

KEO1-08

WARTS AND ALL

A One-Round D&D LIVING GREYHAWK®
Keoland Regional Adventure

Version 1

by Keith Palm

“A lost village in the middle of the Hool Marsh?” That’s bad enough, but why did you agree to go looking for it? An adventure for characters level 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

BACKGROUND

A forgotten colony of Keoland was established in the depths of the Hool Marsh during the expansionist reign of Tavish III. Tavish IV abandoned them when the Ulek States seceded from Keoland. The settlers blame the Ulek non-humans for their fate and turned to the worship of Wastri the Hopping Prophet, god of amphibians and human bigotry. The people, now calling themselves the Conclave, still consider themselves citizens of Keoland and with the invasion of the province of Monmurg want to establish their "rightful" place as loyal subjects of the crown. King Scotti desperately needs a secure supply line to Westkeep through the Marsh and might consider honoring their royal charter from Tavish III.

After the Scarlet Brotherhood forced the lizardfolk from their fortress in the Saltmarsh (after the old U series), they were forced into parts of the Marsh occupied by other races. Now under the leadership of a ruthless and savage sect of Sess'Innek, the surviving lizardfolk

forcibly occupied an ancient, underground temple that belonged to bullywugs. Since that time, the bullywugs and lizardfolk have been at war over this region of the Marsh. Recently the Conclave has allied with the bullywugs against the lizardfolk in an effort to gain more power in the Marsh and to support their amphibian "brothers". The leader of the Conclave, known only as the Master, knows the ancient temple is dedicated to Ramenos, the ambivalent god of bullywugs. He seeks to destroy both the lizardfolk and the temple to increase the worship of Wastri among the bullywugs (who know Wastri as Wug'gi).

ADVENTURE SUMMARY

The characters are in the fortress of Bale Keep in the Viscounty of Salinmoor. The court in Niole Dra has received word of a lost settlement in Hool Marsh dating back to the days of King Tavish III. A herald is dispatched to the Hool Marsh Protectorate to commission an expedition into the Marsh to learn the truth and if possible establish diplomatic ties with the settlement. The herald has been unsuccessful in finding anyone willing to undertake the mission. The settlement has long ago turned to the worship of Wastri the Hopping Prophet. They would like to be acknowledged as citizens of Keoland and Keoland would like to have an established waypoint in the Hool Marsh. The characters may be able to initiate diplomatic ties between the two.

Introduction: The characters find Bale keep a boring and unwelcoming place. They are there during the rainy season and are unable to find anything of interest until the herald contacts them.

Encounter 1: The Job. The characters are in the only inn at Bale Keep. They hoped to find some adventure in the Marsh or a ship going to Westkeep but both have been unsuccessful. As they are preparing to leave, the desperate herald attempts to hire the party. When doing so, the herald purposefully gives few details of the settlement.

Encounter 2: The Rescue? The characters journey into the marsh and come upon lizardfolk attacking a lone bullywug savant. The characters can intervene and perhaps gain valuable information about the marsh.

Encounter 3: The Subdual. A superior force of bullywug savants attacks the characters. The characters should be subdued and brought to the settlement as prisoners. If the PCs defeat the force, then they will find their way to the Conclave on their own.

Encounter 4: The Conclave. The characters are brought into the settlement and turned over to the settlers. The characters will meet and observe the strange inhabitants of the outpost. When they identify themselves as Keoish scouts, they are brought to meet the Master, leader of the Conclave. After discussion, the Master will propose the

characters assault a nearby lizardfolk temple as a gesture of Keoland's good faith towards the Conclave.

Encounter 5: The Temple. The characters can attack the temple on behalf of the Conclave or encounter it on their own. The characters will have to plan to succeed in their attack. If successful, they will free an influential lizardfolk druid.

Encounter 6: The Proposal. If the characters are successful at the temple and they return to the Conclave, the Master will have a sealed scroll for the characters to return to the herald that hired them. If the characters did not agree to attack the temple, then skip this encounter.

Encounter 7: The Payoff. The characters return to Bale Keep and report back to the herald from Niole Dra. He will reward them and if they have the scroll ask them to discuss the Conclave with no one until the King finishes his negotiations.

Heat Dangers

Due to the hot, humid climate of the Hool Marsh region, PCs must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saves. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well (see skill description on page 76 in the *Player's Handbook*). Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

INTRODUCTION

The characters were drawn to Bale Keep by stories of monsters in the Hool Marsh, secret Scarlet Brotherhood agents, and lost fortresses filled with riches. Upon their arrival, they found Bale Keep to be a very unpleasant and unwelcoming place. The people of Salinmoor are very suspicious of outsiders, especially spellcasters. The Keoish garrison was slightly more hospitable but is content to simply guard the Keep. The characters are about to give up and head back from whence they came.

It has been a miserable two days since your arrival here at Bale Keep. The place was aptly named. Of course you unknowingly decided to make your journey during the rainy season. The Keep is continually saturated with rain, and any break in the downpour brings a warm, thick fog rolling in from the wet grasslands that make up the Hool Marsh.

You had all heard tales of the suspicious nature of the people of Salinmoor but now you feel those tales pale next to the truth. You have been unable to engage any resident in conversation beyond basic business transactions. The Keoish soldiers stationed here are little better and you have gotten the impression that assignment here is a punishment. Some other outsiders apparently had similar ideas of finding adventure here since they sit with you in the common room of the only inn in

the Keep. All of you appear to be preparing to journey back to whence you came as you peer at each other over a meal of boiled crayfish, wild rice, and thick molasses beer.

The players should use this chance to introduce and describe their characters to each other.

ENCOUNTER 1: A JOB OFFER

As the players are completing their introductions, read the following:

As you talk among yourselves in the common room, a young man comes running into the inn from the rain. As you take a closer look, you notice he appears to be of Suel blood and wears fine clothes such as those worn by courtiers. Further examination shows that his hair is platinum blond with a hint of red and his clothing has solid colors as favored by Suel nobles. He quickly hangs up his wet cloak and heads over towards a table to dry off. With apparent surprise and relief, he notices your group talking nearby. He takes the nearest empty seat and listens to your conversation intently as he takes measure of you.

At this point you can expect the party to engage the man in conversation. If they do not, have the man begin.

"Greetings." The man says respectfully. "I am Gretorix, royal herald of Keoland."

He will make short conversations with each character about their name, homeland, race, etc.

"You appear to be preparing to leave... how unfortunate. I was going to make you a proposal but... I would not want to delay your departure."

