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"One does not discover new lands without consenting to lose sight of the shore for a very long time."

~Hovace of Aerolith Swamp, Reed Faerie

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"When faced with a choice between two evils, I always pick the one I never tried before."

~Nalumchek Thist of Southshank, halfling rogue

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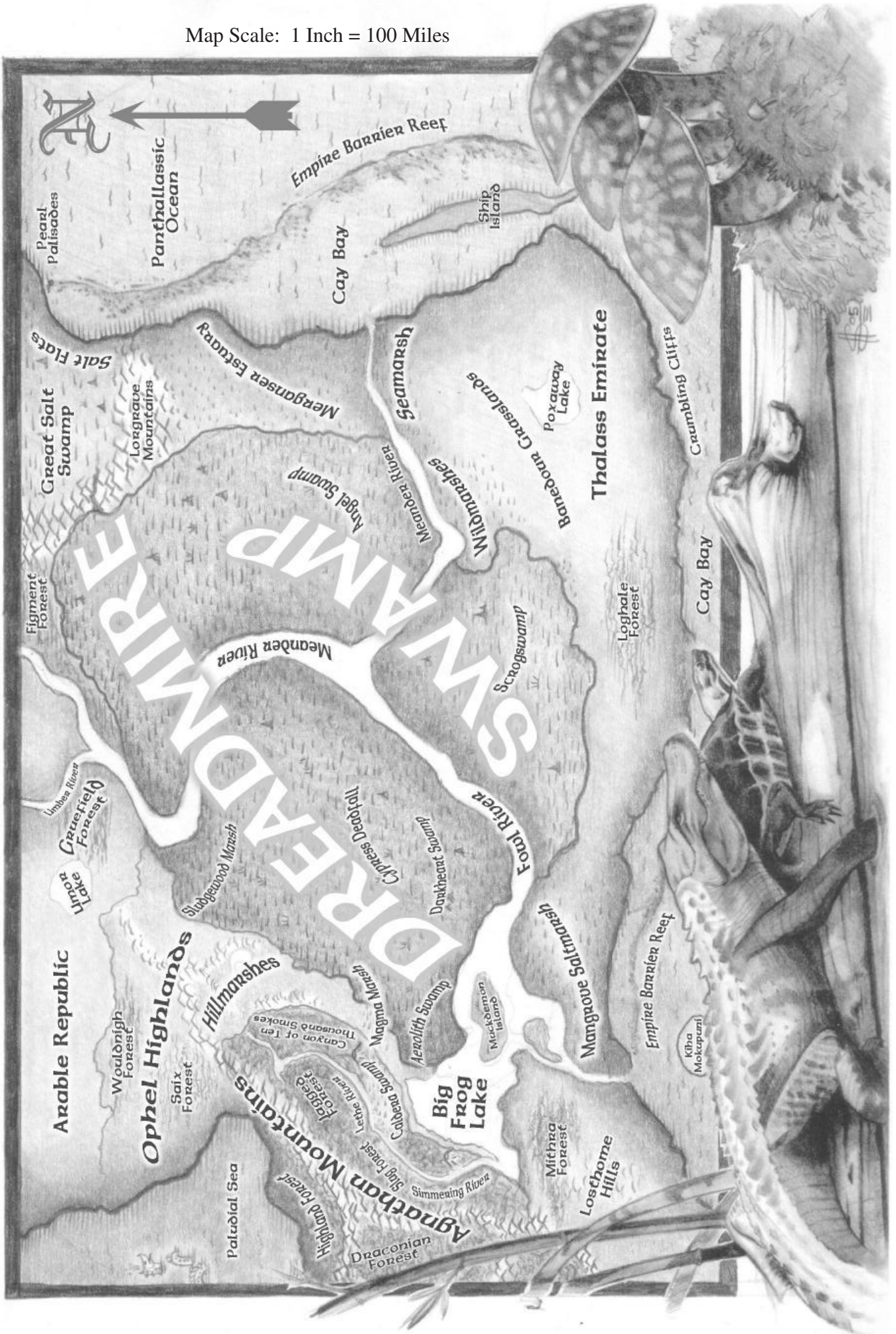
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"Do not meddle in the affairs of Hidewalkers, for they are subtle and quick to anger."

~Ein Toka of Muckdemon Island, wood elf Hidewalker



Map Scale: 1 Inch = 100 Miles



# Dreadmire Regional Geography





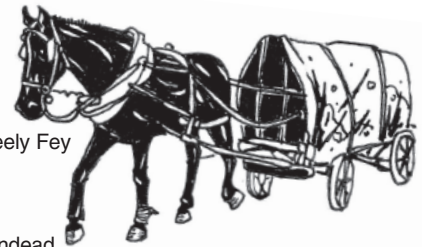
## FACTION ENCOUNTERS

Encountered Group	Inhabited	Thicket	Backswamp	Perdition
Alligataur	—	01 scouts	01-02 colony	01*
Anthroach	01-03 raiders	02 scouts	03-04 village	02*
Arable Republic	03-20 farmers	03-08 hunters	05-06 adventurers	03*
Arachane	—	09-10 scouts	07-09 nests	—
Bayou Punters	21-25 village	11-15 guides	10-15 guides	04-10*
Caterpygmy	26 scouts	16-20 hunters	16-18 nests	11-15*
Creeps	27 scouts	21-23 ambush	19-25 shacktown	16-28*
Cribbet	28-33 raiders	24-31 ambush	26-32 village	29-30*
Darkhopper	34 messengers	32-34 scouts	33-35 nests	—
Deranger	35-37 raiders	35-37 spies	36-38 village	31-40*
Dravage/Druin	38-40 terrorists	38-40 spies	39-40 grove	41-50*
Dwarves, Mud	41-43 fishers	41-50 hunters	41-50 villiage	—
Elves, Alluvial***	44 scouts	51 scouts	51 underwater cove	—
Elves, Wild	45-50 messengers	52-55 scouts	52-55 hunters**	51*
Evile Cannibal	51 kidnapers	56 scouts	56-58 village	52-60*
Halflings, Bayou	52-60 fishers	57-60 hunter	59-60 village	61*
Halflings, Bushfolk	—	—	61 shack home	62-64*
Heath Rangers	61-63 messengers	61-63 scouts	62-64 conclave	—
Hill Clans**	64 messengers	64 hunters	65 village	—
Lizardfolk	65 neutral good tribe	65-66 hunters	66-68 village	65-67*
Marshfolk	66-68 traders	67-69 hunters	69 village	68-70*
Moor Knights	69-72 brigade	70-72 patrol	70-75 Freak Knights	71*
Mountain Nomads**	73 messengers	73 hunters	76 village	—
Mushroom Folk	—	—	77 circle	72*
Neanderthals**	—	74 hunters	—	—
Nomenary Gnomes	75-80 visitors	75-80 observers	78-80 village**	73*
Quag Druids	—	81	81 grove	—
Reed Faeries	—	82	82 school	74* Unseely Fey
River Ferriers	81-83 off-duty	83-85 hunters	—	75*
Serpents	84	86-87	83-85	76*
Thalass Emirate	85-93 gauchos	88-93 trappers	86-88 escaped slaves	77*
Treants (choose)	94-97	94-97 non-evil	89-97 evil	78-89* undead
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\*Any intelligent creature encountered in the Perdition is most likely an evil thrall of the Somesuch.

\*\* Typically encountered near hills or mountains.

\*\*\*Generally an aquatic encounter.



## LAND & AMPHIBIOUS ENCOUNTERS

Encountered Creature	Inhabited	Thicket	Backswamp	Perdition
Anthroach	—	—	01-03	01
Arachane	—	—	04	—
Augnan Fighting Dog***	01-05	—	—	—
Beetle, Chaos	05-08	01	05	02-03
Black Pudding	—	02	06-07	04
Blood Pudding	—	—	—	05-06
Caterpygmy	—	03-05	08-10	—
Chuul*	09-10	06	11	07
Cribbet	—	—	12-14	08-10
Darkhopper	11-12	07-09	15	—
Demon, Fungus	—	—	16	11-20
Demon, Ooze	—	—	17	21-25
Demon, Smut	—	—	18	26-30
Devil, Verdurzuzu	—	—	19-20	31-35
Dinosaur, Elasmosaurus*	13-14	10-15	21-25	—
Dragon, Black* (Lutcher** 95%)	—	16	26	36
Dragon, Brack	15	17	27	—
Dragon, Brass*	16	18	28	—
Dragon, Slime	—	—	29	37
Dragonhunter	—	—	30	38
Dryad*	17	19-20	31-36	—
Eagle, Giant*	28-30	21-33	37-40	—
Elemental, Marsh	31	24	41	—
Elf, Alluvial	32	25	42	—
Ettercap*	—	26-27	43-45	—
Fetish Servant	33	28	46	39
Fritillary (see Caterpygmy)	—	29	47	—
Giant, Mire	34-36	30-39	48-50	—
Girthworm	37-39	40-50	51-52	—
Gloom Swan	40	51	53-54	40-49



"Adversity makes men wise, and prosperity makes men monsters."  
~Hiko, Mountain Nomad



	Inhabited	Thicket	Backswamp	Perdition	
Golem, Bile	—	—	—	50-55	
Golem, Hydro-Aluminum	—	—	55	—	
Golem, Mushroom	—	—	—	56-57	
Golem, Sinew	—	—	—	58	
Goliath Pelican	41	52	56	59	
Gray Ooze*	42	53-54	57-58	60-62	
Green Pudding	45-47	55-57	59-60	—	
Guardian	—	—	61	—	
Hag, Green*	—	58	62	63-64	
Harpy*	—	—	63	65-66	
Hellwasp Swarm*	48	—	64	67-68	
Hippogoose	49-51	59-65	65	—	
Ice Pudding***	—	66	—	—	
Jelly Quasit	52	67	66	69	
Living Building	—	—	67	70	
Luna Moth, Giant	53	68	68	71	
Lycanthrope	54-60	Weregator	69 Tyrannarat	69 Plant	65-65 Monstrous
Ochre Jelly*	61	70	70	66-67	
Ogre, Half-Merrow	62-63	71-73	71-74	68-75	
Oozoid	64	—	75	76	
Owl, Giant*	65-75	74-75	76-77	—	
Owlbear*	76	76-86	78-80	—	
Phase Spider*	—	—	81	77-80	
Quag Creature	77-80	87	82	—	
Reed Faerie	81	88	83	—	
Shocker Lizard*	82-86	89	84	81	
Shroom	—	90	85-86	82-90	
Sodsucker	87-88	91	87	91	
Spider Eater	89	92	88-90	—	
Spore Parrot	—	—	91	92-95	
Sprite	90 pixie*	93 nixie*	92 grig*	96 Unseely Fey	
Stirge*	91-94	94	93	97	
Swarm, Amphibious	95	95	94	—	
Swarm, Swamp Rat	96	96	95	—	
Troll*	97	97	96 scrag	98-99	
Werebear, Black*	98	98	97-99	—	
WillOO'-Wisp*	99-00	99-00	00	00	



\*Detailed in the *MM*.

\*\*Refer to "Bayou Dragon" in the Collectanea of the Bizarre section for more details on Lutchter.

\*\*\* Typically encountered in nearby hills and/or mountains.

## ENVIRONMENT & NATURAL HAZARD ENCOUNTERS

Roll	Environment or Natural Hazard
01-02	Animal Hail
03-05	Blood Rain
06-11	Black Grass
12-17	Blackwater** or Black Rainbow
18-28	Dread Fog
29-34	Floating Marsh
35-40	Gaseous Cloud
41-45	Giant Hailstones
46-50	Insect Cloud
51	Mazuku
52-56	Mire Fire
57-61	Phosphorous**
62-66	Quaking Bog
67-70	Red Tide**
71	Salt Storm
72-76	Sinking Mud/Quickmud
77-81	Sluagh
82-86	Swarm (choose one)
87-00	Water Weather (roll on Weather Sub Table)

\*\*Typically an aquatic encounter. On land use Black Rainbow.



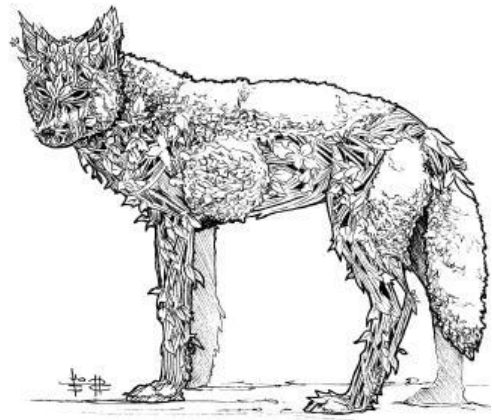
"The very monsters and giant fishes of the sea do not war against their own kind, but human at human's hand receives most harm and mischief."

~Laurana of Peduncle, Alluvial Elf cleric

## PLANT ENCOUNTERS

Encountered Creature	Inhabited	Thicket	Backswamp	Perdition
Assassin Vine*	—	01	01-02	01-08
Baromet's Stormwort	01-06	02-04	03-04	—
Black Grass	—	06-09	05-09	09
Bog Dog	—	10	10-14	10-15
Bub Bub Tree	07-11	11-14	15-16	—
Bushwhacker	11-13	15-17	17-20	—
Deadeater	—	—	21-22	16-25
Dinotherian	14	18-20	23-24	—
Enemy's Blood	15-19	21-22	25-26	—
Flame Moss	20	23-24	27-28	—
Flytrap, Monstrous	—	25	29-31	26-30
Fungus, Macrofungus	21	26-27	32-33	31-35
Fungus, Microfungus	22	28-29	34-35	36-40
Fungus Replicant	23	30	36-37	41-25
Grow Gris	26-27	31-34	38-41	—
Hellrose	—	35	—	—
Hortus	—	36	42-43	46-50
Knarlweed	28	37-38	44-45	—
Leaf Bludger	29	39-40	46-47	—
Luqupod	30-34	41-42	48-49	—
Mangry Tree	35	43-44	50-51	51-55
Melanoma Moss	—	—	52-53	56-75
Methane Tree	—	45-47	54-55	—
Mimetic	36	48-50	56-57	—
Moss Monster	38-39	51-53	58-59	76-80
Mushroom Folk	—	—	60	—
Orsel	40-45	54-57	61-62	81-85
Phantom Fungus*	46	58-59	63-64	86-90
Plant, Monstrous	47-48	60-62	65-67 hazardous	91 undead
Pollenrose	49	63-64	68-69	—
Puffball Phylactery	—	—	70	—
Rainbow Vine	50-66	65-67	71-75	—
Replicant Jellyroll	—	—	76-77	—
Rooting Graylings	67	68-72	78	—
Shambling Mound*	68-72	73-74	79-80	—
Slime, Lantern	73-74	75-76	81-82	—
Sleeping Willow	75-76	77-78	83-84	—
Swarm, Xodakite	77-80	79-83	85-88	92-95
Tendriculos*	81	84-85	89-90	—
Timorous	82-89	86-88	91-92	—
Trill Flower	90	89-90	93-94	—
Utoak	91-95	91-94	95-96	—
Wiltwort	—	95-96	—	—
Xodakite	96-00	97-00	97-00	96-00

\*Detailed in the *MM*.

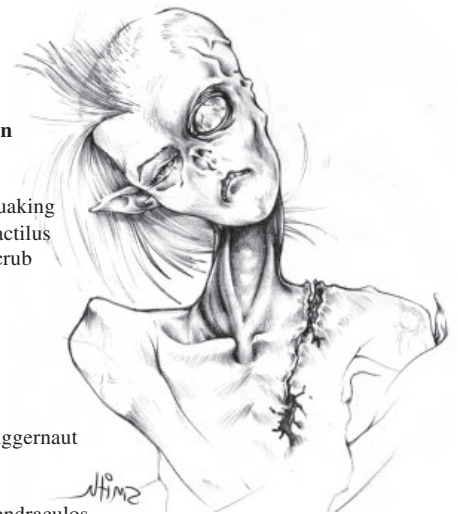


## UNDEAD ENCOUNTERS

Encountered Creatures	Inhabited	Backswamp	Thicket	Perdition
Allip*	01-02	01-03	01-04	01-05
Slime, Black	03-04	04-06	05-08	06-10
Ghast*	05-13	07-16	09-20 Quaking	11-22 Quaking
Ghost*	14-19 humanoid*	17-23 humanoid*	21-28 ship**	23-31 Tactilus
Ghoul*	20-26	24-29 lacedon	29-35 Scrub	32-39 Scrub
Mojeaux	27	30	36	40
Mosquito, Phantom	28-29	31-33	37-40	41-44
Mummifungus	30-32	34-36	41-44	45-49
Ripper	33-37	37-41	45-46	49-50
Swamp Mummy	38-42	42-47	47-52	51-54
Shadow*	43-45	48-53	53-56	55-59
Skeleton	45-55 animal*	54-62 Marrow	57-69 Exoskeleton	60-75 Juggernaut
Spectre*	56-57	62-67	70-78	76-84
Unliving Brain	58-59	68-69	79-80	85-86
Vampire	60-73 halfling*	70-78 human*	81-85 Lizardfolk*	87-88 Tendraculos
Wight*	74-84	79-87	86-90	89-92
Wraith	85-92 humanoid*	87-93 Monstrous	91-95 Mushroom Folk	93-94 Jelly
Wraith	93-00 fallowjack	94-00 Exoskeleton	96-00 Buzzombie	95-00 Bayou or Reaper Swarm

\*Detailed in the *MM*.

\*\*Refer to "Ghost Ships" in the Collectanea of the Bizarre section for more details.



"May the forces of evil become confused on the way to your house."

~Jorg Karlinneaux, Bayou Halfling innkeeper



village of scum-turned-bushfolk found between Big Frog Lake and Dreadmire Swamp. When the lake is high and the water level falls it leaves many sucks on the flat shore separated from the lake. For every spring that the locals can remember, these sucks form just as toads overrun the podunk village.

On the other end of the spectrum are the indigent Creep gangs, including an especially notorious group, the “Flightmares.” These Creeps are corrupted by the Dark Pollen, and have gained an *overland flight* ability (as the spell) that can be used at will. They quickly strike and flee before help can arrive, especially avoiding the Moor Knights. The Moor Knights are known for branding Creeps with their *shields of justice*, so ducking them is a priority for all bad Creeps.

**Typical Creep:** Com2 or War2; AC 10; AL any; Atk primitive club (1d6-1), unarmed strike (1d3 subdual); Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 5; Craft 3, Hide 3, Survival 3, Swim 3, Use Rope 3.

**Typical Shack Town: Toadsuck (thorp);** Conventional (Monstrous); AL CN; 20 gp limit; Population 30; Demographic integrated (human 50%, half-orc 36%, halfling 14%). Residents of Toadsuck are often called “Pond Scum,” obviously meant as a derisive term, but the villagers have adopted the name and don’t mind it at all.

## CRIBBETS

The Cribbets were a noble race of amphibious wizards until corrupted by the Dark Pollen. Now the peaceful toad folk no longer exist. The lawful evil Cribbets are hostile if provoked, but otherwise they are content to keep mayhem within their own immediate area. Cribbet society is barbarian in structure, with the strongest Cribbet assuming power as toad king. Tribal clerics promote the worship of amphibious totem animals, but there is a growing movement toward fiend worship. Oddly, Cribbets maintain a tenuous trade relationship with the wild elves, and loathe Evil Cannibals. They congregate in the community of Cribb, near Big Frog Lake, but they have been known to hunt throughout Dreadmire.

**Authority Figure:** Ieyoub, male Cribbet Clr7; AL LE; Brew Potion. Cribbet clerics keep Foul Frogs (new monster) as unholy familiars.

**Cribb (hamlet):** Conventional (tribal); AL CE; 900 gp limit; Population 477; Demographic isolated (Cribbets 99%, mixed slaves 1%).

## DARKHOPPERS

The Darkhoppers (new monster) have an extensive network of peaceful Darkhopper communities throughout Dreadmire, even in the Perdition, fighting against evil with their swarms. Of the few good races of the swamp, they are of the minority that has accurate and current information on the Somesuch. Only the Darkhoppers suspect the true nature of the thing. Their lives are short, but their oral traditions are long, and in their songs they remember back to the time of their gift of sentience — by the Dark Pollen.

Unfortunately, Darkhoppers are largely ignored by even the insectoid races of the swamp, communicating only with grig sprites and reed faeries on a regular basis. Darkhoppers are a mere 2-3 inches in size, and tend to fade into the background of swamp life. In the human world, only the Quag Druids even know of their existence, but since most of them have become corrupted into Dravages, the Darkhoppers are effectively isolated from the outside world, despite numbering in the thousands.

## DERANGERS

The Derangers are a loose association of evil rangers that skulk Dreadmire, reveling in nature’s thoughtless cruelty and emulating fearsome predators. This malevolent group consists of former heath rangers that have been driven to depravity by the Dark Pollen. They now collect at Sagud, a tiny shacktown hidden by dense foliage.

Derangers possess an ability that the average evil ranger does not possess: biomimetic exvisibility — a gift of the corruption. An exposed Deranger using biomimetic exvisibility appears as pure, black nothingness in an outline of its body, as “exvisibility” absorbs light completely (see below).

Mechanically, Derangers are otherwise normal rangers in all respects, although in their madness each has selected its own race as its favored enemy. Derangers often choose the Hidewalker (new class) to add to their ranger class.

**Authority Figure:** Fasaris Hightower; male half-elf Rgr7/Hdw5; AL LE; Survival 12; Track, Improved Two-Weapon Fighting, Weapon Focus (light crossbow); Favored Enemies of elves, Giant Eagles.

**Biomimetic Exvisibility (Ex):** Biomimetic exvisibility mechanically works the same as biomimetic invisibility, except that these microscopic

scales completely absorb all light. Since biomimetic exvisibility is neither magical nor mind-affecting, only *true seeing* magic, Snake Vision and echolocation can see a creature so hidden.

## DRAVAGE

Although quite evil and corrupted by the Dark Pollen, not all Dravages are Druids (new class). The rest of the Dravages are still, in effect, druids. These diabolical and nefarious druids have not lost their love of nature, but they have profoundly altered their paradigm on how to go about protecting it. These Dravages today would more properly be called “eco-terrorists,” and have been known to destroy crops, burn buildings, steal livestock, send undead animals to attack hunters, release dangerous beasts into villages, poison watering holes, spread pestilence, and otherwise harass swamp villages and their residents. The Bayou Halfling community blames Dravages for everything from drowning children to broken farm implements, as a Dravage is now the default halfling boogeyman.

Dravages are rare these days, thanks to the Weregators who have severely reduced their numbers by systematically hunting them. Recognizing this threat, some Dravages in turn actively hunt Weregators for spell components and their magical hides.

**Authority Figure:** Croker Honeyed, male Drd13; AL NE; Survival 8; Leadership, Track, Weapon Focus (staff); Animal companion dire alligator (Huge aquatic animal, HD 7d8+28, Spd 20 ft., swim 30 ft.; AC 16; Bite +11 melee (DMG 2d8+12) or tail slap +11 melee (DMG 1d12+12); Improved Grab).

## DWARVES, MUD

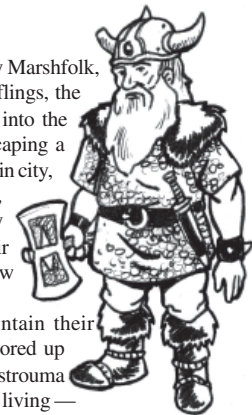
The “Mud Dwarves,” as they are referred to by Marshfolk, are fish out of water. Much like the Bayou Halflings, the dwarves are descended from a clan frightened into the swamp generations ago. The dwarves were escaping a volcano that covered the treasures of their mountain city, Ober Archburg (now referred to as Geistburg), with a thick layer of superheated ash. A heavy price was paid by fleeing into the swamp. Their few descendants have been here ever since, now only telling tales of their “eventual return.”

Even in the swamp, these dwarves maintain their relationship with the earth. Their homes are shored up burrows similar to the halfling sod homes of Istrouma village. Mud dwarves mine black diamonds for a living — albeit a venture of dubious success, having producing only a handful of diamonds each decade. Their most interesting environmental adaptation is a smithing mill, a water-powered reciprocator for the casting of iron agricultural implements and weapons. Smelters and casters use the rushing of water under a waterwheel to operate their metallurgical bellows.

Mud Dwarves do not travel on boats, even after several generations inside the swamp, relying instead on Girthworms (new monster). They can often be heard to say, “*We’re off like a herd of turtles*,” at the beginning of even a short journey, because overland worm travel is muddy and slow at best. Hence, the name Mud Dwarves is not so much a derisive term as a literal description. This is not to say a boatlike conveyance or two are not on hand for life threatening emergencies, or that no dwarf has ever been fishing... it is just *very* rare. On those rare occasions, the dwarves use a gufa (new watercraft). Even the few brave enough to become waterborne are not brave enough to ride in an unstable pirogue or canoe!

