationship with an interested party that spurs their involvement. The GM is free to use one or more of the following hooks or create her own in order to get the adventure's action underway.

Dragonmarsh Lowlands' Encounters

Deadly encounters abound within the marsh, regardless of the terrain features found in a particular area. Mosquitoes and midges are everywhere in this damp, grassy environment. The GM should consult **Tables 3–1** and **3–5** in **Chapter 3** at dawn and dusk, instead of daily, to determine if the characters encounter either or both of these annoying pests at some point during the day. In addition to these more mundane dangers, on a roll of 1 or 2 on 1d6 the PCs cross paths with at least one hostile denizen for each hour spent moving through these wetlands. The GM may use any of the following encounters. Alternatively, she may consult the **Appendix** to create different encounters, use the encounter tables that appear in the "Dragonmarsh Lowlands" section found in the Wilderness Areas chapter of *Rappan Athuk* by **Frog God Games**, or create new ones.

Frog God's Disciples (CR 7)

Clad in distinctive green and violet robes, the vile god's followers slog through the region to spread their deity's influence throughout the region. This particular band includes **6 acolytes of Tsathogga** and **2 Tsathoggan under-priests** who have waded into the marsh to also look into the strange occurrences at Quaywright Fishery.

They claim to be pilgrims traveling to the site of a purported miracle. They profess no allegiance to any specific deity or dogma, declaring that they are "lumps of clay waiting to be shaped into something divine." It is their contention that the wondrous marvel — which they describe as

a newly formed sinkhole filled with pristine water and heavenly spirits — has the power to bestow immortality to any pure-hearted creature who drinks even a single drop of the liquid. Observant adventurers who succeed on a DC 15 Knowledge (religion) check correctly associate their garb and mannerisms with the demon lord Tsathogga.

After telling their tale, the clerics expect the characters to reciprocate and tell them the reason for their trek into the Dragonmarsh Lowlands. If the PCs mention the fishery, it takes a successful DC 20 Sense Motive check to notice that the topic piques their interest. They casually try to inquire further about the locale, but their clumsy efforts at subtlety are virtually transparent. They grasp at straws trying to keep the conversation moving forward, only to grow increasingly flustered by their obvious lack of success. In the end, Tsathogga's violent devotees cannot suppress their true nature indefinitely. When the PCs catch them in a lie or utterly fluster them, the cultists launch a wild assault. The acolytes swarm their foes, while the priests turn the battlefield into a foggy haze.

ACOLYTES OF TSATHOGGA (6)

CR 1

XP 400

Male human fighter 2 (*Rappan Athuk* 62)

CE Medium humanoid (human)

Init +0; Perception +2

AC 10, touch 10, flat-footed 10

hp 19 (2d10+4 plus 4)

Fort +7; Ref +0; Will +0 (+1 vs. fear, +4 vs. mind-affecting effects)

Defensive Abilities bravery +1, fanatical

Speed 30 ft.

Melee flail +5 (1d8+2)

Str 14, Dex 10, Con 14, Int 8, Wis 10, Cha 6

Base Atk +2; CMB +4; CMD 14

Feats Great Fortitude, Power Attack, Toughness, Weapon Focus (flail)

Skills Intimidate +3, Perception +2

Languages Common

Gear flail, dark green felt robes with face-covering cowls, symbol of Tsathogga

Fanatical (Ex) Due to dogmatic brainwashing, acolytes of Tsathogga gain a +4 on their Will saves against mind-affecting spells.

TSATHOGGAN UNDER-PRIESTS (2)

CR 2

XP 600

Male human cleric of Tsathogga 3 (*Rappan Athuk* 65)

CE Medium humanoid (human)

Init -1; Perception +4

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 22 (3d8+3 plus 6)

Fort +6; Ref +0; Will +5 (+9 vs. mind-affecting effects)

Defensive Abilities fanatical

Speed 30 ft.

Melee sickle +3 (1d6+1)

Special Attacks channel negative energy (2/day, 2d6, DC 10)

Domain Spell-Like Abilities (CL 3rd; melee touch +3)

5/day—*icicle* (1d6+1), *touch of evil*

Spells Prepared (CL 3rd)

2nd—*fog cloud*^D, *hold person* (DC 14), *spiritual weapon*

1st—*command* (DC 13), *bless*, *curse water*, *protection from good*^D

0—*detect magic*, *detect poison*, *create water*, *read magic*

D Domain spell Domains Evil, Water

Str 12, Dex 8, Con 12, Int 8, Wis 14, Cha 8

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Base Atk +2; **CMB** +3; **CMD** 12

Feats Combat Casting, Great Fortitude, Toughness

Skills Knowledge (religion) +2, Perception +4, Spellcraft +1

Languages Common

Combat Gear *potion of gaseous form*, 3 doses of unholy water; **Other Gear** sickle, dark green felt robes with face-covering cowls, symbol of Tsathogga, spell component pouch

Fanatical (Ex) Due to dogmatic brainwashing, acolytes of Tsathogga gain a +4 on their Will saves against mind-affecting spells.

Development: The Frog God's disciples fight to the death, revealing nothing unless forcibly compelled to speak against their will. In that case, the worshipper grudgingly admits they were on their way to the fishery to convert the current occupants to their faith. They have no knowledge about the events at the fishery. If the PCs attempt to force them to accompany the heroes to the fishery or fight alongside them, the distraught worshippers flee into the marsh at the first opportunity. Disciples who cannot retreat commit suicide, praising their deranged demon lord with their dying breath.

Marsh Patrol (CR 6)

Despite their hulking size, these **3 swamp trolls** are remarkably nimble and stealthy predators. The giants use their coloration and moss-like skin texture to blend into their surroundings, allowing them to sneak up on game and humanoids. The nomadic monsters typically loiter in areas animals and humanoids regularly frequent such as fresh streams and tall patches of grass that grant them concealment. When the brutes' sensitive noses pick up another creature's scent, the cunning hunters gingerly step through the fetid water and mud until they can run up and attack their victim in a single round.

Though the hungry predators can regenerate like their more common cousins, self-preservation tops their list of priorities. The giants retreat deeper into the marsh when faced with superior opposition unless they cannot safely retreat. In their haste to get away, the massive creatures drop their leather sacks of goods and flee as fast they can. The dimwitted humanoids know nothing about Quaywright Fishery or the disappearances.

SWAMP TROLLS (3)

XP 800

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CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +3

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

hp 38 (4d8+20); regeneration 3 (acid or fire)

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

Weaknesses swamp dependent

Speed 30 ft., swim 30 ft.

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

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

Special Attacks rend (2 claws 1d6+6)

Str 18, **Dex** 14, **Con** 20, **Int** 6, **Wis** 9, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 20

Feats Improved Natural Attack (bite)^B, Iron Will, Skill Focus (Perception)

Skills Perception +3, Stealth +4 (+8 in swampy or forested areas), Survival +3, Swim +12; **Racial Modifier** +4 Stealth in swampy or forested areas

Languages Giant

Swamp Dependent (Ex) Swamp trolls keep their bodies covered in a thick coating of mud and swamp water. Without such a coating, they lose their regeneration ability

and eventually suffocate. They can survive away from their murky home for 1 hour per 2 points of Constitution. After that, see the suffocation rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. They cannot regenerate while subject to suffocation from being away from their swamp for too long.

Treasure: Each swamp troll's sack contains six chunks of gold they took from a prospector panning for the precious metal from a nearby stream. Each large nugget is worth 2d6 x 10 gp.

Pluff the Dragonmarsh Hazard Lurks by the Sea

As the PCs make their way through the tidal marsh, they may encounter several natural occurrences of quicksand — also known as pluff mud. A character moving at a normal pace spots the quicksand with a successful DC 8 Survival check. Those traveling at a faster speed walk right into it. The Quicksand section in **Chapter 3** of this sourcebook provides more details about this strange hazard. However, its actual effects appear in the “Marsh Terrain” section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Snake and Shake (CR varies)

When the PCs run afoul of the land's indigenous snakes, the GM may consult **Table 3–11** in **Chapter 3** to determine the species of snake the PCs encounter. In general, the adventurers face off against **1d6+2 venomous snakes**, though in the case of the tiger snake, the number is reduced to **1d4 venomous snakes**. (The sidebar that appears after **Table 3–12** provides the precise effects of each variety of snake venom.)

VENOMOUS SNAKES (1d6+2)

CR 1

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary* “Snake, Venomous”)

If the PCs complete the last mile of their trip to Quaywright Fishery by wading through the marsh proper, then the GM can skip the following **Three if by Sea** encounter and proceed directly to the next section. On the other hand, characters who opt for a water route up the fishery's wharf over that final mile face Quattu's underwater guardians.

Three if by Sea (CR 7)

Quattu's water guards consist of **3 sea hags** who formed a coven. They attack the crews of passing ships and **8 fuath gremlins** retrieve the dead and comatose victims of the hags' attacks to lug them ashore and then scuttle the vessel. These two groups constantly patrol the waters within 1 mile of the fishery's central dock, staying within several hundred feet of each other at all times. There is a 40% chance of encountering either group for each 1,000 feet traveled within the monsters' territorial waters. The two groups alert one another whenever one of them detects an oncoming vessel. They then take up positions around the craft, being careful to remain more than 60 feet away from each other. The sea hags begin the assault, while the gremlins lag a safe distance behind them. When this occurs, the GM may read or paraphrase the following description.

The surrounding waters momentarily churn as three hideous crones with grotesquely wrinkled faces, stringy, kelp-like hair, and bulging, hate-filled eyes emerge from the river. Sickly green skin sags off the creatures' emaciated frames.

The sea hags surround the vessel or swimmers, causing everyone within 60 feet of a hag to immediately resist their horrific appearance ability. They next direct their evil eye curse against a suitable, visible target. The creatures stay mostly submerged within the river, giving them improved cover (+8 to AC and +4 on Reflex saves) against land-based opponents. If

CHAPTER 11: FISHERS OF MEN

they weaken or stagger at least half of the PCs, they finally board the ship and engage their remaining opponents in melee combat. Otherwise, they continue to pepper their foes with their evil eye curse from the comparative safety of their aquatic surroundings. Meanwhile, the gremlins keep their distance from the battle as they wait for the sea hags to disable the crew.

If the sea hags fail to incapacitate the PCs with their special abilities, the trio gathers and uses their cooperative coven powers by conjuring a *forcecage* around the group's mightiest martial characters. From there, they single out obvious non-spellcasters with their *baleful polymorph*, *bestow curse*, and *charm monster* spell-like abilities. The hags retreat only when the characters slay or incapacitate a member of the trio. When this occurs, the survivors attempt to flee underwater and regroup in another stretch of the river where they await an opportunity for revenge. The fuath gremlins trail behind the ship and sabotage it when the PCs disembark. Otherwise, the fuath gremlins attack while the PCs are onboard if they kill all three sea hags and fight to the death. They currently reside in a small, underwater cave near Quaywright Fishery's dock with their monstrous leaders. It takes a DC 15 Perception check to spot the partially concealed entrance to their crowded alcove.

SEA HAG (3) XP 1,200

CR 4

hp 38 (*Pathfinder Roleplaying Game Bestiary* "Sea Hag")
(The coven's abilities appear in the *Pathfinder Roleplaying Game Bestiary* entry "Green Hag.")

FUATH GREMLINS (8) XP 400

CR 1

hp 7 (*Pathfinder Roleplaying Game Bestiary* 3 "Gremlin, Fuath")

Treasure: One of the hags carries *flying ointment*^{APG} on her person. The hags and gremlins keep their remaining valuables in a stone chest within their lair. This device contains 204 gp, 2,409 sp, *iron rope*^{UE}, six pearls worth 100 gp each, and a *pearl of power* (1st level).

^{APG} See *Pathfinder Roleplaying Game Advanced Player's Guide*

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

Quaywright Fishery

After a grueling land or sea voyage, the PCs finally reach their intended destination of Oliver's overrun fishery. PCs who overcame Quattu's underwater guardians enjoy an unobstructed view of the immense facility. Those who opted for the land route see nothing unless they climb over (DC 10 Climb check) or can otherwise look past the 10-foot-high wooden barrier protecting the perimeter. Regardless of their vantage point, the GM may read or paraphrase the following description of the enormous compound.

An immense complex consisting of a massive wharf, fishponds, conveyer belts, a processing house, and living quarters sprawls across several acres of reclaimed marshland. A 10-foot-high wooden fence protects the compound. The seaside portion includes several lines of wooden cages floating atop the surface adjacent to numerous inverted poles running from the water's surface to the riverbed. Mooring ropes lie unattended atop three wooden piers positioned at the far ends of the facility. Even in the brackish water, the exposed ribs of several capsized boats can be seen below the murky depths. Two massive wooden conveyer belts, each powered by a wheelhouse, connect the riverside part of the facility to its dry land counterpart to haul harvested fish to a large central building standing atop an elevated mound farther inland. A main door occupies the wall between the two conveyer belts. Signs of an intense and violent struggle are visible everywhere as decaying, dismembered bodies, pools of dried blood, and scattered weapons litter the entire area. Six decapitated skeletons serve to warn trespassers of the fate awaiting them.

No impediments stand in the way of seafaring adventurers, though characters who opted for the land route must overcome the wooden barrier that surrounds the entire complex with a successful DC 10 Climb check.

Arriving at Quaywright Fishery (CR varies)

When the heroes make landfall on the wharf or set foot on the grounds proper, the PCs must contend with the locale's living guardians. The **4 retch hounds** who continuously roam the grounds act as the facility's first line of defense. These beasts benefit from extremely keen senses that allow them to see well at night and also detect the scents of unwanted intruders. It takes a successful DC 23 Stealth check to slip past them unnoticed, though even a successful skill check does not negate their scent ability. When one of them spots a trespasser, the beast barks loudly, alerting the other pack members along with their current masters, a team of **6 crabmen** who supervise their activities. These slower, larger monstrous humanoids lag behind, preferring to leave the fighting to their trained dogs. When this occurs, the GM may read or paraphrase the following description.

Four oversized, muscular dogs with matted and torn brownish-yellow fur rush forward. Sickening pus oozes from countless sores and abscesses covering their grotesque skin, while pointed yellow teeth, many of which are broken and serrated, fill its mouth. Four bulging, yellow eyes are spread evenly across its canine forehead. Meanwhile, six large bipedal humanoids with crab-like heads, splayed feet, and hands that end in vicious pincers accompany the vicious beasts. Like ordinary crustaceans, a reddish-brown exoskeleton protects their bodies. Two smaller humanoid arms protrude from their upper torso below their armored set of limbs.

It is important to note that these creatures are spread out across an extremely large area, so it may take as long as 1 minute for all of them to finally arrive on the scene. The aggressive retch hounds first engage their enemies with their breath weapon, blasting their opponents with sickening acid before lunging at them with their jaws. Whenever possible, the pack hunters surround and simultaneously attack a single foe. The crabmen attack with their claws, attempting to grab and constrict their enemies. Oddly, neither unit feels any compulsion to call for reinforcements or otherwise alert the facility about the presence of intruders. If the battle turns against them, the crabmen flee back to the river, leaving the retch hounds to fight to the bitter end. Captured crabmen compelled to speak against their will with a successful DC 13 Intimidate check or magical intervention reveal only that Quattu, the great crustacean lord, vowed to slaughter as many "soft skins" as possible. They can provide no details about the main building or Quattu's ultimate plans.

RETCH HOUND (4) XP 800

CR 3

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NE Medium magical beast

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +12

Aura stench (DC 13, 10 rounds)

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

hp 22 (3d10+6)

Fort +5; **Ref** +5; **Will** +2

Speed 40 ft.

Melee bite +5 (1d6+2 plus trip)

Special Attacks breath weapon (10-ft. cone, 2d6 acid damage plus nauseated 1d3 rounds, Reflex DC 13 for half and not nauseated, usable every 8+1d4 rounds)

Str 14, **Dex** 15, **Con** 15, **Int** 5, **Wis** 12, **Cha** 4
Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

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Feats Skill Focus (Perception), Track
Skills Perception +12, Survival +6 (+10 scent tracking); **Racial Modifier** +4 Perception, +4 Survival when tracking by scent

CRABMAN (6)

CR 2

XP 600

The Tome of Horrors Complete 125

N Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +8

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 22 (3d10+6)

Fort +3; **Ref** +3; **Will** +3

Speed 30 ft., swim 20 ft.

Melee 2 claws +5 (1d6+3 plus grab)

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

Special Attacks constrict (claw 1d6+3)

Str 16, **Dex** 11, **Con** 15, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +7 (+11 to grapple); **CMD** 17

Feats Alertness, Power Attack

Skills Craft (baskets) +6, Perception +8, Sense Motive +2, Survival +6, Swim +21; **Racial Modifier** +4 Swim

Languages Crabman

SQ amphibious

Treasure: The retch hounds carry nothing, but the crabmen keep a total of four conch shells worth 25 gp each with them at all times and a bag containing 45 seashells worth 1d4 gp each.

Quaywright Fishery (CR varies)

After dealing with the complex's outer defenses and inhabitants, the PCs are free to explore the grounds, provided of course that they do so in an expeditious manner. Every 10 minutes thereafter, there is a 25% chance that **2d4 crabmen** or **1d8 fuath gremlins** emerge from the waters to feast on scraps of dead humanoids. Likewise, for each hour spent exploring the area, there is a 40% chance **1d3 fey giant toads** leap over the fence or make their way out of the main building in search of intruders. The large map of Quaywright Fishery details the complex's seaside and outdoor areas, while more-descriptive maps outline the features of areas **G**, **L** and **Q**. Although not listed on the map, the ground slopes at a gentle 10-degree angle from the shoreline to area **Q**. Overgrown rushes and grasses dominate the landscape. Nonetheless, the fishery's extensive dredging operations and drainage capacity allow the PCs to treat all of the squares on its grounds as dry land rather than difficult terrain. The following section describes the outdoor areas in greater detail.

CRABMEN (2d4)

CR 2

XP 600

hp 22 (see **Arriving at Quaywright Fishery**)

FUATH GREMLINS (1d8)

CR 1

XP 400

hp 7 (*Pathfinder Roleplaying Game Bestiary 3* "Gremlin, Fuath")

FEY GIANT TOADS (1d3)

CR 3

XP 800

hp 22 (*Pathfinder Roleplaying Game Bestiary 3* "Fey Creature")

F1: Riverbank (CR 6)

Muddy water laps against the shore. The waterlogged frames of sunken vessels along with the skeletal remains of their crews litter the riverbed.

Characters exploring the riverbed discover the remnants of five different ships, including all three of Oliver's transport ships (the *Smug Snail*, the *Brawny Mussel*, and the *Oyster's Shell*), a small rowboat with no identification, and the *Flighty Amalie* a missing fishing vessel out of the Amrin Estuary. Spotting the names of the vessels on the waterlogged wrecks requires a successful DC 15 Perception check, while correctly associating the names with Quaywright Fishery's operations or a local fishing enterprise demands a successful DC 20 Knowledge (local) check.

Unfortunately the horrible circumstances surrounding the deaths of these ships' sailors left some of them hungry for revenge. A **draugr captain** with his remaining crewmembers serving as his **2 draugr** mates hide within the wreckage of the *Flighty Amalie*, emerging to attack encroaching humanoids. The trio focuses their attacks on one or two individuals. They try to keep their opponents underwater, but if the PCs move onshore, the undead monstrosities follow. On dry land, the captain uses his *obscuring mist* spell-like ability to disorient the PCs.

TYLER EBBENFLOW

CR 3

XP 800

Male advanced draugr captain (*Pathfinder Roleplaying Game Bestiary 2* "Draugr")

CE Medium undead (water)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

AC 18, touch 12, flat-footed 16 (+2 armor, +2 Dex, +4 natural)

hp 25 (3d8+12)

Fort +4; **Ref** +3; **Will** +5

DR 5/bludgeoning or slashing; **Immune** undead traits

Resist fire 10

Speed 30 ft., swim 30 ft.

Melee short sword +7 (1d6+5/19-20 plus energy drain) or slam +7 (1d10+7 plus energy drain)

Special Attacks energy drain (1 level, DC 14)

Spell-Like Abilities (CL 5th)

3/day—*obscuring mist*

Str 21, **Dex** 14, **Con** —, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +2; **CMB** +7; **CMD** 19

Feats Power Attack, Toughness

Skills Climb +11, Perception +8, Stealth +8, Swim +16

Languages Common (cannot speak)

Gear leather armor, short sword

DRAUGR (2)

CR 2

XP 600

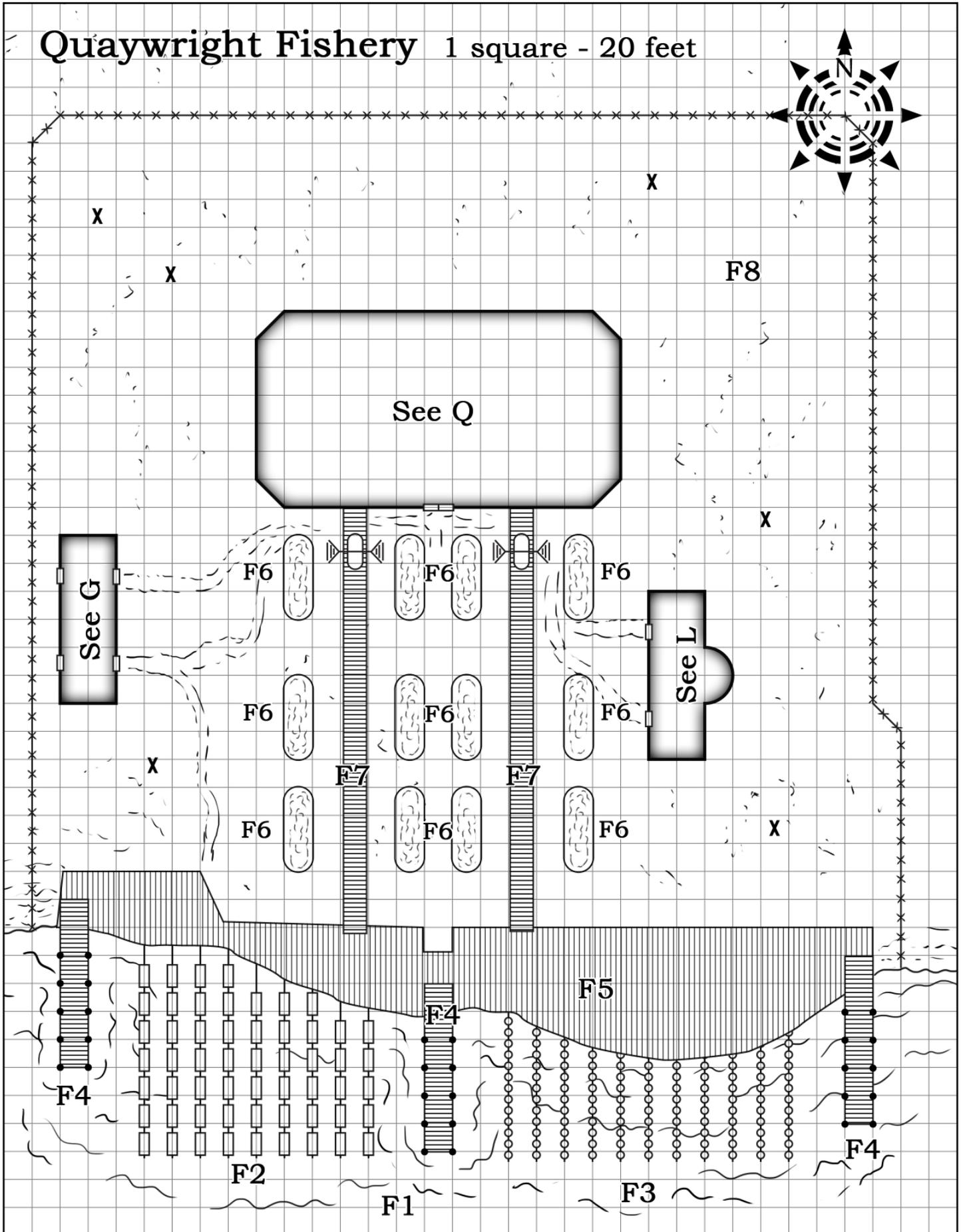
hp 19 (*Pathfinder Roleplaying Game Bestiary 2* "Draugr")

Treasure: Tyler and his crew wear leather armor and carry short swords. In addition, Tyler has a diamond pendant worth 500 gp. Searching the wrecks of the five ships yields 2d4 x 10 gp of salvageable sundry items per vessel. Finding these objects requires a successful DC 10 Perception check.

F2: Oyster Farm

Hundreds of bone cages attached to enormously long wooden poles float atop the water's surface. The containers' doors were forcibly opened, and their former contents removed.

Quattu and its crabmen followers placed some of their victims' skulls within the oyster cages. It takes a successful DC 15 Perception check to spot one of these gruesome surprises. The character finds an additional skull for every point by which the Perception check result exceeds 15, up to a maximum of 12. If the PCs examine the skulls, a successful DC 15 Heal or Knowledge (nature) check confirms the remains are human and the victims suffered severe head injuries before death, most likely from a powerful, serrated pincer or bite wounds.



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More importantly, if the characters wade into the waters searching for clues, there is a 10% chance each minute the commotion attracts the interest of either the sea hags or the fuath gremlins from the **Three if by Sea** encounter above, if the PCs avoided these combatants earlier. The sea hags approach first, resorting to the same tactics they use against those encountered aboard a vessel. The monstrous humanoids continue to chase after their enemies when they retreat farther inland, keeping their gremlin allies at a safe distance throughout the combat.

F3: Mussel Farm

Vertical wooden poles attached to stabilizing horizontal poles rise out of the riverbed. They stretch from the shoreline up to 120 feet into the river. Clusters of mussels cling to isolated portions of the structures that resemble a stair's banisters.

Oliver's mussel farm consists of interconnected wooden poles the mussels use to attach themselves to a stable structure. The mussels are an extremely rare variety native to this part of Akados. A successful DC 25 Knowledge (nature) check identifies them as a species connoisseurs refer to as "blue magic." They are renowned for their sweet taste, firm texture, and remarkable juiciness. As in the case of area **F2**, spending more than 1 minute underwater attracts the hags from **Three if by Sea**.

F4: Wharf

Coils of thin rope and a gangplank sit atop a wooden pier that juts out into the river. Massive pylons presumably pounded deep into the riverbed support the sturdy platform. Congealed pieces of baked flesh, skeletal appendages, broken shields, chitinous plates, scraps of armor, and bloodstains mar the dock's surface and confirm that a ferocious battle raged across the wharf.

Quattu's crabmen allies attacked the fishery from the water, where they met and ultimately defeated Oliver's outnumbered men-at-arms. The remnants of the clash lie strewn about the pier, as silent testimony to the brave souls who lost their lives defending the fishery against the chuul and its minions.

Treasure: The two mooring ropes on each dock are 50-foot lengths of silk rope.

F5: Staging Area

Wooden decking covers the ground connecting the wharf and pools with the conveyer belts. Two well-made, unattended longswords rest atop the bloodstained planks clustered near the central wharf. A barely visible message written in dried blood covers several large planks.

Oliver's employees used this expansive, alder wood deck as a staging area, where they gathered oysters and mussels from the farm and loaded them onto the conveyer belts. They also transported shipping crates from the main facility to the ships for transport to various ports throughout the region. The fishery's guards made their last major stand against the invaders here. When the struggle ended, Quattu used the blood of its enemies to scrawl its dire message on the wooden surface. Written in Common, it reads, "Manlings shall be meat!"

Treasure: The garrison's commanders fought to the bitter end. Quattu cared little for them manling equipment and left their two +1 *longswords* where they fell.

F6: Fish Ponds (CR 7)

Twelve pools of water teeming with different fish species flank the conveyer belts.

Quaywright Fishery specialized in shellfish delicacies, yet Oliver raised fish as well. The water is remarkably clean, and observers can peer down to the bottoms of these 15-foot-deep reservoirs during the daylight hours. Each pond is segregated by species allocated in accordance with popularity. There are three pools each of salmon and trout, two pools each of catfish and bass, and one pool of pike and another of perch.

The pool filled with pike also contains the earthy remains of the scuttled rowboat's only occupant, **William the Mad Crawdad** — a notorious saboteur, sailor and murderer on the run from distant Endhome. Confident he shook his dogged pursuers, the fugitive blissfully set sail for the shores of the Dragonmarsh Lowlands only to come face to face with a greater horror than a hangman's noose. The scoundrel ran afoul of the disgusting sea hags, but even their revolting appearance and dread curse could not overcome his evil. He swam toward the wharf and climbed onto dry land, where he outran his enemies straight into Quattu's waiting tentacles. The aberration and its allies finally meted out justice to William, but even death could not suppress his despicable spirit. The lifelong mariner longed to be buried at sea, a fate the chuul foolishly denied him. Instead, the despicable William's spirit rose from the grave as a **duppy**.

Sunlight renders the undead monstrosity powerless, meaning the PCs encounter him only at night. Oddly, the miserable sailor harbors no ill will toward Quattu and the crabmen who killed him. Nonetheless, they steer a wide berth around his fishy grave during the overnight hours. Instead, he directs his ire toward other humans. The vengeful spirit calls upon his legion of spectral hounds to harass his enemies. Meanwhile, he taps into his connection to the netherworld to deal negative energy damage to his foes, while draining them of their Strength. If the PCs vanquish William and search the pike pool, they spot his skeletal remains at the bottom of the pool with a successful DC 16 Perception check.

DUPPY

CR 7

XP 3,200

hp 76 (*Pathfinder Roleplaying Game Bestiary 5* "Duppy")

Treasure: Despite being submerged beneath the water for 5 weeks, William's mortal body still has a *ring of protection +1* on his left hand, a +1 *chain shirt*, and a masterwork greataxe that has not yet rusted.

F7: Conveyer Belt

Powered by a wooden wheel large enough to accommodate two men, this simple contraption made from wood and rope spans a distance of 300 feet, connecting the riverbank to the complex's main building. The device's massive belt consists of wooden boards with attached baskets that are held together by strands of rope wrapped around two pulleys positioned at opposite ends of the belt. The belt's northern section opens into a hole built into the south face of the main building on each side of the structure's main door.

Oliver's employees used the massive conveyor belt to move oysters and mussels from the wharf into the processing house. Likewise, the engineering marvels can be reversed, allowing them to also move packaged products from the facility to the wharf for transport onto the fishery's fleet of vessels. The conveyor belt consists of 20-foot-wide and 6-inch-long planks with a basket attached to the bottom of each unit. They are held together by thin strands of rope, allowing the beveled and grooved edges to flip over smoothly when they reach the end of the device. In addition to the support structures on both ends, support posts and rods are also positioned at 20-foot intervals along the way.



The conveyor belt ascends from the wharf at a gradual 10-degree angle. The wheelhouse has an open design, so a humanoid can easily step into the wheel and start the conveyor belt simply by walking. Of course, starting the conveyor belt immediately attracts the interest of Quattu's minions inside area **Q1**, causing them to react to the unexpected event as described in that area. In a similar vein, the PCs may also attempt to enter area **Q1** through the openings in the main building's south wall. However, these openings were built to allow the mussel- and oyster-carrying baskets to pass through the barrier rather than passengers. The tight space is 20 feet wide, but only 18 inches high. Therefore, any creature of Small or Medium size must crawl through the opening on his or her belly to get inside the building. Creatures of Tiny size and smaller can walk into area **Q1** with no difficulty, while creatures of Large size and larger are too big to squeeze through the opening.

F8: Fishery Grounds (CR varies)

Overgrown grasses and rushes dominate the grounds, though a few well-worn paths connect the outer buildings to the central building and the riverbank. The soil here is comparatively drier than the saturated earth outside the fence. There is a gradual but noticeable incline from the riverbank to the northern fence. Six inverted humanoid skeletons planted into the ground deliver an ominous warning to unwelcome guests.

The crabmen pounded the vertebrae into the ground like sinking a pylon for a pier. The neck bones function as the base, while the limbs dangle like tree branches in the breeze. The exact cause of death cannot be determined from the skeletal remains. However, a successful DC 10 Heal or Knowledge (nature) check confirms they are human.

The ground's overgrown and unkempt state has no effect on movement

New Hazard

PURPLE ROT (INFESTATION, PLANT [FUNGUS]) CR 3

The fungus, known as "purple rot," affects the respiratory tracts of humanoid creatures only. Despite its colorful moniker, the parasitic species actually looks like a gooey, brown slime. Indeed, the name actually comes from its ability to cause hypoxia, which turns the victim's skin blue or purplish in extreme cases. It releases its destructive spores throughout the day and night. Though a prolific reproducer, the fungus quickly dies when exposed to too much water. PCs can identify the odd fungus with a successful DC 20 Knowledge (nature) check, which also reveals its harmful properties to humanoids. The minute spores are invisible to the naked eye and fill the air within 1d6 x 10 feet of the fungus.

PURPLE ROT

Type infestation; **Save** Fort DC 16

Onset 10 minutes; **Frequency** 1/min. for 6 min.

Effect staggered and 1d2 Con damage

through the area, but the lack of proper maintenance let an invasive fungus and mosquito swarms take root in the area; the fishery's dry conditions aid in the fungus's reproductive cycle. PCs wandering the grounds have a cumulative 10% chance of encountering this hazard for every 10 minutes spent wandering the grounds.

In addition to this hazard, colonies of mosquitoes also inhabit the area. For every 10 minutes spent in this area, there is a 20% chance of encountering **1d3 mosquito swarms**.

MARSHES OF MALICE

MOSQUITO SWARMS (1d3)

XP 800

hp 31 (*Pathfinder Roleplaying Game Bestiary 2* "Mosquito Swarm")

CR 3

Area G: Garrison

Oliver constructed this wooden, one-story structure to provide comfortable housing and living space for the resident wizard and his security detail of 10 men-at-arms including the unit's two commanders. Most of the fishery's defenders died on the wharf in a futile effort to fend off Quattu's attack. However, a handful of the guards and the hired spellcaster, made their last stand within the garrison.

Built for durability and functionality, this one-story wooden building has two entrances on both the east and the west walls, although all four wooden doors are currently ajar. A stale, musty odor emanates from inside the structure.

The ceilings are 10 feet high throughout the building. The walls, floor, and ceiling are made from wood. There is no illumination inside other than natural sunlight peeking through the open doors on the eastern and western face. Lamp sconces built into the walls at 10-foot intervals are either unlit or unoccupied. The portals are strong wooden doors that are currently ajar.

Free access into the building has allowed unwanted pests and scavengers to take up residence within the now-abandoned structure. While moving through the garrison, there is a 25% chance the PCs encounter one of the following creatures scavenging on carrion or rotting leftovers. Check once every 10 minutes that they remain in the building.