When the characters show interest:

"I have been tasked with forming an expedition into the Hool Marsh by King Scotti himself! It seems that there is a lost settlement surviving in its depths since the reign of King Tavish III!"

Characters with the skill, Knowledge (history of Keoland) can make a check (DC 15) to know that was more than a hundred years ago. If they achieve DC 20, they know that King Tavish died 138 years ago at the Siege of Westkeep. Should any PC relay this information, Gretorix will be very impressed.

"Of course you must realize that with loss of so many ships during the Greyhawk Wars to the Scarlet Brotherhood at Gradsul, resupplying our new garrison at Westkeep is very difficult. An overland resupply route through the Marsh might be the lifeline that keeps our liberation of Monmurg alive. This settlement might be just the thing!"

Any character making a successful Knowledge (geography) or Knowledge (history) check (DC 15) will know that Monmurg is the name Keoland called the Hold of the Sea Princes when they controlled the region. It is also the name of the capital, currently controlled by the Scarlet Brotherhood.

"We know little about them, of course. We do know that they are foes of the Scarlet Brotherhood from interrogations of captured Brotherhood soldiers. They say these lost people know the marsh as well as any lizardfolk! The king cannot afford to miss this opportunity.

The king would be in your debt should you agree to act as scouts and possible diplomats should the opportunity arise. And before you even ask, I will not be going. I will remain here since I honestly would be more of a hindrance than help out there in the wild. What say you?"

Should any character insist on a monetary or other specific reward, Gretorix will act disgusted and suggest that maybe they are not the suitable type of adventurers he had in mind. Have any characters with the Sense Motive skill make an opposing check against Gretorix's Bluff roll. If they succeed, they will know that he knows more than he is telling, although he will not give the characters any more information about the settlers. Should the characters somehow force him (magic or otherwise) to share further information, he knows the following:

- The Brotherhood agents reported that the "Marsh dwellers" killed all nonhuman slaves that escaped into the Marsh.
- The "Marsh dwellers" were reported to wear mostly gray with some yellow.
- They believe the settlement may have absorbed refugees and taken prisoners from both sides of the Keoland/Scarlet Brotherhood conflict based on divinations seeking people lost in the war.

Special Note: Using force or magic on a Herald is a High Crime in Keoland. It is also a High Crime for the Herald to reveal anything and he would rather die than reveal any restricted information. High Crimes are punishable by death.

If they agree, Gretorix will remain in Bale Keep for one week after their departure. If they do not return in that time, he will assume them dead and return to Niolo Dra. The garrison will provide food, water, and a large crude raft.

☠ **Gretorix the Herald:** Male human Aris; CR 5; Medium-size humanoid; HD 5d8; hp 25; Spd 30ft; AC 12 (+2 dex); Atks +4 melee (1d4/19-20, masterwork dagger) or +6 ranged (1d4/19-20, masterwork dagger); AL LE; SV Fort +1, Ref +1, Will +7.

Str 10, Dex 14, Con 10, Int 15, Wis 12, Chr 12.

Skills and Feats: Bluff +9, Diplomacy +9, Disguise +3, Forgery +3, Gather Information +9, Innuendo +9,

Intimidate +6, Listen +6, Sense Motive +6, Spot +5; Alertness, Dodge, Iron Will.

Possessions: masterwork dagger, boots of elvenkind, ring of mind shielding, courtesan's outfit, 56 pp.

Personality: Official, opportunistic, nationalistic, end justifies the means.

ENCOUNTER 2: LIZARDS AND FROGS

It is late morning and you are on your second day of poling your raft through the maze-like channels made by the cord grass islands of the marsh. You have had to double back several times to find a channel that leads further into the interior. The legendary terrors of the Hool Marsh have yet to appear although you have seen several mundane species including alligator, raccoon, heron, and red fox. The water is slightly brackish here but lillie pads and pondweeds grow in abundance, making you wonder what swims below their canopy. The sweet aroma of wild azaleas and the droning buzz of insects, lulls you as you glide along slowly in the currentless waters.

Breaking the natural calm, you hear inhuman shrieks of pain in the distance. As you guide your raft closer, you see a humanoid being assaulted by lizardfolk on a small island covered with cord grass. The humanoid appears to be bleeding from his head but the lizardfolk appear to writhe in pain as well. One large lizardman appears to be urging his fellows to continue their attack. The others seem to hesitate, enraging their leader further. None of them seem to have noticed you.

Any PCs making a successful Spot check (DC 15) will notice the humanoid is in fact some sort of froglike creature with an abnormally large head. The characters may jump into the water and with a successful Swim check (DC 15), can make it to the shore by the end of the round. If any characters jump into the water, allow the lizardfolk a Spot check (DC 10) to notice them and avoid surprise. If the characters continue to pole their raft forward, they may make it to the shore at the end of the round. Doing so gives the lizardfolk a Spot check (DC 15) to notice the characters and avoid surprise.

Any characters that swam must make a full round action to safely climb onto the island or make a successful Climb check (DC 15) to climb on and still have a partial action. Any character that does not make this check is considered prone for the remainder of the round. Any character trying to disembark from the raft must take a full move action or make a successful Jump check (DC 15) to jump onto the island and still have a partial action. If they fail this check they fall prone on the island for the remainder of the round. Anyone jumping from the raft causes anyone else remaining in the raft to make a Balance check (DC 15) or fall into the water. (5 ft. deep)

When the lizardfolk notice the characters, Sussk'ik will rush to attack them urging on the other lizardfolk. The other lizardfolk will hesitate, attacking only if they (but not Sussk'ik) have been attacked. The bullywug savant will attempt to slip into the water when the lizardfolk are distracted. Should the characters harm or

slay only Sussk'ik, the other lizardfolk will be almost cheerful and attempt to parley with the adventurers. Should the PCs use magic or speak Draconic they can learn the following:

- Sussk'ik is an adept of Sess'Innek. Any character that makes a successful Knowledge (religion) check (DC 25) will know that Sess'Innek is a demon lord of the Abyss and the god of evil and savage lizardfolk.
- The lizardfolk were forced from their home close to the human lands (Salinmoor) years ago by reptilian fish-men (sahuagin) from the sea and then again by humans in red robes that fought with their fists and feet. They moved to this region of the marsh but began fighting the bullywugs here for resources.
- A small sect of Sess'Innek emerged and now dominates the tribe. Most of the lizardfolk want to return to the ways of Semuanya. Any character that makes a successful Knowledge (religion) check (DC 20) will know that Semuanya is the neutral lizardfolk god of survival and propagation.
- They have heard of humans living somewhere nearby in the Marsh. The clerics of Sess'Innek tell them that they aid the bullywugs. They do not know how to find the Conclave.