Their food is bland. They eat meals of unsiced meats and tasteless vegetables. Mud dwarves have a modicum of trade established with both Creeps and Bayou Halflings. They prize oyster shells, trading their diamonds for the highest quality shells, polishing them to decorate the handles of their weapons and tools. Oddly, Mud Dwarves are the only known humanoid race that has been known to have limited contact with the Arachane (Father Longlegs to the dwarves). Mud Dwarf music is environmentally clever, consisting of turtle shell drums, conch shell horns, oak clappers, single-stringed bow harps, bullroarers (twisted wood waved through the air), ankle rattles, click-sticks, reed whistles, and cypress flutes.

The dwarves entertain themselves with dread grog, music, and pottery. The dread grog, sometimes referred to as swamp rum, is toxic. Non-dwarves that imbibe more than a few swigs of the green liquid are often left catatonic (Fortitude, DC 15, 3d20 hours) for hours, or even days. The recipe, consisting of wormwood, mandrake, henbane, aromatic herbs, tree resin and 80%



“Orcs never bluff.”

~Ersueun Redtree, half-orc punter

alcohol, is not a secret — because no one wants it! Even Mud Dwarves can only drink it diluted and in small quantities, using wooden noggins to sip the grog.

**Theodemere (thorp):** Conventional; AL N; 300 gp limit; Population 191; Demographic isolated (Mud Dwarves 100%). Theodemere is located along Mudsnake Bayou.

*Authority Figure:* Zoghby Rustbucket, male Ftr7/Rgr5; AL CG; Survival 14, Survival 9; Track. All Mud Dwarves are distinct in appearance from other dwarves, possessing white eyelashes from birth. The odd color is a family trait of the surviving clan, not because of their environment.

## ELVES, ALLUVIAL

The aquatic elves of Cay Bay are no strangers to the backwater courses of the swamp, and an extant race of Alluvial Elves can be found there. The Mire Giants and some fey races are friendly with these elves, but as they travel along human waterways such elves often go unseen by surface dwellers. Wariness towards land races have made them nearly mythological to civilized folk. This is their primary reason for living outside Empire Barrier Reef and far away from Jetty Lighthouse (the only safe ship entrance inside the reef).

The elven village in the bay is Peduncle, a city of aquafarmers. It is carved from an oyster reef, and is home to nearly 700 aquatic elves. Peduncle, located 50 miles northwest of the only opening in the reef (due to hurricane damage), is one of fifteen satellite thorps, hamlets, and villages that owe fealty to the metropolis of Sargassum.

Sargassum (population 9,000 adults) is located 420 miles southeast of the oyster reef opening, in an area of thick seaweed amidst new and ancient wrecked ships. On the surface of the dense seaweed patches live swarms of monstrous aquatic termites — the real cause of the wrecks. As a ship enters the 15,000 sq. mile doldrums of choked water, the termites eat at the hull which invariably sinks the vessel. Rumors of hostile merfolk persist to explain the wreckages. Hundreds of imperiled sailors have been mysteriously saved by elves, although the disoriented sailors only remember distorted images of merfolk.

Underwater, Sargassum is like any sylvan elf community, existing deep within a forest. Just as any surface forest is full of animals and monsters, so too is the Seaweed Forest. Even moreso due to the large quantity of sunken ships and jetsam to hide in and behind. The empty hulls of great sunken sailing watercraft provide lairs amidst the massive seaweed stalks. The largest of these vessels lies just east of the Seaweed Forest. It is an enigmatic ship of mythical proportions, its length reaching nearly 3,000 feet long and hundreds of feet wide. No one goes near the craft, as hostile gargantuan stingrays protect the sunken vessel from approach. Those few that have seen the ship report that lights can be seen intermittently from portholes that surround the ship, and “shadows that move within.”

It is known a thorp of lathah inhabits the southernmost depths of the Seaweed Forest, as well as a several dozen highly dispersed families of merfolk and tritons. The hungry and carnivorous sea cats are a constant threat to inhabitants, as are an annoying race of marine pixies. Occasional forays into the forest by skum have been known. A recent plot to overthrow Sargassum was thwarted with the destruction of a kraken, controlled by the evil box jellyfish “Irukandji” (Fine sized) who escaped destruction. In a seemingly unrelated matter, a persistent sea demon has plagued the area for over a century, promoting evil creatures to move into the forest, such as a finned medusa, gilled harpies, and a family of lycanthropic stingrays.

**Leader of Peduncle:** Cirri of Peduncle, female aquatic elf Brd7/Rgr6; AL NG; Survival 12; Weapon Focus (net); Animal companion “Tenguzame” (Huge animal, goblin shark, HD 10d8+20, Spd 60 ft. swim, AC 15). [The pink tinted **goblin shark** is a real animal — it looks like a snaggle-toothed, beaked gargoye with a carpenter trowel projecting forward from its forehead.]

**Leader of Sargassum:** Barqu of Sargassum, male aquatic elf Brd12/Clr7; AL LG; Survival +22; Leadership, Weapon Focus (trident); Animal companion “” (Large animal, dire porpoise, HD 8d8+2, Spd 130 ft. swim, AC 16).

## ELVES, WILD

These wild elves, and the nearby wood elves of Mithra Forest, are the only non-evil isolated elves that remain near Dreadmire. Their new home is nestled in the quieter southwestern end of Dreadmire in Brokentree, just outside the swamp. This tribe of elves dresses in simple clothing of giant toad skins and woven reeds adorned with feathers and claws. Their skin is smeared with dark clay and mud, both as decoration and camouflage. Necklaces of arrowheads adorn the necks of the males, while females tend to wear feathery affectations. Their black hair and tanned skin are additional camouflages for the shadowy habitat of the forests and swamps in their region.

These particular wild elves are overtly friendly only to the heath rangers and none other, distrusting even the Quag Druids as of late. They know of their corrupted brethren, the Evile Cannibals, and kill them when possible. They are also aware that something purely evil rests at the heart of the center swamp, for they have been there and seen it. They call it the “Runach,” an elven word for “wicked thing,” and they give the area a wide berth. They have shared this knowledge with the heath rangers, although it is a bit beyond their ability to deal with at the moment.

These elves brew a delicious pine resin wine. Its taste and appearance is similar to that of white grape wine. They also brew delectable honey mead.

**Brokentree (village):** Conventional; AL CG; 2,000 gp limit; Population 619; Demographic isolated (Wild Elves 100%). Brokentree is located within the lush forests of the Losthome Hills on Big Frog Lake.

*Authority Figure:* Tioga Greentinge, male Wild Elf Brb6/Drd7; AL CG; Survival 16; Leadership, Track, Weapon Focus (longbow); Animal companion dire black bear (Large animal, HD 12d8+48, Spd 40 ft., AC 17).

## EVILE, CANNIBALS

The wild elves too have succumbed to the Dark Pollen, creating a horror that is difficult to describe without shuddering. These Unseely elves (new template), called “Eviles” or “Evile Cannibals” by the River Ferriers, are malevolent wild elves of a most horrific nature. They are cannibals, tracking and killing both wild elves and other humanoids for food and pleasure. Completely feral and diabolically cunning, they set ambushes along bayous

and accessible land trails. Evile Cannibals take the heads of their victims and shrink them for ornaments that hang around their necks on cords made of the cured bowels of their victims. The unlucky few that are taken captive are often ritually tortured and forced to perform acts of depravity and perversion for entertainment of the tribe. Evile cannibals love to drink fermented black tea, cultivated in gardens near their lairs.

A gnome philosopher once said that evil without redemption does not exist, and if this is true then the one redeeming quality these creatures have is music. Do not let the idea deceive their nature, for it is a macabre band that plays during misty, moonless nights congregated at Forass. Bongolike drums are carved from skulls and taught with elven skin are beaten with bones from their victims. Tabors and kettledrums constructed of bone accompany them, along with a jawbone harp (strings made from human guts), rattles made with halfling teeth and human sinew, and bone scrapers. The surrounding trees can be found littered with wind chimes made from hair and swords, some of which are banged in concert with their wicked music. Eviles have even been known to animate the headless bodies of their victims to beat the drums, or command them to dance around the fire in a ghostly jig. “Evil” does not begin to describe these soulless beasts.

Evile Cannibals have the ability to *rage* (as the spell) an unlimited number of times per day, regardless of their class, thanks to the Dark Pollen. They are otherwise the same as standard wild elves combined with the unseely template (new). It is also noteworthy that these demented sub-elves frequently take on the Shadowdancer prestige class.

**Forass (thorp):** Conventional (tribal); AL CE; 20 gp limit; Population 22; Demographic isolated (Wild Elves 100%). Forass is located along Bone Bayou.

*Authority Figure:* Slive Silverbow, female, unseely wild elf Bbn7/Shd5; AC 14 (+1 gnome hide armor); AL CE; Survival +10; Track, Weapon Focus (longbow).



Monsters aside, the greatest danger to aquatic elves are humanoid fisher folk. This area of ocean is rife with “ghost nets,” sometimes miles-long nets that have detached from fishing trawlers and now drift in the ocean. Elves that get caught in these nearly invisible nets often die.

“Can I trade you my sword of uselessness for your wand of nothing?”

~Darkus, Creep warrior, lamenting about his broken +1 sword and a comrade’s burnt out wand



# FAITHS & DEITIES OF THE SWAMPLANDS

Deity Name	Sphere of Alignment	Influence	Domains Associated	Typical Clergy
Aeternus	N	Infinity	Time (new), Travel, War	Any, Temporal Paladins
Baromet	CN	Weather	Air, Destruction, Fire, Water	Any and all
Daelune	N	Undead	Animal, Necromancy, Plant	Cultists, Druins, undead druids
Ealune	CG	Night*	Healing, Necromancy	Marshfolk, shamans
Easol	NG	Day*	Healing, Sun	Marshfolk, shamans
Forces*	N	Energy	Magic, Strength	Arcane Atheists, gnomes
Ichorus	N	Blood	Death, Knowledge, Necromancy	Necromancers, sentient undead
Leacon	LG	Waterfowl	Animal, Good, Travel, Water	Bayou Halflings, Marshfolk
Leucopraxus	CE	Fungi/Ooze	Earth, Evil, Fungi/Ooze (new)	Bushfolk, Creeps
Lorelei	LN	Bodies of Water	Law, Luck, Travel, Water	Sailors, ferriers, islanders, aquatic elves
Lucent Dragon	N	Dragons	Knowledge, Strength	Dragons, dragon minions
Marais	N	Wetlands	Death, Earth, Water	Swamp occupants, animals, plants
Modan	N	Ground	Earth, Travel, Trickery	Dwarves, human cultists
Orchidae	N	Plants	Air, Plant, Water	Druids, Anthroaches, herbivores
Pleroma	?	Godhead	Unknown	Unknown
Qualm	CE	Bugs	Death, Destruction, Trickery	Bushfolk, evil bugs, evil buglike creatures
Tsombi	NE	Animism	Knowledge, Magic, Protection	Bushfolk, Marshfolk, Houdoan (new)
Verdurzuzu	LE	Undead Plants	Death, Evil, Necromancy, Plant	Tree devils, corrupted beings, Druins
Vorace	LN	Carnivores	Animal, Law, Strength	Alligataurs, Lizardfolk, lycanthropes

\*An aspect of nature specifically worshipped in the swamp. See description.

## AETERNUS, ARCH OF

Aeternus is the deity of infinity that is not yet born, and yet has always been (such is the nature of a temporal deity). In 97,000 years Aeternus was created by the unity of two alien deities: a god of war and a goddess of aging. Aeternus exists outside of time, and can appear in all times and places, so she may have clerics in times long before she was created.

Aeternus is the god of the Temporal Paladins (also born in the future), an enigmatic order of time-traveling knights that protect infinity. These paladins created a temple on the Elemental Plane of Time. It can be accessed in all times by the "Arch of Aeternus," which is known as the "Portal of the Ages" in Dreadmire. Refer to the "Collectanea of the Bizarre" section for more details.

**Holy Symbol:** A moebius strip, sometimes drawn as an infinity symbol.

**Favored Weapon:** Moonstick (new weapon).

**Authority Figure:** None in this time period.

**Prayer of Aeternus:** "Aeternus, you remind us that suffering strengthens. Time is a test of trouble, but not a remedy. Guide our temporal wisdom for the duties you desire of us."

## BAROMET, AERIE OF

Holy places of the weather god Baromet are invariably in lofty locales, either at the tops of tall trees or the pinnacles of a mountain. In Dreadmire, shrines of Baromet can frequently be found at the crest of elder cypress trees. Masses, if held at all, are done as near as one can get to these places. Shamans of Baromet are usually the only persons allowed to enter his holy shrines. Consequently, worshippers of Baromet are not a fanatic lot, preferring instead to congregate when bad weather approaches, to pray for good crop weather, or pray for forgiveness after a hurricane or waterspout.

Baromet promotes rebirth through destruction. That which is old must be torn down and rebuilt anew. Baromet's methods of destruction involve air and water, and to a lesser extent fire. He can rain down fire in the form of lightning, cause floods from storms, create earthly upheaval from tornadoes, and splinter homes with gale winds. Baromet's goal is not total destruction. Reconstruction is also important to his dogma. Forest fires can cleanse the land from harmful dense overgrowth. Hurricanes can erode the coastline to aid in circulation of the sea. An ice storm can prune the elder trees of their diseased limbs. A waterspout can carry wildlife to distant barren lakes. Not all with Baromet is what it seems, and is true with his religion.

Weather is to be respected. There is a cosmic plan, and Baromet knows best. There is a reason for good weather and bad weather, and mortals are not always able to understand it. The local priest, a "vane" of Baromet, can often predict weather, and ask for protection when dangerous weather is nigh. Baromet is not deaf when his vanes speak, and villages have been known to be spared weather's wrath when homage has been appropriately given.

**Holy Symbol:** A grizzled man with eyes of clouds, hair of wave crests, and a mouth of rain.

**Granted Power:** Once per week, a vane of Baromet can predict sky and water weather (including a tsunami, but not an earthquake) for the next week, in a radius of 50 miles. They can also weaken natural storms to half of their destructive power by using a power they call divine cyclolysis.

**Favored Weapon:** Bowsling (new weapon).

**Authority Figure:** Jockameaux Scarsmill (vane), Bayou Halfling, Clr4; AL NG

**Honored Prayer of Baromet:** "Peace of sky and shallow path shall know thy favor and thy wrath. Spare us Baromet from deluge and storm, send us rain and sun for crops new born."

## DAELUNE (UNDEAD MOON)

During the high time of necromancy millennia ago, the animus of the second moon was destroyed and reanimated by the necromancer druids as Daelune, an undead spirit. Daelune is covered with oily black soil, undead humus excreted by the satellite, and is populated by undead plants and animals. At night the dark moon appears as a purple oval among the stars and is visible during the day as a dark spot against a blue sky. It produces only localized gravity and does not affect the tides of Silur. Daelune is worshipped by esoteric cults that venerate animals, necromancy, and plants, including Druins, and some druids that have become sentient undead.

**Holy Symbol:** A dark spot in a star field.

**Favored Weapon:** Moonstick (new weapon).

**Authority Figure:** Antiebus, female human Dm4; AL NE. Her male companion is Borhexus, the authority figure for Verdurzuzu.

**Honored Prayer of Daelune:** "Grant me the power of your darkened soil and everlasting death."

## EALUNE (NIGHT), EASOL (DAY)

Refer to the Darkworker and Lightworker classes (both new) for more information. Also refer to Daelune above.

**Holy Symbol:** A triquetra formed of three interlaced loops.

**Favored Weapon:** Moonstick (new weapon).

**Sons Authority Figure:** Guru Evien Lightbearer, male halfling Clr5/Ltw9; AL NG

**Daughters Authority Figure:** Guru Atlor-Anahan Etherdust, female human Clr6/Dkw7; AL CN.

**Honored Prayer of the Sons & Daughters:** "O ye nights and days bless the gods in your praise and magnify forever their glory. We have erred and strayed away from what is right. Give us pure hearts in light places and pure courage in darkness."

## FORCES, CONTINUUM OF

In primordial times the sentient elements set down the rules of the multiverse, then hid this knowledge from its inhabitants and even perhaps the gods. At best, mortal beings understand earth, air, fire and water and their interaction with positive and negative energies. These are the forces known

"A cyclops is king in a world of blind giants."

~Akaku, Hill Clanswoman

# CHAPTER 4: LOCAL CHARACTERS

These pregenerated characters have just the right stats and diverse enough backgrounds for suitable use within Dreadmire. They have been designed to be interesting NPCs and PCs.

## Arseneaux Hammertow (normal form)

Weregator male halfling (stout); Small shapechanger (4ft. 3 in. tall); hp 52; Init +1 (Dex); Spd 20 ft.; AC 15 (+1 halfling, +1 Dex, +3 hide armor); Atks unarmed strike +5 melee (1d3-1 (Str) subdual); sling stick +8 ranged (1d4), blow gun ranged +7 (paralyzation poison, Fortitude save at DC 16, lasts 2 rounds); SQ Alternate Form, rogue abilities [evasion, uncanny dodge, Dex bonus to AC & cannot be flanked, traps], improved control shape, halfling traits [+2 against fear], lycanthropic empathy; AL NG; SV Fort +11, Ref +7, Will +7; Str 8, Dex 13, Con 17, Int 16, Wis 14, Cha 11; **Skills:** Craft (shipwright) 15\*, Diplomacy 10, Hide 5, Listen 18, Move Silently 4, Perform (squeezebox) 3, Profession (sailor) 14, Search 4, Speak Language (halfling), Speak Language (aquan), Speak Language (Lizardfolk), Speak Language (elven), Speak Language (gnome), Speak Language (hunting language), Spot 14, Swim 7, Survival 11; **Feats:** Skill Focus (Profession [sailor]), Skill Focus (Craft [shipwright]), and Weapon Focus (sling stick).

**Equipment:** Sling stick & 23 flint discs (new weapon), blowstick & 9 poison needles (new weapon), pouch containing 37 cp.

**Personality/Description:** Arseneaux Hammertow is a plump but muscular albino halfling with thick white sideburns. He retains his albino appearance in alligator form, which makes him easy to spot as a “white gator.” He is frequently dressed in garments made from hand worked giant toad hide. He makes a living as a shipwright artisan and is the captain of a bayou trading vessel that he constructed.

Arseneaux contracted Weregator lycanthropy in his early thirties. The unfortunate happenstance was a hindrance at first, but as he gained control of his lycanthropy it turned out to be quite useful. As a Weregator, Arseneaux achieved nearly unfettered access to the deep parts of the swamp and increased his knowledge of the water — an excellent insight for a shipwright.

Arseneaux, like most Bayou Halflings, can speak and understand a halfling hunting language based on the sounds of swamp animals (buzzes, growls, chirps, whistles, hoots, howls, rattles, etc). This communication method is not secret, but it is difficult for muka to learn its nuances.



## Olav Timberlight

Medium male human; Bbn6; hp 36; Init +3 (Dex); Spd 40 ft.; AC 16 (+3 Dex, +3 hide armor); Atks +6/+1 (+3 titanic maul 4d10); SQ Barbarian abilities [rage 2/day, fast movement, Dex bonus to AC, can't be flanked]; AL CG; SV Fort +5, Ref +2, Will +2; Str 19, Dex 17, Con 15, Int 4, Wis 12, Cha 8; **Skills:** Craft (sculpting) 11, Hide 3, Listen 8, Search 3, Spot 7, Survival 13.

**Feats:** Power Attack, Cleave, Great Cleave.

**Equipment:** Hammer, chisel, +3 titanic maul, helm of comprehending languages and reading magic.

**Personality/Description:** Olav Timberlight is the dimwitted son of Olnek, a Medicine Man (new prestige class) of the Tsof tribe Mountain Nomads. He is a roughneck with an unusually kind demeanor for a barbarian. Unfortunately, his low intelligence predisposes him to be the subject of jokes. He removes the sting of such humor by adding his own self-deprecating jokes to the mix. His sense of humor is uncommon and witty, belying an underlying wisdom.



Olav is a man of few words. It is not that he does not talk a lot, he just knows very few words to speak. He almost always refers to himself in the third person, such as, “Too much thinking give Olav headache,” “Olav hungry,” “Olav want to kill something,” or the ever popular, “Olav so confused.” His favorite greeting is simply, “Me Olav.”

Olav spurns the advances of Orga, a burly female barbarian that makes overt advances towards Olav on a regular basis. His father wants Olav to marry Orga since she is the daughter of the chieftain. Olav dares not insult her for fear of hurting his

family's position within the tribe, so he puts up with her constant fawning as a courtesy (all the while grimacing).

Olav is well respected within the tribe, thanks in part to his obtaining the *titanic maul* during a battle against raiding mountain giants. The maul has proved to be useful in defending the tribe from all types of invaders — human and monster alike. Olav is obsessed with his maul. It never leaves his side.

Olav experiences trepidation when he encounters arcane magic. He does not realize (nor would he believe) his maul and helm are magic, believing instead that it is an innate talent he possesses. He can often be heard to say, “Olav no like magic” when he knows arcane workings are afoot. Olav is not above using juju when life is at stake; he just likes to stay far away from magic as often as he can.



## Angiss the Prophet

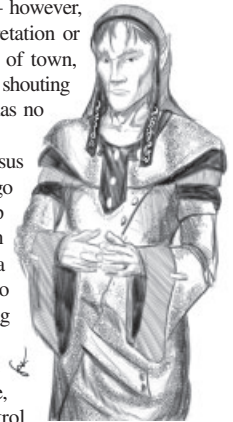
Small male humanoid (½ wood elf + ½ halfling mix); Com1; hp 2; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (unarmed strike 1d3 subdual); AL CN; SV Fort +0, Ref +0, Will +0; Str 8, Dex 10, Con 12, Int 10, Wis 11, Cha 14; **Skills:** Craft (whittling) 4, Handle Animal 4. Height 3 ft. 7 in.

**Equipment:** Wooden box.

**Personality/Description:** Angiss is half halfling and half elf. He is frequently found at the outskirts of a halfling village spouting prophecies from upon a wooden box. Angiss has the ability to *divination*, as the spell, continuously. The information he receives is not always wanted, nor can he direct it by asking specific questions. Unlike the *divination* spell, the information Angiss is imparted is always accurate — however, often the information he receives is open to interpretation or a bit metaphorical in nature. When not at the edge of town, Angiss is likely to be perched outside of Aqadie Inn, shouting random prophecies for coins thrown at his feet. He has no permanent home, but sleeps at several churches.

Angiss is the grandson of the halfling wizard Persus Hillcrest. His father, Marshol, was killed 20 years ago by a green dragon that took up residence in the swamp (the dragon was later destroyed by the black dragon Lucher). His powers of divining manifested after a severe blow to the head. These powers allow him to receive visions of the future like a radio tower receiving random signals from every direction. In some cases, the mere presence of a person can reveal information about their future. Sometimes this future is immediate, sometimes far in the distance. Angiss has no control over what he sees. Interpretation is subjective of course, and Angiss has learned to describe what he sees rather than interpret the visions himself.

While Angiss dreams of living like a normal halfling, he will continue to stand on a box and reveal the sights of the future until his visions stop. His belief is that this divine gift requires him to devote his life to the visions. Why, he cannot say. He is not interested in selling his prognostication services (although donations for the free info are welcome) nor making friends.



## Tinkin “Tink” Guldander

Small male humanoid (gnome); Rog5/Sor5 (new); hp 30; Init +0; Spd 30 ft.; AC 10; Atks +5 ranged +3 *arquebus* (1d10) or +3 melee gnome hooked hammer (1d6/1d4); AL LG; SV Fort +1, Ref +1, Will +4; Str 10, Dex 14, Con 11, Int 10, Wis 17, Cha 7; **Skills:** Alchemy 8, Balance 4, Craft (trapmaking) 4, Knowledge (arcana) 4, Knowledge (astronomy) 6, Listen 4, Move Silently 4, Open Lock 12, Profession (horologist) 4, Search 4, Spellcraft 4, Use Magic Device 2, Use Rope 4. **Feats:** Brew Potion, Craft Wondrous Item, Exotic Weapon Proficiency (firearms)

**Equipment:** +3 *arquebus* (DMG Renaissance Weapons, treat as a pistol), *loupe of appraisal* (Appraise skill +25).

**Personality/Description:** Tink's true nature is apparent immediately: a thick nose, dark hair curls over his high forehead in unkempt tufts and bushy eyebrows that arch high on his long 48-year-old face that emphasize his bulbous eyes and thoughtful demeanor.