Table II-1: Garrison Wandering Monsters

Roll (1d3)	Result
1	1d3 rat swarms
2	2d3 giant flies
3	1d3 cockroach swarms

RAT SWARM (1d3)

XP 600

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat Swarm")

CR 2

GIANT FLY (2d3)

XP 400

hp 15 (*Pathfinder Roleplaying Game Bestiary 2* "Fly, Giant")

CR 1

COCKROACH SWARM (1d3)

XP 600

hp 26 (*Pathfinder Roleplaying Game Bestiary 2* "Cockroach Swarm")

CR 2

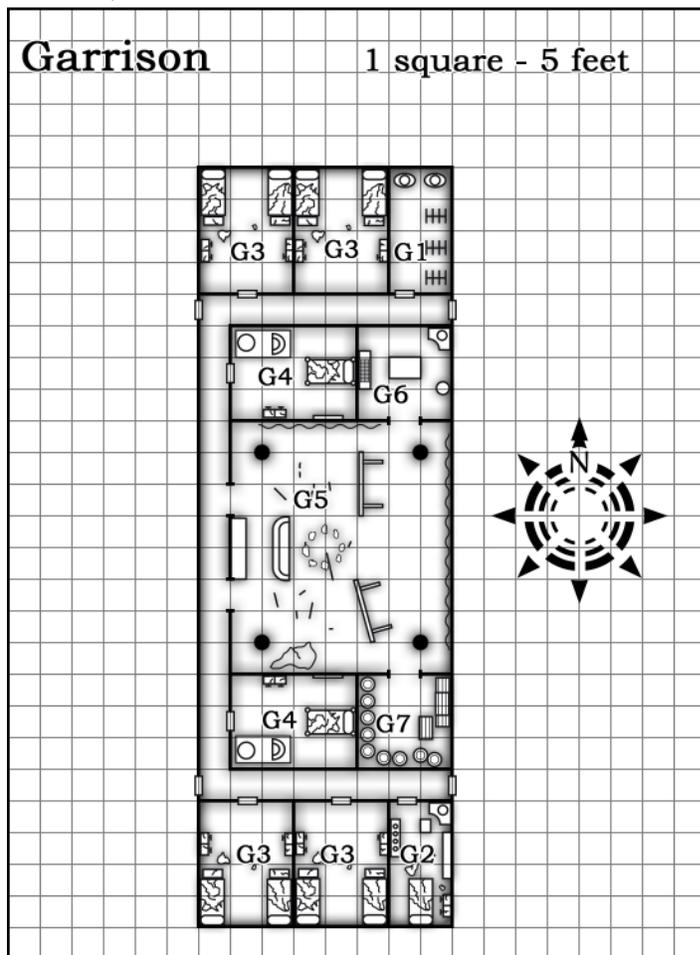
G1: Armory/Training Room

Dozens of splintered spears and javelins are strewn about the floor around two weapons racks closest to the entrance. Conversely, ten longswords and eight chain shirts remain in their slots and on their hangers on the next weapons rack. Two wooden swords lie in front of two badly damaged wooden combat dummies.

Oliver's troops trained in this chamber, using the wooden weapons to strike their wooden targets in combat drills. While Quattu and its minions destroyed the spears and javelins, they oddly spared the practice weapons and left the metal weapons and armor intact.

Garrison

1 square - 5 feet



Treasure: Quaywright Fishery's armory has 9 longswords and a masterwork longsword. Likewise, there are 7 chain shirts and a masterwork chain shirt.

G2: Wizard's Quarters and Laboratory (CR 6)

Spattered blood coats large portions of the far wall along with an adjacent bed, ransacked wooden dresser and sun-dered iron chest. The fully stocked bookshelf and a crowded cabinet filled with beakers, vials, and jars on the near walls as well as a small workbench and hearth in the near corner escaped the struggle unscathed.

The physical evidence confirms Oliver's hired wizard fought to the bitter end within the cramped confines of his quarters. Despite the copious amounts of blood in the confined chamber, the body is nowhere to be found. After the battle ended, Quattu took the wizard's corpse to the processing house, while its minions looted his personal belongings. They neglected to pilfer his extensive supply of spell components and books, most notably his spellbook, which remains on the shelf. The clothing and undergarments spilling out of the drawers are stained with blood and riddled with holes from the colony of moths feeding on them.

Although the wizard's body is no longer here, his horrific demise left its lasting impression on his quarters, giving rise to a sinister **haunt**. (See the "Haunts" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide* for additional details regarding haunts.) The haunt terrorizes the entire chamber; characters attempting to recover the spellbook, laboratory equipment, or magical supplies must withstand the frightening encounter with the traumatized soul.

EATEN ALIVE HAUNT

XP 2,400

CE haunt (20-ft.-by-10-ft. chamber)

CR 6

CHAPTER 11: FISHERS OF MEN

Caster Level 8th

Notice Perception DC 18 (a sickening feeling in the pit of the stomach)

hp 12; **Trigger** proximity; **Reset** 1 hour

This haunt affects only humanoid creatures. When this haunt triggers, its victims experience ghastly visions of bloody meat and incessant chewing that arouse the sensation that insect-like mandibles and vicious hounds are tearing at the subject's flesh. The creepy sensation targets all witnesses with *fleshworm infestation* (save DC 16, *Pathfinder Roleplaying Game Ultimate Magic*).

Destruction A *heroes' feast* spell allows the tormented spirit to rest at ease.

Treasure: The collection of spell components and equipment functions as an alchemist's laboratory. In addition, four potions — bear's endurance, fly, mage armor, and protection from arrows — are also on the cabinet. The wizard's library contains an eclectic collection of works from diverse fields of study. There are 16 books worth an average of 2d4 gp each, plus the spellbook.

Spellbook: **0**—all; **1st**—*endure elements, grease, mage armor, obscuring mist, ray of enfeeblement, shield, silent image, unseen servant*; **2nd**—*acid arrow, bear's endurance, fog cloud, make whole, protection from arrows, web*; **3rd**—*dispel magic, flame arrow, fly, phantom steed, sleet storm*

G3: Barracks

Two beds with ripped sheets and pillows rest against the far wall, while an overturned wooden footlocker lies on the floor at the foot of each bed. The contents of two dressers, including their broken drawers, litter much of the floor.

Two men-at-arms shared each of these rooms. Quattu and the crabmen searched their quarters for valuables, leaving the battered rooms in shambles after their departure. Worthless clothes and sundry items are all that remain in their aftermath.

G4: Commander's Quarters

This bedchamber appears to have once been as luxurious as any found in a country estate. An upholstered chair and candle stand upon a soft carpet that covers much of the floor. A wooden dresser with its two drawers removed stands against the opposite wall. Clothing and other personal effects are strewn about.

Oliver spoiled his commanders with accommodations fit for nobility, though the angry chuul ruined much of the furnishings. Neither commander was present to witness Quattu's rampage, as both died fighting on the wharf in a heroic defense of Oliver and his terrified employees.

Treasure: The gold candle stand, upholstered chair, and carpet are worth 50 gp, 75 gp, and 100 gp respectively.

G5: Common Room (CR 5)

Four painted wooden columns support the ceiling of a large common room. Two tapestries depicting epic sea battles cover the entirety of the far wall and one of the near walls, while another tapestry lies in a heap against the other wall. Two long wooden, overturned tables are positioned between the rear columns. Shards of broken glass and pottery litter the area along with several stray cutlery pieces, gnawed fish

bones, and empty mussel shells. The remnants of broken javelins and spears, as well as copious pools of dried blood and several decomposing fingers confirm a desperate battle took place here. An extensive bar on the near wall between two archways still contains an impressive collection of wines and spirits.

The last three surviving guards and a handful of fishery workers waged a furious combat here in a failed effort to beat back Quattu's forces. In a last gamble, they turned the tables on their sides and hurled their remaining ammunition at their armored foes to no avail. Though they ultimately lost the battle, they took consolation in slaying four crabmen. As in previous instances, the enemy removed the corpses from the scene and hauled them to the processing plant.

The PCs' more immediate concern is the **ochre jelly** that now lives beneath the tapestry that fell from the wall. The monster moved in shortly after the fishery's demise and subsists on a steady diet of vermin, rodents, and scavengers who wander into its lair. Using its blindsight, the mindless ooze waits for a target to approach within 10 feet of its hiding spot before it emerges from underneath the heavy cloth and lashes out with its pseudopods. The monster fights until destroyed.

OCHRE JELLY

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary* "Ochre Jelly")

CR 5

Treasure: There are 4 bottles of gin, 3 bottles of absinthe, 2 bottles of brandy and 25 bottles of wine behind the bar with a total value of 450 gp. The tapestry that spans the length of the far wall measures almost 40 feet in length and weighs 350 pounds, and is worth 250 gp. The smaller tapestry is half that size and weight. It is worth 100 gp.

G6: Kitchen

Scraps of rotting food, dust, and rust cover a charcoal-filled grill with iron grating and a hardwood cutting surface that also doubles as a storage cabinet for utensils, cookery, crockery, and glassware. Congealed oil and globules of decaying meat float atop the stagnant water in a sink stuffed with unwashed dishes and cutlery. A rusty iron kettle hangs over a stone hearth.

At the height of the fishery's operations, three cooks prepared meals here. The dinnerware, cooking equipment and drinking vessels stored in the island are functional but worthless.

G7: Pantry

Swollen oak barrels and crates line the walls and most of the floor. The reek of rancid fish bombards the senses as entrails and oils ooze from them onto the floor. More disturbing, however, is the presence of a scrawled word written in blood on the wall.

Quattu's unwelcome intrusion prevented the cooking staff from timely preparing the day's catch from the fishpond, thus accounting for the horrible odor wafting out of the barrels. A successful DC 15 Strength check can smash apart or open the barrels and crates (hardness 5, hit points 10). Inside are hundreds of smoked, brined, and salted fish products, along with wilted grains and vegetables.

After slaughtering Oliver's defense force, Quattu himself used human blood to write the word "murderers" in Common on the wall to indicate its displeasure with the fishery operation. A successful DC 15 Perception check also notices deep scratches in the wall's surface beneath the bloody

etching, indicating that the author used a claw or similar instrument to pen the macabre message.

Area L: Living Quarters

These accommodations include comfortable personal quarters in addition to a lounge, dining hall, and a common room.

The two wooden doors on the building's western face are smashed open, allowing some sunlight to pierce the shadows within. The one-story building is made entirely from wood. Its most distinctive feature is a hemispherical addition that extends from the east wall.

The one-story building is made entirely from cypress. The ceilings are 10 feet high. Oil lamp niches appear at 10-foot intervals and within each room, but they are all unlit. The assailants smashed every good wooden door in the complex; almost all of the doors, including the two front portals, are ajar. The only exceptions are the two doors leading into area L4.

As is the case of the garrison, intrusive vermin and rodents moved into the unsecured living quarters searching for scraps of food and refuse. While moving through the living quarters, there is a 20% chance the PCs encounter one of the following creatures during the course of their exploration. Check once every 10 minutes for encounters.

Table II-2: Living Quarters Wandering Monsters

Roll (1d3)	Result
1	1d3 rat swarms
2	2d3 giant flies
3	1d3 cockroach swarms

RAT SWARM (1d3)
XP 600

CR 2

hp 16 (*Pathfinder Roleplaying Game Bestiary* "Rat Swarm")

GIANT FLY (2d3)
XP 400

CR 1

hp 15 (*Pathfinder Roleplaying Game Bestiary 2* "Fly, Giant")

COCKROACH SWARM (1d3)
XP 600

CR 2

hp 26 (*Pathfinder Roleplaying Game Bestiary 2* "Cockroach Swarm")

L1: Employee Quarters (CR varies)

The wooden door tenaciously clings to its bent hinges. An overturned dresser with its drawers removed and contents spilt onto the floor rests on the floor adjacent to a ransacked bed stripped of its sheets and nearly reduced to splinters.

During the attack, many of Oliver's workers tried to barricade their doors in a futile attempt to keep the intruders at bay. Their efforts failed. When the PCs explore these rooms, there is a 35% chance the occupant died in the room with the attendant blood stains to show it.

Quattu and its minions removed the mangled corpses and the unfortunate soul's valuables from every chamber, but they occasionally missed a personal memento or a hidden object. There is a 40% chance the occupant left behind one of the items from the following table in his or her personal quarters. (Reroll any result the PCs have already encountered.) However, it still takes a successful DC 15 Perception check to actually find it.

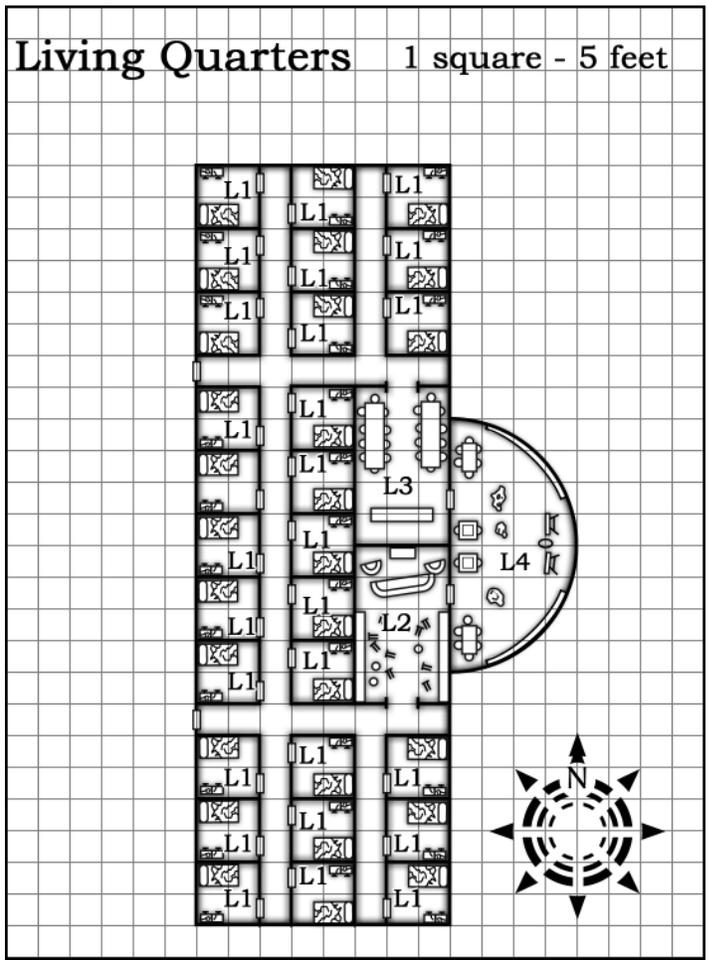


Table II-3: Living Quarters Contents

1d20	Item Found
1	A leather pouch hidden under a loose floorboard contains a pearl worth 100 gp.
2	A stylus and scrap of parchment stuffed inside a loose sock contains a message written in Common that states, "The walking crabs are here! Their monstrous leader calls us murderers! Why? Gods preserve us."
3	The words "Employee of the Month" written in Common are etched across the face of a meticulously polished and flattened oyster shell.
4	A hollow bedpost conceals a small jar that contains <i>unguent of timelessness</i> .
5	Splotches of glue carefully placed on each of a sheet of vellum's four corners attach it to the bottom of a dresser drawer. This oyster recipe, written in Common, is one of Oliver's proprietary signature dishes and a well-kept secret in gastronomic circles. It is worth 250 gp in a major city.
6	Tucked among worthless scraps of clothing is a silk bodice worth 10 gp.
7	The attackers failed to recognize the value of a gambler's kit (<i>Pathfinder Roleplaying Game Ultimate Equipment</i>) left out in the open.
8	Some creature scrawled a phrase in Crabman on the far wall. Written in blood, the ominous warning proclaims, "Death to men for slaughtering our brothers."

CHAPTER 11: FISHERS OF MEN

1d20	Item Found
9	The glint of gold emanates from a small nugget forcibly inserted between two knots in adjacent floorboards. The gold nugget is worth 75 gp.
10	The faint scent of perfume gently floats in the air. The smell's source is not apparent.
11	The upper appendage of a large pincer lies beneath the bed sheets. A successful DC 15 Knowledge (nature) check identifies the source as a crabman.
12	Someone scratched a message onto the wall with a sharp object. Written in Common, the statement reads, "They came from the water. There were so many of them. I know death draws near, but I lived a good life. Tell my wife Janie and my children that I love them." If the PCs successfully use magic to identify the author, they learn that he is Alpheus Clutterbuck, a human laborer from Zelkor's Ferry.
13	Two empty halves of a human skull rest atop the bed with some pieces of blood and tissue still attached. The jaw and teeth are missing.
14	The wooden door lies in splinters on the floor. A wooden spear protrudes through a putrid crustacean-like arm. The weapon is firmly embedded into the wall. The appendage belonged to a crabman killed during the fight.
15	When a human enters this room, a mouth suddenly appears on the far wall. The booming voice says, "Beware of the crabmen's monstrous leader! Flee here before you face him. The Frog God controls him!" The effect is a <i>magic mouth</i> spell cast by the room's novice bard who died during the struggle.
16	This clever occupant removed the lower part of one bedpost and replaced it with a sturdy ceramic vial that closely resembles a piece of wood. The vial is actually a <i>potion of protection from energy</i> . It takes a successful DC 15 Disable Device check to remove the vial without breaking the container and spilling the magical contents onto the floor.
17	Dried blood smeared on the wall vaguely resembles a bloated frog. This represents a crabman's feeble attempt to depict Tsathogga.
18	A valiant defender filled a bedsheet with small sundry objects to create a makeshift sap. The jury-rigged weapon lies on the floor.
19	Quattu and the crabmen tortured and brutalized Oliver's devoted foreman, Thalius Degeneres. The agonizing ordeal transformed the formerly genial man into a seething pulp filled with hatred. When he finally succumbed, the vengeful spirit arose as a spectre that still haunts his bedchamber (see Spectral Spectacle below for more details).
20	After witnessing the carnage around them, Joy Montez and her sister Lily decided it would be better to take their own lives than face a gruesome demise. The act caused their souls to linger in this place as 2 allips (see Suicide Solution below for more details).

Spectral Spectacle (CR 7)

The ghostly, translucent outline of a badly beaten, burly man suddenly materializes from the furniture. His swollen face is twisted into a grotesque visage burning with unbridled wrath.

Thalius, the **spectre**, may converse with the PCs if they ask him about the circumstances surrounding his murder. Though he continues his attack, he tells the characters that crabmen and a much-larger lobster-like creature with writhing tentacles on its face killed him. He describes the latter as the group's leader. Thalius's description of Quattu is vague. Therefore, it takes a successful DC 22 Knowledge (dungeoneering) check, instead of the normal DC 17 check, to identify Quattu as a chuul solely based upon the spectre's ambiguous details. However, the ability to recall useful information about the monster is still based on a DC 17 check. The spectre has nothing else of value other than his important clue.

SPECTRE
XP 3,200

CR 7

hp 52 (*Pathfinder Roleplaying Game Bestiary* "Spectre")

Suicide Solution (CR 5)

Two wisps of roiling shadows emerge from the darkness. Gibbering words drip from them as sinister claws manifest from pure nothingness.

Consumed with madness, the **2 allips** babble incessantly throughout the combat, attacking the nearest creature. Unlike Thalius, the insane sisters are too deranged to convey any details about their deaths or the fishery's final moments. The vengeful spirits continue to fight until destroyed.

ALLIPS (2)
XP 800

CR 3

hp 30 (*Pathfinder Roleplaying Game Bestiary 3* "Allip")

L2: Lounge

Splintered barstools and broken bottles litter the floor. Two wooden bars span roughly half the length of the near walls, while the six seats that surrounded each lie in ruins. Two overturned upholstered chairs and a sofa arranged in a defensive posture occupy the far end of the chamber. Only a single bottle rests within the slots of an expansive wine rack adjacent to the far wall. Pools of dried blood and shards of broken glass almost completely cover the entire floor.

Those who fled from their rooms attempted to rally in the lounge, where they hurled bottles and furniture at their attackers. In the aftermath of the battle, the sharp, jagged glass strewn throughout the room makes it difficult to walk through here, duplicating the effects of caltrops. (See the "Adventuring Gear" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding caltrops.) A PC who succeeds on a DC 15 Perception check or Survival check notices that marks on the floor indicate at least some of the victims were dragged into the adjoining chamber. The wooden door connecting this room to area **L4** is jammed shut from this side.

Treasure: The lone bottle of red wine on the rack is worth 5 gp.

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L3: Mess Hall

Plates, utensils, crockery, and ceramic drinking vessels cover two tables surrounded by ten chairs apiece. Mussel and oyster shells along with fruit rinds and bowls of water sit upon another table at the far end of the dining hall. In contrast to the rest of the building, the furniture here is remarkably undisturbed.

Because the mess hall served meals at scheduled times throughout the day, no one was here or fell back to this location when the attack occurred. Since the assault 10 weeks ago, the food already on the table in preparation for the workers' arrival has spoiled or fallen prey to the numerous scavengers roaming through the building. Likewise, the dinnerware on the tables shows signs of extensive use and marginal cleaning, rendering it worthless. The fact that someone jammed shut the door to the adjoining room is the only indication anyone set foot in the room since the carnage began.

L4: Common Room (CR 7)

The doors to this room have been jammed shut.

Good Wooden Door: 1-1/2 in. thick; hardness 5; hit points 15; Break DC 21

The overpowering stench of decay saturates the stale air. The sickening odor comes from three heaps of festering entrails and decomposing flesh. A nearly intact humanoid skeleton accompanies each of these ghastly piles of rotting organs and offal. The bodily materials' apparent sources are three shambling humanoid abominations molded from muscle, sinew and loose patches of excess skin. The crushed and nearly pulverized remains of four crustacean-like humanoids lie propped up against the curving far wall, which also supports an extensive library of books resting upon two sets of shelves. A pair of easels stands between the shelves, while two thin palettes covered in dried paint sit upon a pedestal between the two wooden frames. Chess pieces carved from stone and bone are scattered about the floor near two tables whose surfaces bear black-and-white chess boards along with two small chairs tucked neatly beneath them. Six chairs surround two wooden tables in the near corners.

Quattu and the crabmen deliberately jammed the doors in order to prevent the **3 human meat puppets** they inadvertently created from escaping their confines. During the struggle, Quattu ordered the crabmen to subject three of the facility's fish processors to the horrific fate of being gutted and filleted alive. Unbeknownst to the chuul, the revelry of carnage infused the boneless corpses with the necromantic energy that suffuses the marshlands here and animated them as revolting undead creatures. Every time the crabmen beat the monsters into submission, they mysteriously regenerated and continued the fight anew. The now-fearful chuul hastily jammed the doors shut, leaving four of its minions alone with the relentless killers.

HUMAN MEAT PUPPETS (3)
XP 1,200

Tome of Horrors 4 269

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +9

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)
hp 30 (4d8+8 plus 4); regeneration 4 (cold iron or good)

Fort +3; **Ref** +3; **Will** +6

Defensive Abilities channel resistance +4; **DR** 5/slashing or piercing

CR 4

Immune undead traits

Speed 30 ft.

Melee 2 slams +6 (1d6+3 plus grab)

Special Attacks constrict (1d6+3)

Str 17, **Dex** 14, **Con** —, **Int** 3, **Wis** 14, **Cha** 14

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 19

Feats Dodge, Improved Initiative, Toughness^B

Skills Perception +9

Treasure: The common room's two handcrafted chess sets feature pieces carved from onyx and bone. Though it takes some searching to find all the pieces for each set (successful DC 12 Perception check), each set is worth 150 gp. The palettes, paints, art equipment, and easels are worth a total of 50 gp. The library's books include a wide range of topics ranging from the fantastical to the mundane. Of the 108 books in the collection, only 4 are worth much. These include *A History of Tsar*, *Marvels of Akados*, *Tales of Broadaxe the Adventurer*, and the extremely rare poetry work *Woes of Suqri*. The preceding books are worth 25 gp, 35 gp, 5 gp, and 300 gp respectively. The remaining books each have a value of 1d4+2 sp.

Area Q:

Quaywright Processing House

In the aftermath of the epic struggle, the chuul quickly set about the task of transforming the shellfish processing plant into a humanoid slaughterhouse.

Stone walls rise from the marsh, giving shape to an immense structure. Two conveyer belts stretching from the river to the south wall grant entry to the building. These crawlspaces flank a large wooden door in the center of the building's south face. A stone plaque hung above the door bore the inscription, "Quaywright Fishery." However, deep gouges and scratches have nearly removed the word "Fishery," while adding the word "Mannery" beside the original moniker. The building consists of two stories, though the upper floor appears to be substantially smaller than the lower floor. In addition, large portions of the first floor's roof are shaped like giant cisterns. A chimney built into the roof still belches out foul-smelling smoke.

The obvious entrances into the processing house are the front door and the two conveyor belts, which are described in area **F7**. It is impossible for any creature larger than a Diminutive one to shimmy down the 3-inch-diameter chimney on the first-floor roof that opens into area **Q2**. Likewise, trying to access the main processing building through the plumbing pipes connecting the rooftop cisterns filled with water in addition to circumventing the watertight shutoff valves inside the piping.

Quattu's lackeys toiling inside the building do not lock or otherwise secure the 10-foot-wide front door, though the weather conditions and humidity frequently cause the door to swell. It takes some effort to force the portal open. Doors encountered in the first floor's interior share the same statistics as the front door, though they are only 5 feet wide rather than 10 feet wide.

Masonry Walls: 1 ft. thick; hardness 8; hp 90; Break DC 35

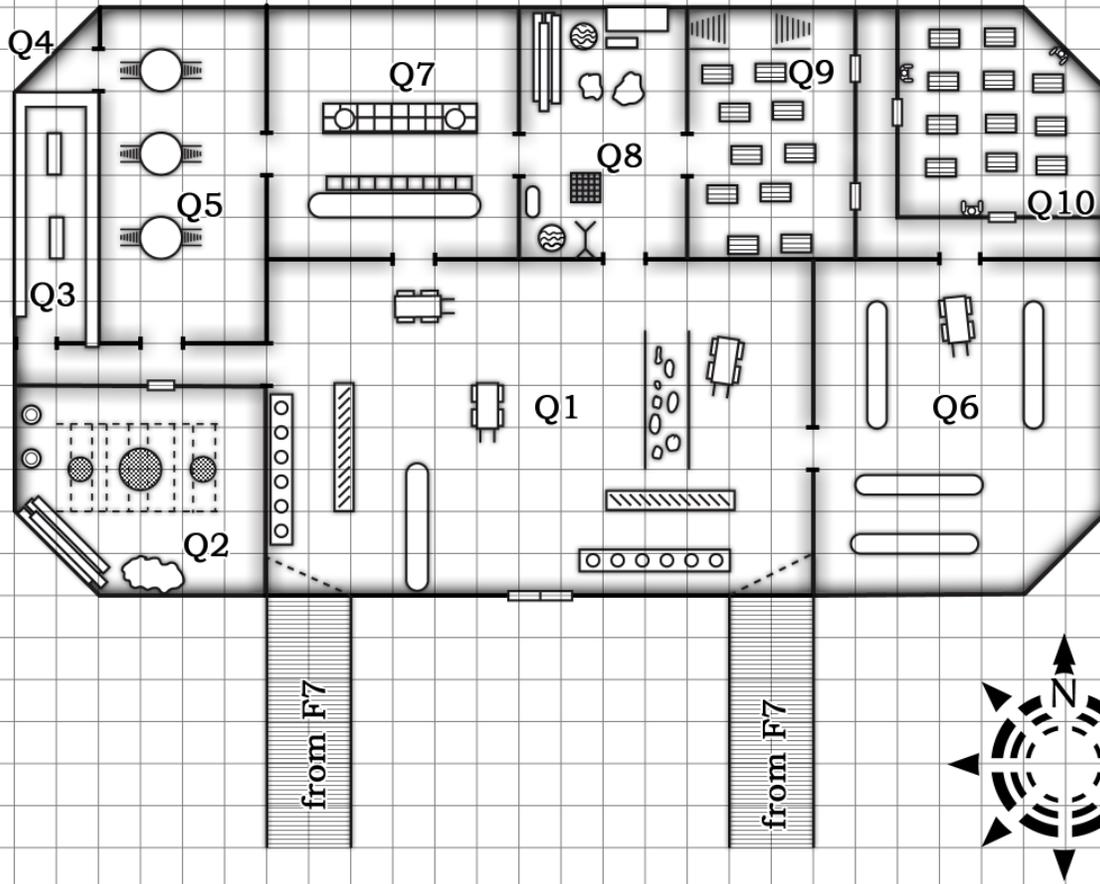
Good Wooden Door: 1-1/2 in. thick; hardness 5; hp 15; Break DC 16

Quaywright Fishery differs from the outlying buildings in several important aspects. The ceilings here are 15 feet high on the first floor,

Quaywright Fishery Processing Plant

Main Floor

1 square - 10 feet



and 10 feet high on the second floor. Likewise, torch sconces embedded into the walls are unused or unlit. Open flames are the only light sources within the structure. The processing plant emphasizes efficiency and ease of access; hence, most chambers connect to adjoining rooms and corridors through archways rather than doors. This open design allows creatures from adjacent and nearby chambers to hear and possibly even see a commotion taking place near their location. Therefore, a small combat can escalate into a wild melee within the span of a few rounds as reinforcements steadily join the fray. It is crucial that the GM become familiar with the first-floor layout in order to determine how the chuul's defenders react to the characters' intrusion into Quattu's stronghold. Most creatures simply wade into battle alongside their counterparts, but a few clever adversaries may attempt to gather allies and muster a sizable force to fight back against the trespassers. On the other hand, the organized activity within the building coupled with the lack of easily accessible entrances keeps vermin and rodents at bay.

Q1: Processing Room (CR 7)

The powerful smell of shellfish instantly bombards the senses. The two gaps in the wall adjacent to the conveyor belts spill into a roughly triangular-shaped receptacle in close proximity to several long, metallic workstations. Two stations parallel the west wall. Scrubbing implements rest atop one station, while water slowly drips onto its surface from eight overhanging brass pipes attached to the ceiling before disappearing beneath metallic mesh built into the surface. Two large, bipedal humanoid laborers with crab-like heads work at the task of scrubbing flesh and hair from four humanoid skulls. The neighboring workstation also has the same overhead brass pipes and mesh surface, but it has flat, stubby knives sitting on it instead of scrubbing implements. In addition, the workstation slopes from south to north at a 10-degree angle. The workstations on the opposite side of the chamber mirror these with the scrubbing station positioned closest to the south wall and its counterpart 10 feet away from it. A lengthy utility station is also near the

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entrance, and another station farther away is covered with discarded, oval black shells. Two enormous toads rest in two of the three 4-wheeled carts scattered throughout the area. Their membranous wings, mauve skin and bright, shining eyes immediately reveal that these are not ordinary animals.

Oysters traveled up the western conveyor belt, where they were collected and first deposited on the scrubbing station. There, employees cleaned their shells and passed them on to the next station where expert workers carefully shucked the delicate animal. Mussels rolled up the eastern conveyor belt where they underwent a similar cleaning and shelling procedure. Employees then used the handcarts to move the product to the next stage of processing. Rainwater from the roof cisterns provides the water needed to clean and rinse the shells of any unwanted debris. The water then drains through the metallic mesh and into the ground beneath the floor. Rotating a small nozzle at the end of the tube in a counterclockwise direction opens the spigot, and twisting it in a clockwise direction cuts off the water supply. A successful DC 5 Disable Device check or good old-fashioned trial and error reveals how to operate the brass pipes.

Quattu shut down the fishery and converted it to a humanoid abattoir as evidenced by the **2 crabmen** scrubbing flesh and hair from the heads of four men their colleagues captured from a foolhardy hunting expedition several days earlier. It takes a successful DC 10 Knowledge (nature) or Heal check to identify the skulls as being human. When the crabmen notice the intrusion, they immediately drop the skulls and rush into combat, rousing the **2 fey giant toads** from their catnaps. Before wading into melee, the oversized toads cast *glitterdust* at as many characters as possible. Despite their remarkable nature, these fey creatures lack any intelligence, so they do not run for help or make a deliberate attempt to alert the rest of the facility. A combat that lasts 2 rounds or less does not attract any attention from nearby colleagues as they attribute the ruckus to the crabmen's clumsiness. However, if the combat continues or spills into a neighboring chamber, the occupants therein react accordingly.

CRABMEN (2) **CR 2**
XP 600
hp 22 (see the **Arriving at Quaywright Fishery**)

FEY GIANT TOADS (2) **CR 3**
XP 800
hp 22 (*Pathfinder Roleplaying Game Bestiary 3* "Fey Creature")

Q2: Smoking/Brining Room

Aromatic smoke rises from three stone pits filled with smoldering wood. The smoke rises into a pyramid-shaped hood and then departs the room through a tiny vent in the ceiling. An iron grillwork is positioned several feet above the smoldering wood, supported in place by four 5-foot stone columns. Fat periodically sizzles and drips from four hunks of meat slowly cooking atop the grill. Several large planks of wood piled into the far corner are next to another mound of smaller wood chips. Something bobs and floats near the watery surface of two wide, oak barrels against the near wall.

In order to facilitate the smoking process, the crabmen keep the door closed at all times. The smoke is not dense enough to impair breathing or vision, but it is warm enough to increase the temperature within the chamber to just under 140° F, making a prolonged stay here very uncomfortable. In addition, the hot stone surface deals 1d3 points of fire damage each round to anyone touching it. The slabs of meat cooking atop this material are deboned and strange to look upon. A successful DC 10 Knowledge (nature) or Heal check confirms the obvious — they are the torsos of four human males. Likewise, the deboned limbs of these same four individuals soak in the brine barrels.

Q3: Workshop

Dozens of tools of varying shapes, sizes, and conditions rest upon the shelves lining the walls. A pair of workbenches that also double as sawhorses represents the only freestanding pieces of equipment here.

The workshop boasts a complete selection of tools for a variety of trades. Oliver's workers used these objects to repair the fishery buildings, build barrels and packing crates, create shipping labels, and perform countless other functions throughout the facility.

Treasure: In all, the PCs find 32 sets of common artisan's tools (of various trades)^{UE} and 6 sets of masterwork artisan's tools (of various trades)^{UE}. There are also 12 *stubborn nails*^{UE}, *sovereign glue*, and a *mallet of building*^{UE}.

^{UE} These items appear in *Pathfinder Roleplaying Game Ultimate Equipment*.

Q4: Salt Depository

A mound of salt that reaches a maximum height of 8 feet almost entirely fills this oddly shaped niche.

Oliver's workers piled salt into this closet for later usage in the brining process. It has no special properties and its exposure to air and moisture has made it worthless as a commodity.

Q5: Boiling Room (CR 7)

Steam pours out of two of three 6-foot-high metal vats. Two iron ladders are built into the opposing sides of each vat. Two bulbous, massive frogs with blackish-green skin bask in the warmth generated by the bubbling cauldrons. The 12-foot-long beasts constantly ooze milky-white slime from their skin, while a spark of intelligence glistens in their glowing red eyes. A vent opens into the ceiling.

