

# *Fen of the Frog King*



When the Lady Elena was caught in the arms of a local minstrel, the young knight, Solovius of Monrovia ordered the bard to be executed. But, cooler heads prevailed, and the knight was convinced to banish the crooner to the fetid swamps to the south. Thinking it not enough punishment, the knight summoned his trusted advisor and alchemist to create a concoction that would transform the charming minstrel into something so hideous, that no human woman would find him desirous again. Then, shackled and taken south, the bard was left for dead in the fetid fen.

50 years have passed. What became of the poor soul?

And why has the Lady Elena suddenly boarded a private coach heading south?

# FEN OF THE FROG KING

By RC PINNELL

## INTRODUCTION

This adventure is written for the *Holmes77* rules system. With some minor modification, it can be used with the original Dungeons & Dragons Holmes Edition, Original D&D, and/or with the 1981/83 Basic-Expert Moldvay/Mentzer-Cook/Marsh editions. Only 2nd through 6th level characters should be played (1st level would be too weak, and 7th or higher too strong), with the party size average about 8, and including at least 1 cleric and magic user of at least 4th level.

## ACKNOWLEDGEMENT

While we gladly acknowledge the two creators (Gary Gygax and Dave Arneson) of this game--Dungeons & Dragons--this particular adventure is dedicated to those designers and players still around that contributed to its development from its earliest days. Tim Kask, Rob Kuntz, Jim Ward, and--of course--Ernie and Luke Gygax.

## BACKGROUND

Fifty years ago the Grand Knight of Monrovia caught his young bride in the arms of a local street entertainer--Bono the Bard. Angered by the betrayal, the Knight ordered the man be executed, and his wife taken and sequestered in a tower high above the castle. The next day the entertainer was to be hanged! But knowing the young man's popularity, and that his execution would bring much dismay and disapproval from the local citizenry, the chief counselor to the Knight advised the noble to banish the young man instead. Not satisfied, the Knight called upon his alchemists to concoct an elixir that would transform the man into a hideous beast, so that he would never again find favor in the arms of the woman of another man. After forcing it down the man's throat, he was taken to the swamp miles to the south and left to die.

Five decades have passed. The once young noble Knight is now an aged and gray haired Baron. His lands and people are tired, and produce less each year.

His once beautiful young bride became bitter over the years, and angry with the Baron for the childless relationship they maintained; untouched by him since the day she was caught cheating.

And of the young man banished to the swamps decades past, no one knows if he lived, or died. But that is the least of the Baron's problems, for the old south road that skirts that fetid fen is not safe for caravans anymore. Attacks from flying creatures seen nesting in the nearby mountain peaks are on the rise, and slimy man-like shapes have appeared out of nowhere, hopping with agility incapable of a normal human.

With the road in danger of closing down, cutting off a major trade route to the south, the Baron must muster willing adventurers to venture south and investigate the situation, and correct it before he loses any more of his wealth. (The Dungeon Master should allow the players to negotiate their fee)

But even worse-- his bride of 50 years has gone missing! Information gathered from his staff indicates that she has been corresponding with some-one for several years. Couriers have arrived once a month, bearing letters from someone named "Boon". According to eye witnesses, the Lady Elena made off in a coach with only a driver and a few belongings just yesterday morn! She was heading south, along the trade road.

## NOTES FOR THE DUNGEON MASTER

It will take 3 days on horseback for the party to reach the area shown on the map included with this adventure. If you desire them to encounter anything along the way in that time you must design-create the situations yourself. For the purpose of this module, the group will arrive at area **(A)** on The Endless Trail, at late afternoon on the 3rd day. The Endless Trail is about 20' wide, with 2 deep furrows running down the center, worn down by the excessive wear of wagon wheels. It turns sharply at the great ravine and continues southwesterly until reaching the frontier towns leagues to the south**(B)**. A trail on the southern side of the rift leads further into the fen**(C)**. East of the trail rises the great mountains known as the Princess's Peaks. Should they stop and make camp on day 3 for the night they will not be molested, but their presence will become known to the winged creatures atop the peaks. If they continue on, they will reach a great westerly bend in the road near the mountains. It is 30% likely they will be attacked at night by the mountain denizens. If they wait till the next day, upon reaching the same location it is 90% likely .

