

DARK OAK

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



Sample file

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



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ERRATA

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

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ABOUT THE DESIGNERS

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

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BACKGROUND

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

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

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

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

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

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

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

SYNOPSIS

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

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

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

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

IN YOUR CAMPAIGN

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

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

THE MARSH

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

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

AREA FEATURES

The marsh has the following features of note:

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

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

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

HOOKS

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

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

RANDOM ENCOUNTERS

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

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

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

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

HOOKS & RUMOURS

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

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

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

CAVERNS OF THE DARK OAK

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

ECOLOGY & SOCIETY

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

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

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

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

COMBAT & TACTICS

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

DARK OAK TRIBAL LORE

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

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

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

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

CAVERN FEATURES

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

Illumination: Darkness.

Stench: The lair smells wet and damp.

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

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

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

In many places, water drips from the ceiling.

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

WANDERERS (EL 3; XP 1,200)

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

LIZARDFOLK LORE

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

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

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

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



- Key
- ✦ Skull Fetish
 - 🔥 Fire
 - ☀️ Nest / Egg Cache
 - 🌿 Briar Tangles
 - 🪵 Wooden Palisade
 - 🕸️ Nets

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

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

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

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

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

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

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

TACTICS

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

AREA FEATURES

This area has several noteworthy features:

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

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

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

DESIGNER'S NOTE

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

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

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

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

LUHALIANNA, THE TREANT

CR 7 (XP 3,200)

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

N (CE) Huge plant

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

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

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

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

Fort +13, Ref +3, Will +9

hp 114 (12 HD); DR slashing/10

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

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

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

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

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

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

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

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

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

Languages Common, Sylvan, Treant, treespeech

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

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

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

TRUCE

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

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

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

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

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

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

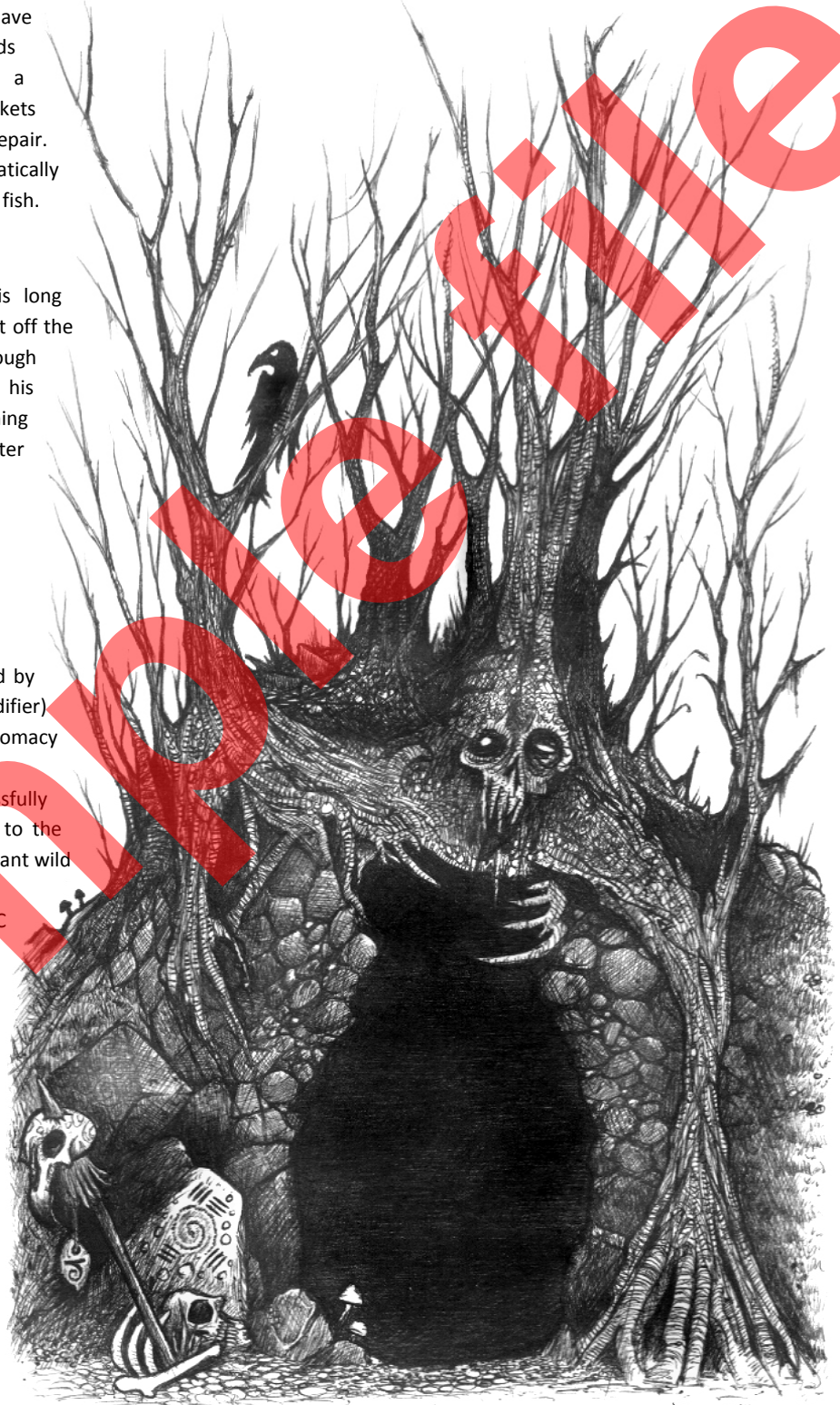
SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

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

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

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



JAE YOUNG

2: ENTRANCEWAY

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

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

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

AREA FEATURES

This area has several noteworthy features:

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

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

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

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

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

Male lizardfolk warrior 2

N Medium humanoid (reptilian)

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

Speed 30 ft., swim 15 ft.

ACP -2; Acrobatics +2, Swim +9

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

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

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

hp 26 (4 HD)

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

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

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

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

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

SQ hold breath, mind crush addiction

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

Feats Improved Natural Armour, Multiattack

Skills as above

Languages Draconic

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

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

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

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

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

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

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

DARK OAK CHAMPION

CR 4 (XP 1,200)

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

Male lizardfolk warrior 6

N Medium humanoid (reptilian)

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

Speed 20 ft., swim 15 ft.

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

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

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

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

hp 64 (8 HD)

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

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

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

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

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

Combat Gear *potion of cure serious wounds*

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

SQ hold breath, mind crush addiction

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

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

Skills as above

Languages Draconic

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