The fishery's architects used buried coal ovens to fuel these enormous cooking vats. The vent pipe does not lead outside. Oliver's engineers used the escaping steam and heat to warm the water stores upstairs.

When the fishery was operational, workers used these enormous vats to boil spare oysters and mussels for broths and stews. Quattu and its minions use the scalding water to strip the flesh from humanoid ribcages and vertebrae, as demonstrated by the fact that two sets of human remains roil in each of the boiling baths. The temperature in the remaining vat is uncomfortable, but not hot enough to inflict damage. This balmy bath makes for a refreshing bath for the **2 crabmen** asleep inside it. Meanwhile outside, **2 giant dire abyssal frogs** soak in the invigorating vapors. Quattu's grudging allegiance to Tsathogga inspired the extraplanar pair to partake in the ghastly festivities as well.

They immediately react to the sight of intruders by attempting to knock over at least one of the vats and deluge their enemies with boiling water. It takes a successful DC 19 Strength check to tip the enormous container onto its side, spilling out the contents in a 30-foot cone. The water deals 3d6 points of fire damage to any creature or object in its path. A successful DC 16 Reflex save halves the damage.

CRABMEN (2) **CR 2**
XP 600
hp 22 (see **Arriving at Quaywright Fishery**)

GIANT DIRE ABYSSAL FROGS (2) **CR 4**
XP 1,200
The Tome of Horrors Complete 295

CHAPTER 11: FISHERS OF MEN

CE Large outsider (augmented animal, extraplanar)
Init +8; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)
hp 58 (4d8+36)
Fort +13; **Ref** +10; **Will** +4
Resist cold 5, fire 5; **SR** 9

Speed 40 ft., swim 40 ft.
Melee bite +10 (1d8+8 plus grab) or tongue +10 touch (grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tongue)
Special Attacks pull (tongue, 10 ft.), smite good 1/day (+4 damage), swallow whole (1d8+8 bludgeoning damage, AC 12, 2 hp), tongue

Str 27, **Dex** 19, **Con** 28, **Int** 5, **Wis** 16, **Cha** 14
Base Atk +3; **CMB** +12 (+16 grapple); **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Lightning Reflexes
Skills Acrobatics +13 (+17 jumping), Perception +8, Stealth +4, Swim +16; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth
Language Abyssal

Q6: Mussel Packaging Room

Four long, metal workstations are scattered throughout a spacious area. Eight scales rest upon the benches, along with spools of twine and hempen bags. There is a 4-wheeled handcart between two of the workstations.

The fishery's workers measured and weighed the mussels on the scales before packing them into bags and sealing them with the twine. The packaging room is otherwise empty.

Q7: Fish Processing Center

An immense wood-burning oven behind a carving station stands cold and idle. An opening in the ceiling above the oven vents excess heat out of the room.

There are 4 **crabmen** working at the station remove the entrails from the unfortunate victims their tribe captured a few days earlier. They immediately react to any intrusion or the telltale sights and sounds of a scuffle in an adjacent chamber. They drop their small filleting knives and race to the scene to aid their brethren.

The grates at the foot of the filleting station open into a narrow sluice that the fishery's engineers designed for the purpose of flushing unwanted garbage out of the facility. The vent above the oven connects with the pipe from area Q5, where the heat warms the water supply on the second-story roof.

CRABMAN (4) **CR 2**
XP 600
hp 22 (see *Arriving at Quaywright Fishery* "Crabman")

Q8: Metal Shop

Soot stains the far wall and ceiling in close proximity to a small cast iron forge and anvil that are next to a tool bench covered with metalworking equipment. Several stacks of pig iron rest upon the floor near the anvil.

The fishery's ironworkers and carpenters made wooden crates, barrels, and tools. There are 504 pounds of pig iron on the floor.

Q9: Packing Room (CR varies)

There are ten large, wooden shipping crates spread throughout the room in five rows of two apiece. Unsettling thumping sounds emanate from inside at least two of the packing containers. Nine of the crates are tightly closed, but one is a battered skeleton of its former self as large parts of it were reduced to splinters. In addition, four of the crates have a tube connected to a water bottle delicately threaded through the crate's lid. Four small frogs with sharp claws scurry about the room. Two sets of steep stairs ascend to a landing on the second floor.

The chuul subjected the five plumpest human captives to the horrific fate of sealing them alive within the packing crates. Much to Quattu's chagrin and the crabmen's terror, the first crate unsealed three days ago created a frightful ghost who slew a crabman before the disappointed aberration personally destroyed it. Unnerved by the unexpected outcome, the crabmen refused to stay in the room, and instead delegated the frightening assignment to the oblivious 4 **killer frogs** that now dwell here. Though the animals lack sentience, their instincts and keen sense of smell tell them to steer clear of the two crates closest to the southeast corner of the room. The foul stench and thumping sounds emanating from inside these containers are telltale signs the two former occupants also underwent the hideous transformation into 2 **ghosts**. They ferociously pound on the shipping crates (hardness 5, 15 hp) in a desperate bid to escape. Alternatively, the ghosts may burst out of the crate with a successful DC 16 Strength check. When freed, they immediately attack the closest humanoid and continue fighting until they slay every humanoid in sight or the PCs destroy them.

Meanwhile, two emaciated, nearly catatonic men reside within the two crates closest to the northern wall. If the PCs liberate them, the weak and traumatized victim greets the characters with a vacant stare. Scabrous wounds and bloody ooze cover their biceps and forearms, as the starving humans literally ate their own flesh to stay alive. The harried victims, **Abraham Tapol** (CG male human expert 4) and **Simon Thalgrond** (N male human commoner 3) suffer from ghoul fever and require extensive rest and a *remove disease* spell or similar magic to bring them back to responsiveness. Still, the ordeal's effect on their minds is so potent that both victims remember nothing about the initial attack or the complex itself. They can only confirm that a hideous lobster-man imprisoned them within the crates.

The stairs against the north wall lead to the second-floor landing designated as area Q11 on the map of that particular floor.

KILLER FROGS (4) **CR 1**
XP 400

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N Small animal

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

AC 14, touch 12, flat-footed 13 (+2 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +4; **Ref** +3; **Will** -1

Speed 10 ft., swim 30 ft.
Melee 2 claws +2 (1d4+1 plus grab), bite +2 (1d4+1)
Special Attacks rake (2 claws +2, 1d4+1)

Str 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 9, **Cha** 6
Base Atk +0; **CMB** +0 (+4 grapple); **CMD** 11 (15 vs. trip)
Feats Improved Natural Attack (claw)
Skills Acrobatics +5 (+9 jumping), Perception +3, Stealth +9, Swim +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

MARSHES OF MALICE

GHASTS (2)

XP 600

hp 17 (*Pathfinder Roleplaying Game Bestiary* "Ghoul")

CR 2

Feats Blind-Fight, Skill Focus (Survival)

Skills Perception +3, Stealth +5, Survival +7

Languages Common, Nørsk

Q10: Cold Storage (CR 5)

Billowing clouds of chilly condensation instantly pour out of the door when it opens. Strangely, ice and frost coat the surfaces of eleven neatly arranged and closed shipping crates. In an even odder twist, three men dressed in loose-fitting skins and furs are chained to separate walls. Each wears a leather patch over one eye and has stringy, filthy hair.

The 3 frost men shackled to the walls account for the storage room's unnaturally cold climate. The arctic-dwelling humanoids emit an aura of cold out to 30 feet, thus Oliver positioned each of his unwilling slaves at precise locations, so they could keep the entire room at a constant temperature of just above freezing. He purchased these creatures from the slave pens of the north so they would radiate cold to preserve his food products.

Despite its hatred of humanoids, Quattu spared the frost men's lives. Indeed, Quattu even directs its crabmen underlings to provide food and water regularly to the prisoners while deliberating its ultimate plans regarding the cold-storage room. Meanwhile, the bitter captives long for the chance to return home to the mountains of the Northlands. Naturally, they hold a deep-seated grudge against the people who initially captured and restrained them, so they treat humans and their kind with great disdain. Still, they harbor no love for the chuul and its minions either. For their part, the frost men demand the PCs immediately free them, though they can offer the adventurers nothing in return. They refuse to fight against the aberration and its cronies, and they can offer no useful information about Quattu or the complex in general. The unarmed humanoids' only bargaining chip is their ability to generate an ice blast that deals cold damage. If the characters ignore their pleas, the closest frost man unleashes an ice blast at the ceiling as a warning. Characters who opt to free them must overcome their manacles (hardness 10, 10 hp, Break DC 26, Disable Device DC 26). In this case, the ungrateful frost men hastily leave the complex on their quest back to the Northlands. Characters who do not heed the frost men's warning discover that their bark is worse than their bite. They realize they cannot escape without outside intervention, so killing their only hope for freedom is intrinsically counterproductive. Rather than fight, they resort to begging and pleading for their lives.

Quattu's uncertainty regarding the cold-storage room's fate becomes readily apparent if the PCs unseal the packing crates, which have the same game statistics as those encountered in area Q9. Instead of finding chilled oysters, mussels and fish fillets, the heroes discover refrigerated and raw humanoid ears, noses, feet, and hands inside of four shipping containers. The other seven containers are empty.

FROST MEN (3)

XP 600

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LE Medium humanoid (cold)

Init +1; **Senses** darkvision 60 ft.; **Perception** +3

CR 2

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 22 (4d8+4)

Fort +5; **Ref** +2; **Will** +1

Immune cold

Weaknesses vulnerability to fire

Speed 30 ft.

Melee unarmed strike +3 (1d3)

Special Attacks ice blast, 3/day (30-ft. cone, DC 13 half, 3d6 cold)

Str 10, **Dex** 12, **Con** 12, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +3; **CMB** +3; **CMD** 14

Ice Blast (Su) Three times per day as a standard action, a frost man can release a blast of freezing mist in a 30-ft. cone from the eye underneath its eye patch. A frost man can remove its eye patch as a free action. A creature in the area takes 3d6 points of cold damage (DC 13 Reflex for half). The save DC is Constitution-based.

Q11: Landing Corridor

The landing opens into a 25-foot-long corridor. Five wooden doors line the entire length of the east wall as opposed to the lone door on the west wall.

The simple wooden doors on the east wall open into the privies (area Q12), while the good wooden door on the west wall leads into Oliver's old meeting room (area Q13).

Q12: Privy

A tiny stool rests in front of an elevated seat with a hole cut into the center of it. A copper pipe built into the opposite wall swivels so it can be positioned against the wall or directly over the cavity in the seat.

These privies are akin to a modern water closet. Water collected in roof cisterns flows through the pipe to flush any refuse down a drain through the floor and out to the exterior wall.

Q13: Converted Shrine (CR 9)

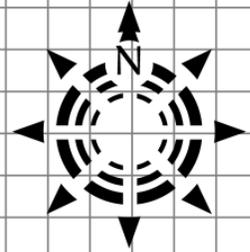
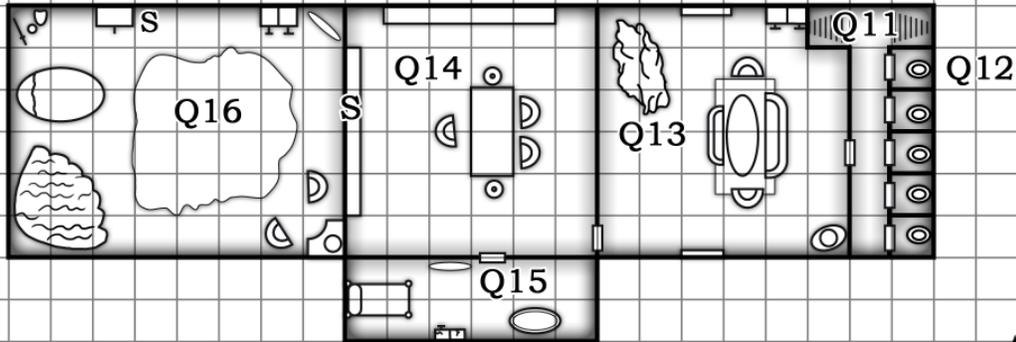
A child-like scrawl clearly written in blood covers most of the entire far wall, presumably replacing a crumpled, stained tapestry that now rests on the floor in the far corner. The other artworks scattered throughout the room fared no better as two exquisite oil paintings of marsh landscapes and a bronze statue of a beautiful woman emerging from a clamshell appear to have been deliberately damaged. Twelve glass bottles are visible inside a liquor cabinet in the near corner. A sofa, two chairs, and an upholstered divan placed atop a thick carpet around a carven oval table. The revolting sight and smell of a partially mummified and vivisected human corpse lying upon the table overshadows everything else in the room. To make matters worse, two clouds of sickly, green mist contort into demonic faces that hover above the grisly scene.

Quattu and the crabmen transformed Oliver's former meeting room into a gruesome display worthy of Tsathogga. The chuul's depraved acts captured the attention of at least one of the Abyss's malevolent denizens, as the wicked entity dispatched 2 demonic mists and 2 abrikandilu demons (see area Q16) to the site of the brutal crimes. When living creatures first encounter the outsiders, they attempt to batter the mind of a non-spellcaster foe with their psychic crush ability. The monsters also take fiendish delight draining opponents, especially spellcasters, of their life energy and vigor with their *enervation* and *vampiric touch* spell-like abilities. The intelligent demonic mists communicate telepathically with their enemies throughout the combat. They bombard them with messages about Tsathogga's thirst for carnage and Quattu's hatred for humanity. When faced with imminent defeat, the creatures slip through the western door and join Quattu in area Q16.

Quaywright Fishery Processing Plant

Upper Floor

1 square - 5 feet



The poor soul literally laid bare on what is now an examining table is none other than Oliver Quaywright. Unfortunately, the Quattu decapitated the renowned chef and removed most of his internal organs, making it impossible to identify his decaying, mangled remains. Furthermore, the removal of his head also negates the possibility of speaking with him via *Speak with Dead* or similar magic. However, the eviscerated body is not the only disturbing image in the meeting room. The graphic, bloody message covering the entirety of the western wall is written in inexpert Common. Quattu wrote the rambling message within hours of its violent takeover. It reads as follows:

"Manling meat for harvesting. Vengeance is ours. Death to humans!"

DEMONIC MISTS (2)

XP 1,600

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CE Medium outsider (chaotic, evil, extraplanar)

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

AC 16, touch 16, flat-footed 10 (+5 Dex, +1 dodge)

hp 47 (5d10+20)

Fort +8; **Ref** +9; **Will** +2

Defensive Abilities amorphous; **DR** 5/magic; **Immune** acid, cold; **Resist** fire 10; **SR** 16

Weaknesses vulnerability to wind

Speed fly 50 ft. (perfect)

Melee touch +10 (5d6)

Special Attacks psychic crush

Spell-like Abilities (CL 5th; melee touch +10)

At will—*detect magic*

2/day—*enervation*, *vampiric touch*

1/day—*cause fear* (DC 14), *confusion* (DC 17)

Str —, **Dex** 21, **Con** 18, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 21 (cannot be tripped)

Feats Dodge, Improved Initiative, Weapon Finesse

CR 5

Skills Acrobatics +13, Escape Artist +13, Fly +21, Knowledge (planes) +8, Perception +9, Stealth +13 (+21 in fog or mist);

Racial Modifiers +8 Stealth in fog or mist

Languages Abyssal, Common; telepathy 100 ft.

SQ gaseous

Gaseous (Ex) A demonic mist can pass through small holes, even cracks, without reducing its speed. It cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects.

Psychic Crush (Su) Three times per day as a standard action, a demonic mist can attempt to crush the mind of a single creature within 40 feet. The target must make a DC 15 Will save or take 3d6 points of damage and become sickened for 1d4+1 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Vulnerability to Wind (Ex) A demonic mist is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

ABRIKANDILU DEMONS (2)

XP 800

hp 32 (*Pathfinder Roleplaying Game Bestiary* 5 "Demon, Abrikandilu")

CR 3

Treasure: During his eventful lifetime, Oliver Quaywright amassed a collection of artistic pieces that the envious abrikandilu demons intentionally destroyed including the two oil paintings and tapestry. The bronze statue depicts Freya, the goddess of love and fertility. Identifying her as the sculpture's subject requires a successful DC 10 Knowledge (religion) check. It is now worth only 10 gp for scrap metal. Blood now stains the once-grand carpet, slashing its worth to 25 gp from 150 gp. The large furnishings, including the sofa, divan, and two chairs, are worth 150 gp, 250 gp and 50 gp each. The last treasure trove is Oliver's personal collection of fine liquors. In all, the twelve bottles of spirits are worth 150 gp.

MARSHES OF MALICE

Q14: Quaywright's Office (CR 4)

Two bookshelves nearly span the entire length of two walls in this spacious office. A massive, cypress desk adorned with carvings of mussels, oysters and fish occupies the center of the room. Two golden candleholders shaped into the likeness of a ship's mast flank the oversized desk. An upholstered wooden chair with arms resembling writhing eels faces two smaller, less-exceptional chairs on the opposite side. Two large, crab-like humanoids sharing a pair of spectacles stand over the desk and pour through weathered ledger pages in two enormous journals.

With Quaywright Fishery firmly under its control, Quattu now considers also taking out its revenge against Oliver's largest shipping clients. The **2 crabmen** thumbing through the fishery's financial records meticulously search for the names and locations of the individuals and businesses that made bulk purchases. The two monstrous humanoids use magical eyeglasses to read the otherwise incomprehensible text. Eager to prove their worth to their chuul overlord, the two brutes charge headlong into battle. As noted in area **Q13**, the demonic mists completely bypass the crabmen and pass through the secret entrance into Quattu's personal abode.

A cursory review of the books and records on the desk confirm they detail the fishery's financial transactions since its inception several years earlier. A successful DC 15 Profession (bookkeeper), Profession (merchant), Intelligence check or other appropriate skill check verifies Oliver made a fortune with his specialty seafood trade. The desk has a single drawer containing parchment, quills, and vials of ink. Unlike the two ledgers on the desk, the tomes and volumes occupying the bookshelves contain no accounting entries or other business-related information. Instead, they proudly display Oliver's eclectic tastes in fiction, knowledge, and the culinary arts. One particular book stands out from all others. The fishery's resident wizard cast *phantom trap* on the work's simple locking mechanism. The unique work titled *Recipes* contains all of Oliver's trademark cooking techniques, making it extremely valuable in the culinary world.

Oliver concealed the entrance to his private chambers behind the western bookshelf. In classic fashion, the secret door opens when someone pushes a specific book, *Folklore of Akados*, into the back wall. Locating the door itself is much easier than finding the mechanism to open it. While it takes a DC 25 Perception check to spot the outline of the hidden portal, locating the exact means of opening it takes a successful DC 30 Perception check or 2d4 minutes of searching in that localized area of the bookshelf.

Secret Door: 2 in. thick; hardness 5; hp 20; Break DC 25; Perception DC 25

CRABMEN (2) **CR 2**
XP 600
hp 22 (see the **Arriving at Quaywright Fishery**)

Treasure: The crabmen carry four pearls worth 100 gp each. In addition, they use *spectacles of understanding*^{UE} to read the ledger book. There are 128 books on the shelves worth a total of 500 gp. The unique work *Recipes* is worth 2,500 gp.

^{UE} See *Pathfinder Roleplaying Game Ultimate Equipment*

Q15: Guest Quarters

This roughly oblong bedchamber contains a luxurious four-poster bed against the far wall, a dresser, a shattered silver mirror and marble bathing vessel.

Oliver's guest quarters are the envy of any renowned inn. Originally built to serve as his personal quarters, the chef later decided to reserve this room for guests and also to give would-be thieves the impression they

found his personal quarters. To further this ruse, he stuffed the dresser's two drawers with magnificent clothing articles. Otherwise, nothing significant is in this bedchamber.

Treasure: The dresser contains the equivalent of three noble's outfits and one royal outfit. The bed's luxurious linen sheets are worth 10 gp. The broken silver mirror, smashed by the two demons, weighs 30 pounds and is worth 2 gp for scrap metal. Likewise, the extremely heavy marble bathing vessel weighs 200 pounds, and is worth 250 gp.

Q16: Quattu's Quarters (CR varies)

A singular flame dancing in the near corner's hearth illuminates the room in light and shadow. Two upholstered chairs, placed at the edge of a massive fur rug covering most of the floor, face each other in front of the stone fireplace. A bronze standing mirror facing backward occupies the opposing near corner next to a cypress armoire. The walls are undecorated save for a shredded oil painting of a vast marsh bathed in the sun's dying rays. The breathtaking scene fails to match the wonder of an extraordinary alabaster bathtub shaped into the likeness of an oyster shell. A valve built into the ceiling above the receptacle presumably provides its water supply. In similar fashion, the neighboring bed resembles a mussel shell with luxurious pillows and silk sheets. A pile of items in the far corner includes a sword, shield, and crown, along with an assortment of coins and other small objects. An iron chest a few feet away from the treasures is left out in the open.

If Quattu expects the PCs' arrival, the outraged **chuul** is awkwardly relaxing in the alabaster tub, while the **2 abrikandilu demons** stand near the entrance, vigorously debating their shared dislike of art. Any demonic mist that retreated here from area **Q13** currently hides underneath the rug, waiting to emerge when the PCs make their entrance. Quattu takes advantage of Oliver's mistrust of others with a wicked trap installed in the frame of the secret door that can be activated by a conspicuous switch on the wall just behind the bathtub or one behind his bed. When the characters enter the room, Quattu uses a move action to flip this switch to trigger the **azure lily pollen trap**.

AZURE LILY POLLEN TRAP **CR 7**
XP 3,200
Type mechanical; **Perception** DC 20; **Disable** DC 20

Trigger touch (manual switches); **Reset** repair
Effect poison gas (**Azure Lily Pollen**): inhaled; save Fort DC 15; *frequency* 1 minute for 2 minutes; *initial effect* nauseated for 1 minute; *secondary effect* paralyzed for 2d4 hours; *cure* 1 save; never miss; multiple targets (all targets within 10 feet of the secret door)

The alabaster tub is an artistic wonder. The valve built into the ceiling above it connects to the roof cistern above the privy that provides its water supply. The escaped heat from areas **Q5** and **Q7** warm the bathwater. If the PCs examine the oyster-shaped tub, they find a drain on the bottom that connects to the privy pipes from area **Q12**. More distressingly, they discover a glass bowl filled with brine that contains a severed human head. A successful DC 15 Knowledge (local) check identifies the victim as Oliver Quaywright, thus confirming his tragic fate. A *continual flame* spell cast upon the hearth lights part of the room, though the magical fire emits no heat.

The wily and slightly paranoid Oliver built the iron chest as a decoy to slay unwelcome intruders. He actually used the unlocked chest as a stepping stool to reach his hidden treasure vault concealed within the ceiling. Locating the sliding, secret panel directly above the chest requires a successful DC 25 Perception check. A PC who attempts to flip open the iron chest encounters a nasty surprise.

CHAPTER 11: FISHERS OF MEN

AMNESIA MIST TRAP

XP 2,400

Type mechanical; Perception DC 25; Disable DC 25

Trigger touch (opening the chest); **Reset** no reset

Effect poison cloud (affects all creatures within 20 feet of the chest; Fort DC 15; 1d4 Int/2d6 Int)

QUATTU

XP 3,200

hp 85 (*Pathfinder Roleplaying Game Bestiary* "Chuul").

Gear Quattu has a *scarlet and blue ioun stone* that grants it the ability to speak Aquan as well as increasing all of its listed skill checks by +2. Its enhanced Intelligence score grants him a +1 bonus on all Intelligence-based skills. The stone is attuned to the Linguistics skill.

ABRIKANDILU DEMONS (2)

XP 800

hp 32 (*Pathfinder Roleplaying Game Bestiary* 5 "Demon, Abrikandilu")

Tactics: The demons attempt to summon more of their kin. If their reinforcements fail to appear, they try to fight in the doorway. The destructive outsiders deliberately shattered the mirror and positioned it so the reflective surface faces the corner. The vandals also shredded the painting, but Quattu forbade them from damaging the alabaster tub. If the PCs confront them with any object that captures their reflection, the impulsive demons feel an irresistible compulsion to destroy the mirror above all else.

Throughout the battle, the loathsome aberration taunts the characters in its odd, burbling dialect of Common. It boasts about killing manlings. Despite its intelligence and ego, Quattu never retreats or surrenders. It dies content in the knowledge it took far more humanoid with him into death. For their part, the demonic mist and the demons flee in the hopes of seeking revenge at a later time if Quattu falls.

Treasure: There are 6 noble's outfits and 2 royal outfits in the armoire. The bearskin carpet covering the floor is worth 150 gp, though it also weighs 200 pounds. The oil painting depicting the sun setting over the Dragonmarsh Lowlands is a rare work worth a remarkable 50 gp in its mutilated state or 500 gp if it is somehow restored. The greedy chuul then piled up all of the treasures it stole from the fishery's defenders and others in the corner. These items include 654 gp, 4 rubies worth 250 gp each, 6 pearls worth 100 gp each, and 22 agates worth 10 gp each. There are also a +1 *impervious longsword*^{UE}, a +1 *mirrored heavy steel shield*^{UE}, a *crown of swords*^{UE}, a *wand of slow* (CL 7: 12 charges) and 2 *arcane scrolls* (CL 7: *clairaudience/clairvoyance*, *knock*, and *summon monster III*) and (CL 10: *arcane sight*, *dismissal*, *ice storm*, and *ray of exhaustion*).

Oliver's personal cache hidden in the small secret niche within the ceiling holds a locked iron coffer that contains 2,609 gp. There is also a *divine scroll* (CL 9: *neutralize poison*, *remove curse*, *remove disease*, and *restoration*) that Oliver, a novice oracle, kept in the

CR 6

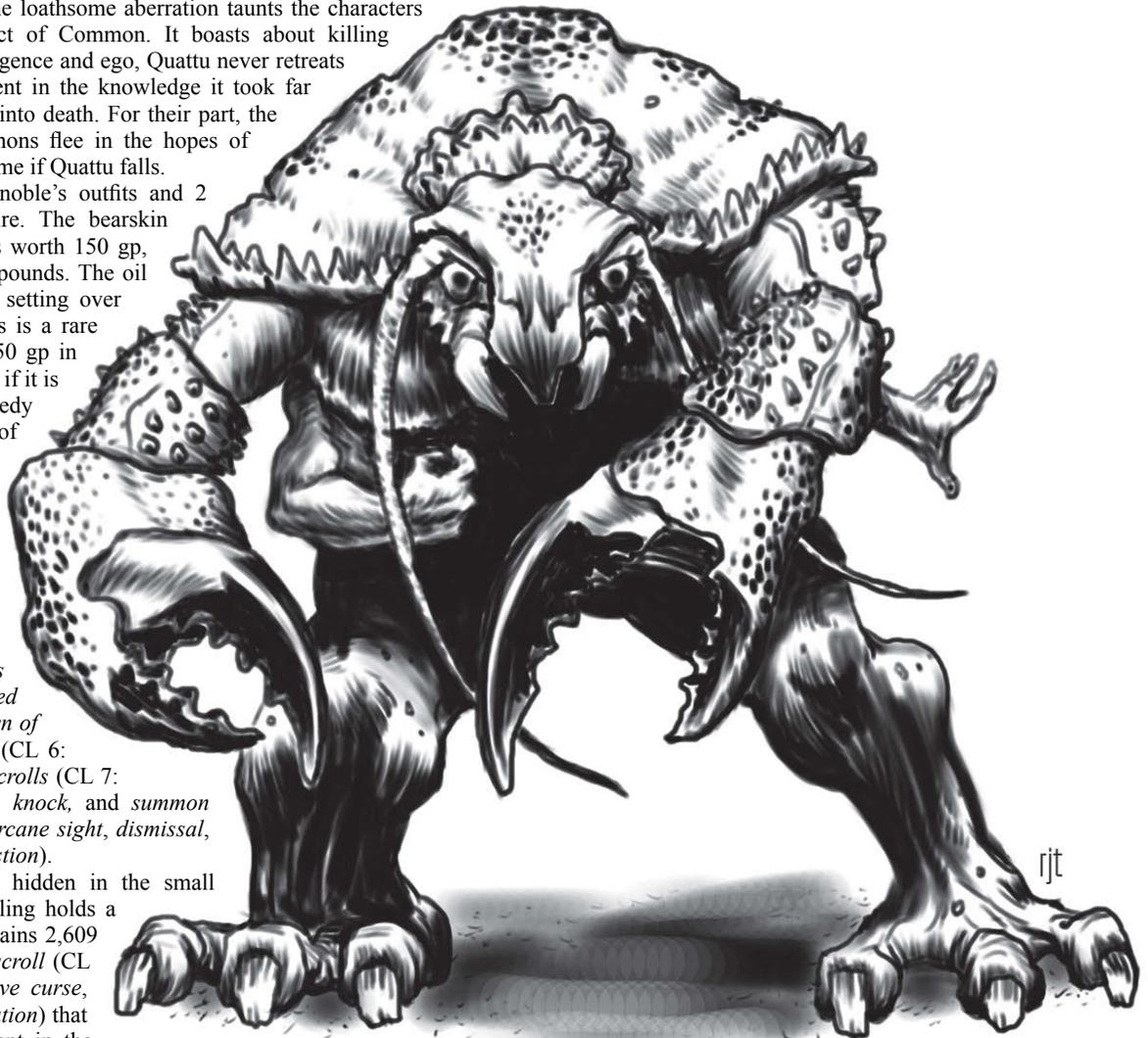
event of a dire emergency. In addition, he kept a *ring of spell knowledge (type II)*^{UE}.

^{UE} These items appear in the *Pathfinder Roleplaying Game Ultimate Equipment*.

CR 7

Concluding the Adventure

With Oliver Quaywright permanently out of the picture, the fishery bearing his name falls into ruin as the creeping vegetation and wildlife surrounding it steadily reclaim the territory it ceded to the ambitious chef. Of course, if someone steps into his place, the formerly thriving business can be made operational once more with committed restoration. Nonetheless, several threats still loom on the horizon. Tsathogga's cultists still control their forsaken cloister no more than a day's travel from the fishery. Deprived of an excellent opportunity to spread their influence throughout the region, the god's mad devotees may seek vengeance at a later time. Likewise, other savage monsters may also set their sights on the humanoid enclave, though likely for different, more banal reasons than the demented chuul who inflicted so much carnage over the area.



Ch.12: Forgive and Regret

Forgive and Regret is an 8th-level adventure about unintended consequences. The sins that stained the blighted Wytch Bog more than two centuries ago still linger as the villain who perpetrated a genocidal act longs to free his tortured soul from his undead bonds. In his warped mind, only more violence can garner his freedom, placing the innocent descendants of his long-deceased conspirators — and an entire region — in his crosshairs.

Adventure Background

The wandering folk known as the Viroeni seldom find a warm welcome anywhere they go. Gypsies, vagabonds, thieves, and worse are the epithets hurled at them as they make their way in their endless travels, never stopping anywhere for long. The Viroeni earn a meager living working as tinkers, storytellers, and messengers, moving on in their caravan communities whenever they sense their presence has worn out whatever welcome it may have had in a given area. Long accustomed to persecution, the Viroeni are not, however, prepared for being actively hunted. Nevertheless, the sad history of Foere has seen just that on more than one occasion.

Just over two centuries ago the infamous Archdeacon Bruca of the cathedral-city of Gurbyrne (he that some years later revealed to be a Dark Cardinal of Lucifer and burned at the stake before his own cathedral) issued an *edict of extirpation* for the Viroeni of southern Foere for some, likely falsified, reason. Most of the Viroeni tribes were able to flee the countries in question ahead of the pogrom, but one group encamped within the Barony of Baile found its route of retreat cut off between the Blackrock Mountains to the north and the Principality of Olduvar to the south. They knew that to travel into Olduvar was to face their arrest and probable execution, but to remain in Baile was to court disaster as well. In the end after paying hefty bribes, the Viroeni were able to extract a deal from the commander of Westfort to allow them to sequester themselves along the treacherous borders of the swamplands known as the Wytch Bog until such time as the fervor of the archdeacon's order had died down.

However, the scattered swamp dwellers along the Wytch Bog were not more welcoming of the strangers whose presence promised to stretch already scarce resources to the breaking point. Finally, when it appeared all hope was lost, the Viroeni were approached by one of the local trappers. He was a foreigner who did not feel the same loyalty to the edicts of an archdeacon of Foere that the rest of the locals did, and in him it appeared that they had found a non-hostile, if not exactly sympathetic, ear.

Hamish MacDuncan, a grizzled veteran of distant wars and expatriate of the upper regions of far-off Eamonvale, told the Viroeni matriarch that he knew of a safe path through the accursed bogs that he could guide them on and allow them to escape the confines of the Kingdoms of Foere for the promised freedom of Cailin Lee to the west. A mercenary to the core, though, MacDuncan told them he would do this only if the tribe paid him with all of the gold they had left.

Realizing that a better offer was unlikely to materialize, the matriarch agreed to the deal but promised a curse upon MacDuncan's eternal soul if he betrayed them and turned the Viroeni over to the hostile locals. MacDuncan swore an oath upon a holy book of Vanitthu he had never felt cause to read and promised he would see them delivered away from the folk they sought to flee. He did not tell them, however, that he had taken gold from those same people to remove the gypsy problem from their midst or that no such safe path through the bog, in fact, existed.

Once in the depths of the Wytch Bog, it was a simple matter for the woods-wise veteran to lead the Viroeni astray, cause them to become separated, and use his swampcraft and battle experience to eliminate them in small groups or one by one through treachery or outright murder. When all was said and done, and the blood-spattered MacDuncan watched the

matriarch's lifeless eye seemingly fix its baleful gaze upon him as her corpse sank beneath the waters of a bog, no more than a handful of the Viroeni had made it out of the swamp alive to tell the tale. But four of those handful did not scatter and flee like the rest. Instead they made their own preparations and returned only a few weeks later.

The four sons of the Viroeni matriarch had managed to elude MacDuncan's murderous intent but were unable to stop his massacre of their people. When they emerged from the swamp they swore their bond to one another to see their mother's curse completed. When they returned scant weeks later they were penniless with only the clothes they wore upon their backs to their names — and a new pine coffin carried between them.

The sons found MacDuncan drunk at his isolated home one night when the moon was dark. They set upon the surprised warrior and overpowered him before he could mount a resistance. With thick ropes they bound his coffin closed and carried him deep into the Wytch Bog where he had taken the lives of their kinsmen and women. As MacDuncan sobered up and found himself unable to break free from his confinement, the truth of the situation began to seep into his gin-soaked mind. The last any outside the bog ever heard from him were his muffled cries begging mercy, cursing his captors, and promising eternal revenge. Neither he nor the Viroeni youths was ever seen alive again.