“Olav no like magic.”  
~Olav



# CHAPTER 5: NEW MONSTERS

## What's New for Monsters?

• To make room for the voluminous types of new swamp monsters, we have instituted a space saving feature, a descriptive entry for modified monsters. In some instances monsters are only slightly different from stats in the *MM*. Instead of the normal stat block, the abbreviated entries for these monsters detail how a typical monster can be slightly altered to make a completely new monster. For example, a Bayou Zombie was more or less a zombie with two new abilities and a different alignment. We removed the typical stat block and placed a descriptive entry in its spot, describing and detailing only the differences. We feel this benefits you best, by allowing more content to be added to the book with only a minor inconvenience of having to look up the other monster when designing an encounter.

- There are new qualifiers for swim rates, similar to that of fly rates:
  - Perfect: The creature can perform almost any aquatic maneuver it wishes. It moves through water as well as a human moves over smooth ground.
  - Good: The creature is very agile in the water (like a dolphin), but cannot change direction as those with perfect maneuverability can.
  - Average: The creature can swim as adroitly as a small fish.
  - Poor: The creature swims as well as a very large fish.
  - Clumsy: The creature can barely maneuver through water at all (generally this is for surface swimmers), such as the average diving duck.

All swamp creatures that possess a Swim rate can use the Run action, Charge or a Sprint ability while swimming, as well as any other appropriate movement modifier action.

- Whenever you see a qualifier for low-light vision, such as (2x) or (4x), the number before the “x” refers to the number of times better than human vision the sight is. The standard is two times better (2x), but there are exceptions, such as aquatic elves (*MM* Elf, Aquatic).
- There are new qualifiers for size categories:
  - Fine (infinitesimal): The creature is so small it cannot be seen. Sample: microbes and plankton
  - Fine (miniscule): The creature is unbelievably small, but can still be seen up close. Samples: fleas and chiggers
  - Fine (slight): The creature is less than an inch in diameter and big enough to be seen a few feet away. Samples: flies and maybeetles
- New languages have been added to the Speak Language list (see the Language Matrix appendix for the actual alphabets):

Language	Typical Speakers	Alphabet
Aboriginine	Aboriginal peoples, nomads, native descendents	Cuneiform
Ancient	Nature Bards, sages, modern necromancers	Demotic
Arborean	Treant, tendriculos, Hortus, plant-based creatures	Druidic (Folian)
Arachnian	Arachane, aranea, drider, spider-based creatures	Bug
Eirchaic	Elves from the previous age	Elvskrit
Fowl	Aerial and birdlike creatures	Phyxic
Fungin	Mushroom folk, ooze/fungi-based creatures	Druidic (Folian)
Hermetic	Alchemists, gematria practitioners, pansophy seekers	Formulae
Insectid	Caterpygmy, formian, insect-based creatures	Bug
Arablich	Arable Republic	Coptic
Light	Lightworkers	—
Necronian	Necromancers, especially from the previous age	Hieratic
Oozoid	Intelligent oozes, fungus demons	Ozoan
Twilight	Darkworkers	—
Thalasian	Thalass Emirate	Sanskrit

## ABYSMAL OOZE

Colossal Outsider (Extraplanar, Evil, Chaotic, Ooze)

**HD:** 26d8+11 (403 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 5 ft. (8 squares), climb 5 ft., swim 10 ft. (clumsy)

**Armor Class:** 19 (-8 size, +17 natural), touch 2, flatfooted 19

**Base Attack/Grapple:** +26/+43

**Attack:** Slam +35 melee (4d6+17 plus caustic base)

**Full Attack:** Slam +35 melee (4d6+17 plus caustic base)

**Space/Reach:** 40 ft./40 ft.

**Special Attacks:** Digestive base, engulf, paralyzation, energy drain

**Special Qualities:** Bioluminescence, blindsense 120 ft., damage reduction 10/magic, outsider traits, resistance to cold 20, electricity 20 and fire 20, spell resistance 25, *telepathy*, *suggestion*

**Saves:** Fort +20, Ref +10, Will +12

**Abilities:** Str 44, Dex 10, Con 32, Int 3, Wis 13, Cha 10

**Skills:** —

**Feats:** Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

**Environment:** Underground or chaotic evil Outer Planes

**Organization:** Solitary

**Challenge Rating:** 26

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 27-45 (Colossal)

An Abysmal Ooze is an evil blue ooze with a modicum of intelligence. In the chaotic evil Outer Planes, Abysmal Oozes congregate in the giant fungi forests surrounding the fortresses of powerful Fungus Demons. In many respects Fungus Demons

treat these creatures as pets.

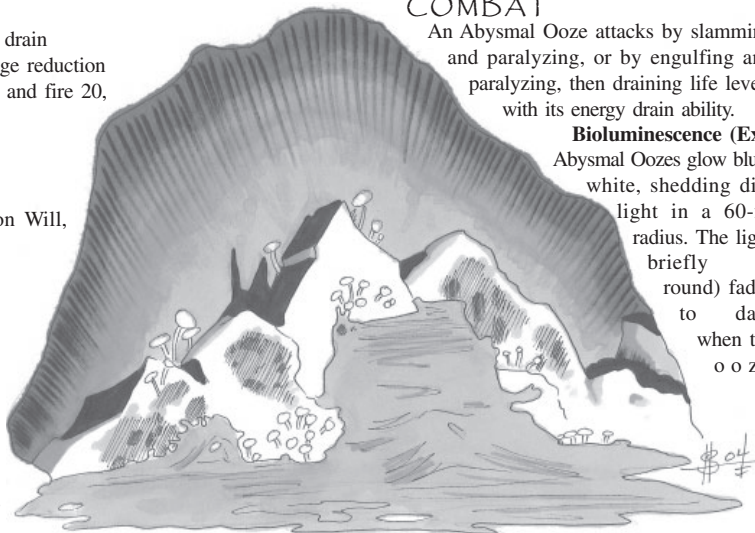
When an Abysmal Ooze nests, it flattens itself over the ground. The surface of an Abysmal Ooze is somewhat sticky, but not so much that it prevents movement across its immense surface. An Abysmal Ooze becomes so rigid when it is at rest that creatures can walk across it. It can become soft again at will, often engulfing creatures on it or near it, but it is sluggish as it awakens and does not always act right away. The lair of an Abysmal Ooze can become littered with the treasures of its victims since the creature cannot digest metal.

## COMBAT

An Abysmal Ooze attacks by slamming and paralyzing, or by engulfing and paralyzing, then draining life levels with its energy drain ability.

### Bioluminescence (Ex):

Abysmal Oozes glow blue-white, shedding dim light in a 60-ft. radius. The light briefly (1 round) fades to dark when the ooze



“You may drive out nature with a pitchfork, yet she comes charging back.”

~ Merkaṣa Miller, monster hunter

receives damage.

**Caustic Base (Ex):** The creature secretes a digestive base (new weapon) that dissolves organic material and stone quickly, but does not affect metal. A slam or engulf attack deals alkaline damage, and the opponent's non-metallic armor and clothing dissolve and become useless immediately. An equal amount of acid neutralizes base, and acid causes quadruple damage to an Abysmal Ooze.

**Energy Drain (Su):** An Abysmal Ooze can slowly drain life levels from any paralyzed creature that is also engulfed at the rate of 1 level per 2 rounds. As the energy drain withdraws the life force, the victim appears to age horribly until the creature dies old and shrunken at level 0. For every 10 levels drained, an Abysmal Ooze gains 1 HD or can choose to heal itself completely. An Abysmal Ooze may choose to eat living creatures instead of draining them of life levels. For example, the ooze may choose to digest a creature resistant to energy drain attacks.

**Engulf (Ex):** An Abysmal Ooze can move over opponents, engulfing as many creatures as it can cover, as a free action. Opponents can make a Reflex save (DC 17) to avoid being engulfed. Those that fail or refuse to make a saving throw can make attacks of opportunity against the Abysmal Ooze. Engulfed creatures are subject to the Abysmal Oozes caustic base and paralysis secretions.

**Paralysis (Ex):** Any creature touching an Abysmal Ooze must make a successful Fortitude save (DC 29) or the victim is paralyzed for 6d6 rounds.

**Suggestion (Sp):** An Abysmal Ooze can make a *suggestion*, as the spell, once every round, as a standard action, via its *telepathy* ability. These powerful suggestions require a successful Will save (DC 17) to avoid. An Abysmal Ooze does not typically engage in conversation with anyone but its master or recognized proxy unless it is seriously threatened.

**Telepathy (Sp):** An Abysmal Ooze can communicate telepathically with any creature within 100 ft. that has a language. It uses this ability to detect approaching creatures, so it is seldom surprised. It also uses *telepathy* with its *suggestion* ability.

## ALLIGATAUR

Large Monstrous Humanoid (Reptilian)

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft. (6 squares), swim 40 ft. (poor)

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

**Base Attack/Grapple:** +4/+12

**Attack:** Greatclub +7 melee (1d10+4)

**Full Attack:** Bite +7 melee (1d8+4); or greatclub +7 melee (1d10+4); or tail slap +7 melee (1d12+4)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab, anti-coagulant saliva

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

**Abilities:** Str 19, Dex 14, Con 17, Int 8, Wis 13, Cha 7

**Skills:** Hide +8, Listen +4, Move Silently +4, Spot +4, Survival +5.

**Feats:** Alertness, Skill Focus (Hide), Weapon Focus (bite)

**Environment:** Warm marsh

**Organization:** Solitary, pair (2), family (3-5) or colony (6+)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Often chaotic neutral

**Advancement:** By character class, usually Tatau Warrior (new class)

Alligators, or Gataurs as they are sometimes called, are marshland creatures possessing the lower body of an alligator and the upper torso, arms and head of a well muscled humanoid. The skin of the humanoid has an almost unnoticeable green tinge to it, giving rise to other names for the creatures, such as the "scale skins" or "green bloods."

There is one large Alligator colony in Dreadmire and a score of smaller family units scattered throughout the Backswamp. Behavior of these creatures is much similar as one would expect from horse-bodied centaurs, cautious and serious, tribal in organization, shunning most humans. The Gataurs otherwise exist through fishing and hunting, as well as trading with select marshland humanoids. Their lairs are surrounded by traps and purposely cultivated flesh-hungry plants.

Gataurs are generally 11 feet long in their lower body and can reach up to 4 feet in height for the upper torso. A Gataur can flatten its upper torso in line

with its body. This not only makes it move faster in water, but also gives it the added length of its humanoid body section, which can affect its reach during combat.

## COMBAT

Although not generally evil, Alligators are easy to anger and often provoke fights. They are typically armed with barbed spears (new weapon) or greatclubs to enforce their will. Gataurs favor massive clubs in combat. If no club is available, Alligators use their bite and improved grab abilities to defeat opponents. Ambush is their preferred fighting strategy.

**Improved Grab (Ex):** To use this ability, an Alligator must hit an opponent of the Gataur's size or smaller, with its bite attack. If it gets a hold, the Gataur grabs the opponent and drags it into deep water, attempting to pin it to the bottom. An Alligator automatically deals bite damage each round it maintains the pin.

**Anti-Coagulant Saliva (Ex):** The saliva of an Alligator causes wounds to remain bleeding for 1 hour unless magical healing is applied. Damage caused by the continued bleeding is 1 hit point per minute. The bleeding can be stopped with the successful application of the Heal skill, or any magical curing spells.

## ANTHROACH

Small Monstrous Humanoid

**Hit Dice:** 1d8+4 (8 hp)

**Initiative:** +3 (+3 Dex)

**Speed:** 20 ft. (2 legs), 60 ft. (6 legs), climb 20 ft. (2 legs), climb 60 ft. (6 legs), fly 10 ft. (clumsy)

**Armor Class:** 14 (+1 Size, +3 Dex), touch 14, flat-footed 11

**Base Attack/Grapple:** +1/-3

**Attack:** Crude spear +4 ranged (1d6-1)

**Full Attack:** Bite +2 melee (1d3-1); or claw +2 melee (1d2-1); or crude spear +4 ranged (1d6-1)

**Space/Reach:** 5 ft./5 ft.

**Special Qualities:** Adhesive climb, body compression, darkvision 60 ft., light blindness, multi-dexterous sprint

**Saves:** Fort +5, Ref +8, Will -2

**Abilities:** Str 10, Dex 17, Con 18, Int 9, Wis 7, Cha 1

**Skills:** Balance +0 (+12 racial bonus), Hide +3 (+8 using body compression), Move Silently +3

**Feats:** Multiattack, Multidexterity, Run

**Environment:** Temperate to warm marsh and land

**Organization:** Solitary, Clutch (1-4), Guard (5-8), Gang (9-16), Colony (17-32), Cluster (33-64) or Tribe (65-128)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Often lawful evil

**Advancement:** By character class

These vile creatures primarily roam the deep Backswamp where they scavenge on carrion, plants, fungi, oozes, and even roots in underground ruins. Anthroaches thrive in areas of filth and decay, striving to hasten natural decomposition. These disgusting insectoids pollute wherever they roam with the stench of despair, disgusting their foes and driving all from their habitat.

Anthroaches have six legs, but can switch between walking upright on their two hind legs (move 20 ft.) and walking on all six legs (move 60 ft.). When moving on all six legs, they may sprint. Even during a sprint, an Anthroach can turn instantly in any direction, at any speed, using its six feet for perfectly synchronized weight distribution.

Anthroaches migrated across the mountains and are not creations of the Dark Pollen. In an Anthroach tribe, the first birth over 128 causes a colony to leave and start a new tribe elsewhere. Anthroach language is a dialect of Insectid (new language) based on hums and clicks of varying pitches.

## COMBAT

Anthroaches attack from an elevated position, seeking to overwhelm and outflank their opponents by flying into melee. They have little regard for personal safety, placing the best interests of their tribe ahead of their own.

"She who fights monsters should take care, lest she become a monster herself."

~Eldes Brandebear, Freak Knight



# LYCANTHROPE, WEREGATOR

## GATOR FORM

Small Humanoid (Halfling, Shapechanger)

**Hit Dice:** 1d8+1 plus 3d8+9 (28 hp)

**Initiative:** +2 (Dex)

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

**Armor Class:** 18 (+2 Dex, +6 natural)

**Base Attack/Grapple:** +3/+6

**Attack:** Bite +11 melee (1d8+8) or tail slap +11 melee (1d12+8)

**Full Attack:** Bite +11 melee (1d8+8) or tail slap +11 melee (1d12+8)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Curse of lycanthropy, improved grab

**Special Qualities:** Alligator empathy, alternate form, damage reduction 5/silver, hold breath, low-light vision (x2), scent, underwater scent

**Saves:** Fort +10, Ref +6, Will +2

**Abilities:** Str 27, Dex 15, Con 23, Int 10, Wis 11, Cha 8

**Skills:** Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1

**Feats:** Alertness, Iron Will, Skill Focus (Hide), Weapon Focus (longsword)

**Environment:** Temperate to warm marsh

**Organization:** Solitary, pair, family (3-4), pack (6-10), or troupe (family plus related animals)

**Challenge Rating:** 5

**Alignment:** Always neutral good

**Advancement:** By character class

## HYBRID FORM

Small Humanoid (Halfling, Shapechanger)

**Speed:** 30 ft. (6 squares)

**Attack:** Claw +11 melee (1d4+8)

**Full Attack:** 2 claws +11 melee (1d4+8) or bite +11 melee (1d6+8)

**Special Attacks:** Curse of lycanthropy

**Organization:** Solitary or pack (2-12)

Although this type of lycanthropy can spread to other races, currently 99.99% are Bayou Halflings. They do not often leave opponents alive to spread the disease elsewhere.

Weregators prefer to hunt animal or monstrous prey, shunning the taste for humanoid blood. They prefer to lie and wait for their prey, poking their eyes just above the water's surface to observe.

Bayou Halflings have legends of Weregators. In some stories they are heroes, and in others they are monsters. Regardless, any talk of Weregators is in a whisper, and any Bayou Halfling encounter with one is likely to cause fainting.

Lizardfolk are immune to Weregator lycanthropy. Some of the more hostile clans hunt them for sport, suicidal as that may sound, and have directed their shamans to use the hides in creating magical shields. Weregators are also sought by wizards who are knowledgeable in the creation of magical clothing by using their leathery hides.

Weregators are diurnal, moving about both at day and night. They do not lay eggs and can only procreate in their original form.

**Alligator Empathy (Ex):** Weregators in any form can communicate with normal or dire alligators. This gives them a +4 racial bonus on checks when influencing alligator attitudes and allows communication of simple concepts and (if the alligator is friendly) commands, such as "friend," "foe," "flee," or "attack."

**Alternate Form (Su):** A Weregator can shift into alligator form as though using a *polymorph* spell on itself, though its gear is not affected. It does not regain hit points from changing form, and only the alligator form can be assumed. A weregator can assume a bipedal hybrid form with prehensile hands and alligator features.

Changing to or from alligator or hybrid form is a standard action. A slain Weregator reverts to its humanoid form, although it remains dead. Separated body parts retain their alligator form, however. Afflicted Weregators find this ability difficult to control, but natural Weregators have full control over this power.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a Weregator bite attack in alligator or hybrid form must succeed on a Fortitude save (DC 15) or contract Weregator lycanthropy.

**Improved Grab (Ex):** To use this ability, the Weregator must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the Weregator establishes a hold on the opponent with its mouth, and drags it underwater, attempting to pin it on the bottom.

**Underwater Scent (Ex):** Weregators can detect underwater prey within 90 ft. by sense of smell. If the prey is upcurrent, the range increases to 180 feet; if downcurrent, it drops to 45 ft.

## WEREGATOR LYCANTHROPY AS AN AFFLICTION

When a humanoid contracts Weregator lycanthropy through a Weregator's bite, no symptoms appear until the first night of the next spring tide (see Swamp Ecology appendix). On that night, the afflicted humanoid involuntarily assumes alligator form and forgets its humanoid identity. It seeks wilderness areas, hunts natural prey, and avoids harming non-evil sentient creatures. The humanoid remains in alligator form until the next dawn and remembers nothing about the entire night; unless a successful Will save (DC 15) is made, thus allowing awareness of the affliction.

Thereafter, the humanoid form is subject to involuntary transformation during two possible events: the night of a spring tide or immersion in water. During either of these events, the humanoid feels an overwhelming rage and

must make a successful Control Shape check (*MM* Monster Skills and Feats) to resist changing into alligator form. A humanoid aware of the affliction retains the identity of its humanoid form, remaining in control of actions performed after the change. Each time a humanoid that is not chaotic good changes into alligator form, a successful Will save (DC 15 + number of times changed to alligator form) must be made or the humanoid permanently shifts to a chaotic good alignment. A voluntary change (Control Shape) automatically causes an alignment shift to chaotic good.

Once a character becomes aware of the affliction, the change can be voluntarily controlled using the appropriate Control Shape skill check DC. Voluntarily changing to alligator form during a spring tide is DC 15. Voluntarily changing to alligator form any other time is DC

20. Changing to hybrid form is DC 15 at any time. Changing back to humanoid form during a spring tide is DC 25. Changing back to humanoid form during any other time is DC 20. Changing back to humanoid form during the first night of a proxigeon spring tide (see Appendix A: Swamp Ecology) is DC 30.

## MAGI CICADA

Small Vermin (Corrupted)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +0

**Speed:** 10 ft. (2 squares), climb 10 ft., fly 30 ft. (clumsy)

**Armor Class:** 13 (+1 size, +2 natural), touch 11, flat-footed 13

**Base Attack/Grapple:** +0/-4

**Attack:** Bite +1 melee (1d2)

**Full Attack:** Bite +1 melee (1d2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Deafening whine

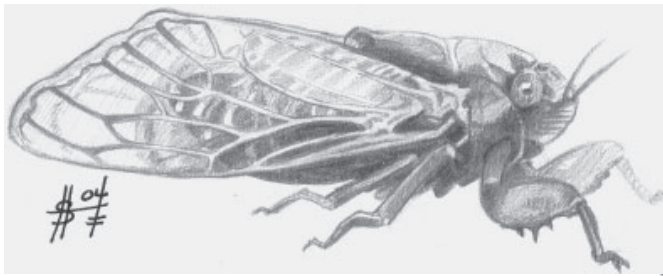
**Special Qualities:** Vermin

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

**Abilities:** Str 10, Dex 10, Con 11, Int —, Wis 10, Cha 5



"History will be kind to me for I intend to write it."  
~Pious Priest of Poxaway, from the "Tome of Heroes"



**Skills:** Climb +2, Hide +2 (+8 racial bonus), Spot +2  
**Environment:** Temperate to warm forest  
**Organization:** Solitary, nest (2-20) or swarm (21-100)  
**Challenge Rating:** ½  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 2-4 (Small); 5-7 (Medium)

The Magi Cicada is another docile insect transformed by the Dark Pollen into something monstrous. The Magi Cicada has a robust, black body with large red eyes, and propels itself with clear, orange-veined wings. Luckily for those near where it lives, it only survives about a month as an adult. For 17 years a young “nymph” lives inside massive tree roots to feed on its sap. Nymphs cannot create noise until they emerge as adults (17 year cycle).

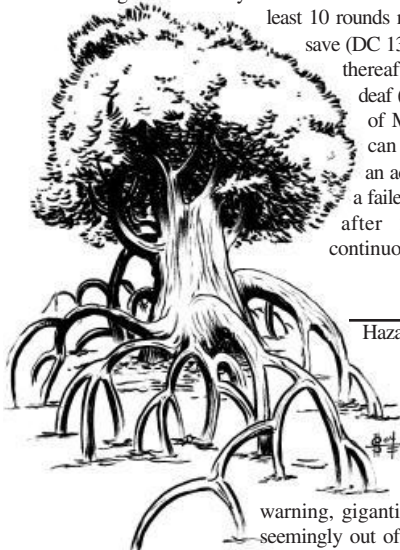
One unusual trait of a Magi Cicada (and the “periodical cicada” it was transformed from) is its bizarre, characteristic trait of leaving its molted carapace still clinging to a tree trunk or branch. At a distance it may even still look like the original insect from which it was molted, but closer inspection reveals it to be hollow. Some clever Marshfolk have used these discarded carapaces as material for weaving baskets, covering furniture, and fashioning hide armor (+2 AC).

The name “Magi” Cicada stems from the belief that rarely, a Magi Cicada sorcerer is born with an Intelligence of 10 or more. These Magical Beasts are so rare and reclusive they are thought to be myth even by Quag Druids.

### COMBAT

While a Magi Cicada is not overtly hostile, its mating call is deafening to all those within range.

**Deafening Whine (Ex):** A Magi Cicada can let loose a loud, rising and falling staccato whine every 1d8 rounds. All creatures (except Magi Cicadas) within 30 feet become deafened for 2d6 rounds. The effects can be negated with a successful Fortitude save (DC 13). Deafened creatures cannot be affected again while they are deafened. A victim deafened repeatedly for at least 10 rounds must make a successful Fortitude save (DC 13) each round the sound continues thereafter, or be rendered permanently deaf (unless cured by magic). A swarm of Magi Cicadas whining in concert can shatter a creature’s heart. Such an act requires at least 21 cicadas and a failed Fortitude save (DC 14, +1 each after 21) during each round of continuous whine.



### MANGRY TREE

Hazard, CR 1

This plant is a Colossal relative of the mangrove tree. However, only a small portion of the tree is visible above ground, making it appear as a Huge mangrove tree to onlookers. Without warning, gigantic Mangry Tree roots can grow seemingly out of control overnight, expanding as thick vines over everything in a 30 ft. diameter. The tree has been known to snake its roots over entire homes, trapping slumbering residents inside. Even sleeping humanoid lying under the stars have been covered by such growth. The attack is not intentional, and any victims are simply in the wrong place at the wrong time. The creature is otherwise a normal tree, affected by axe, fire and spells. It is neither animated nor intelligent.