When the lizardfolk are dead or depart, the bullywug savant will emerge from the water (if he escaped or survived) to talk with the PCs.

A strange froglike humanoid emerges from the water not far from the island. You notice the creature has large fluid filled sacs on its head, the two on its chin are broken open and weeping. He appears to be making some sort of peaceful gestures and slowly moving toward you. You notice that he wears rotting leather clothes in the style that you might see in Niole Dra or Gradsul.

Allow the characters to take actions here.

He draws close and with a strange croaking voice says, "Thank you... I am in your debt. Please tell me how I can help you."

The bullywug savant will relay the following information:

- The lizardfolk have been warring with the bullywugs since they moved into this region of the Marsh.
- They have recently taken over an ancient bullywug temple and are using it as their base of operations.
- He is a bullywug savant and knows how to use mighty magic!

If the characters mention the lost settlement, he will become very eager and excited.

"I show you! You seek the Master, you do!" At that he begins to hop excitedly further into the marsh, apparently trying to lead the way for the party.

APL 2 (EL 4)

☛ **Sussk'ik:** Male lizardfolk Adp3; CR 4; Medium-size humanoid; HD 2d8+3d6+5; hp 25; Spd 30ft; Init +4; AC 15 (+5 natural); Atks +4 melee (1d4+1, 2 claws) and +1 melee (1d4, bite); AL CE; SV Fort +2, Ref +4, Will +4
Str 13, Dex 10, Con 13, Int 10, Wis 12, Chr 10

Skills and Feats: Alchemy +4, Balance +4, Concentration +4, Jump +7, Knowledge (religion) +3, Swim +9, Wilderness Lore +4; Alertness (familiar), Improved Initiative, Multiattack, Weapon Focus (claw).

Possessions: Holy symbol of Sess'Innek (a mummified crocodile claw), 12 ep.

Spells Prepared: (3/2; base DC = 11 + spell level): 0 – cause minor wounds (3), 1st – burning hands, sleep.

Familiar: Lizard: Tiny animal; CR 1/6; HD 3d8, 12 hp; Init +2 (dex); Spd 20 ft, climb 20 ft; AC 16 (touch 14, flat-footed 12); Atks +3 melee (1d4, bite); SQ Share spells, empathic link, deliver touch spells; SV Fort +2, Ref +4, Will +4; Str 3 Dex 15 Con 10 Int 7 Wis 12 Cha 2

Skills and Feats: Balance +4, Climb +12, Hide +13, Listen +4, Spot +4; Improved evasion, Weapon finesse (bite)

☛ **Lizardfolk (2):** hp 11; see *Monster Manual* page 128.

APL 4 (EL 6)

☛ **Sussk'ik:** Male lizardfolk Adp5; CR 6; Medium-size humanoid; HD 2d8+5d6+7; hp 35; Spd 30ft; Init +4; AC 15 (+5 natural); Atks +5 melee (1d4+1, 2 claws) and +2 melee (1d4, bite); AL CE; SV Fort +2, Ref +4, Will +5
Str 13, Dex 10, Con 13, Int 10, Wis 12, Chr 10

Skills and Feats: Alchemy +4, Balance +4, Concentration +4, Jump +7, Knowledge (religion) +4, Spellcraft +3, Swim +9, Wilderness Lore +4; Alertness (familiar), Improved Initiative, Multiattack, Weapon Focus (claw).

Possessions: Holy symbol of Sess'Innek (a mummified crocodile claw), 12 ep.

Spells Prepared: (3/3/1; base DC = 11 + spell level): 0 – cause minor wounds (x3); 1st – burning hands, sleep; 2nd – bull's strength.

Familiar: Lizard: Tiny animal; CR 1/6; HD 5d8, 17 hp; Init +2 (dex); Spd 20 ft, climb 20 ft; AC 17 (touch 14, flat-footed 13); Atks +4 melee (1d4, bite); SQ Share spells, empathic link, deliver touch spells, speak with master; SV Fort +2, Ref +4, Will +5

Str 3 Dex 15 Con 10 Int 8 Wis 12 Cha 2

Skills and Feats: Balance +4, Climb +12, Hide +13, Listen +4, Spot +4; Improved evasion, Weapon finesse (bite)

☛ **Lizardfolk (4):** hp 11; see *Monster Manual* page 128.

TIER 6 (EL 8)

➤ **Sussk'ik:** Male lizardfolk Adp6; CR 7; Medium-size humanoid; HD 2d8+6d6+8; hp 39; Spd 30ft; Init +4; AC 15 (+5 natural); Atks +6 melee (1d4+1, 2 claws) and +3 melee (1d4, bite); AL CE; SV Fort +3, Ref +5, Will +6; Str 13, Dex 10, Con 13, Int 10, Wis 12, Chr 10

Skills and Feats: Alchemy +4, Balance +4, Concentration +5, Jump +7, Knowledge (religion) +4, Spellcraft +4, Swim +9, Wilderness Lore +4; Alertness (familiar), Combat Casting, Improved Initiative, Multiattack, Weapon Focus (claw).

Possessions: Holy symbol of Sess'Innek (a mummified crocodile claw), 12 ep.

Spells Prepared: (3/3/1; base DC = 11 + spell level): 0 – cause minor wounds (3); 1st – burning hands, sleep; 2nd – bull's strength

Familiar: Lizard: Tiny animal; CR 1/6; HD 6d8, 19 hp; Init +2 (dex); Spd 20 ft, climb 20 ft; AC 17 (touch 14, flat-footed 13); Atks +5 melee (1d4, bite); SQ Share spells, empathic link, deliver touch spells, speak with master; SV Fort +3, Ref +5, Will +6

Str 3 Dex 15 Con 10 Int 8 Wis 12 Cha 2

Skills and Feats: Balance +4, Climb +12, Hide +13, Listen +4, Spot +4; Improved evasion, Weapon finesse (bite)

➤ **Lizardfolk (6):** hp 11; see Monster Manual page 128.

ALL APLS

➤ **Bullbah:** Male bullywug savant Sor1; CR 2; Medium-size monstrous humanoid; HD 2d8+1d4; hp 20 (6); Spd 30 ft, swim 20 ft; Init +1 (dex); AC 15 (touch 10, flat-footed 15); Atks +1 melee (1d6/x3, halfspear), +1 ranged (1d6/x3, halfspear); AL N; SV Fort +6, Ref +4, Will +2; Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13

Skills and Feats: Bluff +3, Climb +2, Concentration +7, Hide +3, Intimidate +3, Jump +2, Listen +2, Spellcraft +4, Spot +4, Tumble +4; Combat Casting

Spells Known (5/4; base DC = 11 + spell level): 0 – detect magic, ghost sound, light, read magic, 1st – magic missile, sleep.