But life — such as it was to become — was not entirely over for Hamish MacDuncan. The Viroeni matriarch's curse, enacted by the vengeance of her sons, came to fruition when Hamish did not rest easy but awoke after only a short time as a vampiric monster. His immersion in the bog waters had not been kind to his physical body, so he emerged as a grotesque *nosferatu*, a foul caricature of the vitality he had known in life.

MacDuncan wandered the depths of the Wytch Bog for decades, just one more facet of its already-old legend. He preyed upon the swamp folk from time to time, but they soon learned to remain indoors after sunset, and their simple swamp cottages proved effective in warding off his depredations as long as they didn't make the mistake to invite him in. In time, these people came to recognize their vampiric predator for who he was and connect his appearance for the foul deeds he had undoubtedly performed in the swamp depths to dispose of the gypsy tribe, but even as that knowledge came to light it was just as quickly hushed up to hide their own complicity in the atrocity that was committed. Until as years and even centuries passed, the vampire Hamish MacDuncan became a bogeyman of the bog (albeit one that most everyone believed in), and the truth of his existence and actions was largely lost to common knowledge and comfortably forgotten by those few who remained aware.

All likely would have remained in this hellish purgatory in which Hamish now existed had he not run across another damned creature of the swamp — the Wytch of the Bog, for which it had been named countless generations ago. What befell in this encounter, none could say, but Hamish left it with the belief that he had found the means of his own salvation, the redemption from his past deeds, and new chance to walk among the living — a chance he intended to take him far, far away from his accursed bog home. The Wytch told Hamish that if he could bring justice to those Viroeni he had murdered so long ago, then his own curse of unlife might be lifted. However, to bring them their justice, Hamish must seek vengeance upon the descendants of those who had first employed him to dispose of the Viroeni refugees.

Even as the Wytch spoke to the *nosferatu*, he saw that the long dead corpses in the bogs where he had dumped them had begun to stir and that the incessant mosquitoes whose eggs hatched in those same pools began to transform into larger, deadlier creatures whom he could command to do his bidding. Hamish had the beginnings of an army and now the means to operate indirectly during daylight hours through his servitor creatures, and a plan began to form in his mind. He didn't even notice when the Wytch took her leave as mysteriously as she had come, nor did he question

Creator's Note

Forgive and Regret is an event-driven rather than a location-driven adventure. Hamish MacDuncan and several other NPCs do not passively wait for the PCs to find them. Instead, they take the fight to the adventurers, using their special abilities and network of spies to locate the unwelcome visitors, monitor their activities, and strike at the opportune moment. It is critical the GM carefully read the descriptions of these major players in the subsequent **Encounters** section and have them take appropriate actions during the course of the adventure. Using this format, it is very possible for the characters to meet Hamish multiple times while the story unfolds. In fact, some of these encounters with the nosferatu may even take place in a social setting, where the competing parties exchange words and not blows.

the absurdity of his own salvation by meting out justice for the Viroeni victims when it was he himself who bore the greatest guilt, rather he was consumed with the thoughts of his escape and new lease on life.

MacDuncan was able to determine that eleven of the swampfolk still living at the edge of the Wytch Bog were direct descendants of those who had hired his despicable services so long ago, so they became the targets of his murderous intent. However, he did not want to tip them off to the pattern of killings and potentially flee the area and beyond his limited reach, constrained as he was by his boggy grave. To that end he unleashed his growing swarm of skeeters indiscriminately upon the unsuspecting folk, creatures capable of attacking in broad daylight and negating any defenses the people had developed against Hamish's own vampiric weaknesses. Within two weeks, the monsters had slain twelve people, including three of the eleven direct descendants he sought. The ensuing carnage also piqued the interest of other dormant, restless spirits now roaming the land, seeking to avenge old grudges against the progeny of the humans who handed them over to an ignominious death and the individual directly responsible for their demise. Practically overnight, the Wytch Bog became a morass of competing desires for vengeance, bubbling over among the sparse settlements along the bog's borders. Soon word of this surge in attacks from the swamp had begun to reach ears as far away as Westfort and beyond. Rumors that might just be capable of drawing in a group of heroes willing to step into the situation and rectify things.

Adventure Synopsis

The sparsely populated wetland known as the Wytch Bog lacks any conventional settlements or government, lying as it does at the boundaries of both the Principality of Olduvar and Barony of Baile yet appealing to neither as a territorial expansion worth pursuing. However the PCs come upon the small settlement, they find that fear overwhelms the handful of hardscrabble residents who have withstood the wicked skeeters' relentless attacks over the last several weeks, driving them exclusively indoors, while mayhem runs rampant across the decomposing terrain. From the moment the PCs enter the Wytch Bog, they immediately command the attention of the terrifying beings who plague this land.

The PCs' subsequent delve into the bog enters a haunted realm populated by shambling corpses, vengeful undead creatures, and pathetic spirits borne from Hamish's genocide. While the PCs' encounters with these abominations are fraught with peril, the lost souls' intense hatred of Hamish may supply them with useful information in their battle against the nosferatu responsible for their creation. Of course, the PCs' intrusion into his domain greatly troubles Hamish, and he uses his spies to monitor their progress through the wetlands in order to strike back against the trespassers.

However, PCs who fight off these attacks gain only a temporary respite, as their vanquished foe retreats to regroup and regenerate. The PCs must locate Hamish's concealed coffin and permanently destroy him while he rests or face his relentless assaults again and again.

Starting the Adventure

The Wytch Bog, which is located in the interior region of the central Kingdoms of Foere, is a desolate wasteland covered in stinking peat bogs, saturated earth, and hardy greenery. Encompassing more than 20,000 square miles of terrain, in the **Lost Lands** campaign setting the vast wetland is bordered by the Blackrock Mountains to the north, the Barony of Baile to the east, and most importantly the keep of Westfort and the neighboring Principality of Olduvar to the south and west. Traveling to the scene of this adventure from any destination other than the nearby Keep of Westfort and the adjacent Principality of Olduvar is a long, hard slog across miles of soggy, barren terrain populated by few inhabitants other than indigenous monsters and the unnaturally animated remains and ghosts of deceased residents and explorers. If the PCs come here from any other location, they are most likely to take the long way around the wetlands and enter the Wytch Bog from the southern border.

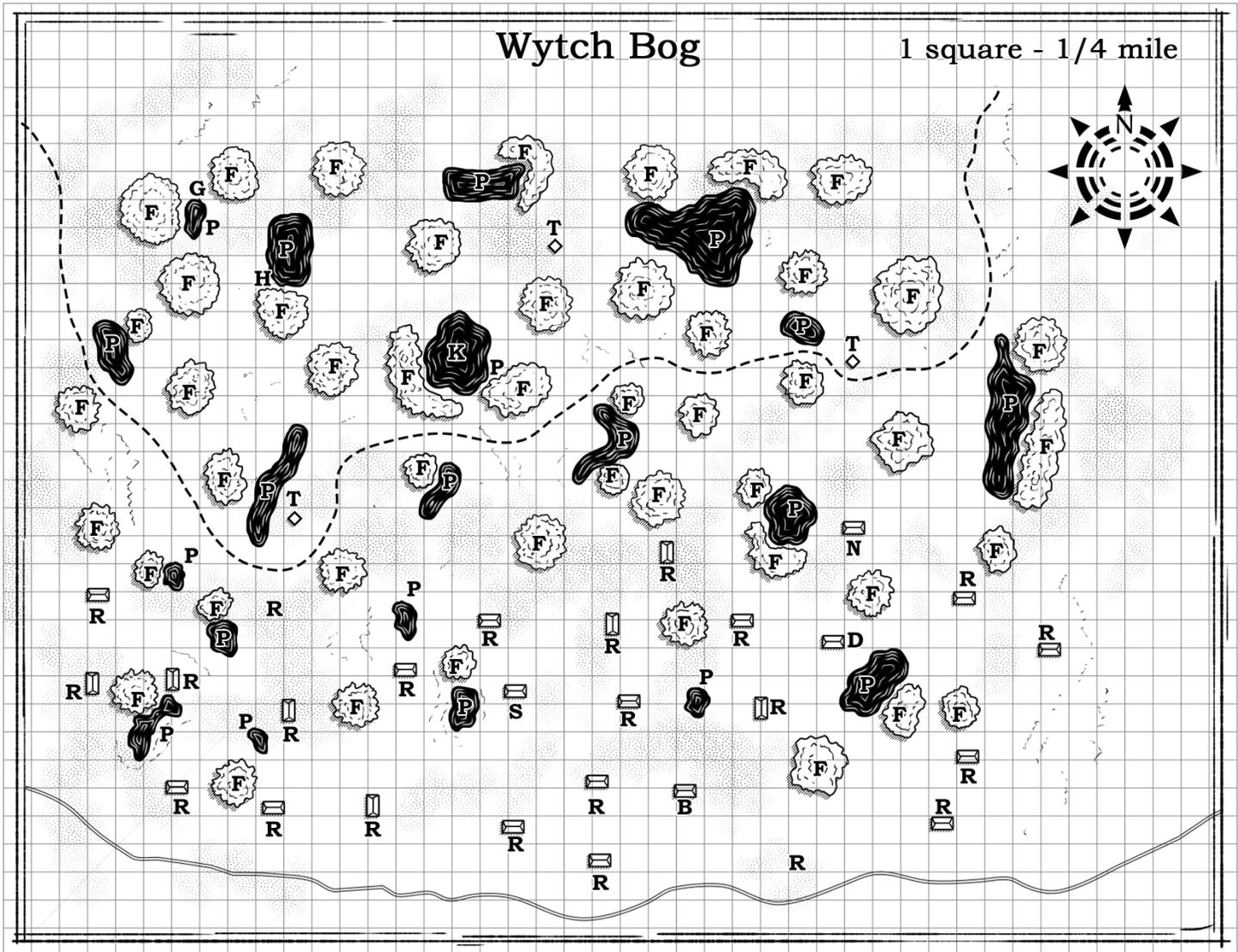
Hooks

Considering the reality that the PCs are unlikely to reside within the Wytch Bog proper, the GM must generally rely upon outside intervention to draw the characters into the action. In this case, a concerned third party contracts the adventurers' service for a specific purpose intertwined with the recent events plaguing the region. A government official in Olduvar or Baile or a military official at Westfort may task one of the PCs with the assignment of investigating the strange occurrences in the neighboring wetland and prevent the monstrous incursions from spilling over into their territory. Perhaps a servant of the archdeacon in Gurbyrne has found records of Bruca's terrible deeds and made the connection between them and the disturbing whispers beginning to come from the region of the Wytch Bog. If so, the High Church of Foere may think it prudent to dispatch a group of investigators to the region to determine the source of the troubles and to set things aright if possible.

Traveling to the Wytch Bog

Depending upon the characters' starting point, it may take them several weeks to reach the distant region. Prudent overland travelers forego any land-based route through the bog proper and instead take the longer route through more hospitable terrain bordering the mire. During the course of their lengthy journey, the GM may sprinkle in several encounters that coincide with the particular terrain or political entity they currently occupy. For instance, dwarves hailing from the neighboring Blackrock Mountains may cross paths with monsters or people indigenous to that particular environment. For this purpose, the GM may rely upon the random encounter tables found in *Mountains of Madness* and *Fields of Blood* from **Frog God Games**, and *Glades of Death Necromancer Games*, or tables found in another sourcebook. Nonetheless, the adventure focuses primarily on specific events taking place in a comparatively small rural area along the southern edge of an immense, roughly oval-shaped wetland that stretches 200 miles from the northwest to the southeast and 100 miles from the southwest to the northeast.

No political entity claims dominion over the Wytch Bog. Almost every vestige of civilization, regardless of how insignificant, abruptly stops at the first tract of boggy soil. However, a number of hardy families have settled this land for centuries and eke out a living as farmers, peat cutters, and eel hunters.



Wytch Bog

After reaching the perimeter of the wetland north of the farthest Olduvari outpost at Westfort, the PCs can finally enter the Wytch Bog.

The Wytch Bog map details the three most noteworthy terrain features. These include the residents' homes, pools of water consisting of a mix of shallow and deep bogs, and typical trees (as described in the "Marsh Terrain" and "Forest Terrain" sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). The presence of these elements does not prevent other terrain elements appearing in **Table 2–15** from **Chapter 2** of this sourcebook from also being present in individual squares within these larger parcels of land.

Regardless of what elements appear in a particular square, the most reliable means of traveling through the bog are by foot or, in the case of high-level adventurers, by air. Mounts and vehicles are probably not viable options, especially through the trackless terrain dominating the region. The soft, spongy earth is too pliable to easily support the weight of Large creatures and drawn vehicles without sinking into the ground. Likewise, the pools of stagnant water are too shallow to keep watercraft laden down with men and material afloat.

Although no formal roads travel through the bog, some trails reinforced in places with elevated planking or half-buried logs are stable enough to withstand the impact of a horse or wagon traverse a winding route across the treacherous ground. These crude paths are found in close proximity to the homesteads spread throughout the southern portion of the bog. Characters who are within 1 mile of any residence have a 25% chance of stumbling across one of these trampled down walkways for every 1,000

feet traveled. In a similar vein, adventurers within a half mile of any residence have a 50% chance of stumbling across the same walkways. Of course, characters who run across one of these crude roads must be able to identify it as such, which requires a successful DC 8 Survival check. As a rule of thumb, one end of the trail always culminates at the home, while the opposite end may intersect with other safe passages through the bog or lead out of the wetland entirely. On the other hand, adventurers who forego these trails and make their way across trackless terrain on foot do so at three-quarters their normal land speed. With the exception of areas containing trees or blanketed by smoke from raging peat fires, the low-lying vegetation and undergrowth grants clear visibility to a range of 666 x 10 feet.

Wytch Bog Encounters

Hamish MacDuncan undisputedly lords over his slice of the Wytch Bog, but he is not the only malevolent denizen to stalk this blighted land. The restless spirits of his victims and other foul creatures also inhabit this bleak realm.

Wicked creatures are not the only hazards troubling adventurers who explore this rugged terrain, though. Sinkholes, peat fires, noxious smoke, and marsh gas often give unwary travelers no warnings. Local residents intimately familiar with the region avoid these obstacles. Hence, despite their prevalence, they are noticeably absent from the makeshift paths that crisscross the Wytch Bog.

With the preceding considerations in mind, three types of encounters occur within the Wytch Bog — freeform encounters, which detail how adversaries respond to the characters' actions; random encounters, which

are spontaneous incidents occurring anywhere; and set encounters, which take place at a specified location on the map. In this adventure, freeform encounters drive the story forward and are presented first, followed by the random encounters, and lastly the set encounters, which are tied to a specific location.

Freeform Encounters

Instead of passively waiting for the adventurers to discover their lairs and fend off the PCs' assault on their home ground, Hamish MacDuncan and several other powerful foes actively hunt down the PCs as they venture across their domain. In the nosferatu's case, his network of animal spies and skeeters continuously keep him apprised of the PCs' movements. Likewise, the bog's other malevolent denizens monitor the adventurers' progress across their respective territories. The subsequent sections separately detail the tactics and actions of the preceding creatures during the course of the adventure.

Hamish MacDuncan (CR 9)

Unlike other intelligent creatures dwelling within the Wytch Bog, the nosferatu moves about the region with total impunity, subject to the restrictions of his undead condition. Hamish must remain within the dark confines of his grave (area G on the map) or another site completely shielded from the sun during daylight. He has constructed three redoubts (area T on the map) spread throughout the area that protect him from the sun's harmful rays, eliminating the urgency to return to his distant grave when dawn approaches. This system of enclosed shelters lets Hamish stay in a remote area overnight without having to cut his travel short to fly back to his grave.

When the sun finally sets for the evening, he emerges into the darkness and surveys the landscape from the skies in his bat swarm form, allowing him to travel at a speed of 4 miles per hour. At this pace, he can reach any of his redoubts in 2 hours or less. His skeeters provide regular updates about humanoid and monstrous activities within his domain. Therefore, he almost certainly learns about the PCs' arrival in his domain on the first evening after their initial appearance, unless they took precautions to move about the area unnoticed. Though *invisibility* seems like the only option to avoid detection, the characters may also create magical or mundane disguises to look like the native residents or creatures Hamish's spies would not consider a threat, such as other small animals. Despite the preceding countermeasures, any action that leaves a trace of the adventurers' presence, such as slaying a random monster or beating back one or more skeeters, immediately commands his interest. Under these circumstances, Hamish conducts aerial surveillance of the Wytch Bog, concentrating his efforts on the humanoid residences scattered throughout the southern portion of his domain, in search of the trespassers and any telltale clues that may point to their current whereabouts. When he finally tracks down his prey, Hamish formulates a plan to dispose of the unwelcome visitors.

As previously noted, Hamish cannot directly combat his adversaries during the day, but the **1d2+1 skeeters** who always accompany him suffer no such restrictions. His monstrous allies closely monitor the PCs' movements and activities while the sun is out. When night falls, one of the winged beasts flies back to **Hamish** to alert him about the day's events, potentially giving the PCs an opportunity to discover the vampire's current whereabouts if someone follows.

Depending upon the PCs' location, Hamish arrives on the scene several hours later to assess his options. If the heroes take refuge inside another creature's residence, Hamish cannot enter that home uninvited. Although he can direct the skeeters to batter down the door and enter the home, he attempts to lure his enemies out into the open. He may accomplish this feat through several different means. For instance, he may threaten to harm the residents' neighbors if the characters refuse to face him or tell the PCs he plans to set the building ablaze. If he feels he is bargaining from a position of weakness, he may appeal to their emotions, telling them he desperately wants to escape the endless curse that torments him. At its core, Hamish's statement is truthful, though he believes his destruction alone cannot achieve the end he desires. In any event, Hamish wants to observe the characters in action against the skeeters before joining into the



MARSHES OF MALICE

fray. The grizzled veteran uses the opportunity to assess his adversaries' combat strengths and weaknesses. When the characters first encounter Hamish, the GM may read or paraphrase the following description.

Holes and tears riddle an overcoat hanging from the gaunt shoulders of a bald humanoid figure with pointed ears, rat-like teeth, and filthy, elongated fingers ending in vicious claws. The stench of fetid earth and decay accompanies the creature, yet despite his emaciated appearance, he carries the weight of his heavy flail and dragonscale breastplate with remarkable ease.

Hamish is convinced the PCs' arrival is not a coincidence. Despite this belief, the nosferatu nonetheless questions his adversaries about their motives for traveling to his domain as much out of curiosity as caution before committing fully to their destruction. If attacked, any curiosity about the PCs is exchanged for blind rage.

SKEETERS (1d2+1) **CR 4**
XP 1,200
hp 42 (see **Chapter 6** "Skeeter")

HAMISH MACDUNCAN **CR 9**
XP 6,400
 Male Uplander human nosferatu fighter (assault pioneer) 8 (**Chapter 8** "Assault Pioneer"; *Pathfinder Roleplaying Game Bestiary 4* "Vampire, Nosferatu")
 NE Medium undead (augmented humanoid, human)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +17

AC 27, touch 12, flat-footed 25 (+7 armor, +2 Dex, +8 natural)
hp 96 (8d10+40 plus 8); fast healing 5
Fort +11; **Ref** +6; **Will** +9
Defensive Abilities channel resistance +4; **DR** 5/wood and piercing; **Immune** undead traits; **Resist** cold 10, electricity 10, sonic 10
Weaknesses vampire weaknesses

Speed 20 ft. (30 ft. unarmored)
Melee 2 claws +13 (1d6 +5) or +1 *ominous heavy flail* +16/+11 (1d10 +11/17–20)
Ranged +1 *heavy crossbow* +11 (1d10+1/19–20)
Special Attacks blood drain (1d4 Con and 1d4 Wis), dominate (DC 19), telekinesis (DC 19)
Spell-Like Abilities (CL 8th)
 3/day—*mending*

Str 21, **Dex** 14, **Con** —, **Int** 15, **Wis** 20, **Cha** 20
Base Atk +8; **CMB** +13; **CMD** 25
Feats Alertness^B, Cleave, Combat Expertise, Furious Focus^{APG}, Improved Critical (heavy flail), Improved Initiative^B, Iron Will, Lightning Reflexes^B, Power Attack, Second Chance^{APG}, Skill Focus (Disable Device)^B, Skill Focus (Intimidate)^B, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)
Skills Climb +9, Craft (alchemy) +13, Disable Device +9 (+11 disable or rig nonmagical traps and devices, and sabotage a mechanical item), Intimidate +17, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +4, Knowledge (history) +4, Perception +17, Profession (soldier) +16, Sense Motive +17, Stealth +9, Survival +12, Swim +9; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth
Languages Common, Dwarven, Orc; telepathy 60 ft.
SQ engineer training, field engineer, field saboteur, spider climb, swarm form
Gear +1 *dragonhide breastplate*, +1 *ominous*^{UE} *heavy flail*, +1 *heavy crossbow*, 15 +1 *ghost touch undead bane cross-*

Finding Hamish's Grave

Although the PCs can kill Hamish by forcibly exposing him to sunlight or submerging him in running water, driving a wooden stake through the nosferatu's heart while he rests in his coffin (area **G1**) is the most likely means of destruction. In order to accomplish this goal, the characters must first find his grave. Considering the resources and abilities available to them at their current level, they have a variety of methods at their disposal to discover the secret location. The most straightforward is to follow a defeated Hamish back to his grave after forcing him to assume swarm form. In a similar vein, the characters may also trail one or more of his skeeters in the hope the flying monstrosity leads them directly to the nosferatu's burial place.

Alternatively, they may piece together some of the rumors and clues they gathered during the course of their investigation. These may include their interactions with the geriatric Lycelle Motté at area **D**, young Willem Stuart at area **S** or a chance run-in with **Blowhard** found in the **Random Encounters** section. While none of these individuals can directly lead the characters to Hamish's tomb, the bits and pieces gathered from their stories can lead the adventurers to surmise the terrain features in area **G** are consistent with those described in the tales. They may then monitor the area for at least several hours to confirm or refute their suspicions. Powerful divination spells, such as *divination*, *commune* or *commune with nature*, can also point the characters in the right direction.

When adjudicating what the PCs learn, it is incumbent upon the GM to control the pace of information. When dealing with the adventure's NPCs, the GM must be careful not to give too many or too few precise details about Hamish's grave and his behaviors during one conversation. If the players learn too much too quickly, they can bring the story to a premature ending. Conversely, starving their curiosity can cause frustration and disinterest. Slow and steady is a good adage to keep in mind. Treat information like puzzle pieces rather than a decoder.

bow bolts, *flying ointment*^{UE}, *potion of invisibility*
^{APG} *Pathfinder Roleplaying Game Advanced Player's Guide*
^{UE} *Pathfinder Roleplaying Game Ultimate Equipment*

Tactics: When the situation inevitably devolves into a fight, Hamish is fully aware that prepared adversaries are likely to use *protection from evil* and similar spells to prevent him from exerting control over their minds. The cunning undead also realizes the trespassers may use garlic, holy symbols, and mirrors to keep him at bay, though *telekinesis* can potentially be used to wrest these objects from the owner's grasp or simply hurl that opponent into a nearby natural hazard. If he fails in this, he sends the skeeters to deal with that PC while he focuses his attacks on a single target, preferably a lightly armored foe or a spellcaster. He never fights alone and attempts to flank opponents and use Power Attack to batter them. When the PCs slay or otherwise incapacitate his skeeter allies, he changes into a bat swarm and flees deep into the bog, where he moves through the territories of the area's other monstrous inhabitants in the hopes of luring them out against the PCs. If Hamish cannot outrun his pursuers in this fashion, he searches for a subterranean locale he can squeeze into as a spider swarm or centipede swarm to allow his fast healing ability to repair at least some of the damage dealt to him. In the event Hamish is forced to retreat to his grave, his actions are described in area **G** under **Set Encounters** below.

Will-O'-Wisps (CR 8)

This pair has little to fear from Hamish MacDuncan. Their alien mindset and bizarre physiology render them immune to many of the nosferatu's attacks, but the converse is also true. Despite the stalemate, the aberrations defer to Hamish's supremacy, taking no actions to directly harm the indigenous humanoids on his lands. However, this restriction

CHAPTER 12: FORGIVE AND REGRET

never applies to strangers who enter the Wytch Bog. Like Hamish, they are more active at night when their eerie luminescence is most advantageous. In addition, they also rely upon Hamish and the groaning spirit of Eladrian to aid them in their search for terrified prey.

WILL-O'-WISP (2)
XP 2,400

CR 6

hp 40 (*Pathfinder Roleplaying Game Bestiary* "Will-O'-Wisp")

Tactics: The pair uses teamwork, waiting for the PCs to walk across a comparatively dry, peaty area, where they periodically illuminate in order to simultaneously distract and guide the PCs along the supposedly safe path through the bog. During this ruse, one of the creatures acts as a distraction, where it intermittently lights up and goes dark to frustrate the PCs. This will-o'-wisp takes great care to ensure it becomes invisible again at the end of its turn. Meanwhile, its invisible counterpart functions as the literal spark, as its electric touch sets the peat ablaze (see the "Peat Fire" section in **Chapter 3** to adjudicate its effects) which, of course, at least momentarily renders the will-o'-wisp visible.

They disregard spellcasters and instead focus their attention on their fellow airborne adversaries and creatures armed with ranged weapons, especially if either potential target can see invisible creatures. When faced with imminent danger, the two monsters flee at top speed in opposite directions. The will-o'-wisps have no treasure and no permanent lair.

Eladrian the Groaning Spirit (CR 7)

At first blush, it appears this undead spirit holds a significant combat edge over Hamish MacDuncan, but the calculating nosferatu has fifteen proverbial aces up his sleeve in the form of his *ghost touch undead bane crossbow bolts*. When their paths first crossed years ago, the newly created pair of undead combatants squared off against each other for supremacy over the region. Eladrian prevailed in their initial encounter, forcing the nosferatu to flee to his grave. However, the insubstantial spirit's inability to grasp physical objects prevented her from finishing the deed. Hamish regenerated the following evening, and in a well-planned rematch several nights later, the sullen elf spirit felt the burning sting of the vampire's enchanted crossbow bolts. From that moment forward, the pair settled into an unspoken truce. Eladrian accepts her adversary's supremacy and instead focuses her wrath on sentient, living creatures who wander into the Wytch Bog.

GROANING SPIRIT
XP 3,200

CR 7

The Tome of Horrors Complete 357

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; **Perception** +20

Aura fear (30 ft., DC 19), unnatural aura (30 ft.)

AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex)

hp 85 (10d8+40)

Fort +7; **Ref** +6; **Will** +10

Defensive Abilities channel resistance +4, incorporeal; **Im-**

mune cold, electricity, undead traits; **SR** 18

Weaknesses vulnerability to dispel evil

Speed fly 30 ft. (perfect)

Melee incorporeal touch +11 (1d8 plus chill touch)

Special Attacks keening

Str —, **Dex** 17, **Con** —, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +7; **CMB** +7; **CMD** 24

Feats Ability Focus (keening), Alertness, Blind-Fight, Improved Initiative, Weapon Focus (incorporeal touch)

Skills Bluff +14, Fly +24, Intimidate +17, Knowledge (religion) +16, Perception +20, Sense Motive +20, Stealth +16

Languages Common, Elven, Gnome, Sylvan

Chill Touch (Su) Damage caused by the groaning spirit's touch attack is considered negative energy and sends a

chilling cold through an opponent's body. Any creature touched must succeed on a DC 19 Fortitude save or suffer 1 point of Strength drain. Groaning spirits are the bane of other undead, and any undead they touch (except other groaning spirits) must succeed on a DC 19 Will save or flee in fear for 2d6 rounds. The save DCs are Charisma-based.

Keening (Su) Once per day, at night only, a groaning spirit can release a death wail audible to a range of 1 mile. All creatures within 30 feet that hear this must make a successful DC 21 Will save or be affected as per the *wail of the banshee* spell. Those that make their save still take 3d6+7 points of damage. The save DC is Charisma-based and includes a +2 bonus from the groaning spirit's Ability Focus feat.

Lifesense (Su) A groaning spirit can sense all living creatures up to 5 miles away.

Vulnerability to Dispel Evil (Ex) If a dispel evil spell (the second effect requiring a touch attack) is used against a groaning spirit the creature must succeed on a Will save (DC 15 + caster's relevant ability score modifier) or be destroyed immediately.

Tactics: The vengeful spirit attacks only living sentient creatures who venture a quarter mile beyond the northernmost swamp dweller residences. Eladrian can move about during the day, but she prefers attacking at night when she can use her keening ability. Whenever she spots a suitable target during the day, she follows her prey from a distance and waits for darkness. She then swoops down from the skies and unleashes her keening to affect the greatest number of targets. In addition to withstanding her wail, her adversaries must also stave off her fear aura. She then wades into combat with her incorporeal touch attack. She never retreats and continues fighting until destroyed.

Random Encounters

In contrast to the freeform encounters described above, the random encounters appearing here are spontaneous events that happen by chance rather than as the result of deliberate actions taken by an intelligent being. The characters have a 20% chance per mile traveled in the Wytch Bog of participating in one of the following encounters. If the PCs travel along a path made by the residents, there is no chance of stumbling across a terrain hazard. In addition to the encounters presented below, the GM may supplement them with random encounters from the **Appendix** section of this book, a random wetlands' encounter table from another source, or other encounters the GM creates appropriate to the situation.

Aerial Assault (CR 7)

These monsters continuously soar above the decaying landscape in search of more victims. The marginally intelligent creatures indiscriminately attack anyone they see on the ground. They use their Death from Above feat, granting the monsters a +5 bonus on their attack roll while diving. They continue the assault until they kill their opponents or their opponents slay them.

SKEETERS (3)

CR 4

XP 1,200

hp 42 (**Chapter 6** "Skeeter")

Beast or Famine (CR 8)

While the Wytch Bog teems with the malevolent spirits and animated corpses of Hamish's long-dead victims, **3 bog beasts** also stalk the desolate wetlands in search of game creatures and human prey. At first glance, the oafs look as though they would be no match for any of the undead haunting the Wytch Bog. Despite their physical strength, they are susceptible to fear effects and have a limited ability to harm flying and incorporeal opponents. Hamish uses the barely intelligent creatures to do his work during the

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daytime for tasks the skeeters are unsuitable to perform.

If the PCs encounter the trio near a residence, the monsters keep a watchful eye from afar then attack after the PCs have set out again.

BOG BEASTS (3)

CR 5

XP 1,600

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N Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +10

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 52 (5d10+20 plus 5)

Fort +5; **Ref** +4; **Will** +5

Speed 30 ft.

Melee 2 claws +10 (1d6+5 plus disease)

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

Special Attacks rend (2 claws, 1d6+7)

Str 20, **Dex** 11, **Con** 18, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +11; **CMD** 21

Feats Intimidating Prowess, Skill Focus (Perception), Weapon Focus (claw)

Skills Intimidate +9, Perception +10, Survival +5; **Racial**

Modifiers +4 Survival

Disease (Ex) Filth fever: Claw—injury; save Fortitude DC 16; onset 1d3 days; frequency 1/day; effect 1d3 Dex and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Tactics: The bog beasts attack in a mad frenzy, lashing out at the PCs with their claws. If they slay one of the adventurers, they drag that individual away from the battle for later consumption. They fight ferociously, as long as all three are still alive. If one of the brothers falls in combat, the others flee when they reach half their normal hit points; if two have fallen, the remaining bog beast flees if possible. Otherwise, it begs for its pitiful life. The trio barks out indecipherable grunts throughout the combat.

Bog Fish (CR 5)

Unlike most of his kin, **Blowhard** the grodair prefers exploring the vastly more interesting—in his opinion, at least—shallower channels and patches of soggy earth within the Wytch Bog to deeper waters and jagged coastlines. Though his exact age is unknown, many humanoid residents insist stories about the odd creature reach back through the generations and may even predate Hamish's arrival on the scene. The nomadic beast aimlessly meanders across the land, haphazardly displacing immense volumes of water during the course of his random travels. The domain's denizens avoid the generally docile-but-absentminded grodair. Blowhard leaves an unmistakable trail of shallow bogs and saturated ground in his wake, leading explorers who succeed on a DC 15 Knowledge (nature) check to notice an unnatural cause for the soaking trail.

BLOWHARD

CR 5

XP 1,600

hp 66 (*Pathfinder Roleplaying Game Bestiary* 3 "Grodair")

Development: Blowhard blissfully frolics about in his muddy pool, oblivious to everything going on around him. If the PCs attack the grodair, he fights back with his water blast ability and then engages the characters in melee combat. Otherwise, adventurers who approach the creature in a non-hostile manner encounter an optimistic and shortsighted conversationalist—provided the parties share a common language.

Blowhard has a terrible short-term memory, so he constantly forgets the PCs' names or the overall gist of their discussion. However, the grodair's long-term recollection dramatically improves when asked the right questions. He expresses reservations in regards to talking about Hamish, yet if the speaker succeeds on a DC 17 Diplomacy check, the

magical beast laments the resident nosferatu has physically deteriorated over the years. He admits he was not present when Hamish perpetrated the massacre centuries ago, but he warns PCs that the restless spirits of many victims haunt the brackish ponds in the Wytch Bog. Blowhard also recalls he once saw Hamish transform into a swarm of centipedes after a hard-fought battle and then crawl through an old, hollowed out tree stump and into what he presumed was a subterranean cyst adjacent to a pond. After this utterance, the easily distracted grodair realizes he divulged too much information and refuses to say anything else about Hamish or where this incident took place. PCs who successfully intimidate Blowhard or magically compel him to go into greater detail about that particular event are disappointed to learn he cannot remember the precise location other than somewhere in the Wytch Bog.

Broken Soul (CR 8)

Years of abuse at the hands of her husband battered the youthful **Leila Dumaio** into a broken husk. The loving mother refused to risk harming her daughter, Emma, by leaving her behind with her tyrannical father or by fleeing into the untamed Wytch Bog with the small child. The situation remained unchanged until 2 weeks ago, when skeeters descended from the sky and attacked the young girl just outside her door in broad daylight. Suddenly robbed of the only source of joy in her life, the distraught mother came to the conclusion that some god had cursed her to endless suffering. She embraced agony in the same manner she once held her only child, transforming her into a broken soul.

She turned her wrath toward the man who subjected her to immeasurable torment and began to lace his meals with certain poisonous herbs she gathered in the swamp. Overcome with violent convulsions and continuous spasms, Leila's husband eventually took his own life. Free from her weighty yoke, the broken soul abandoned her home to wander through the Wytch Bog on her quest to bring misery to all who cross her path. The woman lacks any stealth and possesses little knowledge on how to survive in the wild, thus virtually guaranteeing that the characters get the drop on her. In the unlikely event Leila spots the PCs first, she casts *youthful appearance* to alter her looks. It takes a successful DC 10 Perception check to spot her, and a successful DC 15 Stealth check to avoid her notice.