1. **The Princess's Peaks.** Nine(9) Hippogriff reside atop these peaks. There are two mated pairs and five young; the latter will fight only if attacked. At night only the 2 males will investigate and harass any travelers; during the day, a female will join them. AC5 DX 11/8, 6/5 (m/f) HP 15, 14, 7, 6 M180'/turn(360'/flying) AL Neutral ATK claw/claw/bite D 1-6/1-6/1-10 (Young DX4 each, AC7 M90/turn, do not fly yet! HD1 HP4, 3, 3, 2, 2, D1-2/1-2/1-3) The creatures have amassed a modest treasure from attacking the caravans, and this will be found in their nests; getting to it will not be easy, and the Dungeon Master will have to determine all what it requires. Their treasure includes 2000 CP 1000 SP 500 GP a *Ring of Protection* +2 and a *Belt of Regeneration* (this item functions like the ring of the same name).

2. **Rattlesnake Rift.** A great ravine a quarter-mile wide where it meets the road (2) impedes further movement south. Its banks are steep and sheer, crumbling easily if attempts to descend them are made, dropping those trying to its bottom 30' below; Note: thieves can use their *Climb Sheer Surfaces* skills to descend the face of the cliffs--all others must be lowered by rope! Anyone falling will take 1d6 of damage per 10' suffered.

Recent wagon tracks lead to this part of the rift, along with the footprints of a woman's shoes. But even stranger, are the odd-shaped markings of about 6 other pairs of feet. These appear to have come up from the rift, and meet where the coach stopped. They are almost triangular, with toe imprints at the front and widest part of the impressions. All these, and those of the woman's shoes, go south into the rift.

( Descending into the rift should not be beyond of the party. The Dungeon Master must carefully monitor the characters' actions as they descend, but it should not become so difficult as to deter the players from continuing.)

Once into the rift the party will easily pick up the trail of the woman's shoes, and footprints of the strange creatures with her. But the rift isn't named as it is for no reason. Getting across it runs the risk of encountering scores of rattle-snakes! At 1 quarter mile across (1320') it could take the party 11 to 22 turns to cross depending on their rate of movement (the former if they move collectively at 120'/turn, the latter if 60'/turn; remember, the party moves at the rate of its slowest member!) For each turn there is a 1-2 chance out of 6 that they will encounter 2-8 **rattlesnakes!** Thus the longer the party takes to cross the rift, the greater the chance that hordes of them will appear. These creatures will come out of burrows to attack, as they are unusually aggressive for their species. To determine the distance at which they will appear, roll 3d6, resulting in 3 to 18 yards away. AC7 DX 4-9(d6+3) ea. HP 1d6 ea. M60'/turn AL Neutral ATK bite D 1-6, and poison! (Victim must make Save vs. Poison or take additional 6 hp of damage!) Their burrows, if searched(figure only a hobbit can do so) will yield only 1-100 cp 1-100 SP 1-10 GP per turn spent.

## FOR THE DUNGEON MASTER

If you prefer not to be rolling random encounter dice during the running of the adventure, use the following table to predetermine the total number of snakes that will appear and at what "turn".

Turn:

1	_____	8	_____	15	_____
2	_____	9	_____	16	_____
3	_____	10	_____	17	_____
4	_____	11	_____	18	_____
5	_____	12	_____	19	_____
6	_____	13	_____	20	_____
7	_____	14	_____	21	_____

Simply roll before the game begins for each turn and on a roll of 1-2 on a d6 then make a note on the corresponding space the # of snakes (2-8/2d4) that will appear. If the party takes more than 21 turns to cross the rift, simply reverse the order that is listed and go back through each encounter until all have been used or the party is out of the rift. At your discretion, you may simply have snakes appear on each even/odd numbered turn, or every 3, 5, 7 turns, or whatever.