## MELANOMA MOSS

Hazard, CR 5

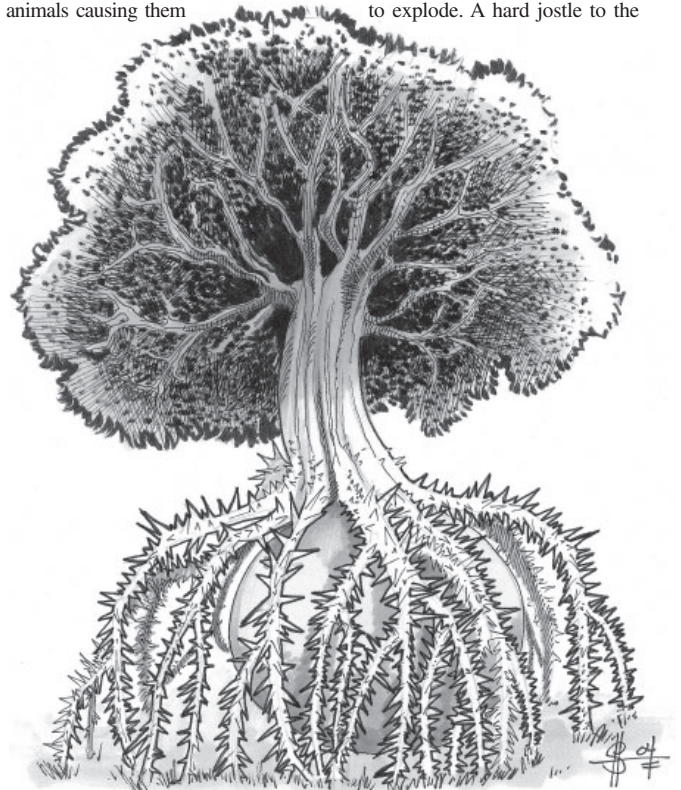
Melanoma Moss is a brown epiphyte plant that resembles swamp moss. If Melanoma Moss touches the skin of a creature, the victim must make a successful Fortitude save (DC 19) or dark cancer cells form instantly wherever it touched. The cancer spreads rapidly, covering the hide of a Medium size creature in 4d4+4 rounds. A creature so completely infected dies 1d4 hours later unless *remove disease* or *heal* is applied. Creatures immune to disease cannot be harmed by this plant.



### METHANE TREE

Hazard, CR 1

These odd plants breathe methane gas instead of air. The tree cultivates methane producing exothermic bacteria in a sac at its base, which expands as it captures the methane released by the culture. The ballooning sacs are easily ruptured if disturbed, so most are surrounded by thick branches. These branches are in turn covered in large thorns to prevent wandering animals causing them to explode. A hard jostle to the



“Money is better than poverty, if only for financial reasons.”  
 ~Bartus, The Rogue of Orauth



Large tree, or a slight impact to its sac produces a 3d10 hp explosion in a 3d6 ft. radius. As they grow from saplings, Small trees cause 1d10 hp damage in a 1d6 ft. radius, and Medium trees cause 2d10 hp damage in a 2d6 ft. radius. Groves of these trees grow in the deep recesses of swamps, and one exploding tree can destroy an entire copse in a flaming conflagration.

## MIMETIC

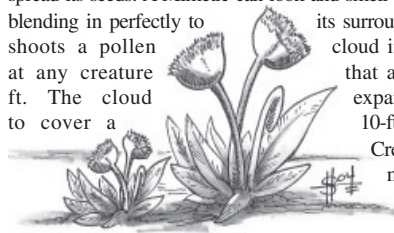
Hazard, CR ½

A Mimetic is a Tiny plant that disguises itself as another plant in order to spread its seeds. A Mimetic can look and smell like any plant it is near, blending in perfectly to its surroundings. A Mimetic shoots a pollen cloud in the direction of any creature that approaches within 5 ft. The cloud expands quickly (2 rounds) to cover a 10-ft. radius for 1d2+1 rounds.

Creatures inside this area must make a successful Will save (DC 15) or become infested with "pollyanna pollen." This pollen enters a creature and makes its way to the brain where it causes a state of hyper-joy de vivre, a joy of life that rivals even Bayou Halflings.

An infested creature only does enough work to obtain sustenance or stay reasonably healthy. These individuals seek only to relax, enjoy nature, and take pleasure in the simple life. Nothing is bad, everything is good. "So what if my friend was torn to shreds by wild boars? Her blood sure was a pretty shade of red, wasn't it?" And it just gets worse from there.

Once a Mimetic puffs at a target, it withers and dies in 1d4 hours and can no longer spit pollen clouds. After a creature is infested, each liquid excrement occurrence becomes a seed deposit for 1d4 new Mimetic plants. This condition lasts for 1d4+1 years unless a *neutralize poison* spell is applied.



## MOSQUITO, MONSTROUS

These slender, crepuscular flies are known for the biting habits of the females, who are nocturnal parasites that require a blood meal before they can produce eggs. This blood can be from wild animals, domestic animals, humans, demi-humans, humanoids, or monsters, depending on the mosquito breed. Males do not bite and generally feed on plant juices.

Monstrous Mosquito larvae, called wrigglers, live in quiet bodies of water, ranging from fluid-filled Giant Pitcher Plants to stagnant lakes, where they feed on algae and minnows. The amphibious wrigglers breathe air, and if they cannot breach the water surface, the larvae suffocate in 1d4+4 rounds (villagers are known to pour oil onto infested waters to suffocate them). Monstrous wrigglers are defenseless and can be killed relatively easily.

All Monstrous Mosquitoes (called *Maringouin* in the Aborigine language) have the following two special attacks, and special quality:

**Attach (Ex):** If a Monstrous Mosquito hits with a touch attack, it latches onto its prey's body and can make a blood drain attack. All Monstrous Mosquitoes produce venom that deadens the nerves so that the blood drain can be accomplished secretly. A victim is allowed a Reflex save (DC 14 + Monstrous Mosquito size modifier to AC) to detect an attached mosquito.

**Blood Drain (Ex):** A Monstrous Mosquito drains blood for one point of temporary Constitution damage each round it remains attached. After detachment, the nerve-deadening venom creates a red rash next to the entry wound, and causes a maddening itch that causes the victim to fight at -1 for each "sting" it has received, up to a max of -4. Each wound itches for 4d4 hours.

**Mosquito Scent (Ex):** Both mammal breath and evaporating sweat can be detected by the antenna of a Monstrous Mosquito up to 90 ft. away.

## WILDWOOD MOSQUITO

Diminutive vermin (1 ft. wing span)

**Hit Dice:** ½d8 (2 hp)

**Initiative:** +3 (Dex)

**Speed:** 5 ft. (1 square), fly 30 ft. (clumsy)

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

**Base Attack/Grapple:** +0/-14

**Attack:** Touch +7 (attach)

**Full Attack:** Attach +7 (attach)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach, blood drain

**Special Qualities:** Darkvision 60 ft., mosquito scent, vermin traits

**Saves:** Fort +2, Ref +1, Will -2

**Abilities:** Str 1, Dex 16, Con 10, Int —, Wis 10, Cha 6

**Skills:** Hide +2 (+8 racial bonus), Spot +2

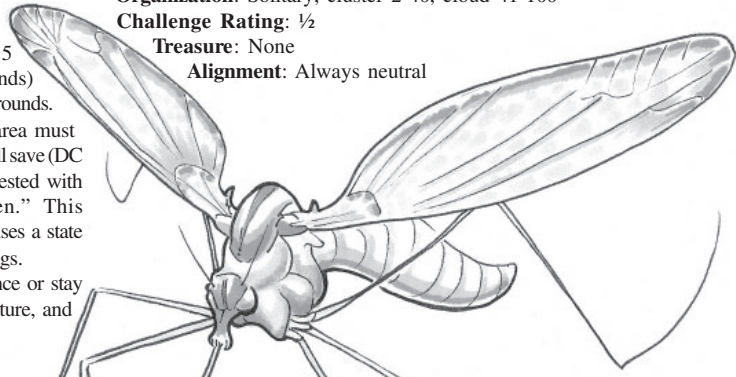
**Environment:** Warm marsh or forest

**Organization:** Solitary, cluster 2-40, cloud 41-100

**Challenge Rating:** ½

**Treasure:** None

**Alignment:** Always neutral



(Diminutive),

A green colored abdomen, brown wings, and easily identify a Wildwood other giant cousins. Unlike the hairy antennae, a male feathery. Once a Wildwood 4 points of single creature, it digests its meal.

Mosquito has drained Constitution from a detaches and flies off to Wildwood the same stats as a dark) has a 70% of swarm (MM, 308) a 40% chance. These

**Advancement:** 1-2 HD

(Tiny)

Mosquitoes sometimes attack in swarms with locust swarm (MM, v3.5). Light (shined in causing all the mosquitoes within view to Swarm), and bright colored clothes have chances reoccur during every round of exposure.

Wildwood Mosquitoes that live in northern climates are called Snow Mosquitoes. They are entirely silver while there is snow on the ground, but slowly change to light brown as it melts (if it ever does). Large swarms of them have been known to attack white dragons and remorhaz, but this is unusual and rarely successful. Their favorite victims appear to be northern herd animals, humans, polar bears and ice elves.

## SALTMARSH MOSQUITO

Tiny Vermin (3 ft. wing span)

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +3 (Dex)

**Speed:** 5 ft. (1 square), fly 40 ft. (poor)

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

**Base Attack/Grapple:** +0/-10

**Attack:** Touch +5 (attach)

**Full Attack:** Touch +5 (attach)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Attach, blood drain, sonic wings

**Special Qualities:** Darkvision 60 ft., mosquito scent, vermin traits

**Saves:** Fort +3, Ref +1, Will -1

**Abilities:** Str 2, Dex 16, Con 10, Int —, Wis 10, Cha 6

**Skills:** Hide +2 (+8 racial bonus), Spot +3

**Environment:** Warm marsh or forest

**Organization:** Solitary, cluster 2-30

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-5 HD (Small)

A Saltmarsh Mosquito is black with silver spots on its smoky wings. It

"Hearing voices no one else can hear is not a good sign, even in the realm of magic."

~Professor Ostendorf, Mage Emeritus, M.D. (Magic Doctorate)



14) to avoid.

An underwater species of this plant, the **Monstrous Waterwheel**, thrives in the deeper bayous, estuaries, lakes, and swamps. It floats about underwater, using a trapping leaf to capture swimming prey. It can spin its waterwheel-shaped leaves to move slowly (speed 5 ft.) toward a potential victim. Waterwheels are at the mercy of currents, so they prefer stagnant or slow moving waters. There is also the mobile **Stalking Flytrap** that tracks prey on land instead of waiting for prey to come to it (use *tendriculos* stats with Monstrous Flytrap leaf trap rules).



## PITCHER PLANT

Hazard, CR 6 – A **Monstrous Pitcher Plant** typically grows in swamps, producing a grove of 2d4 plants with 1d4 massive pitchers on each plant.

Each plant is a cluster of tall, cup-like leaves shaped roughly like water pitchers. A single pitcher is about 15 ft. tall and 5 ft. in diameter, containing 40 cu. ft. of rainwater diluted with digestive bacteria, acidic enzymes, wetting agents and insinuating narcotics. Some pitchers on the plant are high above ground to catch giant flying creatures and birds by using a sweet smell to attract them. Other pitchers extend from the roots and are submerged below ground level, effectively becoming a well-camouflaged pit trap [DC 20 Reflex save avoids, Search DC 24, Knowledge (nature) DC 5, Survival DC 10] hidden by its own leaves and humus.

Creatures of Medium or smaller size can fit through the opening of these plants. The interior wall of a Monstrous Pitcher Plant is very slick, as if a permanent *grease* spell had been cast on it, and requires a Climb check (DC 25) in order to ascend out. A trapped character can try to cut its way out using claws or a light slashing weapon to deal 10 hit points of damage to the wall (AC 14). A typical Monstrous Pitcher is AC 14 and has 35 hp, but dealing it 5 hp of damage or more ruptures it enough to drain the water from it.

The internal water of each pitcher is dangerous, as evident by the floating skeletons and exo-skeletons of its previous meals. A trapped creature takes 1 point of acid and 1 point of disease damage per round from virulent bacteria. Any creature remaining inside a pitcher for more than 1 round is exposed to a heavy dose of narcotics, requiring the trapped creature to make a successful Fortitude save (DC 17) each round. Those that fail become docile and limp, now exposed to the possibility of drowning (*DMG*).

There are many species of Monstrous Pitcher Plants, including the green **Monstrous Marsh Pitcher** and red **Monstrous Trumpet Pitcher**. One variant of the plant, the blue **Monstrous Corkscrew Pitcher**, “flushes” its liquid, along with the trapped creature, into its hollow stalk to digest the victim (much like a snake swallows and digests its prey). Creatures with the Survival skill can easily avoid (DC 10) all Monstrous Pitcher Plant variants.



## POLLENROSE

Harmless, CR 0

This green flower exudes a sappy fluid. Pollen from many other plants sticks to the leaf and the plant draws its nourishment from it. The flower is considered a nutritious delicacy, and when cleaned of pollen it is a beautiful ornamental flower.

## PUFFBALL PHYLACTERY

Small Plant

**Hit Dice:** 10d8+20 (65 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 5 ft. (1 square)

**Armor Class:** 25 (+1 size, +14 natural), touch 11, flat-footed 25

**Base Attack/Grapple:** +7/+12

**Attack:** Tentacles +13 melee (1d6+5 plus poison)

**Full Attack:** 10 tentacles +13 melee (1d6+5 plus poison)

**Space/Reach:** 2½ ft./20 ft. (with tentacle)

**Special Attacks:** Blindsight, constrict, poison, spiked carapace

**Special Qualities:** Darkvision 60 ft., regeneration 5, shatter weapon, superior low-light vision (4x), spell immunity

**Saves:** Fort +8, Ref +1, Will +8

**Abilities:** Str 20, Dex 10, Con 14, Int 8, Wis 12, Cha 6

**Skills:** Hide +10, Spot +10

**Feats:** Combat Reflexes, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Multiattack (racial bonus)

**Environment:** Any moist or underground

**Organization:** Solitary, soul garden (2-6), savage garden (7-20), spirit field (21-10,000)

**Challenge Rating:** 14

**Treasure:** None

**Alignment:** Always the same as the soul gardener that created it

that created it

**Advancement:** None

Powerful fungi demons use Puffball Phylacteries to house their souls. The more formidable the demon, the larger and more powerful the Puffball Phylactery is. In fact, not all Puffball Phylacteries are the same. Unusual and bizarre variants are known to exist. In the chaotic evil Outer Planes, entire forests of Puffball Phylacteries exist in “spirit fields”.

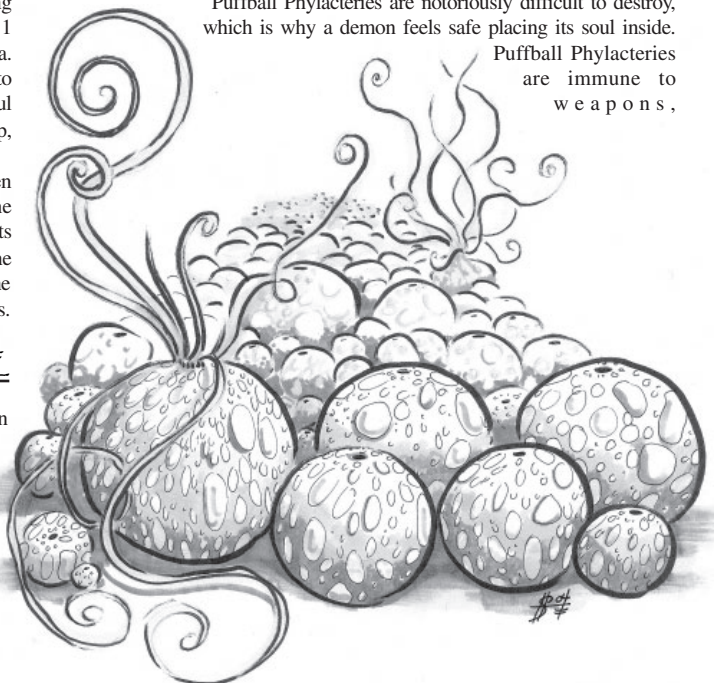
Creating a Puffball Phylactery is both costly and time consuming. First, a mundane puffball mushroom is transplanted from a giant fungus forest. Then a cleric well practiced in alchemy, spellcraft, nature and necromancy can grow a Puffball Phylactery in 9 months. After a magic transfiguration process, it is ready for use as a phylactery. The details of such processes are a closely guarded secret, known only to a few cambion clerics called “soul gardeners.”

## COMBAT

A Puffball Phylactery can direct its 10 unusually long (20 ft.) tentacles to attack a single target, or up to 10 separate targets at the same time. These thin, whip-like appendages can inflict poison and 1d6 points of damage with each hit, or grapple an opponent to constrict. When not in use, its thin tentacles are retracted inside its body.

Puffball Phylacteries are notoriously difficult to destroy, which is why a demon feels safe placing its soul inside.

Puffball Phylacteries are immune to weapons.



“Life is a long lesson in humility.”  
~Magrid Hubeaux, cleric of Tsombi

possess spell immunity, regeneration, deliver poison, and can grasp ten opponents at great distance. Flaming oil, acid, normal fire and various other alchemical attacks do normal damage.

**Constrict (Ex):** To grab a creature the Puffball Phylactery must make a successful grapple. Held creatures can automatically be dealt 2d4 points of damage, plus poison, each round.

**Poison (Ex):** Fortitude save (DC 24); initial damage permanent Strength 2d8, secondary damage 2d8 temporary Dexterity. This poison is released by the spiky carapace and the tips of all 10 tentacles.

**Shatter Weapon (Su):** Weapons that strike a Puffball Phylactery automatically receive the same amount of damage (*PHB*, Sunder — weapon hit points) as a target, inflicting no damage on the puffball. Weapons that are reduced to zero hit points or less are irreparably damaged and shatter into 1d4 pieces. Damage to magic weapons subtracts the amount of its plus (for example, a +3 *longsword* that would have received 10 points of damage only receives 7 points of damage).

**Spiked Carapace (Ex):** The high AC of a Puffball Phylactery is due in part to the many gems studding its brown, thick, cracked carapace. Naturally sharp growths jut from between the gems. Contacting the spiked carapace automatically causes 1d4 points of damage, plus poison.

## QUAG CREATURE

Medium Aberration

**Hit Dice:** 3d8 (13 hp)

**Initiative:** +8 (+4 Dex, +4 waterbug eyes)

**Speed:** 20 ft. (4 squares), climb 5 ft., swim 40 ft. (average)

**Armor Class:** 29 (+2 Dex, +17 natural), touch 12, flat-footed 27; [appendages +3 natural]

**Base Attack/Grapple:** +2/+4

**Attack:** Bite +4 melee (1d4+2) or foot +4 touch (steam burst)

**Full Attack:** Bite +4 melee (1d4+2) or 6 feet +4 touch (steam burst)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Steam burst

**Special Qualities:** Amphibious, waterbug eyes, mucus excretion

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

**Abilities:** Str 14, Dex 14, Con 10, Int 3, Wis 10, Cha 6

**Skills:** Listen +4, Spot +8

**Feats:** Alertness

**Environment:** Quaking bog, floating marsh, swamp

**Organization:** Solitary, pair or brood (3-10)

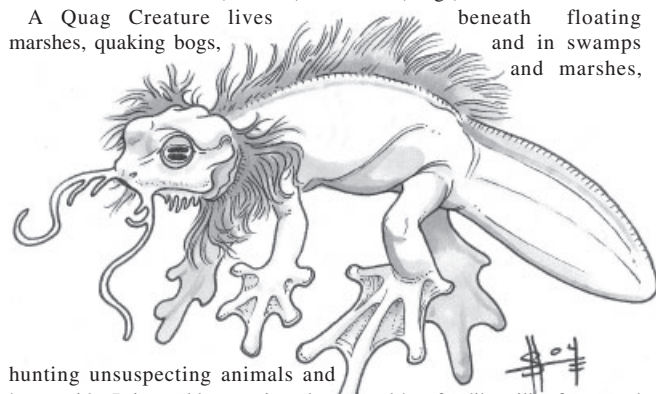
**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-5 HD (Medium), 6-10 HD (Large)

A Quag Creature lives beneath floating marshes, quaking bogs, and in swamps and marshes,



hunting unsuspecting animals and humanoids. It is muddy gray in color, and has fernlike gill tufts around its neck and head, making it look somewhat like a mudpuppy salamander. On the backs of these creatures are similar tufts, a crude camouflage that resemble clumps of floating algae or moss. It is otherwise a monstrous looking beast, having six suction-cupped, froglike feet on spindly legs jutting from a squat body, and possessing eyes that can peer underwater and on the surface at the same time. They possess a short swimming tail that resembles the tail of a salamander. It can climb sheer surfaces, sometimes dropping onto prey from strong tree limbs above.

## COMBAT

Quag Creatures lie in wait for victims while partially submerged. Quaking bogs are their primary habitat where they leap from below the foliage carpet to snatch prey. In swamps and marshes, the creatures hide below the water surface and leap onto the shoreline to surprise attack. In either case, a Quag Creature attempts to steam its prey to death.

Quag Creatures are notoriously difficult to kill with weapons due to their bony, armored shells. They can withdraw inside these shells like turtles to become fully protected. Exposed appendages have a +3 natural to AC, instead of +17.

**Amphibious (Ex):** Although Quag Creatures breathe using gills, they can survive out of water indefinitely, provided they have access to moisture. Without moisture they can survive 1 hour per Constitution point. Quag Creatures are osmoconformers, breathing only freshwater, and never saltwater. They can breathe brackish water for short periods of time (½ hour per Constitution point).

**Waterbug Eyes (Ex):** Quag Creatures have waterbug eyes, giving them a four-eyed appearance. This eye division allows them to see above and below the water surface at the same time. Waterbug eyes decrease the likelihood of surprise and increases initiative (+4) for a Quag Creature.

**Steam Burst (Ex):** This requires a successful touch attack. Burning hot steam can be vented from a valve on each of the creature's feet, causing 1d4 points of damage for each one that hits. The steam burst stuns (*DMG* Condition Summary) the victim for 1 round, unless a successful Reflex save (DC 13) is made.

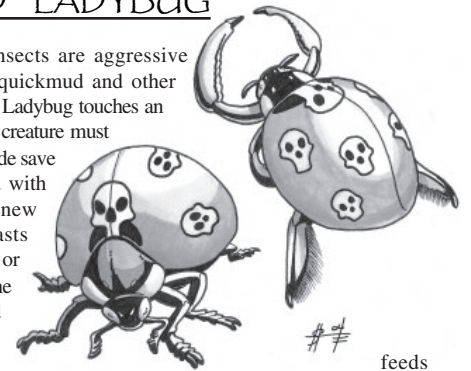
**Mucus Excretion (Ex):** Three times per day a Quag Creature can excrete Mucus for 1d4+2 rounds. The mucus makes it nearly impossible to grapple or snare. Grapple attacks against Quag Creatures receive a -20 penalty. Ropes, nets and webs do not often work against them, unless magical.

The Mucus also acts to reduce turbulence and increase the laminar flow of water over and past the body, allowing a huge increase in the Quag Creature's water speed. This triples its normal swim rate during the excretion period, a handy way to escape a losing battle.

## QUICKMUD LADYBUG

Hazard, CR ½

These Diminutive insects are aggressive Vermin that live near quickmud and other miasmas. If a Quickmud Ladybug touches an animal or humanoid, the creature must make a successful Fortitude save (DC 20) or be infected with quickmud coma (new disease). The coma lasts until a *remove disease* or *heal* spell is applied, or the victim dies of thirst and starvation. The Quickmud Ladybug feeds preys on Giant Aphids (new monster). An aquatic species of Quickmud Ladybug, the Lady Waterbug, feeds on Amphibs (new monster).



## QUIXOTE

Small Animal

**Hit Dice:** 2d8+8 (17 hp)

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft (6 squares), swim 40 ft. (poor), climb 10 ft., fly 40 ft. (glide or clumsy)

**Armor Class:** 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13

**Base Attack/Grapple:** +1/+3

**Attack:** Claw +4 melee (1d4+2)

**Full Attack:** 2 claws +4 melee (1d4+2)

**Space/Reach:** 2½ ft./2½ ft.

**Special Attacks:** Ferocity, rage, trip

**Special Qualities:** Infr hearing, low-light vision (2x), glide, scent

**Saves:** Fort +7, Ref +5, Will +1

**Abilities:** Str 14, Dex 14, Con 18, Int 2, Wis 13, Cha 7

**Skills:** Climb +3 (+8 racial bonus), Hide +3 (+6 racial bonus), Listen +4, Spot +4

**Feats:** Track



**Potion of Anti-Paralyzation:** Imbibing this potion prevents (for 4d6+6 rounds) or removes existing paralyzation, including magical types. It can also be administered via injury, and is used by some Bayou Halflings for creating anti-paralyzation blowstick needles.

Moderate abjuration; CL 7<sup>th</sup>; Brew Potion, *freedom of movement*; Price 50 gp.

**Potion of Plant Poison:** This poison affects plant creatures that are normally immune to poison. It is insinuated through the surface of the plant or its roots, and causes damage like normal poison does to a mammal. This liquid inflicts 3d6 Constitution damage for initial and secondary damage, provided a Fortitude save (DC 18) fails. Plants and plant monsters killed by a potion of plant poison wither and turn black within 2d4 rounds. Many varieties of this potion exist, each with its own unique name and damage type.

Faint necromancy; CL 5<sup>th</sup> or none (see prerequisites); Alchemy skill, 1 rank per DC of poison; or Brew Potion, *poison*; Price Ranges from 90 gp to 3,000 gp.