Tactics: When the PCs first see her, they must resist her baleful gaze special attack. The newly born broken soul retains some of her mental faculties despite the intense pain wracking her shattered body. Leila lies about the effects of her baleful gaze. She claims foul magic taints the land causing her current appearance. If the ruse works, she tells the adventurers she barely survived an attack by flying monsters that took the lives of her daughter and husband. If the PCs take her bait, Leila nonchalantly tries to place her hand on one of their shoulders in an apparent gesture to seek comfort. Her real goal is to catch that individual flat-footed with her torturous touch special attack. Regardless of whether she succeeds or not in any of the preceding ploys, the vicious monster then unleashes her agonized wail special attack when the PCs see through her charade.

Leila prefers to rely upon her torturous touch attacks, alchemist bombs, and *necklace of fireballs*. If she gets an opportunity, she bolsters her defenses with her *potion of mage armor* and *shield* extract. The monster can provide no additional useful information about Hamish or the Wytch Bog in general. If reduced to less than one-quarter her normal hit points, Leila attempts to flee. Up until then, she revels in inflicting as many opponents as possible with excruciating pain.

LEILA DUMAIO

CR 8

XP 4,800

Female human broken soul alchemist 5/expert 3 (*Pathfinder Roleplaying Game Bestiary* 4 "Broken Soul;" *Pathfinder Roleplaying Game Advanced Player's Guide* "Alchemist")

CE Medium humanoid (human)

Init +0; **Perception** +6

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 59 (8d8+16 plus 8)

Fort +9; **Ref** +5; **Will** +5; +4 vs. poison

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DR 5/—; Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

Speed 20 ft.

Melee tortuous touch +4 touch (2d6 plus 1d5 Dex damage and convulsions)

Ranged bomb +6 (3d6+3 fire)

Special Attacks agonized wail (DC 13), baleful gaze (DC 13), bomb 10/day (3d6+3 fire, DC 15), tortuous touch (DC 13)

Extracts Prepared (CL 5th, concentration –8, melee touch +4) 2nd—*barkskin*, *detect thoughts* (DC 13), *vomit swarm*^{APG} 1st—*cure light wounds*, *disguise self*, *expeditious retreat*, *shield*, *youthful appearance*^{UM}

Str 8, **Dex** 10, **Con** 15, **Int** 16, **Wis** 9, **Cha** 9

Base Atk +5; **CMB** +4; **CMD** 14

Feats Brew Potion, Diehard^B, Endurance^B, Extra Bombs^{APG}, Extra Discovery^{APG}, Great Fortitude^B, Iron Will, Master Alchemist, Point-Blank Shot, Toughness^B

Skills Appraise +8, Bluff +7, Craft (alchemy) +16, Diplomacy +4, Disguise +6, Heal +8, Intimidate +7, Knowledge (arcana) +13, Knowledge (local) +10, Knowledge (nature) +11, Perception +6, Profession (herbalist) +7, Sense Motive +7, Spellcraft +14, Survival +6, Use Magic Device +8; **Racial Modifiers** +8 Intimidate

Languages Common, Draconic, Elven

SQ alchemy (alchemy crafting +5, identify potions), discoveries (concentrate poison, smoke bomb [5 rounds], stink bomb), extract, mutagen (+4/–2, +2 natural, 50 minutes), poison use, swift alchemy

Combat Gear necklace of fireballs (type III), *potion of mage armor*, *potion of neutralize poison*, *antitoxin*, *alchemist's fire*, *belladonna poison*, 2 doses of oil of taggit poison, *wolfsbane poison*; **Other Gear** 14 gp

Agonized Wail (Su) As a standard action, a broken soul can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a DC 13 Will save or become shaken for as long as they remain within 120 of the broken soul. A successful save renders a creature immune to that broken soul's agonized wail for 24 hours. This is a sonic mind-affecting effect.

Baleful Gaze (Su) Any creature within 60 feet of a broken soul must succeed at a DC 13 Fortitude save or take 1d4 points of Strength, Constitution and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

Torturous Touch (Su) A broken soul can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful DC 13 Fortitude save negates the Dexterity damage and the convulsive fit.

^{APG} *Pathfinder Roleplaying Game Advanced Player's Guide*

^{UM} *Pathfinder Roleplaying Game Ultimate Magic*

Burning Bush (CR 5)

Peat fires are a constant danger in the Wytch Bog. The slowly simmering conflagration can rage for decades, generating massive plumes of choking, black smoke that obscures vision and impairs breathing. The flames alone pose a significant hazard to adventurers. However, when the intense heat chars the leaves and branches of the poison sumac shrub, the pairing makes for a deadly combination. As described in **Chapter 3**, the burning residue irritates the lining of the lungs as well as the skin, making for a very painful and unpleasant experience. To make matters worse, the dense smoke makes it difficult to locate the fire's source through the haze. It takes a successful DC 25 Perception check to determine a shrub stands in the middle of the roaring blaze. If a PC can see the poison sumac shrub, it can be identified correctly with a successful DC 10 Knowledge (nature)

check or appropriate Profession check, such as gardener or herbalist. The poison sumac's smoke extends to a maximum range of 200 feet downwind and a mere 50 feet upwind. It reaches a maximum range of 100 feet everywhere else.

Giant Trouble (CR 8)

The recent arrival of a nomadic marsh giant has changed the power dynamic of this portion of the Wytch Bog somewhat. Despite his enormous size, the marsh giant moves through the bog with tremendous agility. The giant is a natural hunter who can be detected only with a successful DC 24 Perception check. Likewise, he is particularly adept at spotting a potential meal, so it takes a successful DC 22 Stealth check to move past him unnoticed. When he spots potential prey, the giant conjures a *fog cloud* around his foes' allies and then hurls a rock at his chosen target before wading into melee. Slain foes are carried deeper into the bog where he can devour the meal at his leisure, using *fog cloud* to cover his escape. If the PCs thwart his plan to divide and conquer, the savage giant fights until reduced to one-third his normal hit points, at which time he attempts to flee, using *fog cloud* to cover his route.

MARSH GIANT

XP 4,800

hp 102 (*Pathfinder Roleplaying Game Bestiary 2* "Giant, Marsh")

CR 8

Restless Souls (CR 8)

The ghastly reminders of Hamish's infamous deed are visible throughout the Wytch Bog. Stray bones, personal mementoes, and shreds of clothing line the edges of most stagnant ponds in the accursed parcel of wetlands. These objects, however, can never fully reveal the abject terror the victims experienced during their final moments. These raw emotions stir the dead back into existence as undead monstrosities. In this case, **4 swamp mummies** rise from the peaty graves to batter the living. Their unearthly moaning frightens off the indigenous animals in their surroundings, leaving that particular stretch of wetlands even more barren than normal. They focus their attention on slaying any living creatures who cross their paths. The mummies move across the bog with remarkable ease. It takes a successful DC 21 Perception check to notice them, while the PCs must succeed on a DC 23 Stealth check to avoid detection. The swamp mummies attack on sight.

SWAMP MUMMIES (4)

XP 1,200

hp 52 (*Pathfinder Roleplaying Game Bestiary 5* "Mummy, Swamp")

CR 4

Tactics: In melee, they surround and gang up on one opponent in an attempt to beat their target into a bloody pulp. If they succeed, they attempt to drag fallen foes into one of the many peat-filled ponds in the vicinity to let them join in their undeath. The swamp mummies fight until destroyed.

Treasure: One of the monsters wears a lapis lazuli necklace worth 250 gp, and another keeps four pearls each worth 100 gp in a weathered pouch wrapped around an exposed rib. Finally, one carries a brand new *chime of opening*.

Sink, Sank, Sunk (CR 4)

Sinkholes are a constant menace in the wetlands, and the Wytch Bog is a prime example of the danger these hazards present to travelers. As described in **Chapter 3**, it takes a successful DC 15 Knowledge (geography) check to determine if a particular area is conducive to the creation of sinkholes, and a successful DC 18 Survival check to spot one before entering the dangerous, unstable terrain. Characters who fail to notice the sinkhole walk 1d6 feet past the edge before the ground gives way and tumbles into the subterranean abyss unless the creature succeeds on a Reflex save (DC 15 +1 per foot past the sinkhole's edge). It is possible for two or more creatures to simultaneously fall into the same

sinkhole. In this adventure, sinkholes measure 20 feet in diameter and descend to a depth of 60 feet, thus dealing 6d6 points of falling damage.

Snake, Rattle, and Crawl (CR varies)

Due to their acidic nature, bogs lack the biodiversity present in other wetlands. Many of the reptile species present in warmer and more-hospitable environments cannot survive in this harsher and cooler climate. Nonetheless, a handful of hardy snakes thrive in this damp terrain. When the PCs stumble upon one or more of the habitat's native snakes, the GM may consult **Table 3–12**, which appears in **Chapter 3**, to determine the species of snake encountered. In general, the PCs run into a den of **1d6+2 venomous snakes**, though in the case of the tiger snake, the number is reduced to **1d6 venomous snakes**. (The Sidebar appearing after **Table 3–12** provides the precise effects of each variety of snake venom.)

VENOMOUS SNAKES (1d6+2) XP 400

CR 1

hp 13 (*Pathfinder Roleplaying Game Bestiary* "Snake, Venomous")

Set Encounters

The adventure's set encounters take place at specific locations identified on the map of the Wytch Bog. The residences scattered throughout the southern portion of the region are addressed collectively rather than individually with the exceptions of those homes that contain one or more of Hamish's specific targets. These locales appear as areas **B**, **D** and **S**. Other set encounters not associated within a particular homestead are described in the following section as well and correspond to an area on the Wytch Bog map.

B. Banquo Residence

After the untimely disappearance and presumed death of her husband Montague, **Serena St. Worte née Banquo** (CN female human expert 3; Cha 12; Bluff +7) and her young daughter **Sybelle St. Worte** (N young female human commoner 1; Dex 12; Stealth +2) returned home to live with her brother **Huc Banquo** (LN male human ranger 3; Wis 14; Survival +8). The terrible event transformed the formerly dotting mother into a carefree hedonist who spends her nights seeking pleasure and company in the homes of others. Her recent behavior lends credence to the false rumors about her infidelity during her marriage. The stern Huc greatly resents his sister, as the childrearing responsibilities for his 6-year-old niece now fall squarely upon his shoulders. On those rare occasions when she is home, the surly disciplinarian always clashes with the nonchalant Sarah in regards to Sybelle's upbringing.

The same attitudes also extend to other family matters. Huc proudly boasts that the Banquo family predates all others in the area, making him, at least in his mind, the pre-eminent authority in the region. By comparison, Serena has little interest in her living relatives, let alone dwelling upon her long-deceased kin. While most residents shun strangers, Huc Banquo loves to tout his ancestors' accomplishments, most notably their prominent role in aiding Hamish MacDuncan to commit his infamous atrocity, and going so far as to claim that his fourth-great-grandfather actually participated in the slayings. Despite the glee in his voice when discussing his forebears' deeds, the misguided bragging centers on his family's close ties with Hamish MacDuncan rather than deriving any pleasure from his crimes. If the characters indulge his fanciful musings, he divulges that Hamish uses several enclosed structures spread throughout the Butcher's Bog as waystations to avoid exposure to sunlight during his travels through the region. The crude stone buildings consist of an open entryway that leads into a dark, windowless room, protecting the occupant from sunlight. A black cloth curtain can be drawn across the portal to completely block all light from entering the shelter. His recollection of their exact whereabouts leads the characters to within a half mile of each redoubt.

D. Dugier Residence

The fraternal twins **Aemoux Dugier** (N male human commoner 4) and **Synesse Dugier** (CG female human commoner 3) share their residence with the family's wizened matriarch, their geriatric grandmother **Lycelle Motté** (LE old female human adept 3). The siblings harvest peat from the land and fish for eels in the pond several hundred yards from their residence. Despite her infirmity and mild dementia, the woman wields absolute authority over her grandchildren. The unfriendly and gruff senior never leaves her spacious bedchamber on the dilapidated second floor, leaving Aemoux and Synesse to act as her intermediaries. Conversations with the socially awkward Aemoux can be tedious and frustrating. He displays no knowledge of the outside world beyond his family's little corner of the Wytch Bog. On the other hand, his sister revels in procuring and spreading local gossip, though Hamish's archaic affairs and the recent emergence of Hamish's skeeters fail to capture her imagination. Instead, she dwells on rumors pertaining to alleged trysts between married and unmarried residents, including a supposed affair between Artur St. Worte and his late brother's widow, Sarah St. Worte.

While her younger grandchildren are oblivious to the recent attacks and their family's connection to Hamish's atrocity centuries earlier, the bond between her ancestors and the land's nosferatu are never far from Lycelle's mind. PCs who request an audience with the family's matriarch must succeed on a DC 20 Diplomacy check with Aemoux or a DC 16 Diplomacy check with Synesse. In this case, the younger Dugier escorts the group into Lycelle's personal quarters, where they meet with the elderly woman. However, gaining access is only half the battle. Like most of her kin, Lycelle detests outsiders, thus it takes a successful DC 26 Diplomacy check to win her favor. If the PCs gain some measure of her trust, Lycelle relays that her fourth-great-grandfather, Patrick Motté, was an influential voice supporting Hamish's deportation plan. She strongly believes that the despicable Patrick encouraged Hamish to outright kill the refugees, which she insists accursed her family for generations to come. She laments that Synesse and Aemoux are the last of her line, claiming the nosferatu's destruction offers the only hope for her progenies' continued success. She tells the characters her grandfather told her Hamish's grave lies beneath a peat-filled pond in a remote corner of the Butcher's Bog and the subterranean mausoleum is accessible only through the hollowed-out stump of a petrified tree. If the PCs succeeded on their Diplomacy check by 5 or more, the matriarch also explains that three clusters of moss-covered trees surround the pond. Despite these details, she cannot tell the adventurers the pond's exact location.

F. Forested Copse

Small trees along with a mix of woody shrubs grow throughout the Wytch Bog. The copses typically cluster close to the open ponds, where they provide a continuous source of moss for the ponds that collect and sequester rainwater. Each individual square within this particular area contains typical trees, light undergrowth, heavy undergrowth, or shallow bog. There are no deep bog squares at these locations.

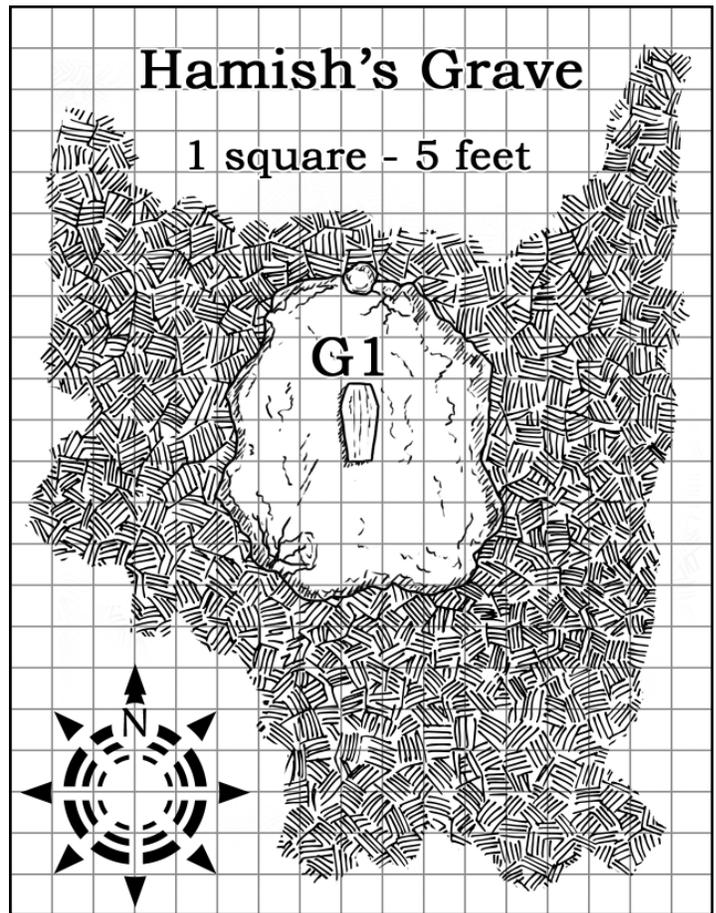
G. Hamish's Grave (CR varies)

Hamish's final resting place lies in the northwest corner of the Wytch Bog, shielded on three sides by trees and undergrowth. Though it would seem the nosferatu deliberately chose the isolated locale in the northeastern corner of a stagnant pond, his grave's placement is a wild stroke of luck. His vengeful killers hurled his coffin into the newly formed pond, where it sank to the bottom and settled beneath layers of accumulated peat. The subterranean grave is accessible only through the hollowed out trunk of a petrified tree. Hamish enters and exits the 4-inch-diameter wooden tunnel in his centipede or spider swarm form. There are always **2 skeeters** flitting about the stagnant water above his grave. When the PCs happen upon the scene, the GM may read or paraphrase the following description.

Two flying abominations with translucent insect wings, a segmented body, and six legs buzz over a muddy pool of fetid water. The monsters possess a barbed, spear-like proboscis. In addition to their insect features, they also have atrophied arms with gnarled humanoid hands, and a grotesquely twisted humanoid face with compound eyes, suggesting they are some strange amalgamation of insect and human. As if these monstrosities were not unsettling enough, skeletal human arms and skulls covered with leathery, preserved skin protrude from the muck beneath their flight path. The gnarled remnants of a hollow stump stand at the water's edge.

The skeeters immediately attack any creature approaching Hamish's grave and fight to the death in its defense. When the PCs defeat the nosferatu's protectors, the characters must then devise a way to enter the underground crypt in order to vanquish Hamish. The pond is a mere 3 feet deep, but the brown water filling the reservoir proves impenetrable to normal vision. If the PCs extract any of the leathery cadavers from their final resting place, they are extremely old, though well preserved by the bog, and consist of 15 bodies in total: 4 men, 6 women and 5 children.

Finding Hamish's grave isn't enough. Gaining access to the subterranean hollow is another matter. The vampire enters and exits through a narrow, 4-inch-diameter wooden tree stump that descends 5 feet below the surface, opening into a subterranean chamber. He can accomplish this feat only while in centipede or spider swarm form. Likewise, the adventurers may use a *gaseous form* spell or similar magic to fit into the tight spot and then shimmy down the hollow. Despite the character's diminished size, he or she may still succeed on a successful DC 15 Climb check to avoid plummeting 10 feet to area G1.



SKEETERS (2)
XP 1,200
hp 42 (Chapter 6 "Skeeter")

CR 4

HAMISH MACDUNCAN
XP 6,400
hp 96 (see the Freeform Encounters section)

CR 9

Gr. Hamish's Grave (CR varies)

The stench of damp earth, fetid water, and rotting organic matter is almost overwhelming upon entering into this cramped, 6-foot-high, dripping subterranean chamber. A warped wooden coffin rests on the floor near the center of the room. The casket's lid lies propped up against its side. Although partially filled with mud and peat, the glint of gold can still be seen beneath the dirt and debris.

Hamish's tactics depend upon the circumstances of his likely final encounter with the PCs. If he arrives here within 1 hour after being reduced to 0 or fewer hit points, his fast healing special ability does not function until he rests in his coffin for 1 hour. The nosferatu is completely helpless in this state and the PCs can incapacitate him by driving a wooden stake into his heart. Otherwise, a rejuvenated yet cornered **Hamish** resorts to almost any means to survive and see his plan to fruition.

His first line of defense, regardless of his predicament, is his **mudlord** ally. It fights to the death to defend Hamish. The creature disguises itself as an ordinary pile of mud using its freeze special ability, allowing the mudlord to take 20 on a Stealth check made in plain sight. Therefore, it takes a successful DC 38 Perception check to notice something amiss about the muddy patch of earth adjacent to the coffin. When the PCs approach within 10 feet of Hamish's coffin, the amorphous monster reassumes solid form and attacks.

MUDLORD
XP 2,400
hp 67 (Pathfinder Roleplaying Game Bestiary 4 "Mudlord")

CR 6

Tactics: The outsider hurls mudballs at his targets or bashes the trespassers with his slam attacks. The pair may work in concert to flank common opponents or to focus their assaults upon a blinded or otherwise incapacitated foe. Likewise, Hamish leaves the mudlord to deal with PCs armed with garlic, mirrors, and other items that keep the nosferatu at bay. The mudlord refuses to cede its territory to the interlopers, thus prompting it to battle to the death. On the other hand, Hamish never demonstrates the same loyalty. If clearly losing the fight, Hamish attempts to flee, if possible, by assuming swarm form and escaping back outside through the hollow tree trunk. When he reaches the surface, he tries to fly away from the fray as a bat swarm if daylight doesn't prevent him from doing so, though he will surely return to haunt the PCs in the future.

Treasure: Hamish's coffin contains 3,985 gp, 2,089 sp, eight 250 gp sapphires and two 1,000 gp diamonds. In addition, he also has a *wand of scorching ray* (CL 7th: 18 charges), a *staff of the scout*^{UE}, and an *extend metamagic rod*.

^{UE} Pathfinder Roleplaying Game Ultimate Equipment

H. Hail Hydra (CR 8)

This hydra splits its time between wading in its foul-smelling pond devouring the abundant fish and eels and hunting larger game animals in the trees and vegetation adjacent to its pool. The monster is too big and stupid to attempt to conceal its presence. On land, it lumbers through the undergrowth toppling and crushing every obstacle in its path, while in the pond its movement creates constant splashing and ripples, making its location readily apparent. However, it has a knack for spotting its prey. It takes a successful DC 25 Stealth check to avoid detection.

The hydra immediately attacks anything that looks even remotely edible. It lashes out with its multiple heads, concentrating its ferocious bites on one or two opponents. The monster fights until destroyed,

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confident it will simply regenerate when its foes depart. This is especially true if the characters exclusively pummel the creature's body but ignore its multiple heads. However, if the PCs use fire or acid, the creature's survival instinct kicks in, and it does everything possible to flee when reduced to 3 heads or less.

NINE-HEADED HYDRA

CR 8

XP 4,800

Pathfinder Roleplaying Game Bestiary "Hydra"

N Gargantuan magical beast

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

Perception +14

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 112 (9d10+54 plus 9); fast healing 9

Fort +12; **Ref** +9; **Will** +5

Speed 20 ft., swim 20 ft.

Melee 9 bites +13 (2d6+7)

Space 20 ft.; **Reach** 15 ft.

Special Attacks pounce

Str 25, **Dex** 12, **Con** 22, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +9; **CMB** +20; **CMD** 31 (can't be tripped)

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (bite)

Skills Perception +14, Swim +15; **Racial Modifiers** +2 Perception
SQ hydra traits, regenerate head

Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits(Ex) A hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HH. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

Regenerate Head (Ex) When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps are seared by acid or fire.

Treasure: A past victim of the hydra's lost a leather pouch in its pool. It can be located with a DC 23 Perception check. It contains 8 garnets (100 gp each) and a *stone of alliance*^{UE}.

^{UE} *Pathfinder Roleplaying Game Ultimate Equipment*

K. Skeeter Breeding Pool (CR 8)

On this spot centuries ago the callous soldier systematically butchered 22 mothers and their children. After he finished the deed, he tossed their bodies into these waters. Their suffering was so great, 3 **unrequiteds** coalesced at the spot. Though these undead pose no threat to Hamish, they attack living creatures on sight.

The monsters' affinity for suffering and their corrupting influence fouled the waters. However, Hamish was the missing ingredient that finally gave rise to the skeeters. The combination of these two components duplicates the effects of an *unhallow* spell that affects the pond's southeastern edge.

The magical aura emitted by this potent, evil magic serves as an important clue that something untoward affects this area. A *hallow* spell cast in the same area negates this effect and prevents any more skeeters from springing to life as long as Hamish and an unrequited do not return to the accursed site. If both come back here, the *unhallow* effect is restored and the skeeters re-emerge from the pond at a rate of 1d2 per week.

UNREQUITEDS (3)

CR 5

XP 1,600

hp 59 (*Chapter 6* "Unrequited")

Tactics: Like Eladrian, the tormented incorporeal spirits can use their lifesense supernatural ability to locate any living creature within 60 feet. When they detect any humanoid presence, the creatures immediately rush toward the source. They constantly radiate an aura of regret; therefore, any creatures within 30 feet of an unrequited must succeed on a DC 17 Will save to avoid being slowed. The unrequiteds then resort to incorporeal touch attacks, dealing Wisdom damage with their touch of sadness ability as well as taking turns blasting their foes with their *crushing despair* spell-like ability. The vengeful apparitions have no concerns regarding their personal safety, thus they continue to assault their enemies until one side completely falls.

Treasure: The tainted pool also contains a forgotten treasure cache that lies in a murky section of shallow water near the pond's southeastern edge. Locating the sealed stone jug partially buried in the thick mud requires a successful DC 24 Perception check. The jar contains 1,508 gp, an arcane scroll (CL 10: *dominate person, major creation, shout*) and an *insistent doorknocker*^{UE}.

^{UE} *Pathfinder Roleplaying Game Ultimate Equipment*

N. Nixie Parade (CR 9)

Three weeks ago, Hamish's skeeters slew the reclusive **Ewan Lacour** as he picked berries just outside his door. Over the years, the old man succeeded wildly at only one endeavor — getting others to despise him. The crotchety septuagenarian rubbed everyone the wrong way. He constantly squabbled with his neighbors, making unfounded, paranoid accusations that they stole his stores of food while he slept and even once claimed they magically compelled the indigenous birds to sing too loudly outside his door. As a whole, the community shunned the hermit. Therefore, when the skeeters killed him, no one took notice, which opened the door to 8 **bog nixies** from the nearby pond. With Ewan dead, the malevolent fey moved into the residence, disguising themselves as a jovial couple and their 6 children. All too familiar with their human nemesis, the creatures claim they are Ewan Lacour's long-lost son Sian, Sian's wife, and 6 orphans they have found and raised over the years. When the PCs meet Sian and his family, they find them whistling and singing as they go about their chores, as if they had no cares in the world.

Instead of perpetrating an elaborate ruse, the phony family's patriarch acts jubilant at the approach of visitors and calls his "family" out to gather round and greet them. When the troupe musters around him, he extols them to entertain the newcomers with a cheery tune. Acting as the octet's chorus leader, Sian leads the 8 bog nixies to unleash their captivating song.

The nixies attempt to lead captivated PCs to the nearest bog pool to lure them into the deep bog by swimming out ahead of him. Unless the adventurer fears water, the pond does not appear to be a dangerous locale that would entitle the entranced creature to a second saving throw against the effect. The nixies then attempt to leave the bogged-down character and pepper him from afar with their light crossbows.

Meanwhile, characters who successfully saved against the captivating song must next withstand a barrage of *charm person* spells to lead them into the treacherous terrain of the bogs as well. If these magical effects fail, they flee to the nearest pond to hide in the murky depths until the PCs have gone away. They can remain underwater indefinitely. Slain bog nixies revert to their true form.

BOG NIXIES (8)

CR 3

XP 800

hp 13 (*Pathfinder Roleplaying Game Bestiary 3* "Nixie, Bog Nixie")

Treasure: The bog nixies carry eight 100-gp pearls, a conch horn worth 25 gp, a *pearl of power* (2nd level) and a *golembane scarab*.

P. Pond

The reservoirs of stagnant water spread throughout the Wytch Bog are the wetland's defining feature. Thick layers of stratified peat along the pond's underwater surfaces function like a modern pool liner. The ponds collect precipitation and sequester the rainfall from entering groundwater systems while also preventing water runoff and groundwater from seeping into the pond. The decaying organic material gives the water a brownish tinge that impairs underwater vision. Furthermore, the acidity inhibits plant growth other than simple plant organisms, such as algae, which often floats atop the water's surface. The squares within a pond contain light undergrowth, shallow bog, and deep bog. There are no typical trees and heavy undergrowth in these locales, though they may be encountered along the ponds' edges.

Hamish dumped many of his victims in these ponds. If the characters search any of these watery graves, they find 2d4 leathery corpses with a successful DC 20 Perception check. There is a 50% chance a mummified body still has 5d6 gp worth of random items on its person, with no more than 20% made up in actual coins. If the PCs examine any of these cadavers, a successful DC 25 Heal check confirms they died a violent death. These injuries include stab wounds, ligature marks around the neck, and slashing wounds to the throat.

R. Residences

The men, women, and children who troll the ponds for fish and cut peat from the earth dwell in sturdy wooden and stone homes scattered throughout the southern portion of the Wytch Bog. A handful of these abodes date back several centuries, but most are less than 100 years old. Wild berry patches and small animals such as raccoons, grouse, cranes, and myriad amphibians and reptiles are commonly found in close proximity to

most of the homes. Larger game animals such as deer and moose shy away from humanoid contact. Those who hunt these game animals must do so in the wilds of the Wytch Bog generally at least several hundred yards away from the closest manmade structures.

Most homes consist of one floor with a partial stone foundation spread over a wide area. Homes have only one entryway and no windows. Homes are lit by smoky peat-burning lanterns to keep the worst of the insects at bay. There are 23 residences spread throughout the region, making it impossible to detail every one of them. Instead, the GM may populate any given abode with one of the families briefly described in the accompanying side box or create interesting individuals of his own design.

S. St. Worte Residence

Life in the Wytch Bog is harsh, and tragedy takes a toll on every family in this rugged environment. Yet even by the wetland's brutal standards, the St. Worte family seems especially unlucky. The 39-year-old **Artur St. Worte** (N male human commoner 4) is the last surviving child of his parents' 11 offspring. He watched as disease, accidents, and suicide decimated his siblings and parents over the years. His only remaining brother Montague disappeared and was presumed dead 7 months ago after straying into the deeper bog in pursuit of a deer. An exhaustive search turned up only a severed forearm and hand bearing the elder sibling's distinctive physical feature, a deformed tip on his right index finger. Even his beloved wife Mary could not escape calamity, as she died 8 years earlier after contracting a mysterious illness that ravaged her body for nearly a year before finally taking her life.

The endless succession of heartbreak has left Artur a broken man. He wallows in his misery, spending his days tilling his fields for food and selling blocks of peat to **Burgess Woolcroft**, a traveling merchant whom he considers his only friend. After laboring on his land during the day, the elder St. Worte drinks himself into a stupor every evening. If not for his

Residents

Dunleve Family

Orphaned 5 years ago, 15-year-old **Maisie Dunleve** (NG female human commoner 2; Dex 12; Stealth +3) and her 13-year-old brother **Wallace Dunleve** (NE male human rogue 1; Dex 13; Sleight of Hand +5) live with their uncle **Gervin Dunleve** (CN male human commoner 3). The lifelong bachelor is ill-suited to rear his unruly niece and nephew, whom he mostly ignores and allows to run amok while he hunts grouse and other game birds. Maisie demonstrates some measure of restraint, stopping short of committing any overtly criminal acts, unlike her temperamental and devious younger sibling who indulges nearly every mean-spirited whim that pops into his mind. Even Maisie fears her brother is spiraling out of control, prompting the young woman to beg her uncle to exert some discipline. To date her efforts have been ignored.

Adoc Family

The 53-year-old **Bertran Adoc** (LG old male human ranger 3; Wis 16; Knowledge [nature] +9) is the rigid yet loving head of this family. His older son **Torqil Adoc** (CG male human expert 3; Int 15; Craft [pottery] +11) shares his father's ideals on the topics of righteousness and respecting the land, but resists his father's efforts to transform him from an unmotivated lad into a hard worker. Instead of toiling in the fields, the whimsical young man prefers to turn ordinary clay into beautiful amphorae. Torqil's younger brother **Alec Adoc** (LN male human cleric of Vanitthu 2; Wis 14; Knowledge [religion] +7) and his mother **Collodena Adoc** (LN female half-elf warrior 3) share the patriarch's devotion to Vanitthu and stern authoritarian outlook. Bertran keeps the peace between his impulsive older child and his strict younger child and the man's equally firm wife.

Ramsay Family

Ian Ramsay (N male half-elf sorcerer 2; Cha 14; Spellcraft +10) shares this residence with his younger siblings **Creighton Ramsay** (LN male half-elf expert 3) and **Sorcha Ramsay** (N female half-elf expert 4; Int 13; Craft [baskets] +8). The trio — all unmarried and approaching middle age — leads a pastoral lifestyle hunting game animals and gathering wild berries and other edible plants. Their deceased parents, a male elf and female human, experienced racism firsthand when they married and started their family five decades ago despite the fact they were both born and reared in the Wytch Bog. Now the trio derives some guilty pleasure from recent developments inflicting what they see as just deserts upon their bigoted neighbors.

Verien Family

In a strange coincidence, sisters **Elise** (NG female human expert 2; Profession [herbalist] +6) and **Fiona** (CG female human expert 3) married brothers **Errol Verien** (N male human ranger 3; Wis 15; Survival +8) and **Finlay Verien** (LN male human warrior 3; Str 15; Profession [soldier] +6). The couples, all in their twenties, share the home that belonged to the women's parents before their untimely demise 6 years earlier during an outbreak of plague. Elise is 6 months pregnant with Errol's child, while Fiona and Finlay wed only a few weeks earlier. The quartet harvests rare herbs from the surrounding vegetation, using the plants to concoct a variety of questionable poultices and brews. However, there is no doubting the efficacy of the pungent garlic bulbs growing in a small garden outside their door. Elise's pregnancy spurred the idea of strategically positioning the plants to grant an added line of defense against the land's unwelcome nosferatu, especially in light of recent developments.

MARSHES OF MALICE

son **Willem St. Worte** (LN young male human wizard 1), Artur would almost certainly sink into a perpetual alcoholic haze. Artur's love for his only child is the only impetus keeping him going every day, albeit in his diminished state.

Artur dwells more on the loss of his immediate family than on the actions of his ancestors. The man has no interest in speaking with outsiders about his distant lineage except to casually remark that some unforeseen blight hangs over his house. On the other hand, the well-read Willem takes great interest in his parentage. He tirelessly scours through his extensive collection of dog-eared journals and crumbling diaries in his spare time. The youngster happily shares his discoveries with complete strangers despite his father's protestations. One diary in particular greatly interests him. Written by **Luci St. Worte** roughly 200 years ago, the battered book consists of mad ramblings and indecipherable scrawls except for one page Willem happily shares with anyone who takes interest in his studies. It is impossible to note the date of the entry, but its subject matter and language indicates Luci wrote it contemporaneously with the massacre.

Luci St. Worte's Diary Entry

"Disgusting wretches. Heaving, moaning, crying, sobbing. Hamish MacDuncan spoke with us yesterday about them and offered a noble solution. He would lead them somewhere out of our sight. Good riddance I say. They seem less than human in every way. My husband and I offered to help him in his noble quest. I told him about a pond and patch of land northwest of our home that might be conducive for his purposes. He smiled and thanked me for the assistance. They cannot be gone soon enough. I am carrying my own child and cannot worry about those that refuse to help themselves. I trust that Hamish will help us and bring this matter to its just end."

