

THE NEWTS OF THE FORLORN BOG

By: John Ardine

Introduction

The Newts of the Forlorn Bog is a location for use with the WOODLAND WARRIORS RPG. It contains a new location, new creatures, and a new adventure seed for adventurers within the Alder Vale.

Background

Deep within the Skalleren Woods, where the sunlight fails to penetrate the treetops, the ground turns muddy and moist. Large pools of stagnant and brackish water collect on the forest floor. Strange tribes of lizard-like creatures dwell within the dank caves surrounding the pools. Here lies the Forlorn Bog.

The Forlorn Bog

The Forlorn Bog is a series of vernal pools deep within the Skalleren Woods. Surrounding the pools is an interconnected series of caves that are home to tribes of newts who reside within the bog. The tribes are generally at peace within one another but rivalries do arise from time to time. The newts live in the caves that are primitively decorated with bits of bone and feathers from vanquished foes. The boundaries of the Forlorn Bog are clearly marked by spears adorned with skulls of mice, sparrows, and other woodland folk.

The newts generally stay within the bog due to their dependency on water but have been known to make raids on the nearby settlements when food sources run low. The newt tribes of the Forlorn Bog are run by elder newts, which are referred to as Shamans. The Shamans revere the great Hellbender, a monstrous newt whose appetite is never satisfied.

*Shamans function as the Woodwise class.

Newts

Size: 2 ½ - 4

Dex: 13

Armor Class: 5 (Scale Mail and Dex)

Hit Dice: 2

Damage: By weapon type, commonly spear

Saving Throw: Fort 6, Reflex 4+, Will 6

Special: Poison (Save or die)

Move: 9

Challenge Level/XP: 2/8

Newts are slimy and wet creatures. They are a cruel and dangerous lot who do not take kindly to outsiders. Those who wander into their tribal lands are either put to death or captured and kept as slaves. Newts often coat their spears in the slimy substance that covers their bodies. It is highly toxic and has been the death of many a woodlander. They can speak a broken form of common but generally stick to speaking in their native newt language.

Hellbender

Size: 8-12

Dex: 10

Hit Dice: 3 (+5)

Damage: Claws D3, Bite D6

Saving Throw: Fort 5+, Reflex 5+, Will 4+

Special: Fury

Move: 9

Challenge Level/XP: 5/32

Hellbenders are massive and wild newts that lack any form of communication. They live only to feed their insatiable hunger. Hellbenders are often revered by newt tribes and given sacrifices. If the Hellbender is not fed, it will eat whatever is available. Once every three rounds the Hellbender becomes furious making a savage blow with its two claws and jaws. The attack is at a -2 but if it hits, it inflicts damage for both claws and the bite.

New Armour

<i>Armour Type</i>	<i>AC</i>	<i>Things</i>	<i>Cost</i>
Newt Scale	4	3	150gp
<i>*Newt Scale is armour specifically designed by newts for their slimy bodies and generally aquatic nature. It is scale mail constructed from the shells of beetles and other armoured insects.</i>			

Adventure Seed

The newts of the Forlorn Bog have run out of sacrifices to give to the great Hellbender. The swamp grass and mushroom crops have been poor as of late and the Hellbender has begun to prey upon the local tribes. The newt shamans spread gloom and doom whipping the newts into a frenzy that the Hellbender is angry and needs worthy sacrifices. The newts have begun to organize the tribes and raiding nearby towns to capture woodlanders to offer up to the Hellbender. Can you rescue the missing woodlanders?