**Pulverizing Sling:** A pulverizing sling acts as a typical sling, except that normal stones thrown from it explode on impact, causing 6d6 points of damage to the target.

Faint abjuration; CL 5<sup>th</sup>; Craft Magic Arms & Armor, *explosive runes*, *magic stone*; Price 15,500 gp.

**Quant of Destination:** This pole must be used normally to propel a vessel, as it offers no assistance in propulsion. With every push, this punting pole magically steers the propelled water vessel toward the programmed destination. A command word is used to set the destination and must be spoken again to change it. The destination must be a place the punter has been to already. If the destination requires overland passage, the vessel runs aground as close as possible to the requested destination.

Moderate transmutation; CL 11<sup>th</sup>; Craft Wondrous Item, *find the path*; Price 10,800 gp.

**Quarterstaff of Balance:** This staff gives the wielder a +10 bonus to all Balance checks.

Faint transmutation; CL 5<sup>th</sup>; Craft Magic Arms & Armor, *cat's grace*; Price 1,100 gp; Cost 550 + 44 XP.

**Quid of Scent Removal:** When this gum resin is chewed continuously for at least 3 rounds, it eliminates all emanating scents, preventing creatures with the scent ability from tracking the chewer via smell. As long as chewing continues, the effect continues indefinitely. Once paused, another 3 rounds of chewing is required to reinstate the effect. For the purpose of this magic item, "chewing" means biting down on the quid at least every 5 seconds.

Faint transmutation; CL 1<sup>st</sup>; Craft Wondrous Item, *pass without trace*; Price 25 gp.

**Rack of Eternal Torture:** This minor artifact is a truly sadistic and horrific device from an age of necromancy long past. It is a table with wrist and ankle straps meant to bind a creature to its surface. When the command word is spoken, the device causes wracking pains, similar to that of a *symbol of pain* spell, for 2d% rounds. Once this cycle is complete, the creature dies of an effect similar to a *power word, kill* spell. The victim lies on the rack, lifeless, for another 1d10 rounds, and then is subjected to a *true resurrection* effect. This cycle of pain, death and resurrection continues until the straps are undone. A being exposed to this process for too long may become a Faded Soul (new template). A *rack of eternal torture* can only resurrect a creature that it killed.

Overwhelming necromancy; CL 20<sup>th</sup>; Weight 150 lb.

**Ring of Controlling [creature type]:** There are three classes of this ring, and each is tuned to a specific animal, humanoid race or monster. Only one subject may be controlled at any one time, for a period of 1d4+1 hours per day. The effect is the same as if a *dominate animal*, *dominate person* or *dominate monster* spell were cast on the target creature. All Will saves (DC 15) apply. Creatures that become uncontrolled are confused (*DMG* Condition Summary) for 3d4 rounds and wander away during this time.

Faint enchantment; CL 5<sup>th</sup> (animal) or 10<sup>th</sup> (humanoid race) or 17<sup>th</sup> (monster); Forge Ring, *dominate animal*, or *dominate person*, or *dominate monster*; Price 30,000 gp (animal), 80,000 gp (humanoid race) or 306,000 gp (monster).

**Ring of Darkvision:** This allows the wearer to see in total, non-magical darkness up to 120 ft. It also allows vision of up to 10 ft. in magical darkness.

Faint transmutation; CL 5<sup>th</sup>; Forge Ring, *darkvision*; Price 11,500 gp

**Ring of Fungi Friendship:** A fungus, slime or ooze-based creature is friendly to the wearer of this ring, provided the creature fails a Will save (DC 15). If a charge is expended, the friendly creature guards and protects the

wearer. Up to 12 HD of creatures can be affected by this ring at one time, except if worn by a druid, in which case it can affect up to 24 HD at one time. This ring can be recharged, like some wands.

Moderate enchantment; CL 7<sup>th</sup>; Forge Ring, *charm monster*; Price 15,000 gp

**Ring of Gelatinous Hue:** This ring causes the wearer (and possessions) to become transparent, like a gelatinous cube. It requires a successful Spot check (DC 15) to see a creature wearing this ring.

Faint illusion; CL 3<sup>rd</sup>; Forge Ring, *invisibility*; Price 16,500 gp.

**Ring of Mud Melding:** In same way that the *meld into stone* spell allows the caster's body into stone objects, so this ring allows melding with mud or dirt. The same limitations apply, although the duration is 1 hour total per day.

Faint transmutation; CL 5<sup>th</sup>; Forge Ring, *meld into stone*; Price 23,000 gp

**Ring of Orchidae:** This ring repels plant creatures, such as shambling mounds, phantom fungus, choke creeper vines or animated plants in the same manner as the *antiplant shell* spell. In the case of intelligent plants, the effect is also in the mind, as with an *antipathy* spell. This inhibits the desire of the plant creature to harm the wearer, wanting instead to get as far away as possible. The ring also acts as a *diminish plants* spell with a range and area of a "quarter circle" of 50 ft. (see spell description).

Strong enchantment; CL 15<sup>th</sup>; Forge Ring, *antiplant shell*, *antipathy*, *diminish plants*; Price 40,000 gp

**Ring of Transparent Foliage:** This unique ring is formed from colorless quartz. It allows the wearer to ignore camouflage when scanning for animals, monsters, or non-living objects blocked from view by foliage. All plants within 90 ft. feet become transparent to the wearer. This allows hidden creatures to become easily spotted, the entrance to a cave blocked by a large bush to be uncovered, an overgrown idol covered in vines to be found, etc. Plant creatures are not affected, thus they too are easily uncovered. A creature or object protected by anti-screaming magic appears transparent along with any plants.

Moderate divination; CL 9<sup>th</sup>; Forge Ring, *true seeing*; Price 12,000 gp

**Ring of Vortex:** This clear glass ring can be commanded to issue a thin, powerful blast of air. The ring alters the size of the vortex for the targeted creature, and only one may be targeted per round. A creature hit by a vortex must make a successful Reflex save (DC 18) to avoid being knocked down (*DMG* Condition Summary). Those that fail their save are still checked (*DMG* Condition Summary) by the vortex for 1 round. A *ring of vortex* otherwise has the same affects as a *gust of wind* spell.

Faint evocation; CL 5<sup>th</sup>; Forge Ring, *gust of wind*; Price 3,200 gp

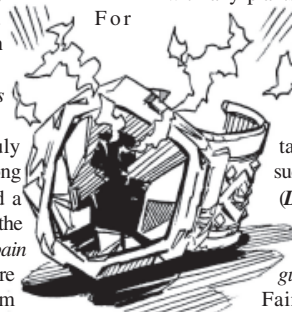
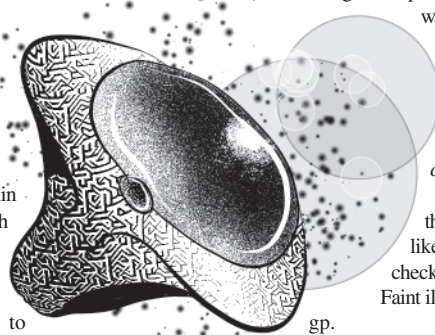
**Ring of Beasts:** This ring enables a druid with the wild shape ability to take the form of a magical beast, as long as the beast's size is no larger than the druid's size (Medium druid can turn into a Medium beast or smaller, but no bigger). The wild shape is form only, and does not include any special attacks or special qualities.

Moderate transmutation; CL 7<sup>th</sup>; Forge Ring, *animal shapes*, *polymorph self*; Price 17,000 gp

**Rod of Fungi Summoning:** Once per hour, by submerging this rod halfway into the ground, a fungus creature or Macrofungus (new monster) hazard grows from the soil in 1d4 rounds. The conjured fungus obeys commands to the best of its abilities. Summoned creatures are typical for their species and can have no more than 10 HD.

Strong conjuration; CL 17<sup>th</sup>; Craft Rod, *summon nature's ally IX*; Price 114,750 gp

**Rod of the Marshwarden:** The wielder of this rod may employ a continuous *deathwatch* spell, which remains in effect while it is held up



"Humans call it luck when you've acted more sensibly than they have."

~Glyphs from Stonecipher



# CHAPTER 7: NEW JUJU SPELLS

Juju is a type of folk magic used before the rise of great stone cities, when shamans, midewiwin, and gurus guided the spirits of the dead from shadow to light. Juju spells are not just swamp or druid spells, but encompass a wide variety of spells that includes all forms of environmental forces. From salt to fresh water, mud to dirt, rain to sunshine, healing to pain, darkness to light, animals to plants, blessings to curses, minerals to metals, and so on. Juju is the magic of the common folk.

## BARD SPELLS

There are no new 6<sup>th</sup>-level or 9<sup>th</sup>-level bard spells in the region.

Bard spells can be used by the Freak Knight class. Balladmongers have their own spell list (see class description for details).

### 0-LEVEL BARD SPELLS (CANTRIPS)

**Pollen Cloud:** Blown pollen causes hay fever.

**Sense Emotion:** Sense what others are feeling.

### 1<sup>ST</sup>-LEVEL BARD SPELLS

**Conjure Missilry:** Conjures non-magical missiles.

**Manacles:** Spheres of force handcuff a creature.

**Reverse Water Damage:** Repairs defects caused by natural water.

**Transmogrify:** Deforms target creature.

**Twinspeak:** Two creatures speak unique language.

### 2<sup>ND</sup>-LEVEL BARD SPELLS

**Adhesive:** Covers surface with glue-like substance.

**Dumbstruck:** Target is unable to speak.

**Underwater Speech:** Communication via underwater animal sounds.

### 3<sup>RD</sup>-LEVEL BARD SPELLS

**Propulsion:** Propel a conveyance magically.

### 4<sup>TH</sup>-LEVEL BARD SPELLS

**Commune Arcana:** Two-way communication over any distance.

### 5<sup>TH</sup>-LEVEL BARD SPELLS

**Insect Size:** Shrink creature 1/10 size, +5% remaining size/level.

**Primal Scream:** Loud animal noises disguise long-distance messages.

### 7<sup>TH</sup>-LEVEL BARD SPELLS

**Detect Deeper Thoughts:** All memories of target are known to you.

### 8<sup>TH</sup>-LEVEL BARD SPELLS

**Dream Dispersion:** Dream message sent to all in the area.

## CLERIC SPELLS

There are no new 4<sup>th</sup>-level or 8<sup>th</sup>-level cleric spells in the region.

Cleric spells can be used by the Darkworker, Deathslayer, Houdoan, Lightworker, Marshwarden, and Phyxius classes.

### 0-LEVEL CLERIC SPELLS (ORISONS)

**Palliate:** Eliminates minor physical discomforts.

### 1<sup>ST</sup>-LEVEL CLERIC SPELLS

**Conjure Missilry:** Conjures non-magical missiles.

**Manacles:** Spheres of force handcuff a creature.

**Reverse Water Damage:** Repairs defects caused by natural water.

### 2<sup>ND</sup>-LEVEL CLERIC SPELLS

**Mystic Outcry:** Last ditch divine cry for help.

**Palliate, Greater:** Removes magical discomforts.

**Transmogrify:** Deforms target creature.

**Twinspeak:** Two creatures speak unique language.

### 3<sup>RD</sup>-LEVEL CLERIC SPELLS

**Dumbstruck:** Target is unable to speak.

**Propulsion:** Propel a conveyance magically.

### 5<sup>TH</sup>-LEVEL CLERIC SPELLS

**Dream Commune:** Converse with a dreaming creature.

**Poxy:** Infect creature with deadly contagious disease.

### 6<sup>TH</sup>-LEVEL CLERIC SPELLS

**Reintegration:** Return dissolved or disintegrated target to normal.

### 7<sup>TH</sup>-LEVEL CLERIC SPELLS

**Dream Dispersion:** Send dream message to multiple creatures.

### 9<sup>TH</sup>-LEVEL CLERIC SPELLS

**Amber Imprisonment:** Entombed in an indestructible block of amber.

**Dissolution:** 2d6 damage/level, death turns target into liquid blob.

**Lycanthropox:** Temporarily infects creature with any lycanthropy.

## CLERIC DOMAINS

### CONSECRATION DOMAIN

**Deities:** Easol, Leacon

**Granted Power:** *Detect undead* once a day as a spell-like ability.

- 1 **Disrupt Undead**
- 2 **Consecrate**
- 3 **Halt Undead**
- 4 **Restoration**
- 5 **Hallow**
- 6 **Holy Word**
- 7 **Control Undead**
- 8 **Sunburst**
- 9 **Imprisonment** (works only against undead)

### FUNGI/OOZE DOMAIN\*

**Deities:** Leucopraxus

**Granted Power:** *Detect animals/plants* (oozes and fungi only) once a day as a spell-like ability.

- 1 **Invisibility** (to oozes and fungi only)
- 2 **Speak with animals** (works only on oozes)
- 3 **Speak with plants** (works only on fungi)
- 4 **Control plants** (fungi only)
- 5 **Command plants** (fungi only)
- 6 **Awaken** (oozes and fungi only)
- 7 **Antiplant shell** (fungi only)
- 8 **Animal shapes** (oozes only)
- 9 **Shambler** (summons 1d4+3 ochre jellies instead)

\*Non-domain spells can affect plants and animals.

### PACIFIST DOMAIN

**Deities:** Easol, Leacon

**Granted Power:** Sanctuary, once per day per level

- 1 **Manacles** (new)
- 2 **Hold person**
- 3 **Wind wall**
- 4 **Charm monster**
- 5 **Wall of stone**
- 6 **Mass suggestion**
- 7 **Repulsion**
- 8 **Binding**
- 9 **Miracle**

### EXTRAPLANAR DOMAIN

**Deity:** Easol

**Granted Power:** Protection from evil, at will

- 1 **Rope trick**

"That needle prick made me feel woozy. I bet that skeleton in the corner felt woozy too."

~Thericker of Shallmet, paladin of Leacon the Duck Lord

- 2 **Magic circle against evil**
- 3 **Lesser planar ally**
- 4 **Dismissal**
- 5 **Planar binding**
- 6 **Banishment**
- 7 **Greater planar ally**
- 8 **Greater planar binding**
- 9 **Gate**

## MARSHWARDEN DOMAIN

**Deity:** Marais

**Granted Power:** Destroy lesser undead when normally turned

- 1 **Deathwatch**
- 2 **Shard spray** (new)
- 3 **Meld into mud** (see *ring of mud melding*)
- 4 **Death ward**
- 5 **Slay living**
- 6 **Stoneskin**
- 7 **Regenerate**
- 8 **Iron body**
- 9 **Elemental swarm** (Marsh Elementals only)

## TIME DOMAIN

**Deity:** Aeternus

**Granted Power:** *True strike* once a day as a spell-like ability.

- 1 **Augury**
- 2 **Slow**
- 3 **Haste**
- 4 **Divination**
- 5 **Teleport**
- 6 **Plane shift**
- 7 **Moment of prescience**
- 8 **Temporal stasis**
- 9 **Foresight**

## DRUID SPELLS

Druid spells can also be used by the Druid, Muckranger (orisons only), Nature Bard, and Sorcerer Druid classes.

### 0-LEVEL DRUID SPELLS (ORISONS)

**Palliate:** Eliminates minor physical discomforts.

**Pollen Cloud:** Blown pollen causes hay fever.

**Sense Emotion:** Sense what others are feeling.

### 1<sup>ST</sup>-LEVEL DRUID SPELLS

**Bloated:** Half speed, -2 attack penalty, Charisma to 2.

**Conjure Missilry:** Conjures non-magical missiles.

**Cricketfrog Long Jump:** Jump horizontally 60 times body length.

**Cuttlefish Camouflage:** Hide in plain sight, +8 Hide skill bonus.

**Egret Legs:** Legs stretch 3 ft. + 1 ft./level.

**Lily Boat:** A lily pad becomes a water conveyance.

**Manacles:** Spheres of force handcuff a creature.

**Oil Sheet:** Slick oil erupts and covers surfaces.

**Piscatorial Organs:** Imbues a creature with fish abilities.

**Pelican Pouch:** Extradimensional space in your mouth.

**Pheromone Message:** Odor sends secret message to allies.

**Reverse Water Damage:** Repairs defects caused by natural water.

**Splash Down:** Body or object does not disturb the water.

**Spoonbill Feeding:** Obtain food in shallow waters.

**Torpor, Diurnal:** As torpor, except 4 HD of any type creature.

**Water Fall:** Foamy water cushions your fall.

### 2<sup>ND</sup>-LEVEL DRUID SPELLS

**Adhesive:** Covers surface with glue-like substance.

**Blades of Grass:** Low-lying grass given sharp edges.

**Curse of the Beast:** Deforming animal attribute.

**Discover Wildlife:** Detects dangerous animals/plants.

**Evacuate:** Stomach, guts and vesicles forcefully empty.

**Flotsam Buoyancy:** Creature floats on water surface.

**Fungal Corpse Animator:** A fungus repairs and controls a zombielike corpse.

**Fungus Biceps:** Violet fungi arms attack owner.

**Gelatinous Slime:** Acidic slime on surface, 1d2 damage on contact.

**Granddaddy Long Legs:** Spiderlike legs grow from back.

**Moss Monster:** Moss animates and obeys commands.

**Mudbug Snap:** Hands become pincers, 1d6 damage each.

**Mystic Outcry:** Last ditch divine cry for help.

**Natatorial Gift:** Enhanced swimming ability.

**Palliate, Greater:** Removes magical discomforts.

**Raise Dead Plants:** Restore life to normal dead plants.

**Spittlebug High Jump:** Jump vertically 115 times body length.

**Stagnant Water:** Prevents current and wave formation.

**Torpor:** Induces sleep in animals, plants and hybrid monsters, 12 HD total.

**Transmogrify:** Deforms target creature.

**Twinspeak:** Two creatures speak unique language.

**Underwater Speech:** Communication via underwater animal sounds.

**Violet Burst:** 1d6 damage per level to fungi/oozes/slimes.

**Waterlogged:** Half damage from fire.

**Water Proxy:** Breathe both salt and fresh water.

**Wave Action:** Waves capsizes boats, drown swimmers.

### 3<sup>RD</sup>-LEVEL DRUID SPELLS

**Algae Bloom:** Marine Slime forms from algae.

**Animal Sense:** Target receives animal sensory ability.

**Animate Dead Plants:** Creates undead plants.

**Animate Undead Plant or Insect:** Creates exoskeletons and buzzombies.

**Callum:** Increases natural armor class +3, and +2/3 levels.

**Discover Wildlife, Greater:** Detects animals/plants, similar shapechangers.

**Frog Climb:** Climb 30 ft., horizontal/vertical surfaces, +30 to Jump skill.

**Jetsam Dunk:** Target sinks to bottom underwater.

**Lizard Tongue:** 15 ft. tongue causes deadly infection if it hits a creature.

**Mire Fire:** Ignite swamp gas, 1d4 damage/level, 5d4 radius.

**Necrobacillosis:** Causes debilitating non-fatal disease.

**Neoplasmic Form:** Turn create into sentient, mobile water.

**Propulsion:** Propel a conveyance magically.

**Quagmire:** Creature sinks slowly into ground.

**Reed Transfixion:** 3d4 damage/level from flying reeds.

**Siphonoplax:** Barnacle skin becomes AC 19.

**Swarmmorph:** Subjects changes into a swarm.

**Water Bomb:** 1d6 damage/level from explosive water.

**Waterbug Walking:** Skate across water surface.

**Whirlpool:** Capsizes small boats, 2d8 battering damage, drowning.

### 4<sup>TH</sup>-LEVEL DRUID SPELLS

**Aquatic Creature:** Changes creature into aquatic version.

**Enchanted Forest:** Awakens all natural objects in area.

**Endothermic Mold:** Cold mold causes 4d8 damage.

**Freezing Point:** Cold water causes 6d4 cold damage, Strength loss.

**Insect Size:** Shrink creature 1/10 size, +5% remaining size/level.

**Poxy:** Infect creature with deadly contagious disease.

**Taurformation:** Humanoid becomes half animal creature.

**Thermocline:** Boiling water causes 6d6 heat damage, heat stroke.

**Torpor, Greater:** As torpor, except 8 HD of humanoid creatures.

**Waterspout:** Tornado forms over water.

### 5<sup>TH</sup>-LEVEL DRUID SPELLS

**Anti-Aquatic Cloud:** Underwater cloud poisons water breathers.

**Bestow Natural Curse:** Inflicts progressive curse of nature.

**Cone of Water:** 40 ft. water jet, 1d6 damage/level.

**Control Currents:** As *control winds*, except in water.

**Corrosive Grasp:** Non-precious metals brittle, 3d6 damage metal creatures.

**Dream Commune:** Converse with a dreaming creature.

**Limbs to Snakes:** Appendages become snakes, attack owner.

**Moisture Barrier:** Prevents water from passing through it.

**Primal Scream:** Loud animal noises disguise long-distance messages.

**Pudding Acid:** Eats through metal, wood, skin (2d6 damage/round).

**Riptide:** Succeed Swim check (DC 15), Strength check (DC 15) or drown.

**Spew Spores:** 30 ft. long cone, blindness and choking 1d4+4 rounds.

**Water Bomb, Greater:** 1d10 damage/level from explosive boiling water.

"Outside of a dog, a spellbook is man's best friend. Inside of a dog it is too dark to read."

~Ohcuorg of Amandla, half-orc Nature Bard

## 6<sup>TH</sup>-LEVEL DRUID SPELLS

**Create Undead Plant or Insect:** Create lesser undead insects/plants.  
**Humanoid Formation:** Create humanoid from an animal.  
**Insect Size, Mass:** As *insect size*, except more creatures.  
**Straw Fetish:** Enchanted doll causes -1 to -4 penalties to target.  
**Summon Greater Swarm:** Summons local swarms 9 HD or less.

## 7<sup>TH</sup>-LEVEL DRUID SPELLS

**Animate Undead Swarm:** Create undead reaper swarms.  
**Crabformation:** Heals body and regrows lost limbs.  
**Deadoak:** Animate dead oak tree protector.  
**Dream Dispersion:** Send dream message to multiple creatures.  
**Flash Flood:** Water from ground drowns and batters creatures.  
**Slow Death:** You slowly and painfully kill a creature.  
**Quagmire, Mass:** As *quagmire*, except more creatures.  
**Water Toxication:** -4 penalty attack/saving rolls, water poisoning.  
**Winged Wonder:** Imbues a creature with wings.

## 8<sup>TH</sup>-LEVEL DRUID SPELLS

**Bestow Progressive Curse:** A progressive debilitating or deadly curse.  
**Create Greater Undead Plant or Insect:** Create greater undead insects/plants.  
**Lycanthropox:** Temporarily infects creature with any lycanthropy.  
**Storm Surge:** Coastline water rises, causing crushing and drowning on shore.

## 9<sup>TH</sup>-LEVEL DRUID SPELLS

**Amber Imprisonment:** Entombed in an indestructible block of amber.  
**Dissolution:** 2d6 damage/level, death turns target into liquid blob.  
**Insect Size, Greater:** As *insect size*, except affects any creature type or size.  
**Necrobiosis:** Instant death from cell rupture.  
**Tsunami:** Massive wave devastates coastline.

## PALADIN SPELLS

There are only two new 1<sup>st</sup>-level paladin spells in the region.

### 1<sup>ST</sup>-LEVEL PALADIN SPELLS

**Manacles:** Spheres of force handcuff a creature.  
**Mystic Outcry:** Last ditch divine cry for help.

## RANGER SPELLS

Ranger spells can be used by the Muckranger class.

### 1<sup>ST</sup>-LEVEL RANGER SPELLS

**Conjure Missilry:** Conjures non-magical missiles.  
**Cricketfrog Long Jump:** Jump horizontally 60 times body length.  
**Cuttlefish Camouflage:** Hide in plain sight, +8 Hide skill bonus.  
**Lily Boat:** A lily pad becomes a water conveyance.  
**Manacles:** Spheres of force handcuff a creature.  
**Oil Sheet:** Slick oil erupts and covers surfaces.  
**Piscatorial Organs:** Imbues a creature with fish abilities.  
**Pelican Pouch:** Extradimensional space in your mouth.  
**Pollen Cloud:** Blown pollen causes hay fever.  
**Sense Emotion:** Sense what others are feeling.  
**Splash Down:** Body or object does not disturb the water.  
**Torpor, Diurnal:** As *topor*, except 4 HD of any type creature.  
**Water Fall:** Foamy water cushions your fall.

### 2<sup>ND</sup>-LEVEL RANGER SPELLS

**Adhesive:** Covers surface with glue-like substance.  
**Blades of Grass:** Low-lying grass given sharp edges.  
**Bloated:** Half speed, -2 attack penalty, Charisma to 2.  
**Discover Wildlife:** Detects dangerous animals/plants.  
**Egret Legs:** Legs stretch 3 ft. + 1 ft./level.  
**Flotsam Buoyancy:** Creature floats on water surface.  
**Fungal Corpse Animator:** A fungus repairs and controls a zombie-like corpse.  
**Fungal Biceps:** Violet fungi arms attack owner.