Willem concludes that the passage references Hamish's atrocities in addition to implicating Luci and her husband in his despicable plan. Questions about the mysterious parcel of land Luci references in her diary passage go unanswered as neither Willem nor his father ever venture beyond their property lines, especially these days. Furthermore, they never interact with Hamish, so they can provide no direct knowledge about him.

T. Redoubt (CR varies)

Unable to travel about during daylight, long ago Hamish constructed three solid stone structures that offer him temporary refuge from the sun's rays. When the PCs happen upon one of these buildings, the GM may read or paraphrase the following description.

This squat 10-by-10 bunker has windowless walls made from loose stone joined together by dried mud and crude mortar. Wooden beams, reeds and dried mud rest atop the stone walls to create a solid roof. A short opening on the south face is the only visible entrance to the makeshift shelter. A thick, black curtain is drawn across the entrance.

If the PCs succeed on a DC 25 Perception check, they notice 5 small holes in the floor, covered by a metallic grid.

If Hamish is unaware the PCs entered his domain, there is a 10% chance of encountering him inside a redoubt while the sun is in the sky. However, the skeeters that always accompany him keep a vigilant watch on the surrounding area. When intruders approach the redoubt, they swoop down from the heavens and attack the trespassers. Adventurers who slay the skeeters and enter the redoubt have the startled vampire at a significant disadvantage. Unable to flee outside, Hamish initially stands and fights, taking up a defensive position in one of the near corners to prevent any accidental exposure to sunlight. When the battle turns against him, the vampire transforms into a swarm of centipedes and makes for one of

the drains. He then descends into a pipe and flees into countless vermin warrens spread beneath the redoubt. In similar fashion, whenever the PCs start to block up the pipes, he immediately foregoes combat and escapes into these tiny warrens where his swarm form can spread out and sit tight to wait out any intruders. He remains in swarm form underneath the surface until the sun sets. When darkness falls, he returns to the surface through a drain or one of countless tiny vermin burrows scattered 2d20 feet outside the redoubt.

SKEETERS (1d2+1)

CR 4

XP 1,200

hp 42 (Chapter 6 "Skeeter")

HAMISH MACDUNCAN

CR 9

XP 6,400

hp 96 (see the Freeform Encounters section)

Ending the Adventure

Destroying Hamish ends the imminent threat to the people inhabiting the Wytch Bog, but they remain in tremendous peril. If the PCs did not defeat Eladrian or the will-o'-wisps, these monsters rush forward to fill the power vacuum Hamish left behind. Now free to move about and attack the residents without restrictions, the monsters seemingly release decades of pent-up frustration in violent fashion. Within mere hours of Hamish's destruction, the now purposeless elf spirit makes her way across the land, mercilessly slaying anyone she encounters. On the other hand, the pair of will-o'-wisps takes a less aggressive approach. Though they do not immediately attack the residents, the duo becomes more opportunistic with Hamish's restrictions now lifted. They have no love lost for Hamish, so they take no actions against the individuals who destroyed him. However, everyone in the Wytch Bog is now a potential victim as the creatures step up their frightful attacks in the days and weeks ahead. Given this set of circumstances, it is almost certain the PCs must deal with these threats, particularly Eladrian, before departing the Wytch Bog for good.

Appendix

This Appendix provides additional strange events and random encounters to enhance the experience of any wetlands' campaign. The first section contains a table detailing unusual occurrences PCs may encounter while trekking through the wetlands. The second section consists of a random encounter table for wetlands' adventures.

Random Wetlands Events

Slogging endlessly through water, muck and mire can become a tedious endeavor. To liven up the PCs' travels through this soggy landscape, the GM is encouraged to use these spontaneous events to pique the adventurers' interest and anxiety levels as they make their way across the forbidding terrain. To do so, roll 1d100 and consult the following table.

Table 18-1: Random Wetlands Events

1d100	Wetlands Event
1	A loud splash suddenly breaks the silence and creates ripples in the otherwise calm water. The source of the disturbance is not readily apparent.
2-3	A curious brown toad with a metallic bracelet wrapped around its belly rests upon a rock protruding above the ground. Upon closer examination, the silver jewelry piece bears the inscription, "A gift from Lord Faldamir to a most trusted servant."
4-5	Waterlogged trousers and a torn shirt lie on a muddy riverbank.
6-7	The neck of a warped banjo with broken strings sticks out of the mud. When someone cleans the musical instrument, the name "Bo Johnson" can be seen etched into the wood between the frets.
8-9	A swarm of flies hovers above a mound of damp earth. A character who succeeds on a DC 20 Perception check notices a dainty finger sticking out of the earth.
10-11	The ground suddenly and unexpectedly gives way, creating a sinkhole. (See Chapter 3 for details regarding sinkholes.)
12-15	A human corpse dressed in a foppish outfit with numerous holes and what appear to be scorch marks rests against the trunk of a tropical tree.
16-18	Law Clampett (CN male human rogue 3; Dex 16; Profession [gambler] +8) carries a weathered, leather suitcase while walking along a crude path. Despite his surroundings, he wears alligator skin shoes and fine clothing. If someone approaches him, the gregarious fellow asks that person and his companions, if any, to join him at the Lucky Draw Saloon for a game of craps.
19	A pile of shucked oyster shells litter the ground.
20	Wellington Tisha (LG male human paladin 2) boldly proclaims he is on a quest to slay the she-hag who killed his father a decade earlier. The noble young man tells anyone willing to listen that the monster resides in a tangled copse somewhere within a nearby, bleak swamp. He offers no other details.

1d100	Wetlands Event
21-22	Aemon Goodrow (NG male human ranger 1) dives into the brackish water in an apparent search for a concealed object on the bottom of the riverbed. If anyone asks him, the handsome man tells them he is hunting for a pearl to give to his fiancée on their wedding day, which happens to be tomorrow.
24-25	Someone or something etched the letters "I-E-A-I-A-I-O" onto the trunk of a cypress tree.
26-27	Harn Sparkleop (CG male gnome wizard 2) writhes in pain while tightly clutching his left hand. The traumatized gnome complains a juvenile crocodile bit off the appendage, which now prevents him from casting many of his spells. If the PCs ask him to describe the attack, he sheepishly tells them he was teasing the ornery reptile when it bit him.
28-29	Heavy rain falls from the skies for the next 3d6 minutes.
30-32	A male moose missing its antlers monitors the PCs' activities from afar.
33-35	The PCs stumble upon a half-buried burlap sack containing a loaf of moldy bread and a crumpled parchment page. The note, which is written in Common, says, "For your family ... not go hungry ever again."
36-38	A swarm of midges (see Chapter 3) suddenly flies past. The pests bite all living creatures in the area and obscure vision for the next 1d3 minutes. They then immediately disperse.
39-40	A deflated leather ball, apparently used to play a game, is impaled upon a sharp spike deliberately driven into the ground.
41-42	The PCs see a bloody knife, gloves and a leather cap stuffed into the hollow trunk of a rotting tree.
43-44	An army of frogs leaps about in a particular spot for no apparent reason.
45-49	Lamar Remington (CE middle-aged male half-elf bard 2) chugs water out of a disgusting, stained water skin. He screams at the top of his lungs that worms swim in his lungs, and he cannot explain how they got there. Needless to say, the disturbed middle-aged man is imbibing contaminated water.
50-51	Decaying leaves mysteriously fall from the swamp canopy and litter the ground. A faint luminescence radiates from their dried veins.
52-54	For an instant, it appeared a pitcher plant actually flinched.
55-56	The PCs find an abandoned wagon stuck in the mud. The vehicle is stripped clean, but a successful DC 20 Perception check spots a hidden compartment beneath the driver's seat containing a leather pouch with ten agates worth 10 gp each and a broken pistol.

MARSHES OF MALICE

1d100	Wetlands Event	1d100	Wetlands Event
57–59	Leeches cover the arms and legs of a young girl named Clarissa (N young female human commoner 1), who tells the PCs she was recently swimming in a pond. She demands the adventurers remove the annoying creatures and rub her skin with “magic cream” to relieve the pain.	84–85	High tide rolls into the area, increasing the water level by +1d3 feet for the next 2d4 hours.
60–61	An overturned stone obelisk bearing strange etchings lies in the mud. The language is an archaic form of Giant. A successful DC 20 Linguistics check or any spell or effect allowing a character to understand Giant translates the markings as the results from a long-forgotten sporting event.	86–87	A pair of reptilian eyes follows the PCs' movements.
62–63	The PCs come across a tightly packed pile of stones covered in blood.	88	A long, black snake suddenly falls from a tree branch and lands on the ground near one of the PCs' feet.
64–75	Roll for a random encounter from Table 18–2 found in the Appendix	89–90	Pele (N male human druid 2) offers to sell the PCs a lucky crocodile foot for 10 gp.
76–77	Two fallen logs form a perfect cross on the ground.	91–92	A mummified, severed ear sits on a stone adjacent to a sharp piece of flint.
78–79	While in a wetlands community, Elastuss (NG male elf sorcerer 2) tells residents he found an ancient shrine devoted to a frog deity in the wilderness about one mile from the settlement. He offers to lead others there at no cost.	93	An elderly, senile halfling tells the PCs he is hopelessly lost. He cannot remember where he came from or where he is trying to go.
80–81	A PC finds a tick on his or her skin.	94–95	The PCs happen across an abandoned mussel farm.
82–83	Mosquitoes are out in force today, which increases the chances of encountering disease-carrying pests by +1d6%.	96–97	The keel of a capsized canoe juts out of the water.
		98–99	On a successful DC 20 Perception check, the character notices a deep groove in an overhanging branch, suggesting someone may have used the limb as leverage to lift or lower an extremely heavy object.
		00	A stray dog barks loudly at the PCs. A successful DC 15 Handle Animal or Sense Motive check indicates the animal's cries are intended to get their attention rather than threaten.

Wetlands' Monster Encounters

To add further dangers to a journey through the wetlands, the GM is free to use the subsequent random chart to generate additional wetlands encounters. The table includes monsters appearing in this sourcebook as well as those that are presented in other works. To use the table, roll 1d1000 (3d10). Roll on the Warm Wetlands table for encounters in that particular environment, the Temperate Wetlands table for encounters in that landscape, and Cold Wetlands table for encounters in that landscape. It is important to note that warm wetlands encounters always occur in marshes and swamps, whereas cold wetlands encounters typically take place in bogs and fens. Temperate wetlands encounters usually happen in marshes and swamps, though they can occur in bogs and fens too.

Under the heading “Source” the following books are referenced.

MM: *Marshes of Malice*, monsters detailed in **Chapter 6**

B1: *Pathfinder Roleplaying Game Bestiary*

B2: *Pathfinder Roleplaying Game Bestiary 2*

B3: *Pathfinder Roleplaying Game Bestiary 3*

B4: *Pathfinder Roleplaying Game Bestiary 4*

B5: *Pathfinder Roleplaying Game Bestiary 5*

TOHC: *The Tome of Horrors Complete* by **Frog God Games**

Table 18–2: Random Wetlands Encounters

Creature	CR	Source	No. App.	Wetlands Type		
				Warm	Temperate	Cold
Ahlinni	4	TOHC	1–7	—	01–15	01–30
Algoid	4	TOHC	1–7	—	16–25	—
Annis Hag	6	B3	1 or 3	01–10	—	—
Babbler	3	TOHC	1–4	—	26–35	—
Blightspawn	5	B5	1	11–15	36–45	31–60
Bog Beast	5	TOHC	1–5	—	46–60	—
Bog Creeper	8	TOHC	1	16–25	—	—
Bog Mummy	6	TOHC	1–10	26–30	61–75	61–100

APPENDIX

Creature	CR	Source	No. App.	Wetlands Type		
				Warm	Temperate	Cold
Boggard	2	B1	1–12	—	76–105	—
Boggart	5	TOHC	1–5	31–40	106–115	101–130
Carbuncle	1	B3	1–8	41–47	116–130	131–168
Catoblepas	12	B2	1–6	48–55	131–140	169–195
Cheated Spirit	5	MM	1–8	56–70	141–145	—
Chuul	7	B1	1–6	—	146–160	—
Cold Rider	8	B3	1–12	—	—	196–200
Corpse Lotus	13	B5	1	—	161–165	—
Crocodile	2	B1	1–12	71–100	—	—
Crocodile, Dire	9	B1	1–6	101–115	—	—
Cyclops, Great	12	B3	1–14	116–120	166–170	—
Demon Lord, Kostchtchie	26	B4	1	—	—	201
Dinosaur, Iguanodon	6	B3	1–6	121–135	—	—
Dinosaur, Plesiosaurus	2	B5	1–7	136–150	171–175	—
Dinosaur, Spinosaurus	11	B3	1–6	151–165	—	—
Dracolisk	7	B1	1–2	—	176–185	—
Dragon, Black	varies	B1	1	166–170	—	—
Dragon, Smoke	2	TOHC	1	—	186–190	—
Dragonfly, Giant	4	B2	1–5	171–183	191–200	—
Drake, Mist	5	B4	1–12	—	201–208	202–215
Eblis	3	TOHC	4–16	—	209–230	—
Faceless Stalker	4	B2	1–9	184–190	231–240	216–230
Familiar, Otter	1/4	B3	1–16	191–210	241–260	231–270
Fen Witch	5	TOHC	1	—	261–270	—
Fey Giant Toad	3	B3	1–3	—	271–280	—
Fly, Giant	1	B2	1–12	211–230	281–290	—
Flytrap, Giant	10	B1	1–6	—	291–295	—
Formian	varies	B4	varies	—	296–310	—
Freezing Flow	4	B4	1	—	—	271–285
Frog Father	5	B5	1 or 2	231–235	—	—
Frog, Giant	1	B1	1–8	236–275	311–325	—
Frog, Goliath	3	B5	1–6	276–285	—	—
Frog, Poison	1/2	B1	1–12	286–295	—	—
Froghemoth	13	B1	1	—	326–330	—
Fungoid	3	TOHC	2–10	296–305	331–340	—
Gallows Tree	13	TOHC	1	306–310	341–350	—
Gallows Tree Zombie	4	TOHC	6–11	311–315	351–360	—
Garden Ooze	2	B3	1–5	—	361–370	—
Giant, Marsh	8	B2	1–22	—	371–380	—
Gillyfolk	1/2	MM	1–50	316–340	381–395	—
Glaistig	21	B5	1	—	396–405	—
Goblin Dog	1	B1	1–12	—	406–425	—
Goblin Snake	1	B3	1–12	341–350	426–435	286–320
Gray Ooze	4	B1	1	—	—	321–340
Gray Render	8	B2	1	—	436–440	—
Green Hag	5	B1	1 or 3	—	441–450	—

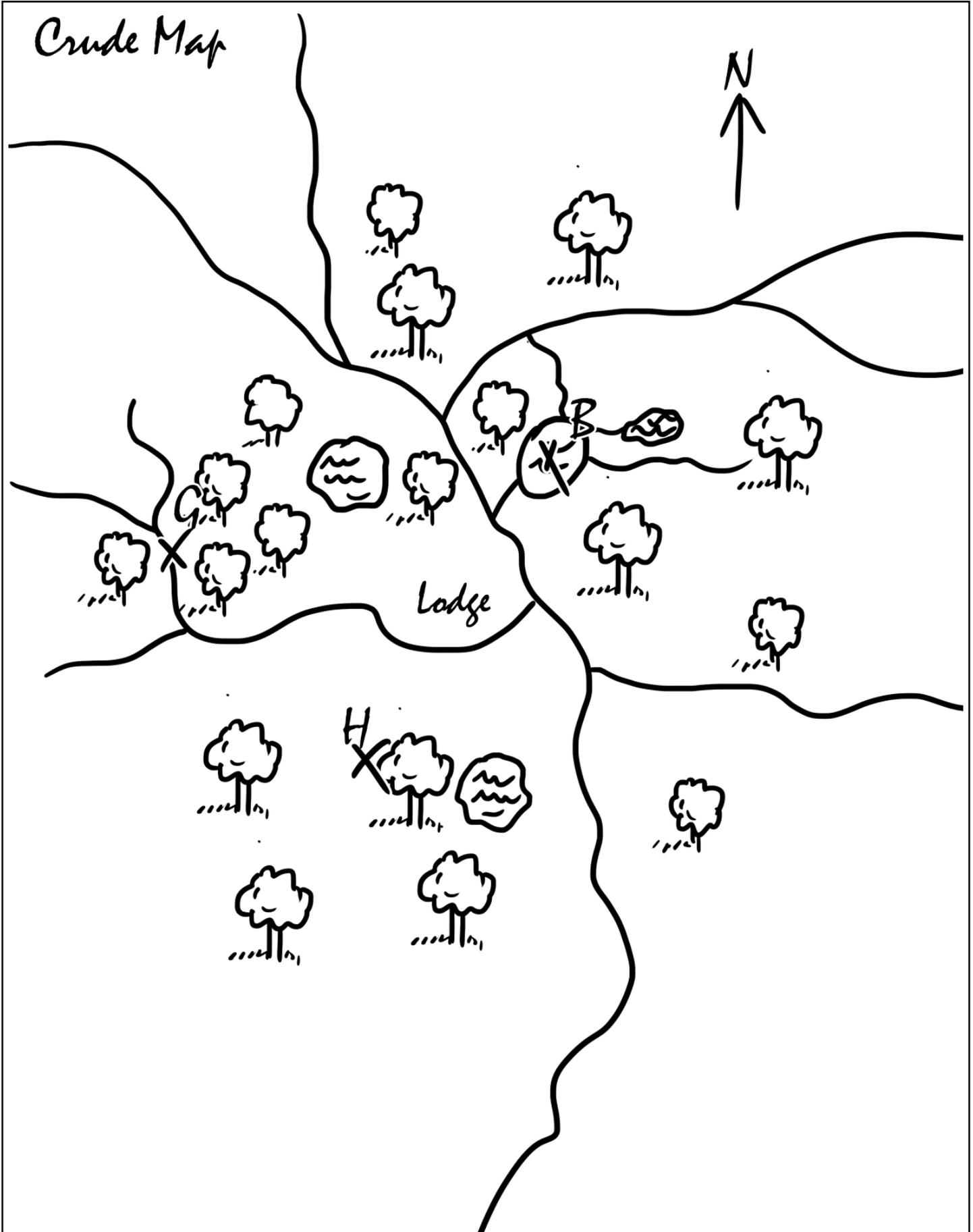
MARSHEs OF MALICE

Creature	CR	Source	No. App.	Wetlands Type		
				Warm	Temperate	Cold
Gremlin, Fuath	1	B3	1–20	351–360	451–460	341–360
Grendel	19	B4	1	—	—	361
Grippli	1/2	B2	1–30	361–380	461–470	—
Groaning Spirit	7	TOHC	1	381–385	471–475	362–375
Grootslang	10	B3	1–2	386–390	—	—
Hag Eye Ooze	3	B5	1	—	476–480	—
Harpy	4	B1	1–12	—	481–495	—
Herald of Tsathogga	15	TOHC	1	391–392	—	—
Hodag	6	B3	1	—	496–500	—
Horsefly, Giant	3	TOHC	1–20	393–400	501–505	—
Hydra	4	B1	1	—	506–520	—
Jelly, Mustard	7	TOHC	1	—	521–525	—
Kawa Akago	3	B5	1–7	—	526–530	—
Leech, Giant	2	B1	1–6	401–430	531–540	—
Leech Swarm	4	B1	1–6	431–445	541–550	—
Leshy, Flytrap	4	B5	1 or 4–8	446–450	—	—
Leshy, Fungus	2	B3	1–16	451–455	551–560	376–400
Letch	3	MM	1–50	456–470	561–565	—
Linnorm, Tarn	20	B1	1	—	—	401–410
Lizardfolk	1	B1	1–60	—	566–585	—
Lukwata	11	B3	1–8	471–475	586–590	—
Lycanthrope, Werecrocodile	3	B4	1–12	476–490	—	—
Lycanthrope, Weretiger	4	B2	1–2	491–500	591–600	411–450
Maggot, Giant	1/2	B2	1–12	501–510	601–605	—
Manticore	5	B1	1–6	511–515	—	—
Marsh Jelly	3	TOHC	1–5	—	606–615	—
Medusa	7	B1	1	—	616–625	—
Medusa, Greater	8	TOHC	1	—	626–627	—
Megafauna, Uintatherium	7	B5	1–12	—	628–630	—
Mire Brute	13	TOHC	1	—	631–635	—
Mobogo	10	B3	1–4	—	636–640	—
Morabo	1/2	MM	1–60	—	641–655	451–515
Mosquito, Giant	6	B2	1–12	516–540	656–670	—
Mosquito Swarm	3	B2	1–12	541–555	671–680	—
Muckdweller	1/4	B5	1–17	—	681–690	—
Muckdweller, Giant	2	B5	1–17	—	691–695	—
Mummy, Swamp	4	B5	1–12	556–565	696–710	516–575
Mudbog	3	TOHC	1	566–575	711–715	576–600
Mudlord	6	B4	1–12	576–585	716–720	—
Naeglari Cluster	5	MM	1	586–600	721–725	—
Naga, Spirit	9	B1	1–4	—	726–730	—
Nalusa	7	MM	1	—	731–735	—
Nuckelavee	9	B3	1	—	—	601–625
Nycar	2	B4	1–8	—	—	626–650
Ochre Jelly	5	B1	1	—	736–740	—
Ophiotaurus	17	B5	1	601–605	—	—

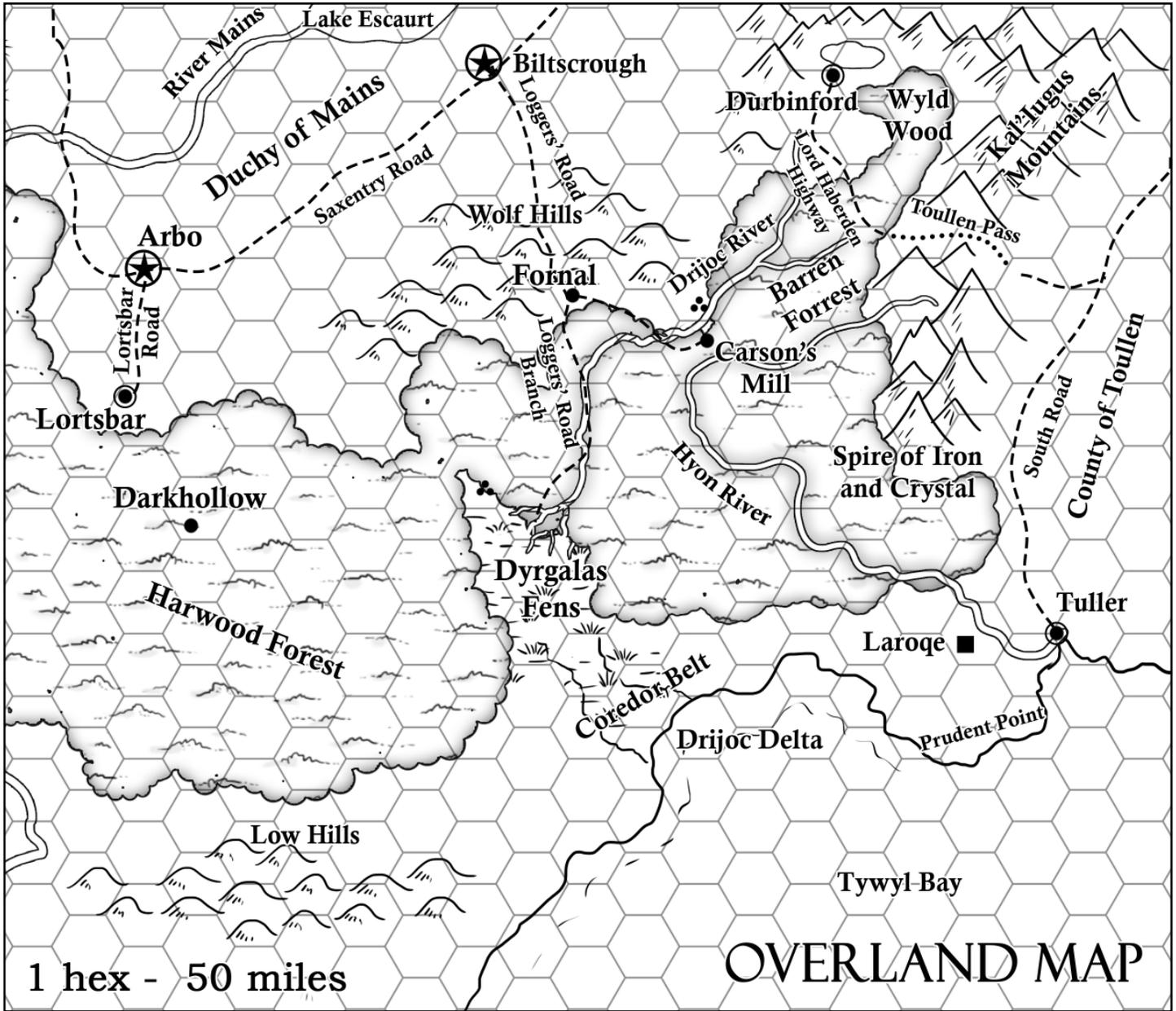
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Creature	CR	Source	No. App.	Wetlands Type		
				Warm	Temperate	Cold
Peluda	10	B4	1-2	—	741-745	—
Pluffet	5	MM	1-8	—	746-750	—
Pudding, Blood	5	TOHC	1	—	751-755	—
Pudding, Brown	7	TOHC	1	606-615	756-760	—
Rakklethorn Toad	1	TOHC	1-36	616-620	—	—
Rat, Spore	2	TOHC	1-18	621-635	761-770	651-700
Reich Hound	3	TOHC	1-6	—	771-775	—
Rhinoceros, Woolly	10	TOHC	1-8	—	776-780	701-730
Rhinoceros, Woolly (Elasmotherium)	13	TOHC	1-8	—	—	731-745
Riptide Horror	8	TOHC	1-8	—	781-785	—
Shambling Mound	6	B1	1	—	786-797	—
Shocker Lizard	2	B1	1-12	636-650	—	—
Skeeter	4	MM	1-9	651-670	798-805	746-800
Sloth Viper	3	TOHC	1-2	671-680	806-810	—
Slug, Giant	8	B1	1	681-700	811-815	—
Slurk	2	B2	1-8	—	816-820	—
Snake, Constrictor	2	B1	1-6	701-725	—	—
Snake, Emperor Cobra	5	B2	1-8	726-745	821-825	—
Snake, Giant Anaconda	10	B2	1-2	746-770	—	—
Spider, Goliath	11	B4	1-6	—	826-830	—
Stirge	1/2	B1	1-40	771-790	831-840	—
Strangler Sumac	8	MM	1-5	—	841-845	801-830
Swan, Trumpeter	1/3	B4	1-10	—	846-850	—
Swarm, Poisonous Frog	2	TOHC	1-12	791-805	851-855	—
Tempewhist	2	MM	1-30	806-825	—	—
Tentamort	4	B2	1-6	826-830	856-860	831-845
Tiger, Dire	8	B1	1-2	831-850	861-865	846-875
Tizheruk	5	B5	1 or 2	851-855	866-870	—
Toad, Giant	2	B2	1-12	856-885	871-883	—
Troll, Swamp	3	TOHC	1-4	—	884-895	—
Tsathar	2	TOHC	1-40	—	896-905	—
Turtle, Giant Bog	12	TOHC	1	886-895	906-910	—
Turtle, Giant Snapping	9	B2	1-5	896-900	911-915	—
Unrequited	5	MM	1-6	901-905	916-920	876-890
Urannag	8	B5	1-12	906-910	921-925	891-900
Vampiric Mist	3	B2	1-6	—	926-930	—
Viper Vine	13	B2	1	911-915	931-935	—
Vodyanoi	5	B3	1-12	916-930	936-945	901-930
Voonith	4	B3	1-6	931-940	946-950	931-945
Vorin	14	TOHC	1-5	941-950	951-955	946-950
Water Leaper	2	B5	1	951-965	956-965	951-960
Will-o'-wisp	6	B1	1-4	966-990	966-980	961-980
Witchfire	9	B2	1	991-000	981-990	981-990
Ypotryll	15	B4	1-16	—	991-000	—
Yuki-onna	8	B3	1	—	—	991-000

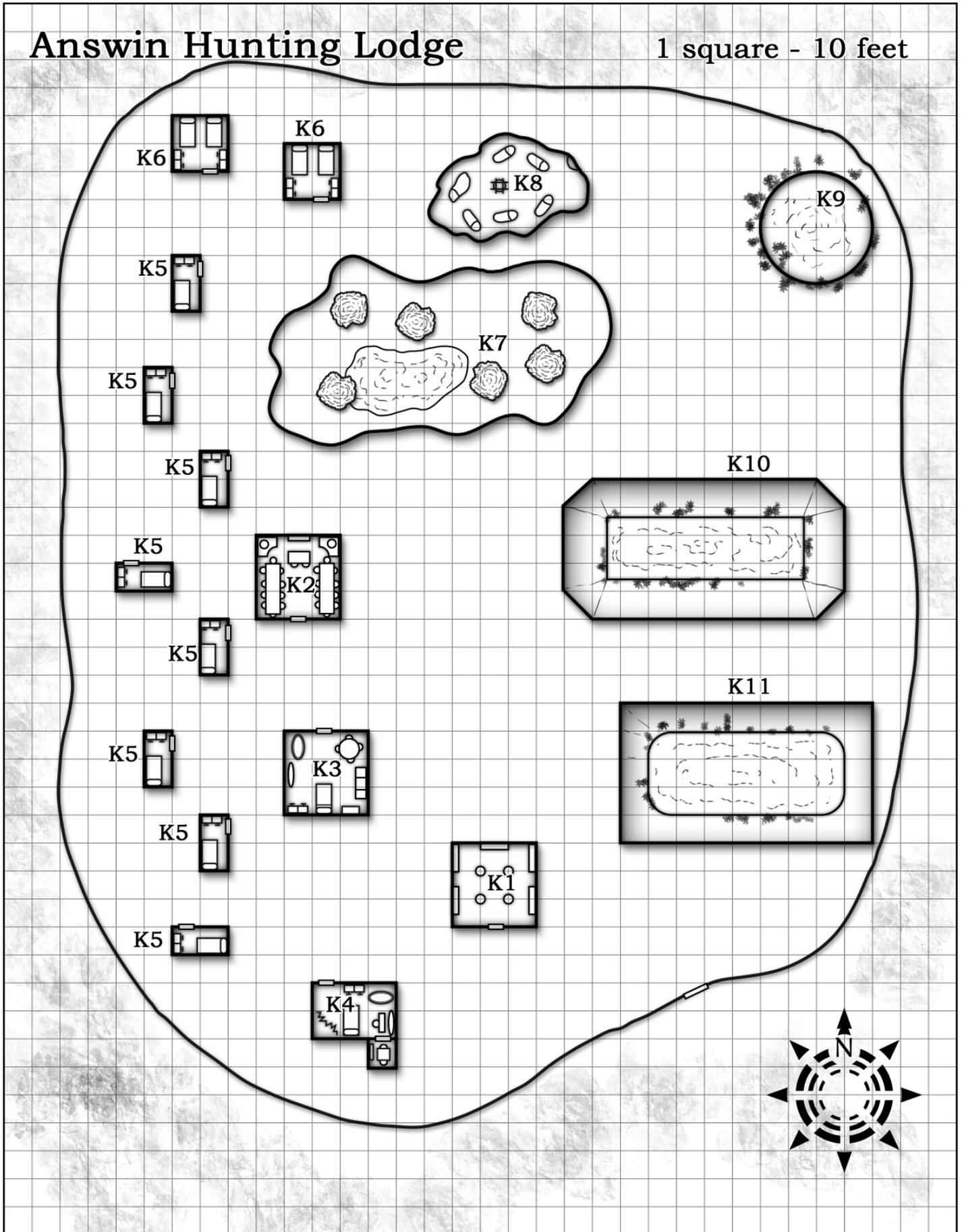
The Hunter's Game: Crude Map Handout



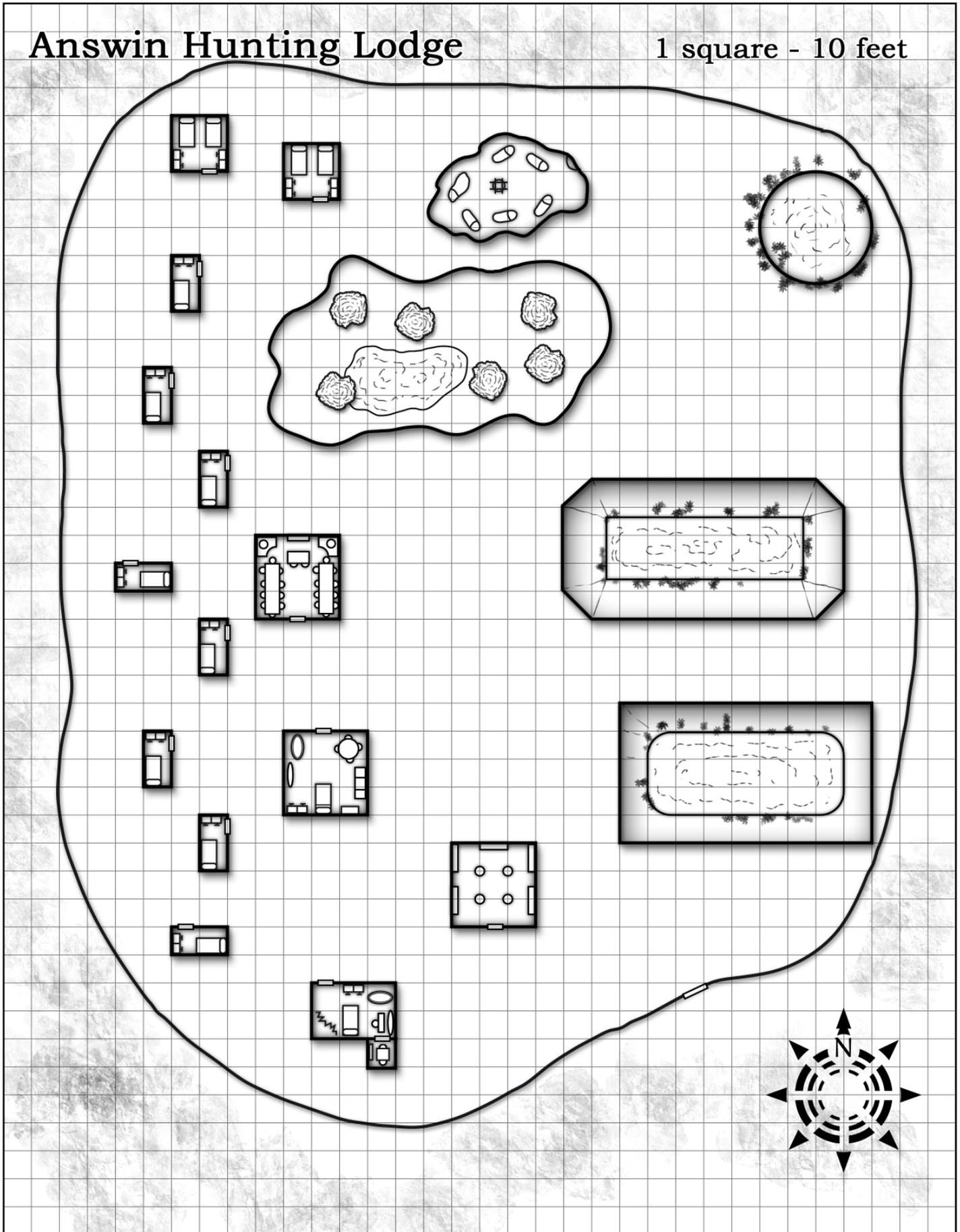
The Hunter's Game: Overland Map



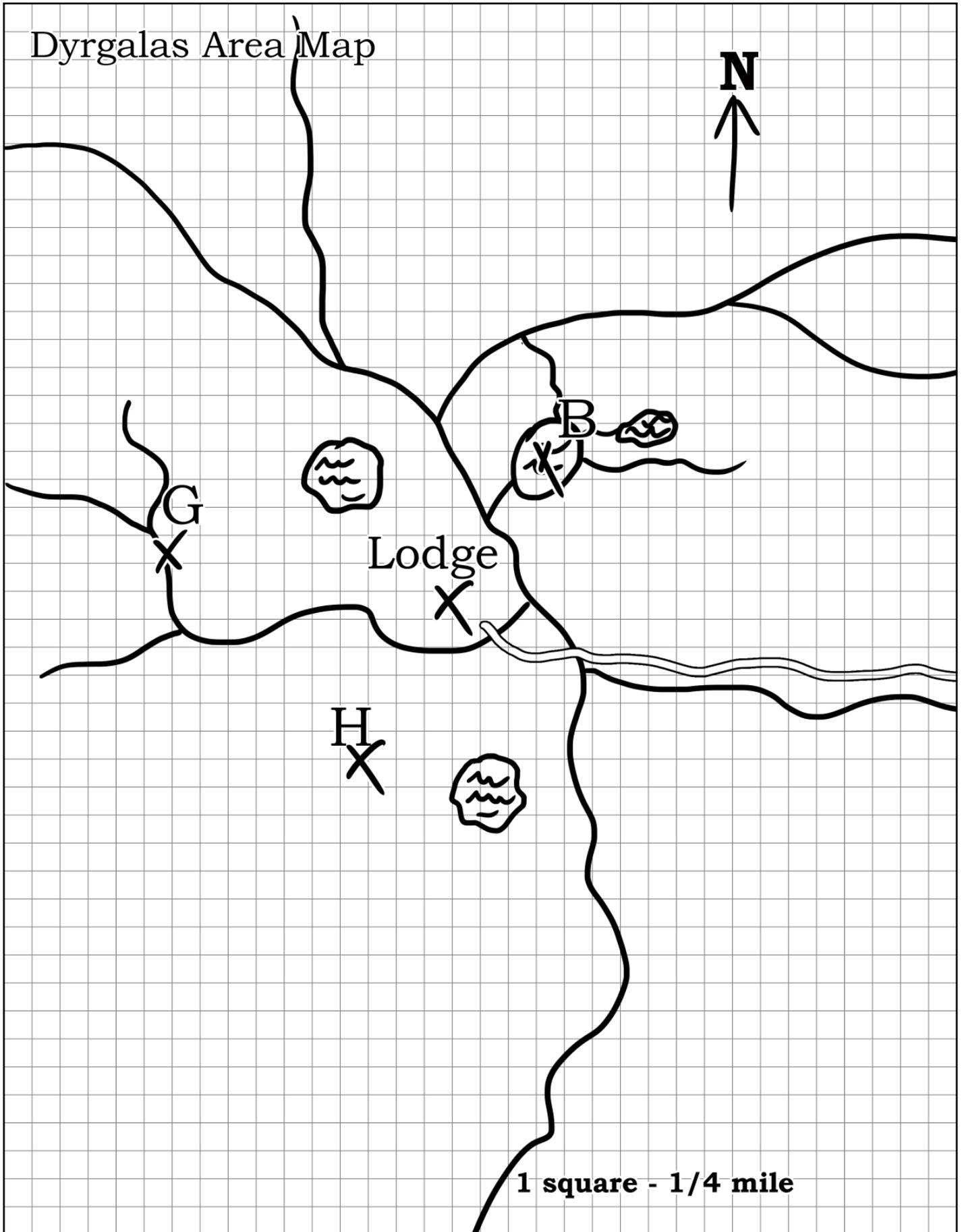
The Hunter's Game: Answin Hunting Lodge GM Map