Possessions: leather armor, halfspear

ENCOUNTER 3: TOO MANY FROGS

Whether the PCs are alone, or led by Bullbah, read the next encounter to the PCs:

It is now dusk, and you have journeyed farther into the depths of the Marsh. The water has become quite shallow, forming a layer of mud over several feet thick. Stinking bubbles rise to the surface as you plunge your poles deep into the muck to propel yourselves forward. The grasses of the deeper marsh have given way to tall reeds, sedges, bulrushes and cattails. The sounds of frogs and insects have become a chorus, causing you to raise your voice to

speak to your companions. You begin to understand the sinister nature that the people of Salinmoor attribute to the Marsh.

If the PCs make a successful Spot check (DC 20) they notice the bullywug savants just prior to their attack and are not surprised.

Suddenly camouflage screens are pushed aside in the reeds around you! Several of the fluid sac headed bullywugs grin at you evilly from the islands around you. They begin to croak in some foul alien language and appear to be casting!

The bullywug savants intend to capture the PCs to turn them over to the Master for a reward. The PCs are intended to lose. They will use all of the non-lethal spells at their disposal. If Bullbah is with the PCs, they care nothing for his survival. He will attempt to escape as soon as the other bullywug savants attack.

All the bullywug savants are at least 25 feet from the PCs at the time of the attack. The water is one foot deep and the mud 3 feet deep. Any PCs jumping into the water can move at only 1/3 of their normal movement rate per round. Any unconscious or immobile PC in the water will be held above the water by the upward resistance of the mud. Anyone jumping from the raft causes anyone else remaining on the raft to make a Balance check at DC 15 or fall into the water.

Should the characters somehow win, have them proceed to the next encounter on their own.

ALL APLS (EL 12)

➤ **Bullywug savants** Sor6 (6): CR 7; Medium-size monstrous humanoid; HD 2d8+6d4; hp 30; Spd 30 ft, swim 20 ft; Init +5 (+1 dex, +4 improved initiative); AC 15 (touch 10, flat-footed 15); Atks +4 melee (1d6/x3, halfspear), +4 ranged (1d6/x3, halfspear); AL NE; SV Fort +8, Ref +6, Will +5; Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 14

Skills and Feats: Bluff +3, Climb +4, Concentration +10, Hide +5, Intimidate +3, Jump +5, Listen +2, Spellcraft +4, Spot +4, Tumble +4; Combat Casting, Heighten spell, Improved Initiative

Spells Known (6/6/5/3; base DC = 12 + spell level): 0—daze, detect magic, light, mage hand, mending, read magic, resistance; 1st—charm person, color spray, shield; 2nd—ghoul touch, spectral hand; 3rd—hold person. (precast)

ENCOUNTER 4: WELCOME TO FROGTOWN

The PCs will likely be brought to the Conclave as prisoners of the bullywug savants. Should they manage to defeat the savants then they can proceed to the Conclave on their own. Should they try to infiltrate the Conclave and are discovered, they will be attacked as enemies, especially if they are not human. If they approach the Conclave in a non-hostile manner and identify

themselves as agents of Keoland, then they will be invited in to meet with the Master. Adapt the description below if the PCs are not prisoners.

The strange frogmen have dragged you deeper into the Marsh. The water here only forms the occasional groundwater pool and the ground is loosely packed peat. Many thorned plants and shrubs grow here as well as many beautiful and exotic flowers and an occasional cypress tree.

Ahead you see a particularly large, dense thicket of briars to which the bullywugs seem to be herding you. One of them stops several feet from the edge of the thicket and appears to croak out some sort of awful greeting. Shortly afterwards, the briars seem to melt back to form path in what you now realize is a wall of thorn bushes. Through the opening you see what appears to be a large village!

You are prodded through the opening with the bullywugs' short spears. The people of the village, who are all human, gather to witness your arrival in the dim torchlight. You are immediately struck by the eclectic nature of the people around you. You notice several tan but light haired Amedio and Hepmonaland savages manning watchtowers along the briar wall, wearing strange gray and yellow body paint designs and bone necklaces crafted from humanoid races. You also notice several tall, well-groomed pureblood Suel people standing together wearing gray monk's robes. Across the village square from them you see a few red-skinned Olman with gray and yellow bird feathers woven into their braids. You even see a dark brown-skinned Touv drying herbs outside a hut nearby. The remaining people appear as common folk of mixed Suel, Oeridian, or Flan descent that you would expect to see in any town or village in Keoland or the Hold of the Sea Princes. A distinctive bulging of the eyes, graying and thinning of the hair, and stooped gait are quite noticeable among many of them. All wear shades of gray.

For human characters:

The people whisper quietly as they examine you with deep interest, similar to the way that people from the same land acknowledge each other when far from home.

For nonhuman characters:

The villagers glare at you in a manner that is usually reserved for lepers, murderers, or practitioners of witchcraft. Many people turn away in fear or disgust and make signs with their hands to ward off evil. The children pick up dried pig droppings and throw them at you.

To all:

On closer examination, the village is large by Keoish standards. The houses appear to be made from baked clay and the thatch of the roofs is made from saw grass. Briars appear to grow from the remains of an old earth palisade that surrounds the village. Domesticated marsh pigs run free and many tended freshwater pools seem to overflow with various species of frogs, toads, and salamanders. Dominating the village is a large building, crudely constructed of stones and dried mud, that vaguely resembles a giant knobby toad. The "mouth" appears to be a cavern leading down into the ground.

If the PCs are prisoners, they will be handed over to a cleric of Wastri. The cleric will keep them guarded and bound until the Master is ready to see them. If the PCs are not prisoners, a cleric will come out to greet them. Free PCs will be able to wander the village until the Master wishes to see them.

A bald shaven man in gray robes with a yellow stole emerges from the toad structure and converses with the bullywugs in their strange croaking tongue. He eyes the party with apparent disgust and hands the leader of the bullywugs a full pouch. The leader seems to feel its weight and apparently satisfied, gestures to his companions to leave. The bald man pays them no further mind as they leave the compound.

The cleric will only address human characters. If there are none, they will be left to wait in silence. In the event of a total non-human party, the cleric will not arrange for the PCs to speak with the Master unless they identify themselves as agents of Keoland.