**Gelatinous Slime:** Acidic slime on surface, 1d2 damage on contact.  
**Mudbug Snap:** Hands become pincers, 1d6 damage each.  
**Shard Spray:** Shatters fragile objects, shards do 1d4 damage.  
**Spittlebug High Jump:** Jump vertically 115 times body length.  
**Spoonbill Feeding:** Obtain food in shallow waters.  
**Stagnant Water:** Prevents current and wave formation.  
**Torpor:** Induces sleep in animals, plants and hybrid monsters, 12 HD total.  
**Twinspeak:** Two creatures speak unique language.  
**Underwater Speech:** Communication via underwater animal sounds.  
**Waterlogged:** Half damage from fire.  
**Water Proxy:** Breathe both salt and fresh water.  
**Wave Action:** Waves capsize boats, drown swimmers.

### 3<sup>RD</sup>-LEVEL RANGER SPELLS

**Callum:** Increases natural armor class +3, and +2/3 levels.  
**Granddaddy Long Legs:** Spiderlike legs grow from back.  
**Discover Wildlife, Greater:** Detects animals/plants, similar shapechangers.  
**Jetsam Dunk:** Target sinks to bottom underwater.  
**Mire Fire:** Ignite swamp gas, 1d4 damage/level, 5d4 radius.  
**Reed Transfixion:** 3d4 damage/level from flying reeds.  
**Water Bomb:** 1d6 damage/level from explosive water.  
**Whirlpool:** Capsizes small boats, 2d8 battering damage, drowning.

### 4<sup>TH</sup>-LEVEL RANGER SPELLS

**Algae Bloom:** Marine Slime forms from algae.  
**Endothermic Mold:** Cold mold causes 4d8 damage.  
**Freezing Point:** Cold water causes 6d4 cold damage, Strength loss.  
**Nectoplasmic Form:** Polymorphs creature into sentient, mobile water.  
**Thermocline:** Boiling water causes 6d6 heat damage, heat stroke.  
**Torpor, Greater:** As *topor*, except 8 HD of humanoid creatures.

## SORCERER/WIZARD SPELLS

There are no new 4<sup>th</sup> or 6<sup>th</sup> level sorcerer/wizard spells in the region. Sorcerer/Wizard spells can be used by the Eldritch Cleric and Magi classes.

### 1<sup>ST</sup>-LEVEL SORCERER/WIZARD SPELLS

Conj **Conjure Missilry:** Conjures non-magical missiles.  
Evoc **Manacles:** Spheres of force handcuff a creature.  
Trans **Reverse Water Damage:** Repairs deformities caused by water.

### 2<sup>ND</sup>-LEVEL SORCERER/WIZARD SPELLS

Div **Twinspeak:** Two creatures speak unique language.  
Div **Underwater Speech:** Communication via animal sounds.  
Evoc **Violet Burst:** 1d6 damage per level to fungi/oozes/slimes.

### 3<sup>RD</sup>-LEVEL SORCERER/WIZARD SPELLS

Evoc **Water Bomb:** 1d6 damage/level from explosive water.  
Trans **Commune Arcana:** Two-way communication over any distance.  
Trans **Frog Climb:** Climb speed 30 ft., any surface, +30 to Jump skill.  
Trans **Propulsion:** Propel a conveyance magically.

### 5<sup>TH</sup>-LEVEL SORCERER/WIZARD SPELLS

Evoc **Water Bomb, Greater:** 1d10 damage/level, boiling water.

### 7<sup>TH</sup>-LEVEL SORCERER/WIZARD SPELLS

Div **Detect Deeper Thoughts:** All target's memories are known to you.  
Necro **Slow Death:** You slowly and painfully kill a creature.

### 8<sup>TH</sup>-LEVEL SORCERER/WIZARD SPELLS

Illus **Dream Dispersion:** Dream message sent to all in the area.

### 9<sup>TH</sup>-LEVEL SORCERER/WIZARD SPELLS

Necro **Necrobiosis:** Instant death from cell rupture.

"Those who cannot remember the past are condemned to repeat it."  
~Farnastis, from "Lore of the North"



# SPELLS

## Acid Plants

Transmutation

**Level:** Drd 2, Rgr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** 10 sq. ft./level (S)

**Duration:** 5 rounds per level (D)

**Saving Throw:** None

**Spell Resistance:** No

You increase the natural acidity of plants in the area of effect. Any creature casually walking through foliage affected by this spell suffers 1d4 points of acid damage spent in the affect area. Falling directly into a dense patch of plants within the area of effect causes 2d4 points of damage. In non-dense areas, acidic grass causes 1d2 points of damage on feet or footwear, as do acid leaves on pants or shirts. Armor may become useless if exposed to acidic plants. If an area is known to be enchanted by this spell, it is possible to avoid the affected plants in non-dense areas. This requires a successful Reflex save (DC 12) every 10 ft.

This spell can be made permanent with a *permanency* spell (Minimum Caster Level 10<sup>th</sup>, XP Cost 1,000).

## Adhesive

Conjuration (Creation)

**Level:** Brd 2, Drd 2, Rgr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One object or a 10 ft. square

**Duration:** 1 round per level (D)

**Saving Throw:** Reflex (see text)

**Spell Resistance:** No

This spell covers virtually any solid surface with a layer of sticky adhesive. Any creature touching the sticky substance is held fast, as if by *sovereign glue*.

The spell can also be used to create an adhesive coating on an item, such as a shield, lock, or door handle. An object wielded by a creature receives a Reflex saving throw to avoid the effects.

## Algae Bloom

Transmutation

**Level:** Drd 3, Rgr 4

**Components:** V, S, F

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** 1 square foot/level

**Duration:** 1 round/level (D)

You cause algae to congeal and transform into mobile Marine Slime with a speed of 5 ft. At any time, you may direct the *algae bloom* to cease its attack, or redirect its attack on another target. The target creature must make a Reflex save (DC 10 + Caster level) to avoid an *algae bloom*. Failure indicates the *algae bloom* touches the intended target.

**Material Focus:** A piece of sediment containing fossilized algae.

## Amber Imprisonment

Abjuration

**Level:** Clr 9, Drd 9

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Touch

**Target:** 1 creature

**Duration:** Permanent (D)

**Saving Throw:** Will negates

You entomb the target creature within an irregular block of translucent, petrified tree sap, in a state of suspended animation (as an *imprisonment* spell.) For the creature, time ceases to flow and its condition becomes fixed. This state persists until the magic is removed by a successful *dispel magic* spell or in a secret ritual known as “crack the amber.” The amber, like the creature housed within, is otherwise indestructible and immune to all other magic.

**Material Component:** A chunk of amber encased in a ball of fresh (less than a month old) tree sap.

## Animal Sense

Transmutation

**Level:** Animal 3, Drd 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

You imbue the target creature with one sense of any normal animal or vermin of a type you have encountered before. This can include, but is not limited to, aquasense, aeriassense, blindsense, breath tracking, darkvision, electricity sense, gravity sense, shark sense, infrahearing, snake vision, keen hearing, keen sight, low-light vision, pelican vision, dung beetle vision, scent, season sense, tremorsense, ultrahearing, bee vision, and underwater scent (see Recipe for a Swamp Creature in the templates section). Only senses normally found listed under Special Qualities can be imbued or enhanced with this spell, not other animal abilities (for instance, a spider's climbing ability could not be imbued).

This spell can be made permanent with a *permanency* spell (Minimum Caster Level 10<sup>th</sup>, XP Cost 1,000).

**Material Component:** A bit of fur, hair, wing, scale, skin, exoskeleton, bone, whisker, or any other part of an animal whose sense is being imbued.

## Animate Dead Plants

Necromancy, Transmutation

**Level:** Drd 7, Death 7, Plant 7

This spell functions like *animate plants*, except that you can *animate dead plants*. *Animate dead plants* cannot affect plant creatures, nor can it affect dead vegetable matter that is not at least 90% intact from its original form (for example, you could not animate hemp rope or cotton clothing).

## Animate Undead Plant or Insect

Necromancy

**Level:** Drd 3, Death 3

This spell functions like *animate dead*, except that you can animate a dead insect creature as an exoskeleton or buzzombie, and a plant creature as a fallowjack (see new monsters). When this spell is cast by a spellcasting plant creature, it typically can only cast the plant version of



the spell, and an insect creature can only cast the insect version – although this is not always the case.

## Animate Undead Swarm

Necromancy

**Level:** Drd 7, Death 7

This spell functions like *animate undead plant or insect*, except that you can animate a dead swarm as a reaper swarm (New Monster). As with any undead animation, the swarm bodies must be mostly intact. For example, a swarm destroyed by fire cannot typically be animated, whereas death by poison gas would leave bodies perfect for reanimation.

## Anti-Aquatic Cloud

Abjuration

**Level:** Drd 5

**Components:** V, S, F

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 5 ft. radius/level emanation

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude reduces effect (see text)

You create a protective barrier against water breathing creatures of all sorts. A cloud of piscidia, an extremely deadly poison to all freshwater and marine life, surrounds you. The barrier does not actually prevent waterborne creatures from entering the cloud of protection, but they can smell it just outside the area and usually stay away. If a water breathing creature should be so foolhardy as to enter the protective area, it must make a Fortitude save (DC 16) or die instantly, and if successful still takes 25 hit points of damage (one time only).

Unaffected creatures include all animals that breathe air, like dolphins or whales, and land dwelling creatures enchanted to breathe water. Intelligent water beings like sahuagin, scrags and aquatic elves, finding themselves unable to reach

“Those who cannot remember the past are condemned to repeat it.”

~Yeyah Blunderbus of Wishpool, scribe

# CHAPTER 8: NEW CLASSES

The following classes and prestige classes intentionally lean toward the higher powered spectrum. Why? Because it is easier for you to remove powers than it is to come up with new ones. Each campaign is different, and in low magic games some powers should be removed to fit the game style.

Like it or not, prestige classes have filled the vacuum left by the absence of kits in the d20 system. Unlike a kit, a prestige class is not a recipe for creating a character, and so it is limited in scope. Prestige classes are specialized classes with unique abilities or powers. They are therefore esoteric by their very nature, and can have prohibitive qualifications. Enterprising game designers may want to convert a prestige class to a class, thus opening up the prestige class to more classic use (make sure this is right for your campaign). To accomplish this, first remove all qualifications. Then, replace the 10 level progressions with 20 level progressions. Finally, spread out the special abilities, removing or toning down those deemed too powerful. To maintain a Balance (Dex), some creativity may be required on the part of the redesigner.

The classes and prestige classes in the order in which they are presented are:  
**Alchemist (Acm):** A sage dedicated to determining fundamental truths through alchemy.  
**Balladmonger (Bdm):** An evil performer whose music works dark magic.  
**Darkworker (Dkw):** A reclusive cleric that worships Night and manipulates darkness.  
**Deathlayer (Dsl):** A cleric devoted to cleansing the world of undead abominations.  
**Druin (Drn):** Anti-druids who use the power of nature to purposefully ruin the ecosystem.  
**Eldritch Cleric (Ecl):** A cleric that uses arcane spells instead of divine cleric.  
**Freak Knight (Frk):** An honorable knight who disdains beauty and harnesses fear.  
**Hidewalker (Hdw):** A warrior of the wilderness that can take the form of a beast.  
**Houdoan (Hdn):** A fetish cleric that curses, summons spirits and creates living zombies.  
**Lightworker (Ltw):** A pacifist cleric that worships Day and manipulates light.  
**Magi (Mgi):** A sorcerer that uses divine cleric spells instead of arcane sorcerer spells.  
**Marshwarden (Msh):** A cleric of Marais that protects the living and honors the dead.  
**Muckranger (Mrg):** A skilled swamp warrior that roams the soggy wildlands.  
**Nature Bard (Nbd):** A performer of druid origins whose music works divine magic.  
**Physical Medium (Phm):** They see, converse and otherwise interact with the dead.  
**Physixus (Phx):** A cleric specializing in wind, air, and sky.  
**Sorcerer Druid (Sdr):** A sorcerer that uses divine druid spells instead of arcane spells.  
**Tatau Warrior (Tat):** A barbarian covered in magical tattoos.

**Background:** Alchemists begin their lives as bookworms fascinated by the natural world and they pour through old tomes and spend countless months experimenting with alchemical compounds. Although they are entranced by magic, they see magic for what it really is – a natural force.

**Races:** Gnomes and humans have an affinity for the natural sciences, and so these races predominate the Alchemist class. Half-elves also frequently

take this class. Dwarves, halflings, half-orcs and elves rarely become Alchemists.

**Other Classes:** Alchemists work well with spellcasters. Alchemist believe that at a fundamental level, magic and alchemy are indistinguishable.

**Role:** In many ways an Alchemist is the master of improvisation. The Alchemist provides a mundane solution for escaping the confines of a prison, a bizarre method of attacking enemies, and otherwise uses alchemy to solve problems associated

with the physical world.

## ALCHEMIST

**Adventures:** Alchemists are reclusive by nature, and therefore do not normally make good adventuring companions. A few bolder Alchemists seek alchemical knowledge outside their local books, and to find such knowledge, one must adventure. For the Alchemist, it's not about the journey; it's about the end, which they call "The Great Work."

**Characteristics:** Alchemy is a practice that combines elements of chemistry, physics, astrology, art, semiotics (study of signs), metallurgy, medicine and magic. Two intertwined goals sought by many alchemists are the philosopher's stone, a substance which would enable the transmutation of common metals into gold, and the universal panacea, a remedy that cures all diseases and prolongs life indefinitely.

The word "Alchemy" is derived from "Al-" which means "of," and "Kemi" the name of an ancient land. The principals of alchemy were developed from the *Hermetica*, a collection of writings, scrolls, and tablets describing its methods. These texts can be traced to hieroglyphic texts and Cuneiform tablets that date at least 7,000 years ago, giving Alchemists a long history.

Alchemists believe matter and magic are inexorably tied together. Numbers rule the universe, as evident in observations of sounds, stars, and geometric shapes. The universe can be described by a few unified natural laws that can be determined only through careful, thorough, and exacting philosophical explorations. All things in the universe are formed from only four qualitative elements, *earth*, *air*, *water*, and *fire*. These elements can be described in terms of four basic qualities, *hotness*, *coldness*, *dryness*, and *moistness*. By rearranging the qualities of one substance, a different substance results. Alchemists point to aqua regia, a mixture of nitric and muriatic acids, which can dissolve gold into a liquid. At a later date the gold can be precipitated out of the acid and returned to its original form.

Alchemists experiment with matter and make observations and theories about how the universe operates by following a strong tradition of cloaking their written ideas in a labyrinth of coded jargon set with traps to mislead the uninitiated. They explore esoteric fields of interest, such areas as glassblowing, optics, languages, and medicine.

**Alignment:** Alchemists may be of any alignment, although they lean toward lawful alignments.

**Religion:** Alchemists often worship deities of magic. Lawful gods also appeal to Alchemists.

## GAME RULE INFORMATION

Alchemists have the following game statistics.

**Abilities:** For an Alchemist to perform alchemical miracles, one must possess at least a portable alchemist lab, usually obtained during apprenticeship, and possess the Craft (alchemy) skill. Increasing the Craft (alchemy) skill is important too, and many Alchemists obtain Skill Focus (alchemy) as soon as possible.

**Alignment:** Any

**Hit Dice:** d6

## Class Skills

The Alchemist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Escape Artist (Dex), Gather Information (Dex), Heal (Wis), Hide (Dex), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), Search (Int), Spell/Craft (Int), and Use Magic Device (Cha).

**Skill Points at 1st Level:** (8 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 8 + Int modifier

## The Alchemist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2 <sup>nd</sup>	+1	+0	+3	+0	Base
3 <sup>rd</sup>	+2	+1	+3	+1	Craft Construct
4 <sup>th</sup>	+3	+1	+4	+1	Concoct Homunculus Familiar
5 <sup>th</sup>	+3	+1	+4	+1	Antitoxin Catalyst
6 <sup>th</sup>	+4	+2	+5	+2	Waterproof Salves
7 <sup>th</sup>	+5	+2	+5	+2	Transparent Material
8 <sup>th</sup>	+6/+1	+2	+6	+2	Greater Potion
9 <sup>th</sup>	+6/+1	+3	+6	+3	State of Matter
10 <sup>th</sup>	+7/+2	+3	+7	+3	Plasma
11 <sup>th</sup>	+8/+3	+3	+7	+3	Slow Matter
12 <sup>th</sup>	+9/+4	+4	+8	+4	Cantriphly
13 <sup>th</sup>	+9/+4	+4	+8	+4	Ectoplasm
14 <sup>th</sup>	+10/+5	+4	+9	+4	Alchemical Language
15 <sup>th</sup>	+12/+7/+2	+5	+9	+5	Elixir of Springtide
16 <sup>th</sup>	+12/+7/+2	+5	+10	+5	Planar Crystals
17 <sup>th</sup>	+12/+7/+2	+5	+10	+5	Energy Diversion
18 <sup>th</sup>	+13/+8/+3	+6	+11	+6	Brew Greater Potion
19 <sup>th</sup>	+14/+9/+4	+6	+11	+6	Pansophy
20 <sup>th</sup>	+15/+10/+5	+6	+12	+6	Philosopher's Stone

"Hand on your weapon!"  
 ~Typical farewell in Dockside



## Class Features

All of the following are class features of the Alchemist.

**Weapon and Armor Proficiency:** Alchemists are proficient with the club, light crossbow, sling and dagger. They are not proficient with any type of armor or shield.

**Alchemical Language:** Alchemists with this ability have learned to exude Pheromone Messages from their skin to communicate with other Alchemists through olfactory senses. Such messages can be as complex as the Common tongue. Despite its reliance on cooperative air currents and reasonable proximity, this form of communication has its advantages.

**Antitoxin Catalyst:** The Alchemist can add a few drops of secret ingredients to a normal antitoxin to create a more powerful one (+10 alchemical bonus). Such improved antitoxins cost 200 gp per vial and are created using the Craft (alchemy) skill.

**Base:** This ability allows the Alchemist to create a caustic base (new weapon). A base is alkaline and neutralizes acid, so it can be used to create antacid salves or neutralize pools of acid. Base is created using the Craft (alchemy) skill.

**Brew Greater Potion (Ex):** The Alchemist can use the Brew Potion feat to create a concoction that produces the effects of any General feat. Effects of such potions last for 5d4 rounds and cost upwards of 50 gp each to concoct. Each prerequisite of the feat triples the original cost.

**Cantriphly (Ex):** The Alchemist can use the Brew Potion feat to create an alchemical substance (liquid, powder, crystal, combustibles, etc.) that can create an effect similar to any sorcerer cantrip (except divinations).

**Concoct Homunculus Familiar (Ex):** Following ancient formulae, the Alchemist can create a homunculus (*MM*) familiar (*PHB*, Familiars) using the Craft Construct feat. Such familiars are unique to Alchemists. If any familiar rule conflicts with a homunculous rule, the familiar rule supersedes it.

**Craft Construct (Ex):** The Alchemist discovers the formulas necessary to gain the bonus feat of Craft Construct (*MM*).

**Elixir of Springtide (Ex):** Using ancient wisdom, an Alchemist can concoct an elixir that prevents the subject from aging for an entire year. The imbiber is also protected against a total of 20 years of magical aging, for that same year. Such potions do not stack effects, but they can be used consecutively. These concoctions require at least 9,000 gp to brew, and the ingredients are both exotic and rare.

**Energy Diversion (Ex):** Using the right crystals and catalysts, the Alchemist can divert energy from spells (electricity from a *lightning bolt*) or other sources (heat from a magma flow) to a random location within range. Using a ranged touch attack, the Alchemist can try to direct the energy to a specific location. At 20th level, the Alchemist can attempt to use this ability on magical energies directed specifically at the Alchemist.

**Ectoplasm (Ex):** The Alchemist can concoct an ectoplasmic substance that when smeared on an object or creature, becomes either ethereal or astral, depending on the type used. An ethereal subject remains so for 1 minute per class level, as if an *ethereal jaunt* spell had been cast on the subject. Up to 2 cu. ft. of matter per class level can be turned ethereal or astral. An astral creature is affected as if an *astral projection* spell were cast on it.

**Philosopher's Stone (Ex):** The Alchemist, having attained all knowledge worth knowing, gains enough information to create a minor artifact, a philosopher's stone (*DMG* Minor Artifacts). Each stone takes 20d4 years, minus Wisdom bonus, to construct.

**Planar Crystals (Ex):** The Alchemist can use crystals and catalyst substances to open portals to the inner planes of Earth, Air, Fire and Water, as well as any planes between them. The effect is similar to a gate spell in that it opens an interdimensional connection between the target plane of existence and the Alchemist's, allowing travel between those two planes in either direction.

**Slow Matter (Ex):** By using a catalyst, the Alchemist can slow the energy of any solid or liquid substance, cooling it to any desired temperature. The temperature can be reduced 12 degrees Kelvin (0 Celsius = 32 Fahrenheit = 273 Kelvin) for each class level of the Alchemist. No one knows what would happen if matter were reduced to Absolute Zero, which is 0 degrees Kelvin, because it has never been done.

**Transparent Material (Ex):** Using various alchemical salves or powder,

an Alchemist can make any solid or liquid material transparent. This change may be temporary or permanent, depending on the material applied to and cost of the salve.

**Speak Language (Hermetic):** Hermetic (new language) is the secret language of Alchemists. Hermetic has no spoken form as the skill suggests, but is instead a written language of formulas and symbols. In fact, the alphabet is called "formulae" and is normally only learned through the secret rituals of Alchemists. Hermetic is so secret, in fact, that it is often hidden with other pictographs or in code.

**State of Matter (Ex):** Using two types of alchemical dust, an Alchemist can turn one object of up to 2 cu. ft. of matter into a viscous liquid form, and then back to solid again. There is no time limit on returning an object to its solid state, but if some liquid goes missing the object does not transform back to solid. Transformed liquid does not evaporate, except at extremely high temperatures (over 500 degrees F.).

**Pansophy (Ex):** Instead of making a Knowledge skill check, an Alchemist can make a Pansophy check with a bonus equal to class level + Wisdom modifier. "Pansophy" covers all areas of knowledge that can be used with the Knowledge skill.

**Plasma (Ex):** By using a catalyst, the Alchemist can release the energy of any solid, heavy substance, causing it to burn as hot as fire for 1 minute per class level. Not only is this useful for creating light and heat underwater or in high winds, but it is handy for escaping cages or burning enemy armor.

**Waterproof Applicant (Ex):** Applicants for waterproofing can be created using the Craft (alchemy) skill (DC 12). The form of such salves greatly vary, but typical types are oils for ferrous metals, soaking liquids for paper, stains for wood, and waterproof dust sprinkled over objects or creatures.

## BALLADMONGER

Sometimes called a "devil bard" this lawful evil musician spreads infernal music to invoke mayhem and procure souls.

**Adventures:** Balladmongers want to learn, whether it is to uncover secret information used to blackmail an enemy, or a find new song of despair. Balladmongers seek evil and discouraging magic, pillage tombs and rob vaults. Challenging other bards to musical duels is a fond pastime for the Balladmonger, wagering an opponent's spirit against masterwork musical instruments.

**Characteristics:** Balladmongers bring forth evil magic from their blackened souls, not from a spellbook by working magic with their music and song. They engage in questionable necromancy and deal with extra-planar creatures for their own foul purposes.

**Alignment:** Balladmongers can only be lawful evil. Since lawful bards are rare, their eerie synthetic and mechanical-sounding music has been known to give listeners the heebie-jeebies.

**Religion:** Balladmongers often worship deities of tyranny, death, and magic. Lawful evil gods appeal to Balladmongers.

**Background:** Balladmongers learn their skills from a band of demons, and enslaved devils to expand their infernal knowledge of the arts. Such creatures are summoned in formal colleges. In ascending order of rank, the titles used by Balladmongers are 1-2 Cruel Poetling, 3-4 Discordant Dreg, 5-6 Bewitching Jangler, 7-8 Infernal Versesmith, 9-10 Wicked Poeticule, 11-12 Devilish Rhymester, 13-14 Damnable Metrist, 15-16 Sibillant Demagogue, 17-18 Condemned Poetaster, 19-20 Diabolic Cacophonist.

**Races:** Humans, savage humanoids and half-orcs commonly take this class. It is rare for gnomes or half-elves to select this class. Balladmonger halflings or elves are practically non-existent.

**Other Classes:** Balladmongers work well in groups, as it suits their lawful nature. Their evil side promotes disharmony, however, always seeking to be in control or on top of the social structure.