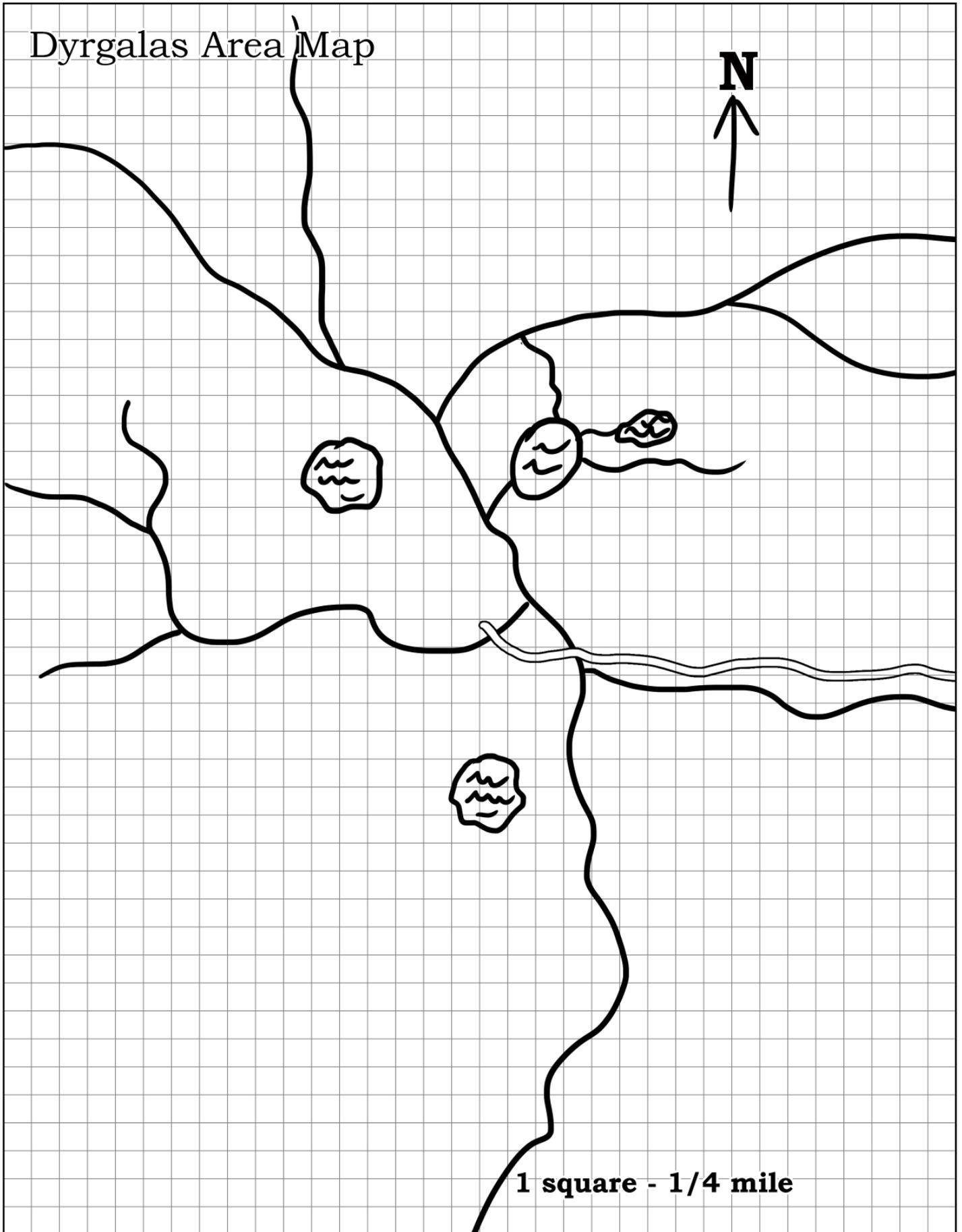
The Hunter's Game: Answin Hunting Lodge Player Map



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The Hunter's Game: Dyrgalas GM Map



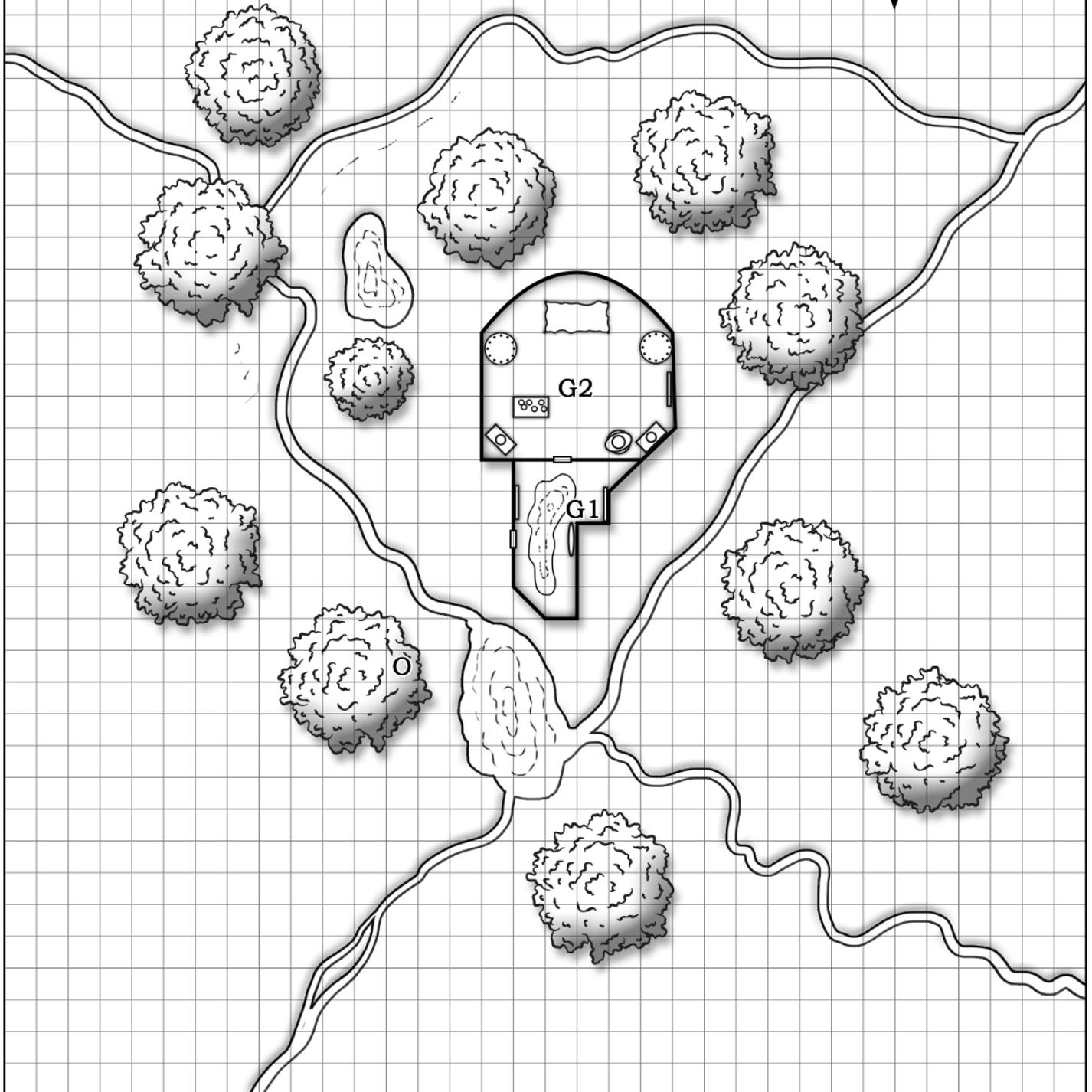
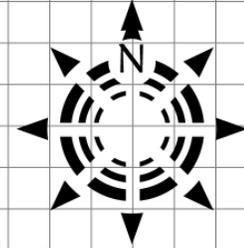
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The Hunter's Game: Grizzelda's Lair GM Map

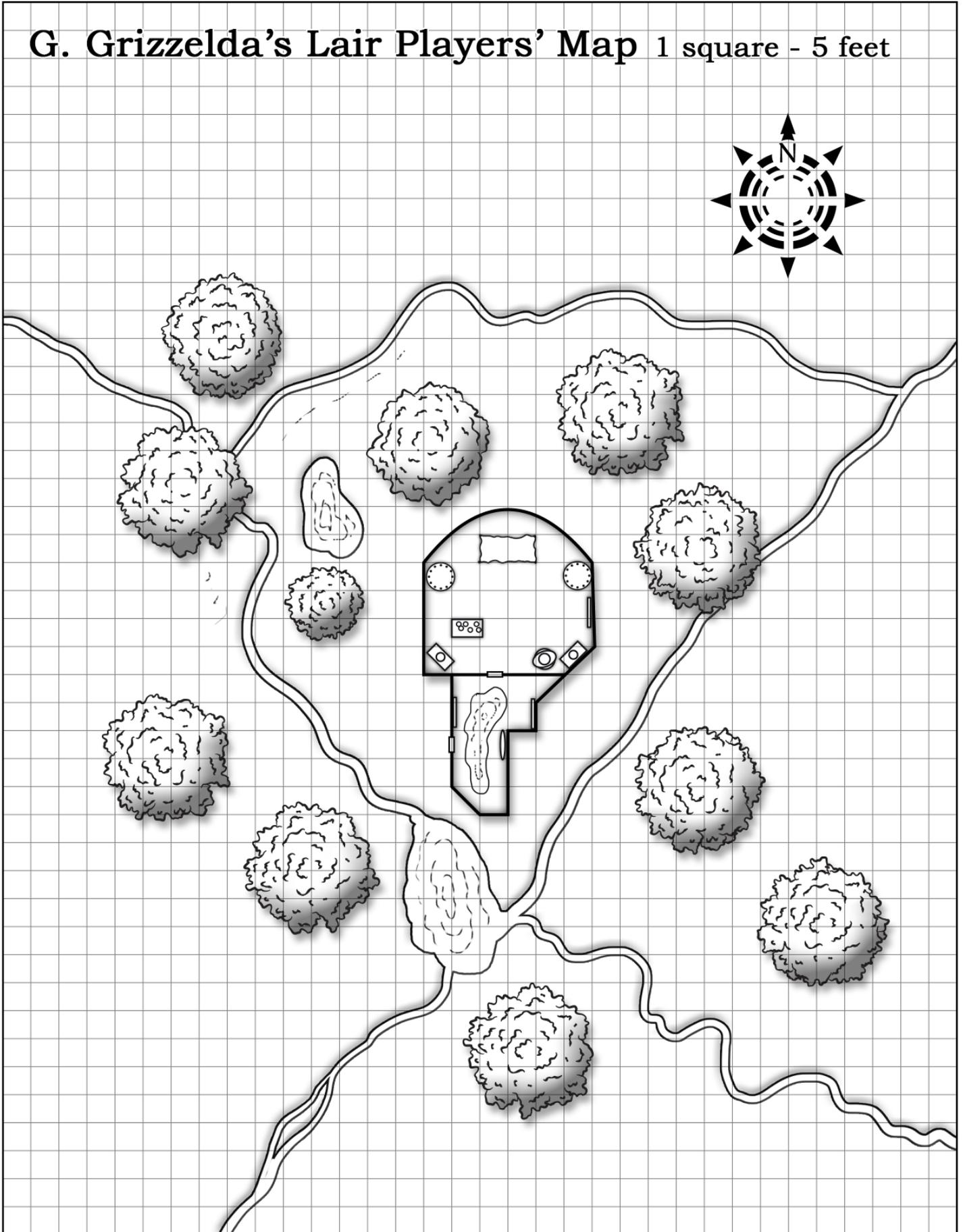
G. Grizzelda's Lair

1 square - 5 feet

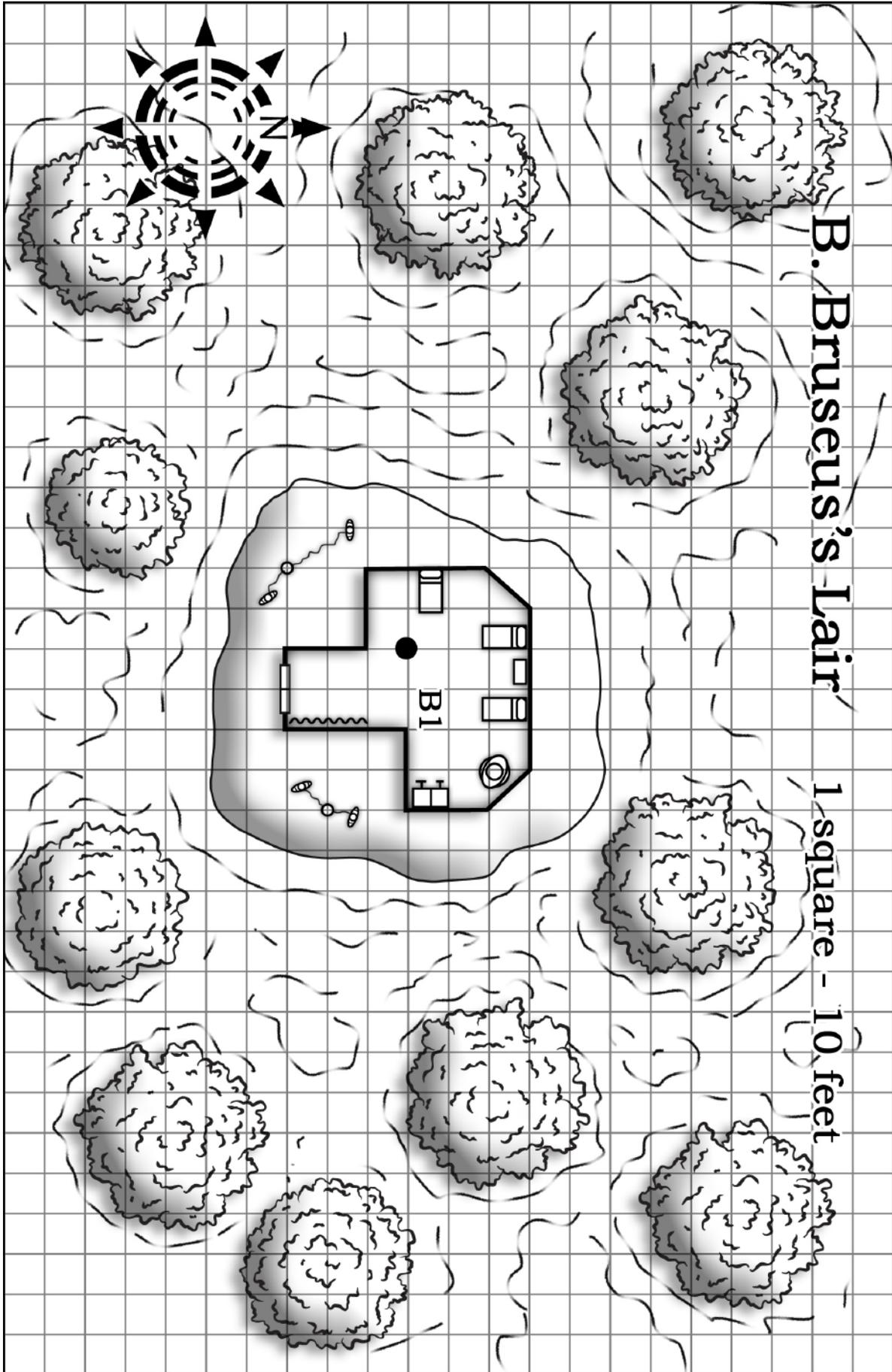


The Hunter's Game: Grizzelda's Lair Player Map

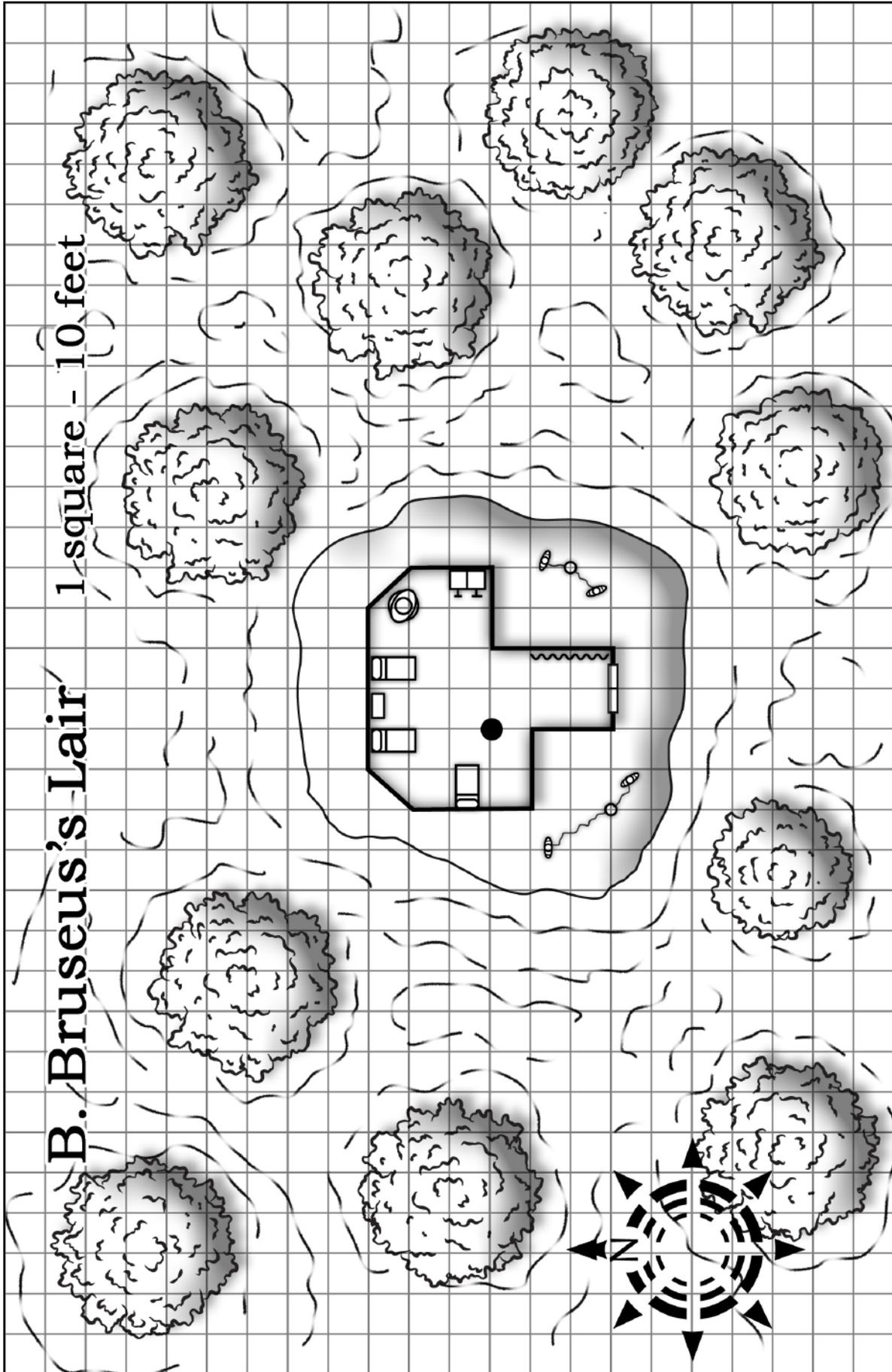
G. Grizzelda's Lair Players' Map 1 square - 5 feet



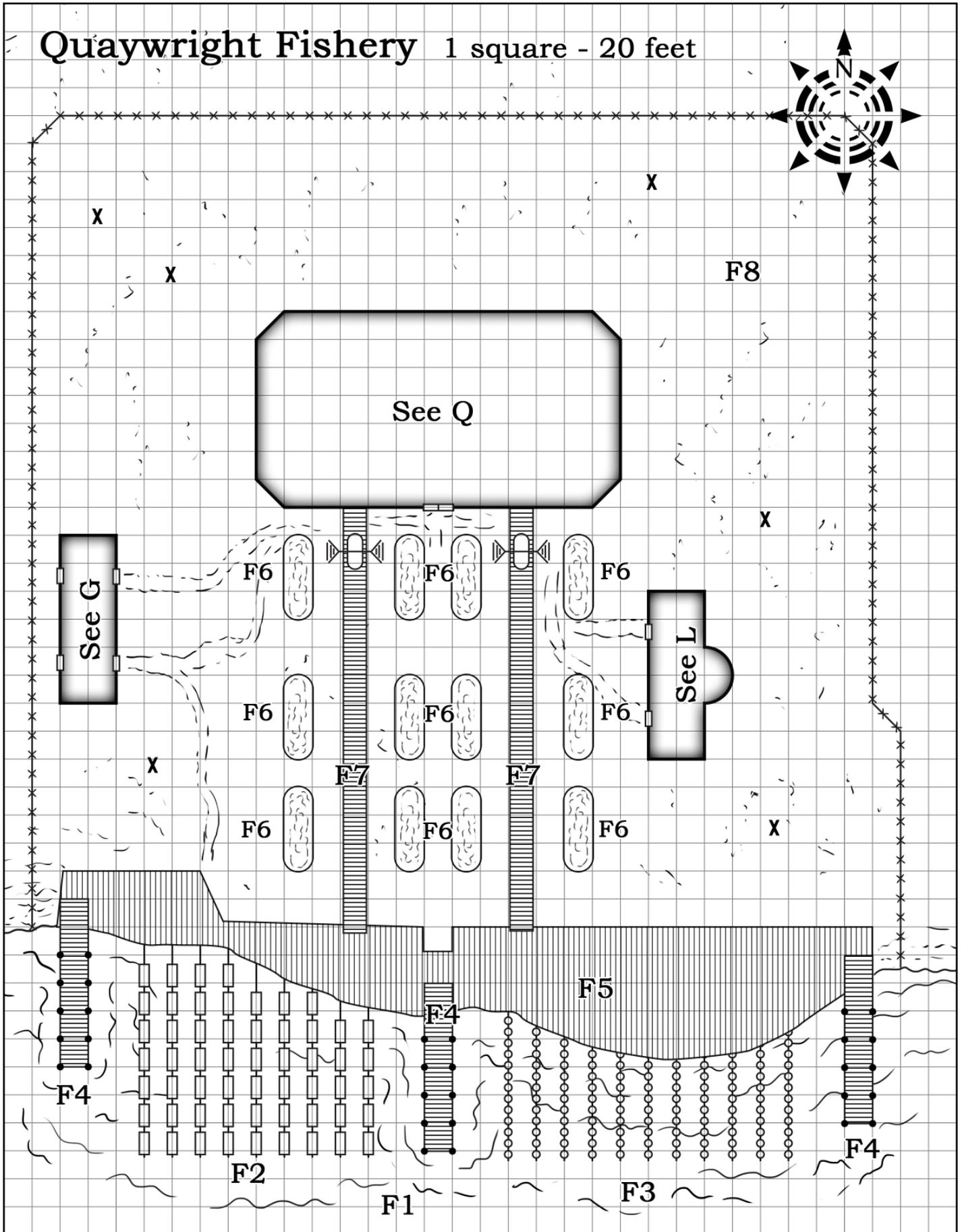
The Hunter's Game: Bruseus's Lair GM Map



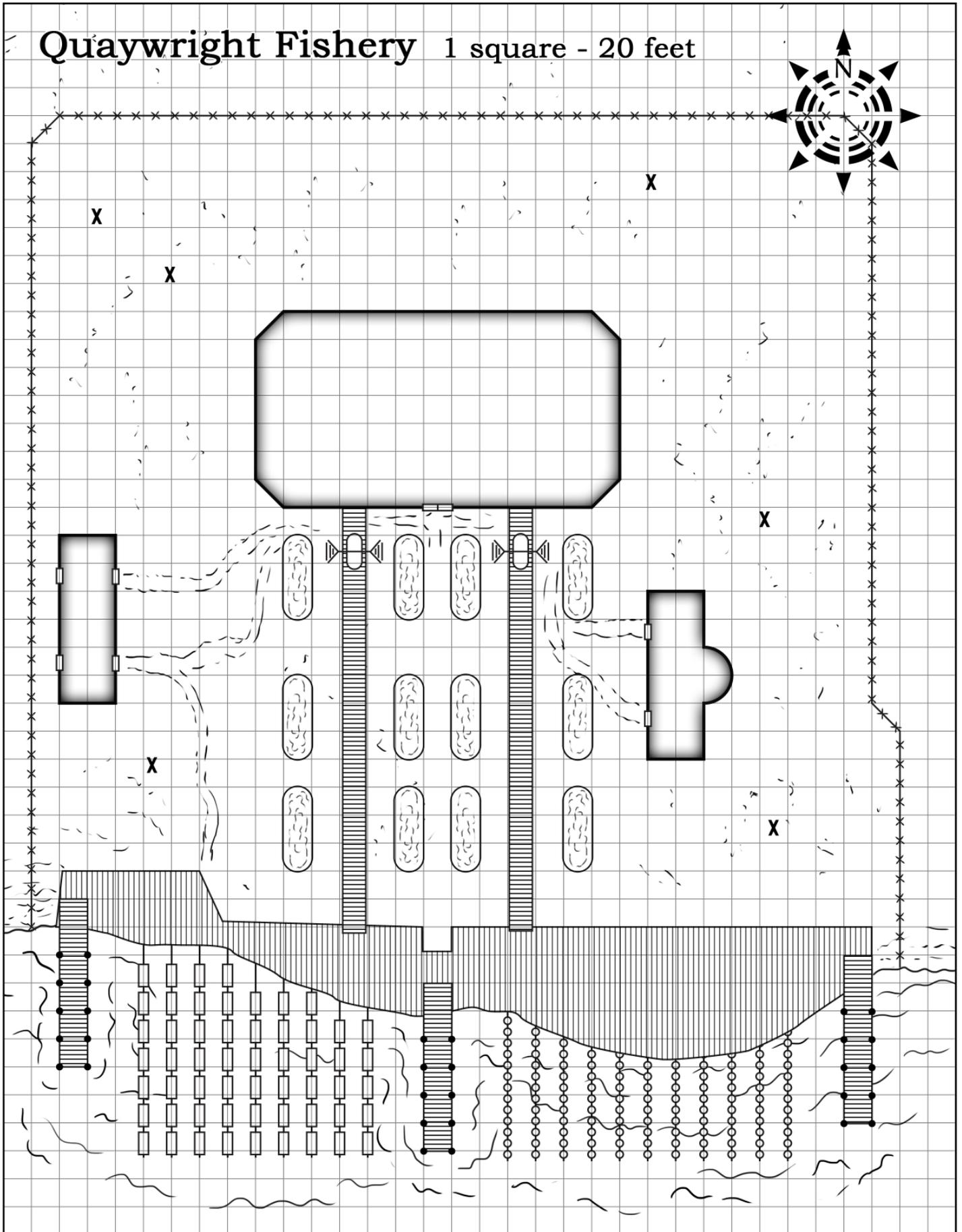
The Hunter's Game: Bruseus's Lair Player Map



Fishers of Men: Quaywright Fishery GM Map



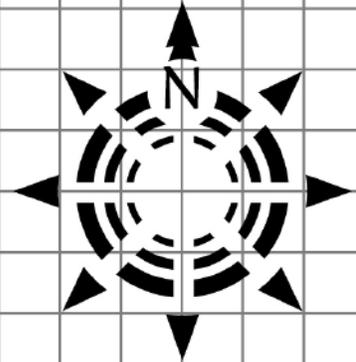
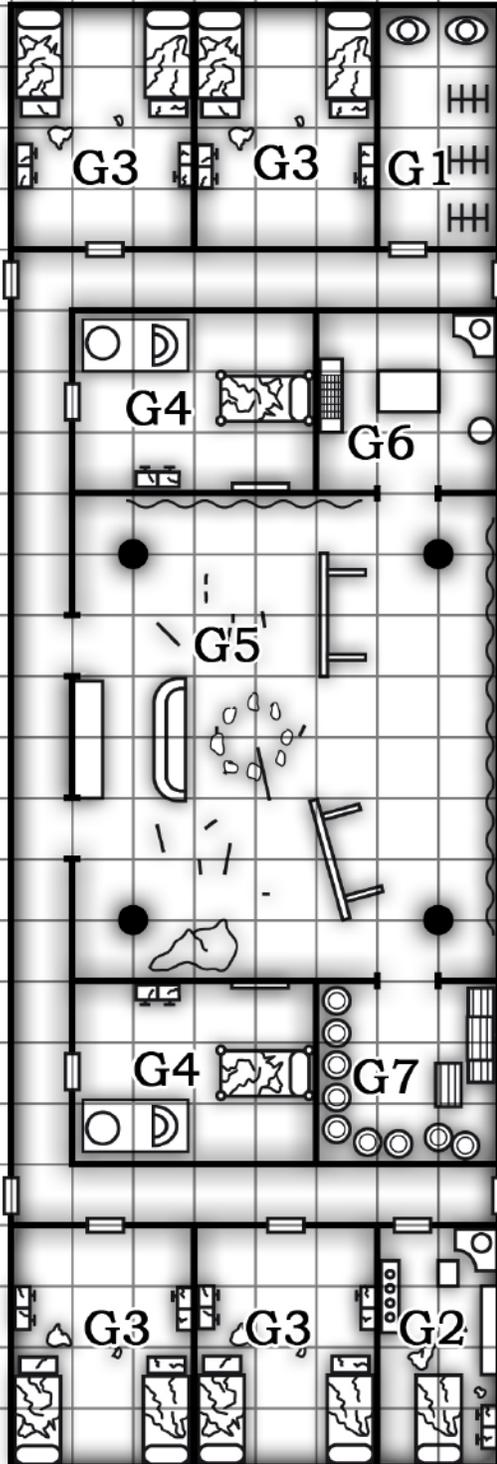
Fishers of Men: Quaywright Fishery GM Map