The bald man approaches and asks <human character name> in a heavy Suel accent, "Who are you and what brings you here to our Marsh?! And why do you bring these things <points at any nonhuman PCs> with you?!"

At this point PCs are allowed to identify themselves as agents of Keoland if they haven't already. When they do so, the cleric will simply tell them to wait until he sends for them. He will not answer any questions or parley with the PCs.

After what seems a very long time of waiting and being glared at by the villagers, the bald man with the stole reemerges from the toad's mouth, cuts your bindings, and directs you to follow him. You are brought down a roughly hewn passage perhaps thirty or forty feet underground. The incline ends at the mouth of a large, cold, wet grotto. As your eyes adjust to being underground, you see that every foot of this cavern teems with amphibian life. Frogs of every size and color can be seen. Toads glare at you from every direction from within their well-disguised hides. A large pool dominates the center of the room; salamanders are so plentiful within it that the pool almost appears to have a layer of skin.

Any PC who successfully makes a Spot check (DC 25) will notice hidden manacles on the wall for hanging prisoners as well as signs of blood coming from underneath those manacles and running into the pool.

As your eyes adjust further, you now notice two older men of pure Suel blood draped in red rags hopping around in the back of the cavern as if in imitation of the frogs and toads surrounding them. In the center of the pool on an enormous lily pad sits a small, nearly naked man with his legs crossed and his eyes closed. On closer examination, he appears almost completely withered away and his skin is covered with warts from head to toe. His skin has a gray cast and he barely seems to breath. Your escort quickly departs, apparently having no fear of leaving you alone with this ancient man.

“I am the Master. Speak.” says the man with but a whisper that seems to fill every inch of the grotto.

The Master will listen to whatever the PCs say. He always takes a long time responding, allowing the characters to talk themselves until silent. Opening his large bulbous eyes only to look at and address any human PCs. He will never directly address or look at any nonhuman characters. If the characters check either through skill or magic, he always tells the truth, or a version of it.

The Master can relay the following information during conversation:

They are the lost colony from the reign of King Tavish III.

- He hires the bullywug savants to save travelers from the perils of the marsh. They are over-zealous at times.
- The two men are former Scarlet Brotherhood monks that have gone mad and he now cares for them. (Actually hopping madness, see appendix)
- The Amedio, Olman and other unusual people are refugees from the Greyhawk Wars that have chosen to stay at the Conclave.
- They revere amphibian life and follow the teachings of a “prophet” far to the east.
- They have secretly aided Keoland and fought the Brotherhood during the Greyhawk Wars.
- They consider the lizardmen to be encroaching on their territory. We were here first and will fight for it.

When any discussion of aiding Keoland with Monmurg or supply lines:

“We desire to aid our motherland but our resources are depleted fighting off the lizardfolk aggression. These lizardfolk worship Sess’Innek, a foul deity! They must be eradicated. Perhaps Keoland, with her military might can take care of this for us. However, the lizardfolk have recently occupied and fortified a position on the site of a former bullywug temple. By the time Keoland gets sufficient force here to deal with them, they may be impossible to root out. Perhaps something else can be done...?”, he says with a knowing smile.

He expects the PCs to take the mission of course. He will provide lodging for the night, some meager food, and a guide to the temple. Human PCs will be healed by the clerics, and invited to stay and eat by several of the villagers. They will be puzzled if the PCs decline (why would they rather sleep with nonhumans?).

If any human characters interact with any Conclave inhabitants they can find out the following information:

- There are three groups among the Conclave: the descendants of the original settlers, refugees from Keoland and the Hold of the Sea Princes, and warriors from Keoland and the Scarlet Brotherhood.
- The original settlers were Keoish loyalists from the province of Monmurg. When the Sea Princes drove them out, they offered to create

this colony to aid King Tavish III in his attempt to reconquer Monmurg.

- The Master is said to have been the first child born to the original settlers.
- The Master and his clerics save refugees and soldiers from death in the Marsh.
- Non-humans are evil and should be avoided or killed to prevent coming under their foul influence.
- The bullywugs trade with the Conclave on a regular basis.
- No one has ever turned down the chance to “join” the Conclave.
- Keoland is a good, lawful, and most importantly human land. The Conclave wishes to regain a place of honor in the kingdom.

The Conclave is capable of making rare medicines from the plants and animals of the Hool Marsh.

All inhabitants of the Conclave, regardless of origin, are now thoroughly brainwashed and cannot be convinced of anything outside Wastri’s teachings (see appendix) and the orders of the Master. No one will approach or talk with any non-human PC. If approached they will react either in a hostile manner or in fear.

Should the PCs become overly belligerent or outright hostile, the Master will have them forcibly ejected from the Conclave. Should they brandish a weapon, cast a spell without permission, or attack anyone or anything, they will be attacked. The Master will attempt to have them captured so that he can cast *hopping madness* on them and have them sent back to Bale Keep as an example.

The current population of the Conclave is as follows: (use NPC Statistics from the DMG if necessary)

15-Amedio Barbarians 2nd
15-Hepmanoland Barbarians 2nd
10-Keoish Rangers 2nd
15-Keoish Warriors 2nd
12-Keoish Commoners 1st
8-Brotherhood Monks 3rd
1-Touv Expert 1st
8-Olman Commoners 2nd
55-Conclave Monks 1st
5-Conclave Clerics 3rd
20-Sea Holder Warriors 2nd
10-Sea Holder Commoners 1st
All are LN, LE, N, or LG (majority in that order)

☛The Master: Male human Clr13/Mnk1: CR 13; Medium-size humanoid; HD 14d8; hp 43; Spd 30ft; AC 15 (touch 15, flat-footed 10); Atks +9/+6/+3 melee (1d6-2, unarmed strike); AL LN; SV Fort +10, Ref +8, Will +17. Str 6, Dex 10, Con 6, Int 16, Wis 20, Chr 16.

Skills and Feats: Climb +8, Concentration +13, Diplomacy +12, Handle Animal +4, Heal +12, Hide +5, Jump +9, Knowledge (arcane) +4, Knowledge (religion) +9, Knowledge (nature) +5, Scry +5, Spellcraft +6, Swim +8, Tumble +5; Alertness, Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Great Fortitude.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/2+1/ 1+1; base DC = 15 + spell level): 0—detect magic, detect poison, guidance, light, read magic, resistance; 1st—bless, cause fear, command, comprehend languages, divine favor, magic weapon*, obscuring mist, remove fear; 2nd—aid, augury, bull's strength, calm emotions*, endurance, hold person, sound burst; 3rd—bestow curse, contagion, continual flame, magic vestment*, searing light, water breathing; 4th—air walk, discern lies, divination, divine power*, freedom of movement, neutralize poison; 5th—flame strike*, greater command, mark of justice, righteous might, true seeing; 6th—blade barrier*, heal, summon monster VI; 7th—power word, stun*, repulsion.