**Role:** Balladmongers are the perfect group leaders, possessing expansive knowledge, weapon experience, and musical spells.

## GAME RULE INFORMATION

Balladmongers have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a Balladmonger can cast, how many spells cast per day, and how hard those spells are to resist. Recommended class-related skills are Craft (poisonmaking), Craft (luthier) and Knowledge (musicology).

"Fool's gold is money soon thwarted."  
~Lasra Evendeyes, Alchemist

that wronged their people.

**Characteristics:** Houdoans are reclusive by nature, but on an individual basis they deal with every member of the tribe at one time or another. A Houdoan never turns down a request for healing, even to the most rotten of souls. This is not to say Houdoans are pacifists. If they or those they protected are attacked, they have no qualms about fighting back.

**Animism** is the belief that personalized souls (*animus*) inhabit ordinary objects and govern their existence. Such an object, called a **huaca**, can be anything, such as a mountain, hill, pasture, spring, stream, river, rock, headdress, scepter, weapon, chair, dead body, or gem. **Sympathetic magic** is based on the idea that all things are connected, and therefore power can be derived by using fetishes. **Fetishes**, including fetish dolls, are powerful symbols of a spellcaster's intention, especially when made from items once connected physically to the intended target of the magic. A **Fetish Servant** (new monster) is an example of a fetish doll.

**Alignment:** A Houdoan must maintain neutrality in order to be effective, so any non-evil, non-good alignment is possible.

**Religion:** Many Houdoans worship Tsombi (new), the proxy god of animism and sympathetic magic. Others worship no deity at all, opting to worship animistic objects directly.

**Background:** Many Houdoans decide to take this path because of an affinity for herbs, alchemy, spirits, and a desire to help others. Most Houdoans of the region have at one time or another read the scrolls known as the *Dread Pharmacopoeia*, described in more detail at the end of "Class Features" hereafter. They consider its teachings holy.

**Races:** Marshfolk and other human tribes dominate this class, but locally the Bayou Halflings, Mud Dwarves, wild elves, and Bayou Punters have been drawn to this class. It is rare for a gnome to select this class.

**Other Classes:** Their tribal nature predisposed Houdoan to an affinity towards barbarians. Houdoan are always preoccupied with things no one else can see, and this can be distracting to those that deal with harsh reality, such as fighters and thieves. It is the duty of the Houdoan to help all those in need, regardless of alignment or personal philosophy, so they work well with all classes.

**Role:** The Houdoan are tribal spellcasters extant of the local religion. They perform healing, offer spiritual guidance, and provide magic assistance. During times of crisis, the role of the Houdoan is to communicate with entities on other planes and secure their aid to provide for the needs of the tribe. Houdoans have all the typical priestly abilities, using vovtes and personal objects to act as components for spells. Enchantments, transmutations, and divinations are enhanced for the Houdoan. Circle jujū (folk magic) allows them to work in tandem with other Houdoan priests to create metamagic effects. A Houdoan can create living zombies, manipulate dreams, summon spirits, control demons/angels, and are the undisputed masters

of agonizing curses that are difficult to remove.

## GAME RULE INFORMATION

Houdoan have the following game statistics.

**Abilities:** Wisdom and Charisma are important to a Houdoan.

**Alignment:** Any non-evil, non-good.

**Hit Dice:** d8

### Class Skills

The Houdoan's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal, Heal (Wis), Knowledge (arcane), Knowledge (history), Knowledge (religion), Knowledge (the planes), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis) and Swim (Dex). The Craft (Alchemy) skill is important to Houdoans.

**Skill Points at 1st Level:** (2 + Int modifier) x 4

**Skill Points at Each Additional Level:** 2 + Int modifier

### Class Features

All of the following are class features of the Houdoan.

**Weapon and Armor Proficiency:** Houdoan are proficient with all simple weapons, and all armor types made from natural materials, such as leather or hide, and with most shields made from natural materials (such as wood), except tower shields.

**Spells:** Spell use for Houdoans functions the same as for clerics, except they do not receive bonus domain spells.

**Animus Council (Su):** Three times per day, the Houdoan can speak with the animus of an object that provides the equivalent of an *augury* spell. At higher levels the effect is equal to a *divination* spell and *legend lore* spell.

**Aura of Fright (Su):** This aura radiates in every direction for 3 ft. per Houdoan class level. All strangers within this area (friends are immune), with fewer HD than the Houdoan must make a successful Will save (DC 10 + Houdoan level) to avoid the effects. Those who do not save receive a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws as long as they remain within the effect radius.

**Brew Greater Healing Potion (Ex):** Using the Brew Potion feat, a Houdoan can create a potion that duplicates any healing or curing spells, including those above 3rd level (such as *heal*, *regenerate*, etc). Such a potion has a 95% chance of failure if administered by anyone other than the Houdoan that created it.

**Call Angel/Demon (Sp):** This powerful ability allows a Houdoan priest to call forth an angel or demon, up to the same HD as the priest's class level, as if a *lesser planar ally* spell were cast. A demon is automatically under a *dimensional anchor* spell and a *magic circle against evil* spell (directed inward), providing the Houdoan has taken the proper precautions for carefully

The Houdoan						Spells per Day									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1 <sup>st</sup>	+0	+2	+0	+2	Object focus	3	1	—	—	—	—	—	—	—	—
2 <sup>nd</sup>	+1	+3	+0	+3	Circle of power	4	2	—	—	—	—	—	—	—	—
3 <sup>rd</sup>	+2	+3	+1	+3	Homoeopathic remedy	4	2	1	—	—	—	—	—	—	—
4 <sup>th</sup>	+3	+4	+1	+4	Bonus feat: Spell Focus (divination)	5	3	2	—	—	—	—	—	—	—
5 <sup>th</sup>	+3	+4	+1	+4	Anima council (divination)	5	3	2	1	—	—	—	—	—	—
6 <sup>th</sup>	+4	+5	+2	+5	Triage	5	3	3	2	—	—	—	—	—	—
7 <sup>th</sup>	+5	+5	+2	+5	Bonus feat: Spell Focus (transmutation)	6	4	3	2	1	—	—	—	—	—
8 <sup>th</sup>	+6/+1	+6	+2	+6	Spirit scry	6	4	3	3	2	—	—	—	—	—
9 <sup>th</sup>	+6/+1	+6	+3	+6	Anima council (augury)	6	4	4	3	2	1	—	—	—	—
10 <sup>th</sup>	+7/+2	+7	+3	+7	Soul bind	6	4	4	3	3	2	—	—	—	—
11 <sup>th</sup>	+8/+3	+7	+3	+7	Bonus feat: Spell Focus (enchantment)	6	5	4	4	3	2	1	—	—	—
12 <sup>th</sup>	+9/+4	+8	+4	+8	Morbid dream	6	5	4	4	3	3	2	—	—	—
13 <sup>th</sup>	+9/+4	+8	+4	+8	Aura of fright	6	5	5	4	4	3	2	1	—	—
14 <sup>th</sup>	+10/+5/	+9	+4	+9	Evil eye	6	5	5	4	4	3	3	2	—	—
15 <sup>th</sup>	+11/+6/+1	+9	+5	+9	Living zombie	6	5	5	5	4	4	3	2	1	—
16 <sup>th</sup>	+12/+7/+2	+10	+5	+10	Anima council (legend lore)	6	5	5	5	5	4	3	3	2	—
17 <sup>th</sup>	+12/+7/+2	+10	+5	+10	<i>Break Enchantment*</i>	6	5	5	5	5	4	4	3	2	1
18 <sup>th</sup>	+13/+8/+3	+11	+6	+11	Empathic healing	6	5	5	5	5	4	4	3	3	2
19 <sup>th</sup>	+14/+9/+4	+11	+6	+11	Call angel/demon	6	5	5	5	5	4	4	4	3	3
20 <sup>th</sup>	+15/+10/+5	+12	+6	+12	Brew greater healing potion	6	5	5	5	5	4	4	4	4	4

\*These abilities are equivalent to the spells of the same names, useable once per day.

"Prayer indeed is good, but while calling on the gods mortals should lend a hand."

~Harenda Cane, Houdoan



(requires 200 minutes) creating a special diagram around the magic circle (*PHB* Calling). The Houdoan priest may ask 3 yes or no questions, and a demon is compelled to answer truthfully. The game master controls the answers, and "I don't know" is a legitimate response.

**Circle of Power (Ex):** This ability allows two or more Houdoan to increase the power of a spell. The spell must be memorized by each member of the circle or the spell fails. The clerics touch their feet in a circle. For each participating priest, the spell is improved in progression order: Two clerics-Quicken Spell (as per the feat); three clerics-Maximize Spell; four clerics-Empower Spell (except numeric effects are tripled); five clerics-Enlarge Spell (except quadruple range); six clerics-Extend Spell (except fivefold duration); seven clerics-Heighten Spell; and eight clerics-Silent Spell. If all participating priests in the circle possess a particular metamagic feat, this feat can be used instead of using one of the feats listed above.

**Empathic Healing (Su):** A Houdoan can take the wounds from a creature, either in part, or in whole, and transfer them to the Houdoan's own body. The priest can absorb other afflictions as well, such as disease, poison, amputation or spell affects, including curses. The Houdoan suffers the full consequences of any wounds or afflictions taken. The subject is healed, cured, or otherwise whole at the end of the process. It is possible to absorb partial wounds in order to stabilize the target creature. A Houdoan that absorbs enough hit points to go below -10 is dead, and any hit point damage over this remains on the target.

**Evil Eye (Su):** Once each day the Houdoan can stare into a creature's eyes and curse it as if a *bestow progressive curse* spell had been cast, or a *kettle of curses* (new magic item) had been used.

**Homeopathic Remedy (Ex):** The Houdoan can produce any homeopathic poison, antidote or physical ailment cure from a nearby plant or alchemical source, provided a variety of plants or alchemical materials is available. Creating a drug requires 24 hours, subtracting 1 hour for each Heal skill rank. Success depends on the Alchemy or Knowledge (nature) skill check, and the game master's determined DC.

**Living Zombie (Ex):** A living zombie is created by injecting a victim with tetrodotoxin, a powerful blowfish-derived drug that induces a coma indistinguishable from death. Once drugged, the body of the victim is buried alive for nearly two days to induce brain damage from lack of oxygen. The living zombie has little, if any, memory of its former life and believes whatever it is told. A living zombie behaves as if a *charm person* spell has been cast on it by the Houdoan priest. This effect cannot be dispelled, since it is not magical, but it can be cured by a *heal*, *miracle* or *wish* spell. Extracting and concocting tetrodotoxin requires at least 6 ranks in the Alchemy skill.

**Morbid Dream (Su):** Morbid dream functions the same mechanically as the *dream* spell, however, a morbid dream is more vivid and elaborate. The dream can be as complicated as the priest imagines, containing realist visual, auditory, olfactory and tactile elements. Once per night, a Houdoan priest can send out a single *dream dispersion* that conforms to the desires of the priest sending it. The dream can be sent to as many individuals as the Houdoan has class levels. The dreams cannot cause damage, but can be terrifying. Such dreams are generally intended as a warning to unnerve enemies or to discipline those of wavering faith. Those awakening from such a dream must make a successful Will save (DC 10 + Houdoans level) or be shaken for 2d4 rounds.

**Object Focus (Ex):** Houdoan priests can substitute standard spell components and focus materials with votives and personal objects. When casting a spell on an individual, personal objects are required as a material component for the casting. This can take the form of a favorite toy, comb, bed sheet, cloth, mirror, cigar, etc. owned and used by that person. This, of course, does not apply to spells that require a specific object to function, such as *magic weapon* (the weapon is required).

**Soul Bind (Su):** The Houdoan draws the soul from a newly dead body — one that the Houdoan has killed personally — and imprisons it in a container called a "canari". The container must be made of clay or glass, and after the soul enters it, it must be hermetically sealed. It otherwise functions the same as the *soul bind* spell. For every five souls contained, the curses a Houdoan casts are cast +1 level higher (increasing the DC of removing such a curse). If a canari's seal is removed, crushed or otherwise opened, the soul is set free. This causes the Houdoan 1 point of damage that cannot be healed for a year by any means short of a *miracle* or *wish* spell.

**Triage (Su):** This ability allows the Houdoan to magically boost the Heal skill. The Houdoan need only touch the skin of a creature to provide automatically successful first-aid, poison treatment, or stabilization of the

wounds of the target creature. A Houdoan without the Heal skill cannot perform this ability.

**Spirit Scry (Su):** This ability allows the Houdoan to enter a spirit and guide its essence to any location desired, using it to effectively scry. The location can be virtually any place and on any plane that is unprotected from scrying, and unblocked to animals, souls, or ethereal beings. The spirit scry lasts for 2 rounds per Houdoan level, plus 1 minute to activate, and 1 minute to deactivate, the trance.

The **Dread Pharmacopoeia** is a rich compendium of homeopathic medicines, natural poisons and psychoactive herbs, written by Quag Druids during the ancient times (there is also an ethnobotanical appendix compiled by local gnomes in recent years). The codex contains lists of all form and manner of natural medicine derived from local plants, minerals, animals and marine sources. The Dread Pharmacopoeia contains 636 formulations, all having much interest to apothecaries, druids, farmers, medicine men, wise women, sages, shaman and other drug users. The forms in which these formulae are used varies greatly, such as confections, decoctions, distillates, extracted juices, fermented liquids, infusions, medicated oil, potions, powders, salves, syrups, tablets, bhasmas (resultant of incineration) and many more. This publication is also useful to common people, describing simple and proven remedies for common ailments.

## LIGHTWORKER

The Sons of Light believe that shadows harbor unrest and are best undisturbed. Sons worship Easol, their name for light, sun and daytime, often depicted as a god with glowing eyes and hair. The congregation meets in sunlit fields for group exegesis, governed by a clergy known as the Illuminati. Priests of this clergy are called Lightworkers. Their mantra is "*The opposite of evil is hope.*" Both the Sons of Light and Daughters of Night can be of any gender, the names referring to an ancient aspect of worship rather than a literal sex.

**Adventures:** Lightworkers are more akin to standard clerics than Darkworkers, because they help those with needs and commit noble acts in the name of Light. Lightworkers are more than willing to sacrifice their lives for a good cause, but they are not suicidal. Only through their continued well being can they convert others to their cause and promote the ideal of a peaceful world. To this end, Lightworkers are experts at defense and retreat. Cleric pilgrims of this faith select spells from the Healing, Protection, Pacifist (new), Consecration (new - refer to Deathslayer class), and Extraplanar (new) domains, although never using spells that could physically harm the living. Arcane cenobites proselytize by example, using only defensive and subdual magic when combat situations arise. Disarming or tripping an attacker is about as hostile as a Lightworker gets, unless in combat with undead. Undead abominations are dispatched with extreme prejudice. Even the most humble congregation member carries holy water, and full-blown clerics are likely to carry gallons of it.

**Characteristics:** Sons and Daughters communicate with languages of light or twilight that can only be seen and understood by confirmed worshippers (known as the "faithful chela") within either religion. The language is otherwise invisible to non-worshippers, unless *true seeing* or similar jujū is employed. Even then, a *comprehend languages* spell is needed to understand a message. A *tongues* spell does not allow one to speak the Light or Twilight languages, because it is a divine gift.

**Alignment:** Lightworkers can only be lawful good.

**Religion:** Lightworkers are obsessed with causing no harm to others, even the most depraved and evil of peoples, believing that even these wicked living souls are not yet lost and can be turned to goodness. The holy abbots of this monastic religion preach "love thy neighbor" and epitomize the "turn the other cheek" philosophy when attacked. These zealots make a typical paladin seem like a warmonger. A Lightworker never intentionally harms another sentient being — evil outsiders included. Although they despise and fear demons and devils, true believers pity these pathetic creatures, banishing them back to the home planes that spawned their hideous forms. Mercy and empathy are the hallmarks of a Lightworker, and personal safety is secondary to that dogma.

Manacles and rope are used to hold those that do not immediately repent. The apostles do not wear cleric's vestments, but instead wear monk's outfits or traveler's outfits. Their humble nature employs them to poverty, often preferring to ride on simple mules instead of horses, and eating little other

"Sometimes in order to find the light you must risk the dark."  
~From "The Book" of the Sons of Light

# CHAPTER 9: NEW ORDNANCE

The prices and damage of weapons and ordnance are in ratio to weapons in the *PHB*. In the remote areas such as Dreadmire, prices are likely to be much cheaper and of a more primitive quality. Weapons made by Lizardfolk, Bayou Halflings, and Marshfolk tend to be inexpensive and of good quality, whereas Bushfolk, Mountain Nomads and Hill Clans are both inexpensive and poor quality. Reduce the damage and critical hit multiplier of primitive weapons by one step. For instance, a primitive cane bow does 1d4 damage to Medium sized targets, and has a critical hit of x2.

## LETHAL WEAPON DESCRIPTIONS

**Anklebiter:** The anklebiter is a modified sickle designed to simultaneously slash ankles and perform a Trip (*PHB*) attack. It is used

by halflings and gnomes.

**Base:** You can throw a flask of base as a weapon. A direct hit does 1d8 points of alkaline damage. Every creature within 5 ft. of the point where the base hits takes 1 point of alkaline damage from the splash. Creatures immune to acid are also immune to base. Base neutralizes an equal amount of acid. Base is often employed by rogues and alchemists.

**Bird-Bolt:** Fired from a light crossbow, a bird-bolt is a short, blunt crossbow bolt, favored for hunting birds by clerics and children. Bayou Halflings use them for hunting within communities as a safe alternative to sharp bolts.

**Bowsling:** A bowsling is simply a “Y”-shaped piece of stout wood. The bottom shaft of the “Y” is held by one of the attacker’s hands. Across the

LETHAL WEAPONS					Range		
Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Increment	Weight	Type
<i>Light Melee Weapons</i>							
Anklebiter	6 gp	1d4	1d6	x2	—	3 lb.	Slashing
Bola, Poison	5 gp	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Bolo	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing/slashing
Bodkin	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Fishing Gaff	1 gp	1d3	1d4	x4	—	5 lb.	Piercing
Goolie Crusher	4 gp	—	see text	see text	—	1 lb.	Bludgeoning
Kneecracker	8 gp	1d4	1d6	x2	—	4 lb.	Bludgeoning
<i>Two-Handed Melee Weapons</i>							
Longspear, Barbed	6 gp	1d6/1d3	1d8/1d4	x3	—	9 lb.	Piercing
<i>Ranged Weapons</i>							
Bird-Bolt	10 sp	1d2	1d4	x2	—	1 lb.	Bludgeoning
Blowstick	1 gp	1	1	x2	10 ft.	2 lb.	Piercing
Needles, blowstick (20)	1 gp	—	—	—	—	0 lb.	—
Bowsling	1 gp	1	1d2	x2	20 ft.	1 lb.	Bludgeoning
Cane Bow	15 gp	1d4	1d6	x3	60 ft.	1 lb.	Piercing
Cane Arrows (20)	1 gp	—	—	—	—	—	—
Club, Tribal Throwing	1 sp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Crossbeaux, Pellet	20 gp	1d4	1d6	x2	60 ft.	5 lb.	Bludgeoning
Dart, Septicemia	9 gp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Jai	3 gp	2d4	2d6	19-20/x3	15 ft.	1 lb.	Bludgeoning
Pilum, Light	2 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling Stick	1 sp	1d3	1d4	x2	30 ft.	1 lb.	Slashing
Spear, Snag	15 gp	3d6	3d8	19-20/x3	120 ft.	10 lb.	Piercing
<b>Range</b>							
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Increment	Weight	Type
<i>Light Melee Weapons</i>							
Tomahawk	8 gp	1d3	1d4	x2	10 ft.	2 lb.	Slashing
<i>One-Handed Melee Weapons</i>							
Sword, Scramasax	10 gp	1d4	1d6	19-20/x2	—	2 lb.	Piercing
<i>Two-Handed Melee Weapons</i>							
Longspear, Dragontooth	500 gp	See text	See text	19-20/x4	—	9 lb.	Piercing
Pilum, Heavy	4 gp	1d6	1d8	x3	5 ft.	9 lb.	Piercing
<i>Ranged Weapons</i>							
Equine Arbalest	300 gp	3d4	3d6	19-20/x2	100 ft.	16 lb.	Piercing
Bolts, equine arbalest (10)	2 gp	—	—	—	—	1 lb.	—
Gastrophetes	400 gp	1d8	1d10	19-20/x2	120 ft.	12 lb.	Piercing
Mangonel	1,200 gp	12d6	12d6	18-20/x3	100 ft.	1 ton	Piercing
Trebuchet	1,000 gp	12d6	12d6	19-20/x2	90 ft.	1 ton	Piercing
Toxoballistrai	75 gp	1d10	1d12	10-20/x2	150 ft.	8 lb.	Piercing
Bolts, toxoballistrai (10)	1 gp	—	—	—	—	1 lb.	—
<b>Range</b>							
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Increment	Weight	Type
Daggertooth	16 gp	1d3	1d4	x2	—	1 lb.	Piercing
Daggertooth, Dire	32 gp	1d6	2d6	x2	—	2 lb.	Piercing
Daggertooth, Great	64 gp	2d8	3d8	x2	—	4 lb.	Piercing
Moonstick	5 sp	1d3	1d4	x2	150 ft.	1 lb.	Bludgeoning
Fire Syphon, Siege	1,350 gp	5d6	5d6	—	5 ft.	1 ton	—
Fire Syphon Hand	420 gp	1d6	1d6	—	5 ft.	20 lbs.	—
<b>Range</b>							
Special Substances	Cost	Dmg (S)	Dmg (M)	Critical	Increment	Weight	Type
Base (flask)	12 gp	1d8	1d8	—	10 ft.	1 lb.	Ranged touch
Infernal Machine, Low	1,000 gp	5d10	5d12	—	—	15 lb.	Bludgeoning
Infernal Machine, Medium	20,000 gp	5d10+40	5d12+50	—	—	15 lb.	Bludgeoning
Infernal Machine, High	99,000 gp	5d10+200	5d12+300	—	—	15 lb.	Bludgeoning

“Weapons may speak to hill giants, but they need gnome interpreters.”  
~Hasket Gistlefadder, gnome weaponsmith



hispid cotton rat, woodrat, common muskrat, black bear, common raccoon, bobcat, wild boar, white-tailed deer, coyote and red fox.

**Fungi:** *kingdom Fungi* — These plants lack true chlorophyll and have a body made up of single cells or specialized hyphae. They are often saprophytic or parasitic plants, including molds, mildews, rusts, smuts, mushrooms, toadstools, puffballs, and some yeasts, bacteria and slime molds. Common fungi that live in or around Dreadmire are artist's fungus, chicken mushroom, destroying angel, meadow mushroom, oyster mushroom, pigskin puffball, ravenel's stinkhorn, shaggy mane, and witch's butter.

**Lichens:** These complex plants are thallophytic, made up of a fungus growing in symbiotic association with either of algae or bacteria. They form on solid surfaces, breaking down rocks and trees. Some lichens are sources of food and dyes. There are hundreds of types of lichens in Dreadmire alone.

**Bug:** *order Heteroptera & Archnida* — A bug is a non-technical term used to describe any insect, spider, or other creeping, crawling invertebrate.

## Lexicon of Common Bugs

**Black Widow Spider:** This ¾-inch spider is known by the female's red hourglass marking on its black abdomen, possessing a poisonous [equivalent to burnt othur fumes, **DMG** Poison], often fatal, bite.

**Brown Brushfoot Butterfly:** This 1¾-inch butterfly is light brown and has prominent black, yellow and white ringed eyespots on its wings.

**Bumble Bee:** These 1-inch overly bulbous bees gather nectar and pollen, nest underground and only stinging if molested.

**Bush Katydid:** This ½-inch long, bright green grasshopper feeds on bushes and the foliage of bushes and trees.

**Chigger:** These tiny 1/16-inch red arachnids produce larva that bite, causing welts and intense itching.

**Cockroach:** Often considered the scourge of civilization, these 2-inch long insects are at home in the swamp, eating offal, fungus and carrion.

**Crane Fly:** These 2½-inch, delicate, nectar-sipping flies are harmless, often mistaken for huge mosquitoes as they enter homes.

**Daddy-Long-Legs:** Although spider-like in appearance, this ½-inch arachnid is not a true spider, lacking a segmented body. Its eight, arching, wiry, long black legs spread out 2-3 inches in all directions. It feeds on spiders, insects and plant juices.

**Dragonhunter:** Other dragonflies, as well as butterflies, are a primary food source for this striking yellow and black, ¾-inch dragonfly.