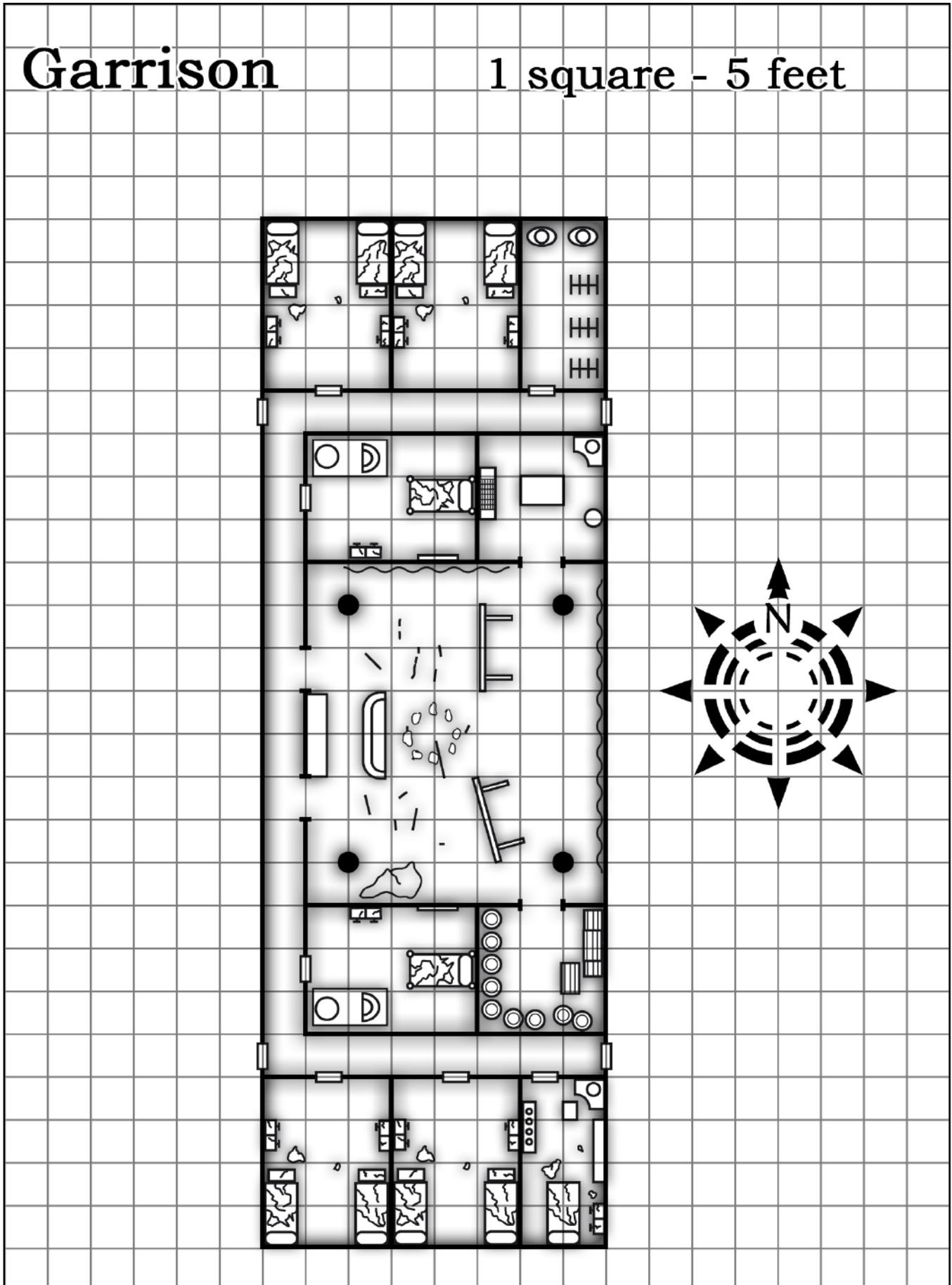
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Fishers of Men: Garrison GM Map

Garrison

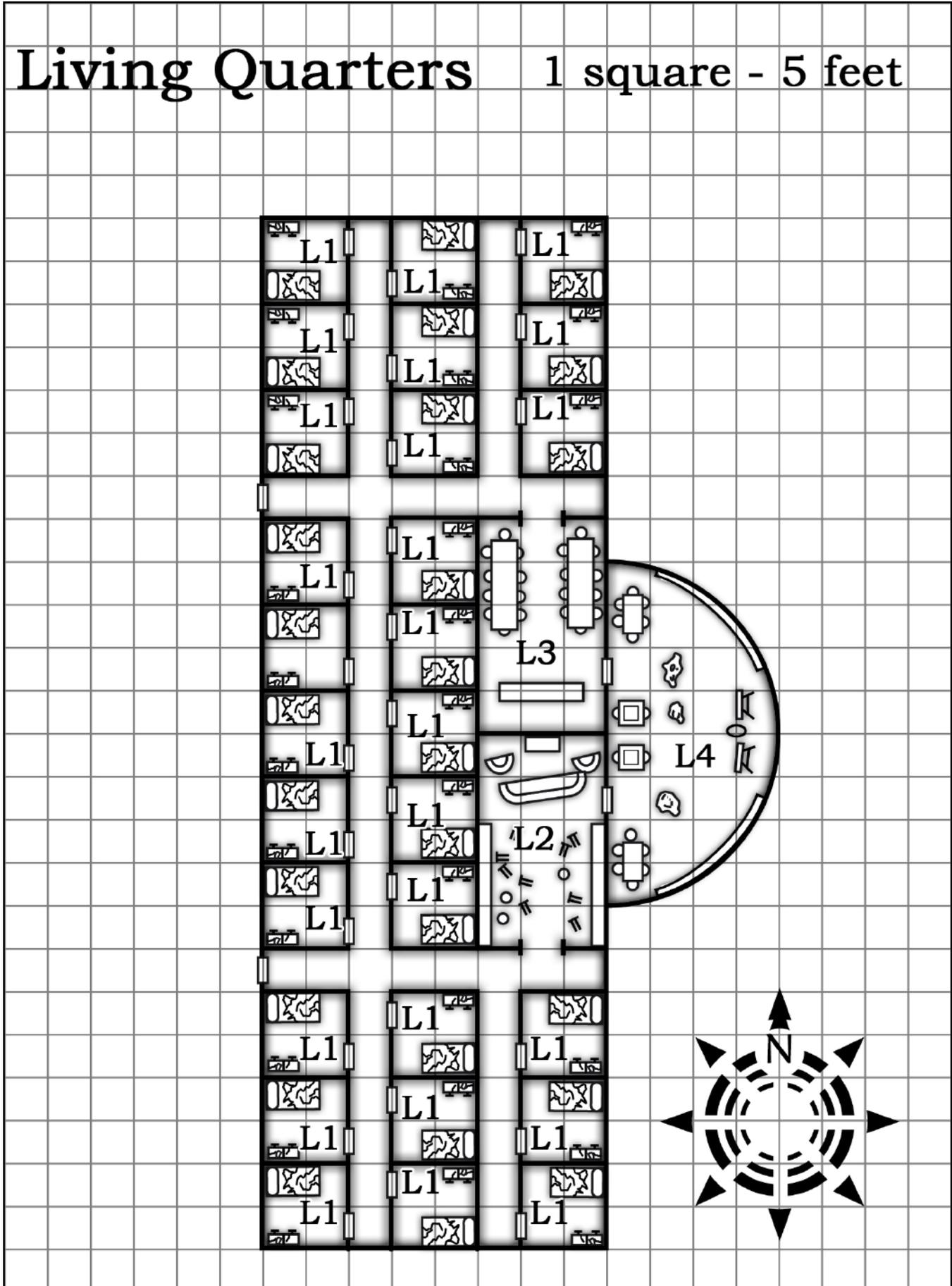
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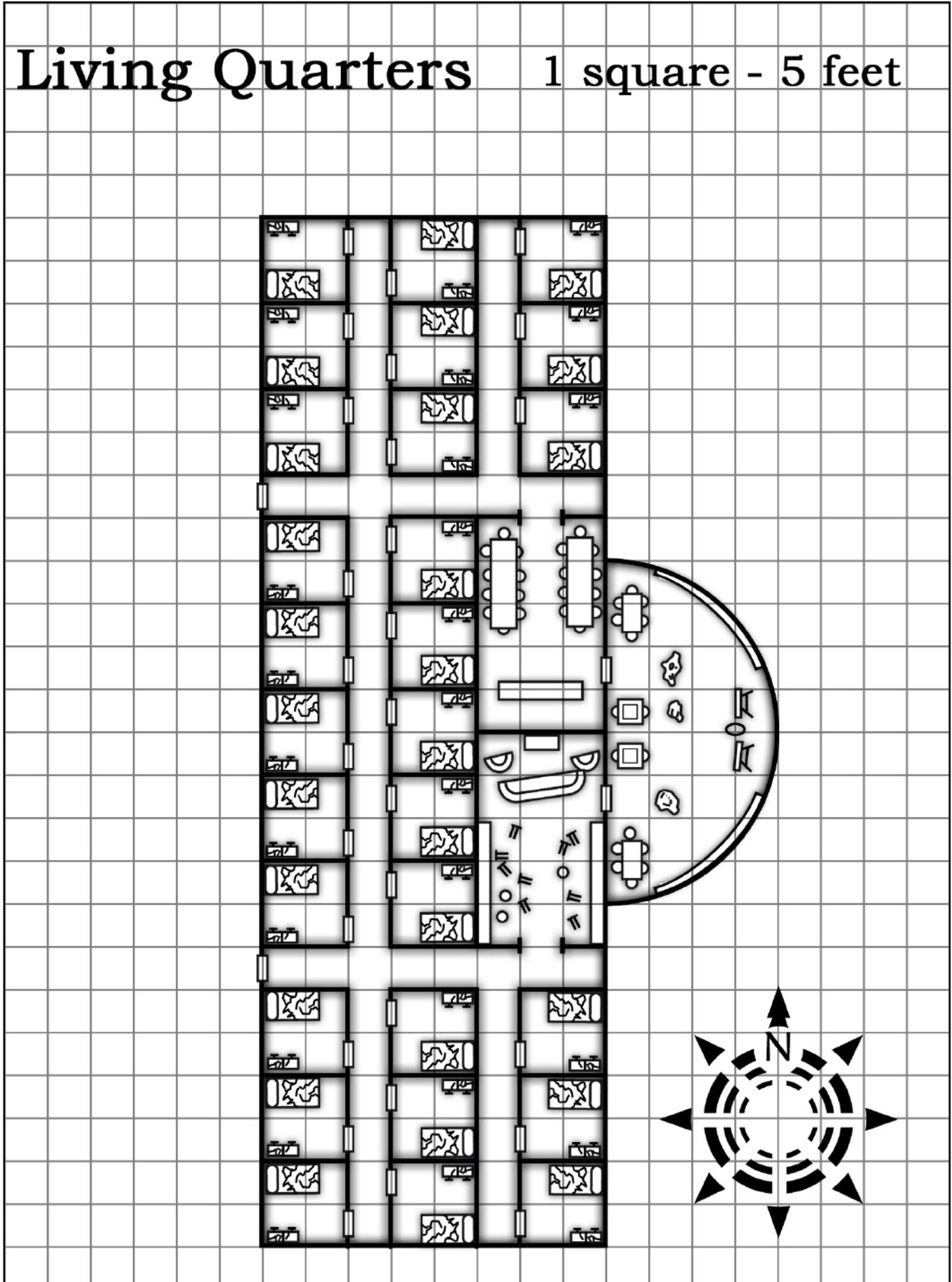
Fishers of Men: Garrison Player Map



Fishers of Men: Living Quarters GM Map



Fishers of Men: Living Quarters Player Map

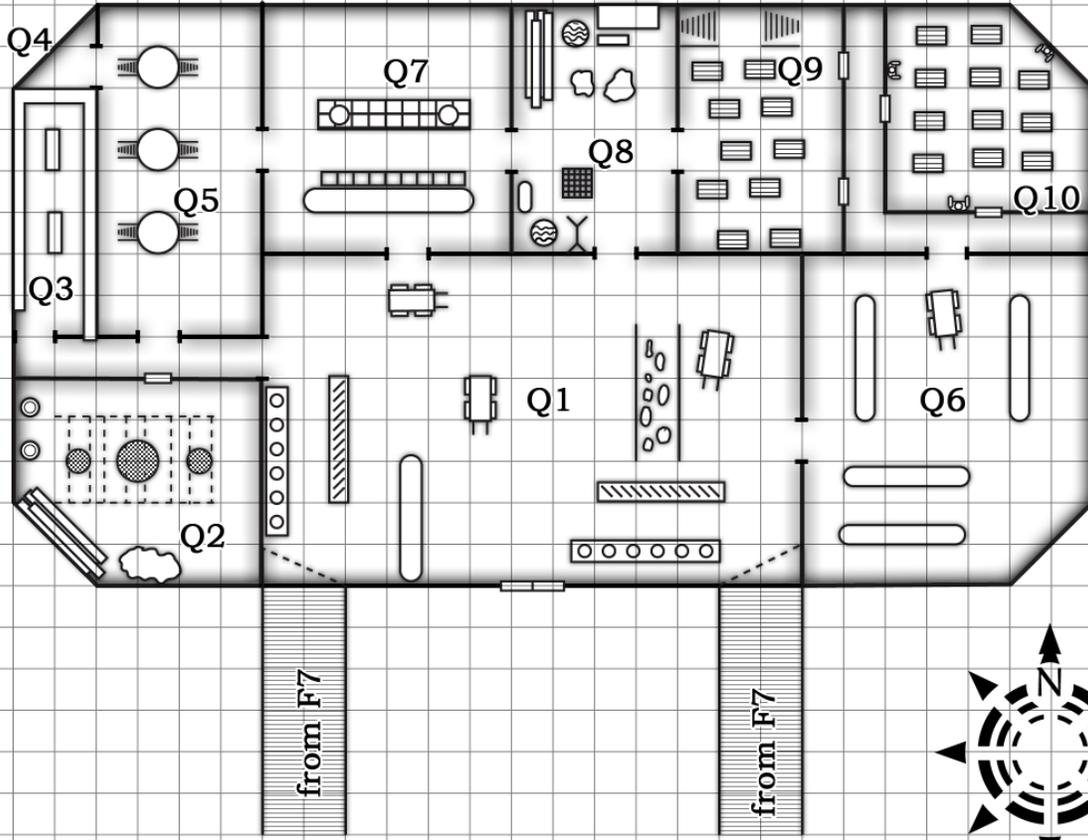


Fishers of Men: Quaywright Fishery Processing Plant Main Floor GM Map

Quaywright Fishery Processing Plant

Main Floor

1 square - 10 feet

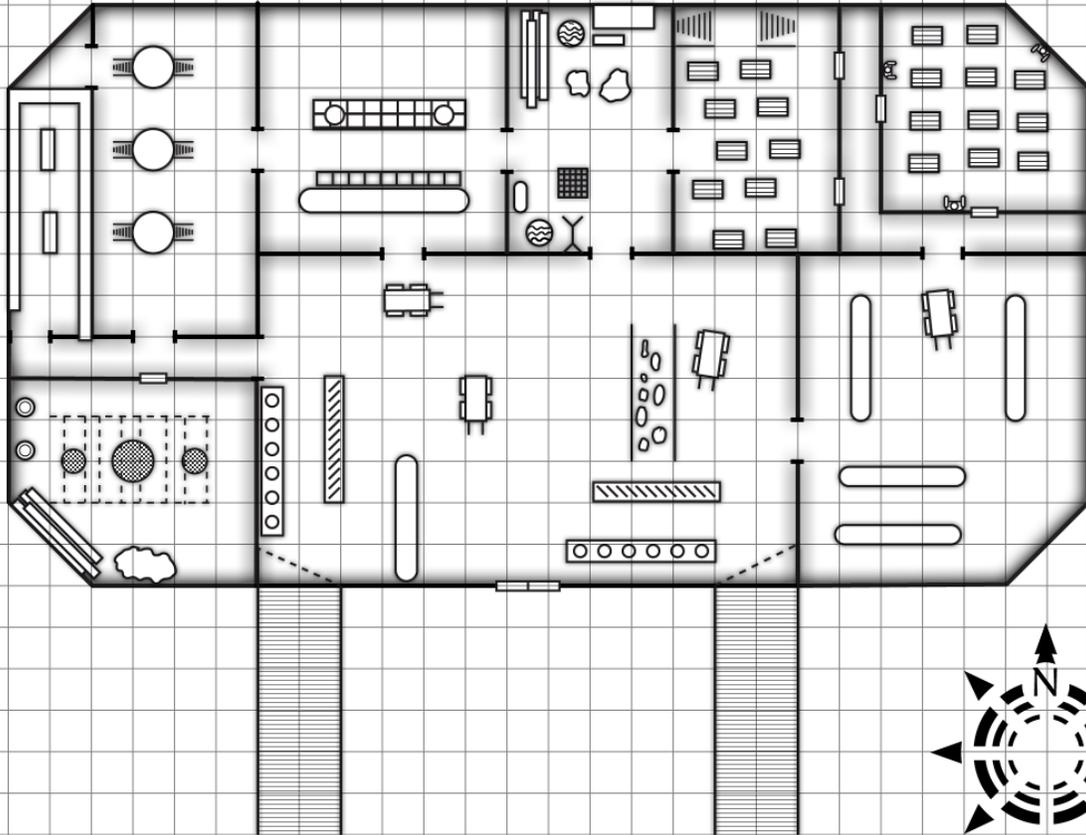


Fishers of Men: Quaywright Fishery Processing Plant Main Floor Player Map

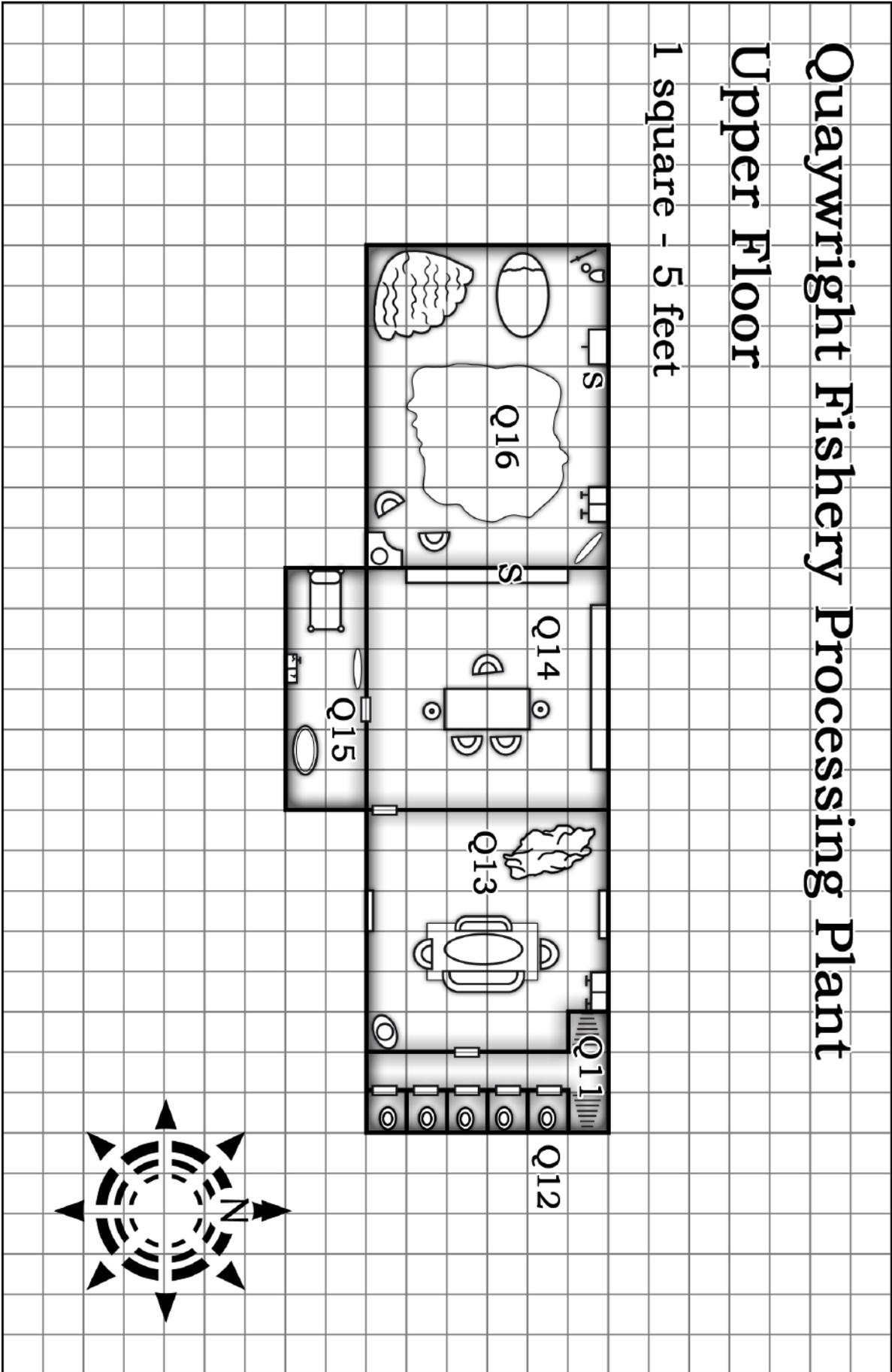
Quaywright Fishery Processing Plant

Main Floor

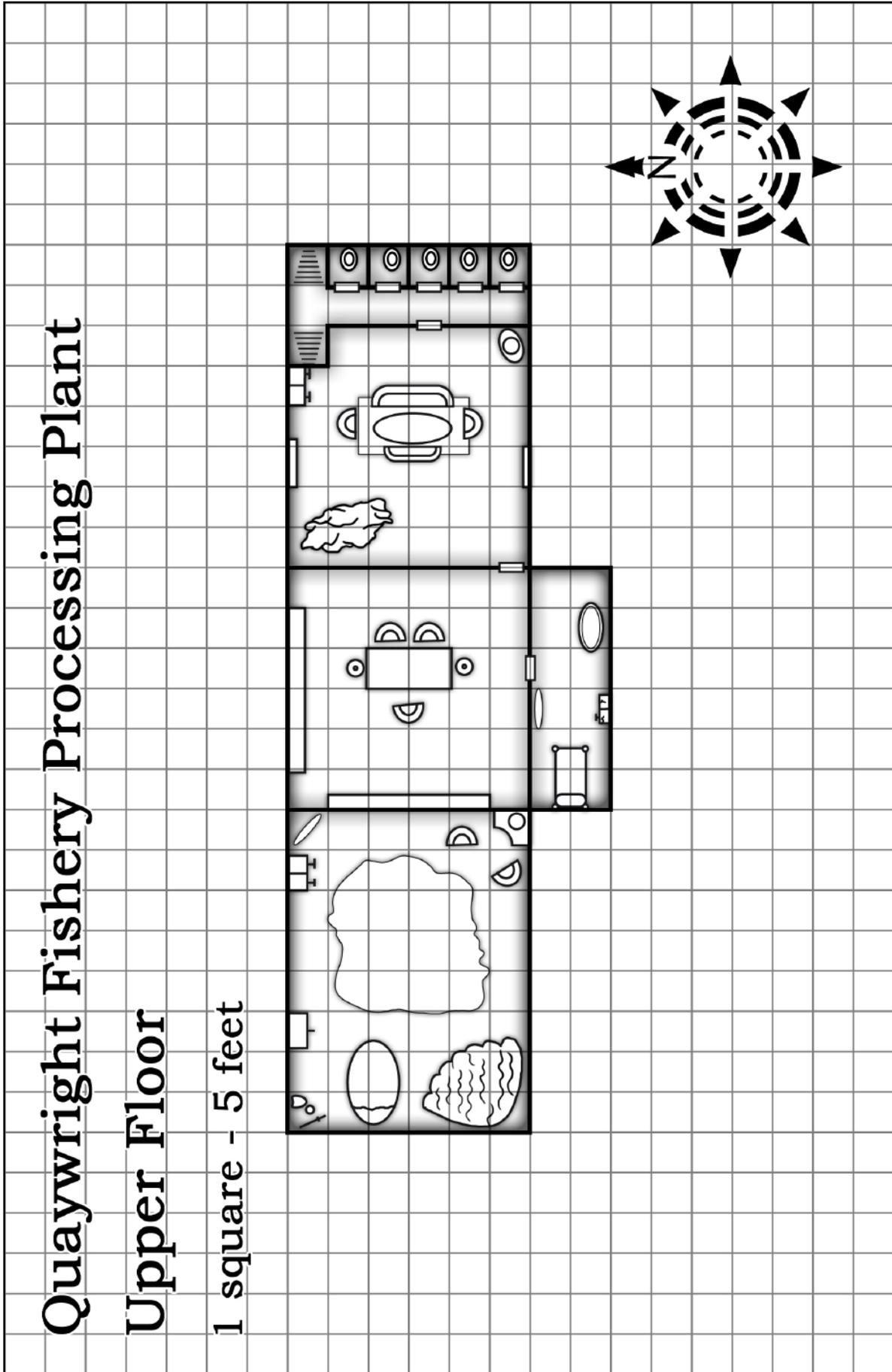
1 square - 10 feet



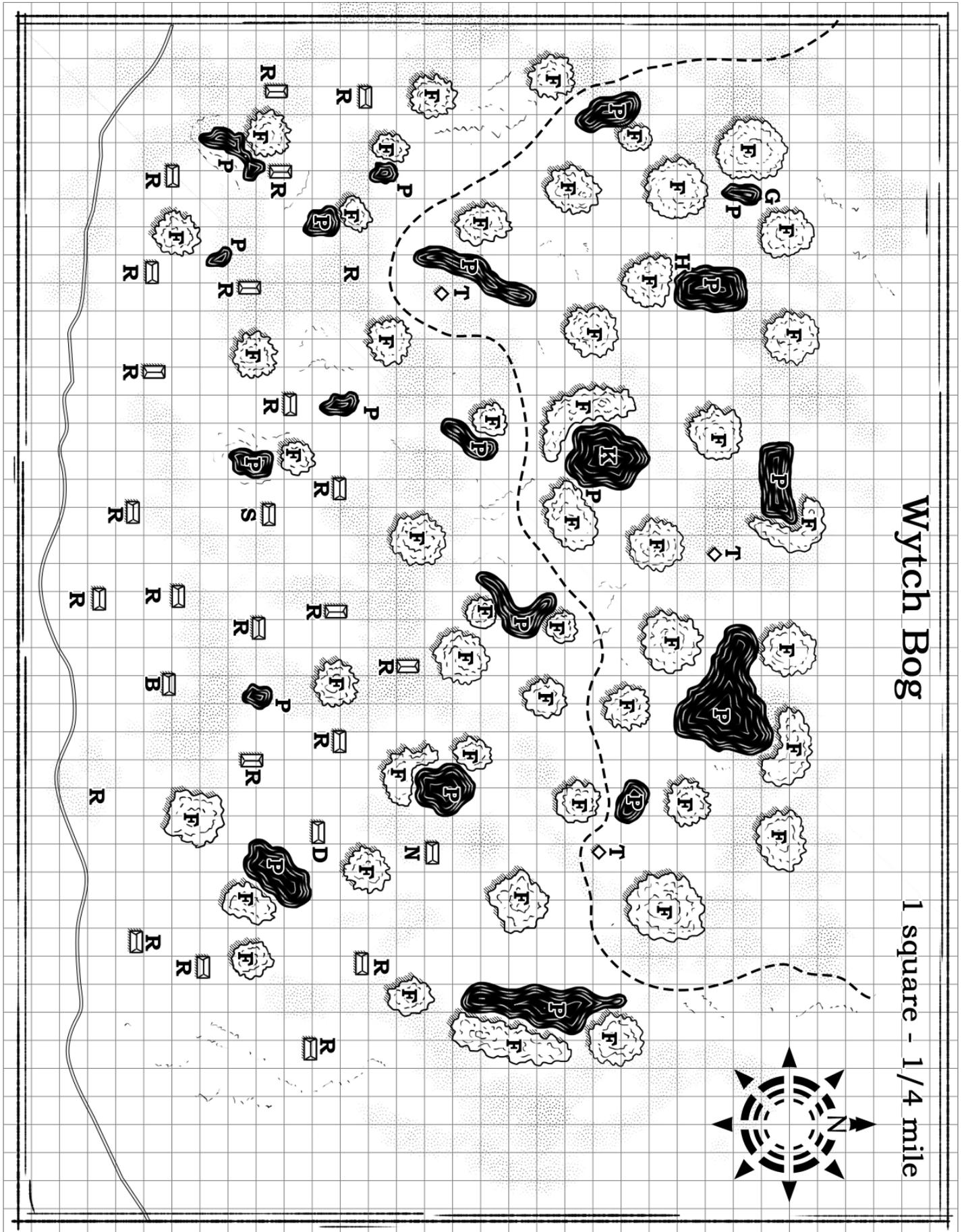
Fishers of Men: Quaywright Fishery Processing Plant Upper Floor GM Map



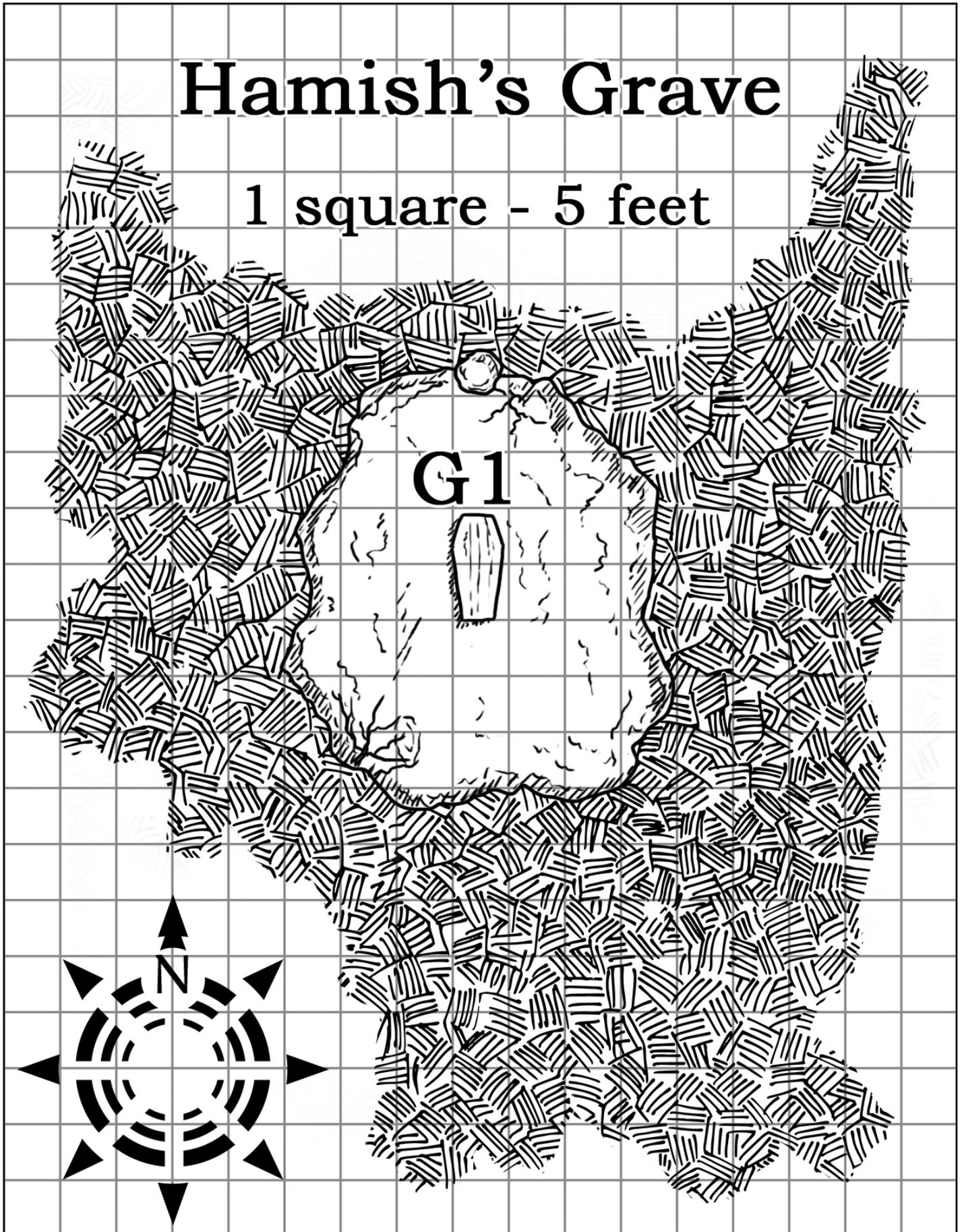
Fishers of Men: Quaywright Fishery Processing Plant Upper Floor Player Map



MARSHES OF MALICE
Forgive and Regret: Wytch Bog



Forgive and Regret: Hamish's Grave



MARSHES OF MALICE

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MARSHES OF MALICE

Earth and water, two of the four elements from antiquity, wage a constant battle for supremacy in the wetlands. When the tides, storms, and other influences push water inland, the precious liquid gains the upper hand. Yet, the proverbial tide shifts when the seas calm, the tide recedes, and prolonged drought grips the land.

The ebb and flow of battle shifts rapidly in this ever-changing domain. What was rich farmland one day can turn into a stagnant pond the next.

Everything is transitory and subject to sudden change in the wetlands. Populations that fail to adapt to this realization ultimately fail. Water never relents and never surrenders. The communities that last in this constantly shifting world accept this inescapable fact and devise innovative solutions. Whether they dwell atop an elevated mound or in homes built upon stilts or within the very treetops, the humanoids who successfully adjust to this stark reality persevere and endure.

Urban dwellers perceive the wetlands to be dank, malodorous places teeming with disease, pests, and oppressive humidity. There is no denying these scourges exist in the world's swamps, marshes, bogs, and fens, but wetlands serve a vital economic, biological, and strategic role in the civilized world. They function as the bridge between dry land and the open seas. They provide a breeding ground for countless species of plants, animals, and fish that humanity depends upon for sustenance, medicine, and other commodities. The adventurers who explore this semi-aquatic world to harvest these and other treasures are a daring lot. They are adept swimmers, climbers, and naturalists who rely upon a diverse array of mundane equipment, magical gear, and innate abilities to brave this challenging world.

Bloodthirsty pests, virulent pathogens, primeval beasts, stifling humidity, tempestuous weather, and the relentless march of water deluge explorers at every turn. Every environment poses challenges, but the wetlands are nature's chameleons. Conditions can change in an instant, testing the stamina and mettle of even the most seasoned adventurers.

If you think you have what it takes, then step back into the past and match your wits and skills against a primordial world that has stood the test of time long before civilization began. Delve into its murky waters in search of forgotten treasures and lost ruins overrun by raging floodwaters. Countless eyes watch your every move. Are you ready to get your feet wet? If so, get ready for anything or end up dead.



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