*Domain spell. Domains: Law (Casts Law spells at +1 caster level); War (Martial Weapon Proficiency-Guisarme/Weapon Focus-Guisarme)

Possessions: masterwork guisarme, monk's outfit, 500 pp.

Personality: Stoic, fanatical, always in control of himself.

Note: The characters are on a diplomatic mission for the Kingdom of Keoland. They should not provoke a battle with the Conclave. If the PCs decide to attack, the Conclave will kill or curse them. This is intended to be a role-playing encounter but if the players insist on fighting don't hold back.

ENCOUNTER 5: TOO MANY LIZARDS

You are awakened before dawn by a bone-chilling war cry of the largest of the Amedio savages in the Conclave. He looks in the hut at you with an almost bloodthirsty eagerness. You are unsure if it is for your blood or that of the lizardfolk you go to fight today.

The bald man with the yellow stole emerges from behind the giant savage and informs you that the whooping barbarian is to be your guide to the temple. He further informs you that a second "escort" will be following along your flanks to engage any lizardfolk that flee during your raid.

You are given a hardy breakfast of wild mushrooms, fire roasted duck, and goat's milk before you are quickly led out of the compound by your hulking guide.

You soon find that even though your guide is huge by human standards, he negotiates the obstacles of the marsh along your route with apparent ease. He never looks back to see if you keep pace with him, and you are all quite winded when he holds up his fist in a apparent sign to stop. He points to a large hill in the distance that slightly resembles a pyramid. On closer examination, it is a ziggurat some eighty feet by eighty feet square, and standing sixty feet high, that has been completely covered by centuries of grass and vine growth. All the grass surrounding the structure has been completely removed to what appears to be javelin-throwing distance (120') from the base of the structure. Several half completed wooden spikes and pits are quite noticeable in the marsh grass leading up to the clearing. A moat of sorts, more mud than water, has recently been dug about twenty feet around the base of the ziggurat. The Amedio points excitedly about the pyramid and you now notice several

lizardfolk sunning themselves in the late morning light at several places on the "steps" of the ziggurat. They appear to be in a stupor and move rather infrequently as you watch them. Your guide, satisfied that you have seen what is necessary, stands up and trots off into the marsh leaving you alone.

Modify the above description as necessary if the PCs made their way here without a Conclave guide.

The encounter is intended to be challenging but the PCs should have the advantage of reconnaissance and surprise. Rogues and other stealthy characters should be able to use their skills to full advantage preparing for and during the attack. Encourage them to make a sound plan and even use the half constructed fortifications against the lizardfolk. Creativity in planning should be rewarded with positive outcomes for the characters. If and when the characters sneak further toward the structure, read the following:

Marsh bugs buzz loudly easily masking any sounds of your approach. The fortifications are in various stages of construction but appear as if they could be crudely effective.

There are several places where the moat is narrow enough to jump across with little difficulty. The vines covering the ziggurat are strong and secure, making climbing very easy. As you draw near the base, a doorway of some sort is noticeable about one third of the way up the ziggurat. You hear hissing at times as if lizardfolk converse inside.

Give characters +5 to their Move Silently check while approaching the structure and a DC 10 for climb checks if they choose to climb the ziggurat itself. Allow a Listen check at DC 20 to hear the conversation coming from the opening. If the character knows Draconic, then he may determine that someone is being interrogated and the prisoner seems to reply weakly in the same tongue. Should a character successfully sneak up to or scry the opening, read the following:

You see an immense lizardfolk standing down a slightly sloping passage glaring down at another lizardfolk covered in various talismans and fetishes. The imprisoned lizardfolk appears defiant and responds to his interrogator angrily. The passage continues on down past the pair.

The passage is too narrow (5-foot wide) to allow anyone to sneak past the lizardfolk further into the temple.

Although there are several lizardfolk present when the PCs attack, only devout followers of Sess'Innek will join in the attack against the PCs. Should the PCs attack any neutral lizardfolk, they will flee into the marsh immediately (and be slain by the Conclave warriors) or if cornered fight. There is no outward way to distinguish between the two groups.

APL 2 (EL 5)

☛ **Siksar'ek, Priest of Sess'Innek:** Male lizardfolk Clr3; CR 4; Medium-size humanoid; HD 5d8+5; hp 30; Spd 30ft; Init +4 (improved initiative); AC 15 (touch 10, flat-footed

15); Atks +6 melee (1d4+1, 2 claws) and +4 melee (1d4, bite); AL CE; SV Fort +4, Ref +4, Will +4; Str 16, Dex 10, Con 13, Int 9, Wis 13, Chr 10

Skills and Feats: Balance +4, Concentration +4, Jump +7, Swim +9, Wilderness Lore +5; Combat Casting, Improved Initiative, Multiattack.

Possessions: holy symbol of Sess'Innek (a mummified crocodile claw)

Spells prepared (4/3+1/1+1; base DC = 11 + spell level): o—create water, detect magic, guidance, resistance; 1st—endure elements*, protection from good, shield of faith, summon monster I; 2nd—bull's strength*, summon monster II.

*Domain spells. **Domains:** Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level, usable once per day); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Duration is 1 round, and can be used once per day)

➤ **Lizardfolk (Sess'Innek) (3):** hp 11; see *Monster Manual* page 128.

➤ **Lizardfolk (Neutral) (17):** hp 11; see *Monster Manual* page 128.

APL 4 (EL 7)

➤ **Siksar'ek, Priest of Sess'Innek:** Male lizardfolk Clr5; CR 6; Medium-size humanoid; HD 7d8+7; hp 40; Spd 30ft; Init +4 (improved initiative); AC 15 (touch 10, flat-footed 15); Atks +8 melee (1d4+1, 2 claws) and +5 melee (1d4, bite); AL CE; SV Fort +5, Ref +4, Will +5

Str 16, Dex 10, Con 13, Int 9, Wis 14, Chr 10

Skills and Feats: Balance +4, Concentration +4, Jump +8, Swim +10; Combat Casting, Improved Initiative, Multiattack, Weapon Focus (claw)

Possessions: holy symbol of Sess'Innek (a mummified crocodile claw)

Spells prepared: (5/4+1/3+1/1+1; base DC = 12 + spell level): o—create water, detect magic, guidance, light, resistance; 1st—endure elements*, protection from good, sanctuary, shield of faith, summon monster I; 2nd—bull's strength*, endurance, hold person, summon monster II; 3rd—dispel magic, magic vestment*

*Domain spells. **Domains:** Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level, usable once per day); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Duration is 1 round, and can be used once per day)

➤ **Lizardfolk (Sess'Innek) (5):** hp 11; see *Monster Manual* page 128.