**Fire Ant:** A dull orange, [1-inch long insect that gives a painful bite.

**Firefly:** Also known as a "Lightning Bug," this bizarre ½-inch long beetle flashes light from its abdomen to attract a mate, each species with a unique flashing pattern.

**Golden-Silk Spider:** This 1-inch orange and black spider builds large, 24 to 36-inch webs.

**Horse Fly:** This 1-inch long, hairy black fly has red eyes and the females suck blood, a coagulant in her saliva causing bleeding wounds.

**Hummingbird Moth:** This unusual, brown 1½-inch moth hovers on rapidly beating wings at flowers, often mistaken for hummingbirds.

**Lady Beetle:** Also known as a "Ladybug," this ¼-inch beetle has distinctive orange wings with 13 black dots, and feeds on aphids.

**Love bug:** These delicate, ½-inch, black flies have an orange spot near their heads and are often seen attached, mating while flying.

**Luna Moth:** This huge, 4-inch silkworm moth has green forewings with purple eyespots and very long, light-green hindwings, often feeding on hickory, walnut and sweet gum trees.

**May Beetle:** Also called a "june bug" in some quarters, this brown beetle makes a slow, buzzing flight toward light.

**Mosquito:** ½-inch long, slender flies wherein the female sucks blood and male sucks plant juices.

**Palamedes Swallowtail Butterfly:** This 4½-inch butterfly is blackish above, with yellow band and spots, feeds on red bay, sweet bay and sassafras leaves (caterpillars are green with orange and black eyespots).

**Paper Wasp:** 1-inch long brown and yellow wasps that sting, but are not aggressive, and build globular, hanging nests that have a consistency like paper.

**Periodical Cicada:** This 1-inch cicada lives as a nymph within tree roots for 13-17 years, feeds on the sap, emerges as an adult to live about a month! It is known for both its loud, rising and falling staccato whine, as well as its proclivity for leaving intact molted shells clinging to tree trunks and the sides of buildings.

**Pondhawk:** Mosquitoes are a primary food source for this bright green, 1¾-inch dragonfly with dark markings on its abdomen.

**Subterranean Termite:** ½ -inch long insect that feeds on rotting, moist wood, and is often found living in dead trees.

**Tent Moth:** This tan, 1½-inch moth transforms from a hairy, black and orange caterpillar that builds communal tents of silk.

**Viceroy Butterfly:** A 2¾-inch butterfly with orange and black markings resembling the monarch, but feeds on willows.

**Water Strider:** This ½ -inch insect feeds on mosquito larvae by skimming across the surface tension of still water using its long, slender legs.

**Water Boatmen:** This strange swimming, ½-inch insect has a gray, oval body with scooped forelegs and paddle-shaped hind legs for rowing, and although they can usually be seen darting in circles in water, they can fly quite well.

**Wood Tick:** This [1-inch oval arachnid buries head under skin to suck the blood of mammals, sometimes causing infections.

**Woolly Bear:** This 1½-inch moth begins life as a distinctive caterpillar, extremely hairy and fluffy in appearance.

**Yellow Jacket:** ¾-inch yellow and black wasp that stings repeatedly if bothered.

**Zabulon Skipper:** 1¼-inch, orange moth with dark orange spots and big black eyes, feeds on grasses.

## Lexicon of Common Flowering Plants

**Alligator Weed:** A sprawling 3 ft. long plant with half-inch white flowers in rounded, crowded clusters.

**Barnyard Grass:** A 3 ft. high tufted grass found in marshes.

**Black Needlerush:** Grows in brackish marshes, with 4 ft. erect stems producing gray, sharp leaves that prick.

**Bog Hemp:** Green flowers produced in 4-inch spikes along the length of this 4 ft. tall plant.

**Broomsedge Bluestem:** A 4 ft. tall grass often located on bogs.

**Butterweed:** Bright yellow, densely clustered, 1-inch flowers form atop erect, 3 ft. tall stems.

**Cardinal Flower:** Bright red, tubular flowers form along this 6 ft. tall plant that is a favorite of hummingbirds.

**Climbing Hempweed:** Also known as "pipeweed" by the Bayou Halfings, who smoke it in their pipes.

**Common Cattail:** Stiff stemmed plant in which females have brown cylinders beneath tan flowers.

**Duckweed:** Nearly a millimeter long, this extremely common, green, floating plant can choke stagnant waters in great numbers.

**Dodders:** A tiny scrambling and twining vine, parasitic on a variety of plants, producing small white flowers.

**Giant Cane:** Bamboo-like stems reach 7 ft. tall, producing narrow leaves and flowers in clusters.

**Giant Cutgrass:** The largest grass in the region, this 8 ft. tall marsh plant produces 20-inch flower panicles.

**Giant Plume Grass:** Grows in marshes in clumps, reaching 10 ft. tall and topped in dense foot long flower panicles.

Classification is an effort by naturists to clarify biological diversity, just as monsters are classified as Aberrations, Fey, Giants, Undead and so forth, so too are normal animals classified in a number of different taxonomical groups. A two-kingdom system, Plant and Animal kingdoms, was instituted in the mid-18th century. The newest system consists of three domains, Eubacteria, Archaea (extreme environment bacteria), and Eukarya (animals, plants, protists, fungi), with Virus standing alone. Thus, the hierarchy of living creature classification is domain > kingdom > phylum > class > order > family > genus > species. One frog, for example, is domain Eukarya > kingdom Animalia > phylum Chordata > class Amphibia > order Anura > family Ranidae > genus Nasikabatrachus > species Sahyadrensis > common name Purple Frog [a strange frog recently discovered in India].

"It's not that I'm afraid to die, I just don't want to be there when it happens."

~Tarzapan Lashbone, Creep warrior

# APPENDIX D: INDEX OF PLACES

PLACE	WHAT'S THERE	LOCATION	PAGE
Aberystwyth	Farming village	Arable Republic	23
Aen	Large cowtown	Thalass Emirate	30
Aerolith Swamp	Meteor impact site, rock still intact	Southeast Dreadmire	41
Agnathan Mountains	Neanderthals, chimera, giants, giant eagles, dinosaurs, orcs	East of Dreadmire	10
Aleqasina	Lizardfolk village	South of Angel Swamp	27
Amandla	Half-orc thorp, espouse harmony with all races	Fork where Meander and Fowl rivers meet	36
Ambernack	Farming village	Arable Republic	23
Anahuac	Lizardfolk village	Southeast of Sludgewood Marsh	27
Angel Swamp	Area of swamp where every plant and animal is white	East of Merganser Estuary	41
Anguis Vernax	Serpent village; chuul	Wildmarshes	29
Arable Republic	Democratic farming country; humans, auroch cows, halflings	North of Dreadmire	23
Armag	Large cowtown	Thalass Emirate	30
Awoi	Serpent village	Merganser Estuary	29
Bad Rock Pond	Muddy moat that formed around meteor at Aerolith Swamp	Aerolith Swamp	41
Banedour Grasslands	Grassy plains; goblins, gaul cows, blink dogs, gold dragon	Thalass Emirate	30
Bark	Bushfolk Halfling thorp	Eastern Dreadmire	27
Bartizan	Large fort city	Thalass Emirate	30
Bastionhold	Large fort city	Arable Republic	23
Big Frog Lake	Spanned by a buoyant foot bridge; colossal frog	Southwest of Dreadmire	41
Bivona Bend	Large whaling town	Thalass Emirate	30
Boiling Point	Corsair thorp; vampirate halfling, merrow ogres	Big Frog Lake	42
Braethwaite	Small town sized Alligataur colony	Center Dreadmire, near Cypress Deadfall	22
Brecon	Farming village	Arable Republic	23
Brokentree	Large wild elf town	Big Frog Lake coast	25
Bywater	Large whaling town	Thalass Emirate	30
Caldera Swamp	Weaves through a series of crumbling calderas	Agnathan Mountains	9
Canyon of Ten Thousand Smokes	Ash laden valley of fumaroles; fire giants, belkers	Agnathan Mountains	44
Caramotte	Small fort city	Thalass Emirate	30
Carolp	Whaling village	Thalass Emirate	30
Cauldrons	Lakes inside a series of calderas	Agnathan Mountains	10
Caverns of the Witch-Queen	Lair of Salina, self-imposed ruler of the salt swamp	Great Salt Swamp	10
Cay Bay	Saltwater bay; Alluvial Elves, merfolk, dolphins, whales, etc.	South and east coastline areas	9
Caybeach	Large whaling town	Thalass Emirate	30
Chenier	Fishing village	Seamash/Thalass Emirate	30
Churlie's Bunion	Large rock gnome city	Agnathan Mountains	28
Claerwater	Large whaling town	Thalass Emirate	30
Cliffwash	Large whaling town	Thalass Emirate	30
Copse of Verdurzuzu	Evil lair, amidst a circle of Tree Devils & undead trees	Center Dreadmire, in the Perdition	35
Creedence	Large whaling town	Thalass Emirate	30
Crescent-on-the-Marsh	Bayou Halfling thorp	Northwestern Dreadmire, on Meander River	36
Cribb	Hamlet of Cribbets	Near Big Frog Lake, north shore of Fowl River	24
Crockdown	Large cowtown	Thalass Emirate	30
Crumbling Cliffs	Falling cliff face near Sunken City, Floating Monestary	Southern Thalass Emirate/Cay Bay	42
Cyclogenesis Pylon	Metal pylon glows during strange tornadic activity	Northern Dreadmire	42
Cynth Naqi	Lizardfolk village	Northeastern Dreadmire	27
Cypress Deadfall	Remnants of blasted redwoods; fungi, oozes, slimes, cultists	Center Dreadmire	42
Dalrymple Inlet	Bayou Halfling thorp	Northwestern Dreadmire	36
Darkheart Swamp	Home to the fabled ambrosia moss	Southern Dreadmire	41
Darkness Falls	Waterfall covering dwarven mine	Ophel Highlands	59
Dawlin	Bayou Halfling thorp	East of Darkheart Swamp	36
Delganuuki'aa	Lizardfolk village	Southern Dreadmire	27
Demopolis	Large capitol city; river port, wharves	Arable Republic	23
Dismal Acropolis	Fort hamlet	Thalass Emirate	30
Dockside	Large port town, river port, docks	Arable Republic	23
Dove Forge	Farming village	Arable Republic	23
Draconian Forest	Redwood trees; dragons, dinosaurs, half-dragons	Southern Agnathan Mountains	—
Dread Bend	Sharp turn in Meander River; ancient tunnel underneath river	Northern Dreadmire	47
Dreadmire	Massive swamp formed after an earthquake	Center and border to nearly everything	All
Drehr	Large whaling town	Thalass Emirate	30
Drypond	Small cowtown	Thalass Emirate	30
Dullbone	Half-orc thorp, espouse hatred for humans and love for orcs	Fork where Meander and Fowl rivers meet	37
Empire Barrier Reef	Reef across Cay Bay coast, only opening at Jetty Lighthouse	Cay Bay	25
Farlong	Small fort city	Thalass Emirate	30
Fasthold	Large fort city	Thalass Emirate	30
Figment Forest	Forests gnomes, fey, phantom fungus, phase spiders, orcs	Arable Republic, Tromascus (disputed)	23
Forass	Evile Cannibal thorp	Center Dreadmire, in the Perdition	23
Fort Exica	Fort village	Arable Republic	23
Fort Foothill	Fort village	Arable Republic	23
Fort Insula	Large fort town; ship docks	Thalass Emirate	30
Fort Mire	Fort village	Arable Republic	23

"The end of the human race will be that it will eventually die of civilization."

~Craywallen of Mithra Forest, wood elf fighter



The following are definded game terms: thorp, hamlet, village, small town, large town, small city, large city, and metropolis (*DMG* Towns, Generating).

PLACE	WHAT'S THERE	LOCATION	PAGE
Fort Outcast	Fort village	Arable Republic	23
Fort Peniston	Fort village	Arable Republic	23
Fowl River	Small connecting river from Big Frog Lake to Meander River	South of Dreadmire	9
Garden of Orchidae	Orchidae use this old druid's grove for their worship	Northeastern Dreadmire	34
Geddon	Large cowtown	Thalass Emirate	30
Geistburg	Ruins of small Mud Dwarf city "Ober Archburg"	Agnathan Mountains	24
Gisoad Wanan	Lizardfolk village	Eastern Dreadmire, near Meander River	27
Gnatty Branch	Farming village	Arable Republic	23
Great Salt Swamp	Expansive swamp of salt-caked waterlogged ground	Northeast of Dreadmire	10
Greaux Bridge	Bayou Halfling hamlet, elevated cypress shacks	Western Dreadmire	36
Gruefield Forest	Forest grew on gruesome battlefield; forest gnomes, kobolds	Arable republic	—
Gum Stand	Farming village	Arable republic	23
Haunted Tar Pits	Zombies and skeletons are trapped in tar	Southeastern edge of Dreadmire	43
Hibernaculum	Haunted overwinter site for extinct races of insects	Eastern edge of Dreadmire	43
Highland Forest	Oak, hickory, pine; mountain/stone giants, bronze dragons	Agnathan Mountains	9
Hillmarshes	Flooded lowland hills; hippogeeses, orcs, harpies	Southeast of Ophel Highlands, near Torshire	26
Hiti	Lizardfolk village	Southern Dreadmire, near Fowl River	27
Hive of Qualm	Thorp of Qualm worshippers that obey the Necrocompa	Center Dreadmire, in Perdition southern edge	34
Hobb Knob	Nomenary gnome village	Ophel Highlands	29
Humbleton	Farming village	Arable Republic	23
Hurricane Cove	Cove used by fisher folk to ride out storms; nymphs	Big Frog Lake	42
Invention Graveyard	Technology dump of visitors from the future	Center Dreadmire, south of Cypress Deadfall	43
Iota	Bayou Halfling thorp	Center Dreadmire, on Fowl River	37
Istrouma	Bayou Halfling hamlet, sod homes	Northwestern Dreadmire	37
Itkytala	Lizardfolk village	Southwestern Dreadmire	27
Itlanacuol	Lizardfolk village	Eastern Dreadmire	27
Jagged Forest	Fraser furs, red spruce; wood elves, harpies, giants	Agnathan Mountains	9
Jeningus Oil Hole	Oozing crude oil pools up into a caldera	Southern edge of the Hillmarshes	44
Jetty Lighthouse	Marks only safe ship passage through the barrier reef	Cay Bay/Thalass Emirate	25
Jumon	Whaling village	Thalass Emirate	30
Kether	Farming village	Arable republic	23
Kettle Holler	Nomenary gnome village	Ophel Highlands	29
Kiha Mokupuni	Means "Serpent Island"; Wikiwiki Gnomes, viper snakes	South of Mangrove Saltmarsh/Cay Bay	46
Knobbleberry Fen	Bushfolk Halfling community of Vorace worshippers	Center Dreadmire, eastern Perdition edge	35
Labadiev	Lizardfolk village	Northern edge of Dreadmire	27
Laon	Large cowtown	Thalass Emirate	30
Lethe River	Carries runoff to Hillmarshes, Simmering River	Agnathan Mountains	44
Light Knight	Freak knight fortress protected by holy light	Center Dreadmire, barely inside the Perdition	44
Loam	Fishing village	Seamarsch/Thalass emirate	30
Lobdell	Fall and spring home for Mountain Nomads	Southeastern Agnathan Mtns. (not on map)	28
Loghale Forest	Oak, maple; centaurs, high elves, owlbears, orcs	Thalass Emirate	—
Loor	Large whaling city; sea port, wharves	Thalass Emirate	30
Lorgrave Mountains	Storm giants, orcs	South of the Great Salt Swamp	10
Losthome Hills	Gnolls, orcs, wild elves, halflings	South of Big Frog Lake	25
Magma Marsh	Lava from Modan volcano winds its way through this marsh	Eastern Dreadmire	44
Mandible Trenasse	Canal connecting Meander River to Dalrymple Inlet	Near Sludgewood Marsh on Meander River	51
Mangrove Saltmarsh	Mangrove treants, green hags, hydras, mire giants, giant owls	South of Dreadmire, north of Kiha Mokupuni	46
Meander River	Winding river stretches north hundreds of miles to Cay Bay	Dreadmire	9
Merganser Estuary	Birthplace of deity Leacon; Serpents, medusas, manticores	East of Dreadmire	9
Millford Haven	Farming village	Arable Republic	23
Mithra Forest	Liveoak trees; wild elves, wood elves, forest gnomes, fey	Losthome hills	25
Modan Volcano	Temple of Modan beneath; magmin, mephits	Agnathan mountains	34
Monkey Hill	Ancient burial mound watched by strange girallons	Center Dreadmire, south of the Perdition	44
Muckdemon Island	Floating marsh island; Creeps, sea hags, Sodsuckers	In Big Frog Lake	—
Mudhole	Bayou Halfling thorp	Southern Dreadmire, near Fowl River	38
Murcasia	Large cowtown	Thalass Emirate	30
Muske	Large cowtown	Thalass Emirate	30
Myrgrave	Cowtown village	Thalass Emirate	30
Naermarsh	Large cowtown	Thalass Emirate	30
Naquin Volcano	Creates Simmering River high temperatures	Agnathan Mountains	42
Ninge Garik	Lizardfolk village	Eastern Dreadmire	27
Oarmin	Half-orc thorp, espouse love for humans and hatred for orcs	Fork where Meander and Fowl rivers meet	38
Ober Archburg	Original name of Mud Dwarf city, ruins called "Geistburg"	Agnathan Mountains	24
Obsidian Desert	Inside extinct volcano; rocks, ash; lamias, humans, lammasu	Agnathan Mountains	10
Ole Floating Tidal Mill	Haunted by shadows and ghosts	Southern Dreadmire	45
Ophel Highlands	Steep hills; gnomes, ettins/hill giants, goblins, orcs	South of Arable Republic	10
Orauth	Large cowtown	Thalass Emirate	30
Paludial Sea	Shallow water hundreds of miles wide; aboleth, skum, nixies	East of the Ophel Highlands, etc.	10
Pearl Palisades	Salt laden cliffs bordering the bay	Great Salt Swamp/Cay Bay	—
Peatmont	Hill Clan territory	Southeastern Agnathan Mtns. (not on map)	27

"Of course quests are dangerous. That's why they call it 'adventuring', and not 'going an getting treasure'."  
 ~Rislone of White Marsh, halfling rogue

The following are definded game terms: thorp, hamlet, village, small town, large town, small city, large city, and metropolis (*DMG* Towns, Generating).

PLACE	WHAT'S THERE	LOCATION	PAGE
Peduncle	Alluvial Elf village	Cay Bay east of Merganser Estuary	25
Picksville	Mountain dwarf metropolis	Agnathan Mountains	28
Pier Part	Bayou Halfling thorp	Southwestern Dreadmire, in Aerolith Swamp	38
Plant Menagerie	Halfling ex-druid Houdoan grows exotic plants	Sludgewood Marsh, edge of the moors	45
Port Mud	Small seaside village	Arable Republic	23
Portal of the Ages	Temporal portal of Aeternus	Center Dreadmire, in the Perdition	45
Poxaway Lake	10 mile wide lake	Thalass Emirate/Banedour Grasslands	30
Quetsek'an	Lizardfolk village	Eastern Dreadmire, south of Angel Swamp	27
Rapides	Fishing/hunting thorp, river docks	Merganser Estuary/Thalass Emirate	30
Resurrection Cave	Dead creatures placed inside return to life	Center Dreadmire, western Perdition edge	45
Rigolet	Large whaling town	Thalass Emirate	30
Riverlong	Fishing village, river docks	Thalass Emirate	30
Rockslide Pass	Dangerous path from Dreadmire to salt swamp	Lorgrave Mountains	—
Ronin Hood	Ex-samurai monk Bonyr no Kesia's hideout	Southeast of Cypress Deadfall	46
Rooted Caves	Arcane Atheist meeting place, also called "Secera Nasatuv"	Southern edge of the Hillmarshes	33
Rose-Croix	Farming village	Arable Republic	23
Rot Bog	Native ossuary cursed by mummies with rotting disease	Sludgewood Marsh, northwestern Dreadmire	46
Sagud	Shacktown populated by Derangers	Center Dreadmire, in the Perdition	24
Saix Foresst	Inhabited by gray elves, dryads, green dragon	Ophel Highlands	—
Salt Flats	A desert of salt-caked ground; basilisks, dragonnes	Great Salt Swamp	10
Sanctuary Totem	Totem pole prevents hostilities nearby	Southwestern Dreadmire, near Aerolith Swamp	46
Sawvale	Hill Clan territory	Ophel Highlands	27
Scrimp	Large cowtown	Thalass Emirate	30
Scrogswamp	Twisted, gnarled, dense undergrowth; druid castle lies within	Southeastern Dreadmire	42
Seammarsh	Saltmarsh; Mire Giants, Alluvial Elves	Outlet of Meander River	33
Secera Nasatuv	Arcane Atheist meeting place, also called "Rooted Caves"	Southern edge of the Hillmarshes	33
Seemore	Farming village	Arable Republic	23
Severeville	Farming village	Arable Republic	23
Shagu Akar	Ruins of a great aboriginal temple	Northernmost tip of Dreadmire	27
Shallmet	Farming village	Arable Republic	23
Shell Beach	Small whaling town	Thalass Emirate	30
Ship Island	Barrier island; humans	Thalass Emirate/Cay Bay	—
Shorn	Bayou Halfling thorp	Center Dreadmire, north of Cypress Deadfall	38
Simmering River	Carries boiling runoff to Big Frog Lake	Agnathan Mountains	42
Sludgewood Marsh	Freshwater marshes	Northwestern Dreadmire	45
Slug Forest	Lush rainforest; wild elves	Eastern Agnathan Mountains	—
Snake Laguna	Bayou Halfling fishing thorp	Southern Dreadmire, shore of Fowl River	57
Southshank	Capitol metropolis	Thalass Emirate	30
Spindletop	Summer home for Mountain Nomads	Agnathan Mountains	28
Stonecipher	Rocky area of ancient symbols; also appear on Hibernaculum	Northern Ophel Highlands	43
Sunken City	Former small whaling town that fell from crumbling cliffs	Thalass Emirate/Cay Bay	30
Swamp Ward	Large fort city	Thalass Emirate	30
Swathmire Island	Bayou Halfling thorp, sugarcane latifundia	Between Cypress Deadfall and the Perdition	38
Tchefunteaux	Lawful good lizardfolk village	Eastern Dreadmire, east of the Hillmarshes	28
Tchou Otcha	Lizardfolk village	Southern Dreadmire, east of Scrogswamp	27
Terricula	Anthroach village	Southern Dreadmire, north of Scrogswamp	22
Thalass Emirate	Feudalist rancher nation; humans, gaul cows	Southeast of Dreadmire	30
Theodemere	Mud Dwarf thorp	Western Dreadmire	25
Tickfawn	Large whaling town	Thalass Emirate	30
Toadsuck	Semi-permanent camp of Creeps	Big Frog Lake coast	24
Tocksgrottle	Nomenary gnome village	Ophel highlands	29
Topiary Grove	Seven dryads animate topiary shapes and protect the area	Center Dreadmire, in the Perdition	47
Toppled Obelisk	Impenetrable arcane fallen tower	Northern Dreadmire	47
Torshire Ruins	Inhabited by many monsters	Ophel Highlands	26
Tromascus	Feudalist farmer nation, relies heavily on imports	Northeast of Arable Republic (not on map)	23
Tsombi's Den	Cultists worship a petrified snake	Southern Darkheart Swamp	35
Tyre	Large cowtown	Thalass Emirate	30
Uchacahou	Lizardfolk village	Eastern Dreadmire	28
Umber River	¼ mile wide river	Arable Republic	—
Umor Lake	8 mile wide lake	Arable Republic	—
Underground Forest	Inside extinct volcano; mobile plants, dire animals, dinosaurs	Agnathan Mountains	10
Upshur	Winter home for Mountain Nomads	Agnathan Mountains	28
Urosi	Lizardfolk village	Reed platform on Big Frog lake	28
Vacherie	Bayou Halfling hamlet	Western Dreadmire	39
Wildmarshes	Freshwater marsh; Serpents, merrow/Half-Merrow Ogres	Northern Thalass Emirate	—
Wind Pillars (of Lost Souls)	Malfunctioning gateway used to send souls to the afterlife	Center Dreadmire, in the Perdition	48
Wishpool	Farming village	Arable Republic	23
Wouldnigh Forest	High elves, ettercaps	Ophel Righlands	—
Wrexham	Farming village	Arable Republic	23
Youb Nav	Serpent thorp	Scrogswamp, southern Dreadmire	29
Zeitgeist	Green crystal monolith forces creatures to reenact the past	Scrogswamp, southern Dreadmire	48

"Lack of money is the root of all evil."  
 ~Enom Tuttleclok of Dockside, gnome rogue



# HIGH ADVENTURE AT LOW TIDE

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