➤ **Lizardfolk (Neutral) (15):** hp 11; see *Monster Manual* page 128.

APL 6 (EL 9)

➤ **Siksar'ek, Priest of Sess'Innek:** Male lizardfolk Clr7; CR 8; Medium-size humanoid; HD 9d8+9; hp 53; Spd 30ft; Init +4 (improved initiative); AC 15 (touch 10, flat-footed 15); Atks +10 melee (1d4+1, 2 claws) and +7 melee (1d4, bite); AL CE; SV Fort +6, Ref +5, Will +6; Str 16, Dex 10, Con 13, Int 9, Wis 14, Chr 10

Skills and Feats: Balance +4, Concentration +6, Jump +8, Swim +10; Combat Casting, Improved Initiative, Multiattack, Toughness, Weapon Focus (claw)

Possessions: holy symbol of Sess'Innek (a mummified crocodile claw)

Spells prepared (6/5+1/4+1/2+1/1+1; base DC = 12 + spell level): o—create water, detect magic, guidance, light, resistance, virtue; 1st—cause fear, endure elements*, protection from good, sanctuary, shield of faith, summon monster I; 2nd—bull's strength*, death knell, endurance, hold person, summon monster II; 3rd—dispel magic, magic vestment*, prayer; 4th—inflict critical wounds*, summon monster IV.

*Domain spells. **Domains:** Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level, usable once per day); Strength (Can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to his level. Duration is 1 round, and can be used once per day)

➤ **Lizardfolk (Sess'Innek) (7):** hp 11; see *Monster Manual* page 128.

➤ **Lizardfolk (Neutral) (13):** hp 11; see *Monster Manual* page 128.

ALL APLS

➤ **Prisoner – Sselyuuna, Druid of Semuanya:** Male lizardfolk Drd8; hp 62 (1)

The battle complete, a strange silence falls over the area. The Conclave warriors are nowhere in sight.

As you enter the opening, you see a severely beaten and bound lizardfolk on the floor of the passage. He looks at you expectantly, emotion difficult to read on his reptilian face. His eyes flick over you with apparent intelligence and then he mutters softly in fairly good common, "Hail Keoland..."

Upon talking with Sselyuuna, he can relate the following information:

- He is Sselyuuna, a druid of Semuanya. He explains that Semuanya is the "true" god of the lizardfolk. A check at DC 20 will reveal that Semuanya is the neutral god of lizardfolk survival and propagation.
- He was one of the lizardfolk that was friendly to Keoland before communication was cut off by the war.

- He was trying to investigate what the followers of Sess'Innek were doing with the bullywug temple but was captured and beaten.
- He does not know what lies below but does know that all but Siksar'ek was afraid to go down into the temple.
- He wants to reward the characters for freeing him.
- The Conclave has remained introverted and neutral until the war. They were on the verge of dying out from inbreeding until refugees were added to their number.
- The bullywugs say the Conclave worship Wug'gi. Many of the bullywugs have turned from the worship of Ramenos to Wug'gi recently. This temple is dedicated to Ramenos. Any character making a successful Knowledge (religion) check (DC 25) will know that Ramenos is the ancient, ambivalent but evil god of bullywugs.

Sselyuuna will wait at the entrance for the PCs while they explore deeper into the temple. If there are any remaining neutral lizardfolk, Sselyuuna will tend to them.

Delving deeper into the tunnel, you see that it has been worn smooth by the passage of worshippers over the centuries. You emerge into an underground cave that is nearly a perfect circle a hundred feet across. A twenty-foot tall, excellently sculpted statue of a sleeping frog dominates the center of the room. The statue and the room appear to have been carved out of layers and layers of hardened sediment. The statue gives you a faint feeling of some long forgotten, sleeping evil. As your senses adjust to the room, you become aware of the faint smell of rot. As you investigate further, you find the gnawed bones of several bullywugs and one human. Scraps of gray and yellow clothing still cling to the human's bones. On the floor near the corpses lies a guisarme of excellent quality. Nothing else appears remarkable in the room.

PCs who make a successful Search check (DC 20) on the statue will find a scroll with the spell water walk under one of the statue's eyelids.

Returning to the top, you see Sselyuuna at the base of the ziggurat intently staring out into the cord grass fields surrounding the temple. Suddenly you hear several ear splitting cries as the Conclave warriors emerge from the grass waving their weapons with the apparent intent of attacking Sselyuuna. He almost appears to grin through his broken fangs and transforms at the last moment into a pelican and flies gracefully off into the marsh.

The warriors inspect the scene with grudging respect and begin to light torches. Your former guide motions for you to exit the temple quickly as they begin to set the outside of the temple afire. They gleefully throw the dead bodies of lizardfolk onto the growing flames. As the stone beneath the burning vegetation begins to crack under the great heat they turn to leave. Again, they don't seem to care if you follow them back to the Conclave or not.

ENCOUNTER 6: RESOLUTIONS

You return to find the Conclave is already quite aware of your victory. The warriors begin to tell several of the other villagers about the raid in some archaic Suel dialect. (a mix of Amedi and ancient Suloise) You notice that several bullywugs walk about the village amongst the villagers. The bald men and women in yellow stoles seem to be bringing the crowd to an almost maniacal fervor when everyone suddenly becomes silent. The Master, leaning heavily on an old battered glaive, appears at the mouth of the toad-like structure. He smiles upon the villagers like one smiling upon their grandchildren and turns to you.

He will hand a sealed scroll tube to any human PC, if there are none he will throw it at their feet.

"Take this to your king..." he breathes, "I think it contains what he wants to hear."

With that, he turns his back slowly to you and walks into the crowd. The villagers simply stare at you as if you are too stupid to know when you are dismissed.

As you exit the Conclave, you hear some awful, croaking chant start behind the briar wall. You fight down the urge to run away but know that terrible, alien, rhythmic song will haunt you forever.

The return to Bale Keep is uneventful. Should the PCs open the scroll tube, they will find a parchment written in code that they cannot decipher. Gretorix will be able to tell if they tampered with the scroll tube and be quite angry if they did.

ENCOUNTER 7: REWARDS

You arrive back at the inn in Bale Keep soaking wet. Gretorix is sleeping alone in a hammock as you stride in. He comes awake at surprising speed and hops up to greet you.

"It fills my heart with joy to see you well! Innkeep, bring your finest! These are agents of the king himself! Please sit and tell me your tale!"

Gretorix busies himself seeing to all your needs, even sending for the garrison cleric of Fortubo to tend to your wounds. When you are made comfortable and fresh clothes are brought for you, Gretorix finally sits down to give you his full attention.

If the party was successful in getting the scroll from the Master, read the following:

Gretorix listens to your story with rapt attention. He asks you many, sometimes frivolous, questions that help you to remember things you had already forgotten. It is apparent that he is committing the entire story to memory even as you speak it. When you give him the scroll, he nods solemnly and places it in an elaborate leather satchel marked in gold with the royal seal of Keoland.

As you finish your tale, he abruptly comes to his feet. "A reward is certainly in order, please follow me!" He leads you directly out to the inn's stables where he grandly gestures at its full stalls. Within are some of the finest horses you have ever laid eyes upon. "From the king's personal herd, bred in the province of Blerfield. Young, strong and fully war-trained mind you." He smiles grandly gauging your reaction.

As you look over your new mist gray mounts Gretorix adds, "Oh yes, one small thing... you must speak of your journey to no one. We would want no outside influences coming to bear before the king has had a chance to negotiate with the Conclave. Sharing such information would not be in the interest of the crown or yours..." The smile falls from his face to punctuate the severity of his message. He quickly spins on his heel and walks off into the evening fog without making a sound.

Should the party fail to return with the scroll from the Master, read the following:

Gretorix listens to your story with rapt attention. He asks you many, sometimes frivolous, questions that help you to remember things you had already forgotten. It is apparent that he is committing the entire story to memory even as you speak it. When you speak of the difficulties you had with the Conclave, disappointment becomes readily apparent on his face. "It's a shame you could not connect with them somehow, even the most misguided soul can be of service to the kingdom. Perhaps the people in their ranks will some day soften their hard hearts. The king appreciates your effort and has authorized me to pay you fifty gold lions each, spend them well. Oh yes, one small thing... you must speak of your journey to no one. We do not want to frighten the populace before the king has had a chance to deal with this... Conclave. Sharing such information would not be in the interest of the crown or yours..." The smile falls from his face to punctuate the severity of his message. He quickly spins on his heel and walks out of the inn into the evening fog without making a sound.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter 2	
Defeating Sussk'ik	100 xp
Encounter 3	
Defeated the bullywug savants	100 xp

Encounter 5	
Defeated the evil lizardfolk	100 xp

Encounter 6	
Received scroll from Master	50xp
Discretionary Roleplaying Reward	0 - 50xp

Total Possible Experience	400xp
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TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 4: (possible)

Hopping Madness: You have been cursed by Wastri himself, and are affected as if by the insanity spell except that you believe you are a toad. Remove curse does not remove the *hopping madness*. Greater restoration, limited wish, miracle, and wish can restore the character.

Encounter 5:

+1 *Guisarme* (Value 2309 gp, Frequency common).

Scroll of *water walk* (Value 375 gp, Frequency common).

Influence Point with Lizardfolk of the Hool Marsh (if they free the Sselyuuna)

Encounter 7:

50 gp -or-

Keobred Warmount: Light warhorse or warpony of maximum possible hit points as per Monster Manual. This mount is mist gray and from the Keoish province of Blerfield, famous for horse breeding. The mount is branded with the personal seal of the King of Keoland. The PC will gain a +1 circumstance bonus to Charisma checks with citizens of Keoland in any situation where it is obvious that the PC is the owner of the mount.

Value 150 gp, Frequency common.

APPENDIX

BULLYWUG SAVANT

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+1d4 (20 hp)

Initiative: +1 (Dex)

Speed: 30 ft., Swim 20 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison, Spells

Special Qualities: Darkvision, marsh move, summoning (sorcerers only)

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13

Skills: Bluff +3, Climb +2, Concentration +7, Hide +3*, Intimidate +3, Jump +2, Listen +2, Spellcraft +4, Spot +4, Tumble +3

Feats: Combat Casting

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), brood (1 plus 1-4 bullywugs), or great brood (1-3 plus 4-16 bullywugs)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Bullywug savants are genetic throwbacks to a more advanced form of bullywug that held power in the Flanaess aeons ago. Smarter than their common kin, they have arcane powers.

Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy semitransparent fluid sacs: two on the chin, two by the earholes, and two on the top of the head. The upper sacs appear to contain additional brain tissue. When not expecting combat, they prefer to wear togas in the style of decadent nobility, and while they wear armor if they need to, they prefer using magic and magic items to protect themselves. Their eyes have a glimmer of cold intelligence.

Bullywug savants speak Common, Aquan, and Kuo-Toa, and have a racial memory that allows them to communicate in the language of the aboleths. Some learn other languages, particularly Dwarven, Elven, and Gnome.

The statistics above are for a 1st-level bullywug savant sorcerer. The most powerful sorcerer in a group is the leader. Bullywugs always defer to the commands of kuo-toas and aboleths if either are present.

Combat

Like their degenerate cousins, bullywug savants prefer to fight in or near water. They use tactics, deploying regular bullywugs as shock troops and keeping at least one nearby as a guard. Bullywugs serving a bullywug savant are fanatically obedient, and the masters use this to protect their own skins. Skum obey bullywug savants

readily if the orders don't conflict with that of their aboleth masters.

Bullywug savants prefer to use enchantment and evocation (cold) magic, but are smart enough to acquire spells and items that exploit the weaknesses of their long-term opponents.

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Spells (Sp): Bullywug savants are always sorcerers of at least 1st-level. A typical savant knows 4 cantrips and 2 1st-level spells per day. A typical spell selection for a savant is: 0th-detect magic, mage hand, ray of frost, read magic; 1st-charm person, sleep.

Marsh Move (Ex): Bullywug savants suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Skills: *Bullywug savants have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Bullywug Savant Characters

A bullywug savant's favored class is sorcerer. Most do not multiclass.

Bullywug Savant Society

Bullywug savants appear only rarely among the population of normal bullywugs. Far more civilized than their crude parents, bullywug savants usually become leaders of their tribes and organize more efficient raids. If possible, they establish a permanent residence in old stone buildings or in defensible areas of the Underdark. Those that encounter aboleths immediately swear their entire tribe into loyal service of the aberration.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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