Clever players may come up with various means of trying to avoid going down and through the rift; magic-users with *Fly*, *Levitate* spells will surely try to use these to avoid the physical rigors of descending into the rift, plodding across, then climbing out again. It is the Dungeon Master's role to judge the attempted/intended actions of the players/characters, and make rulings as to their success or failure. Likewise, cautious players that want to take the time to stand on the edge of the rift and peer across/into it must be informed that, from the cliff's edge, they see **no** movement within the rift, except perhaps the ripples of hot air rising from the baked ground, or dust devils that quickly form and dissipate.

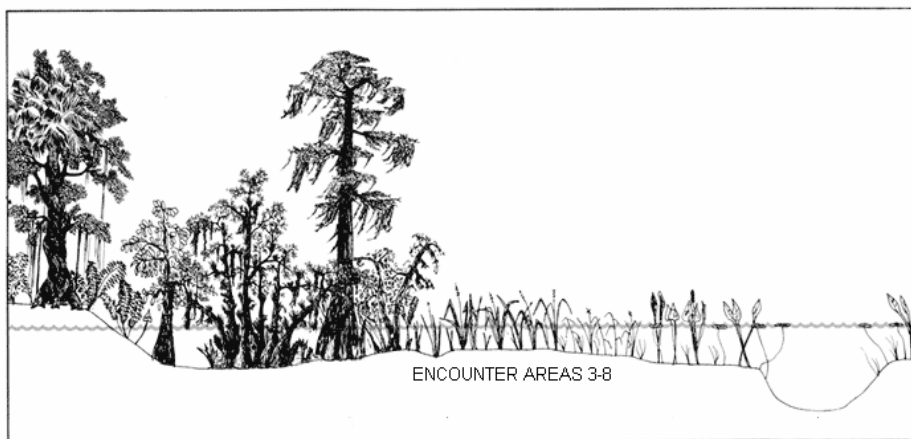
But clearly, the tracks of a woman's shoes and footprints of strange bipedal creatures lead down into the rift, and disappear in a trail leading across the desert-like expanse.

Note: images of winged creatures flying and hovering above the rift as they ride upon the thermals, as well as the occasional shattering of silence by the barking of some strange creature within the rift, are means by which the Dungeon Master can embellish the sensations the characters would be experiencing.

## THE FEN

Once the party has crossed the rift the ground will suddenly go from dry and packed--like that north of the rift--to softer, cooler and grass covered. They will feel the air become cooler, and moist, and see ahead of them a band of tall trees blocking their view and progress (**B**). A complete index of all the trees and plants

is not possible in this kind of a document, but the Dungeon Master should attempt to describe what lies ahead as being similar to natural swamp lands found in our own world; Florida's Everglades, and the Louisiana Bayou are good examples. Piercing the band of trees will not be difficult, but movement will be slowed incrementally worse by penetration of the fen. The Dungeon Master can copy the following and show it to the players to give them some visual assistance of what the characters are to experience.



The depth of the water will vary from location to location. Generally, it will run from 2' to 4' in encounter areas 3 to 8. The ground will be spongy and the characters' feet will sink into the mucky earth 2 to 3 inches per step. This will, of course, slow movement considerably.

Besides the water, and the mucky ground, the air will be swarming with insects of all types and sizes. These will create an unending and annoying buzz that fills the air until the sun goes down; at night the insects find refuge, as the fen's other creatures come out and take up the song, croaking and barking and howling. There is no such thing as restful sleeping in the fen. Moisture will permeate the party's clothing and gear and food stocks, and fresh water will be difficult to locate; gathered mostly from dripping off plant leaves-- at best.

## THE FROGS OF THE FEN & THE STORY UP TO NOW

Something strange happened to all the frogs within the fen 50 years ago. An element was introduced that resulted in them becoming unusually large, aggressive, and damaging if riled. The banished human, Bono the Bard, (transformed into a hideous creature as punishment for his crimes of adultery with the Baron's then young bride) was disposed of in the fen by the Baron's guards. Left for dead, none believed he would survive a day. But the frog queen found him lying on the bank and took pity on him; not knowing he was once a human, but seeing him only as a beast, injured and left to die. Bono was taken

into the frog community and nurtured back to health. Though his form was hideous to the frog folk, he had not lost his beautiful voice and ability so sing. Thus, to repay them for their kindness, the bard would join them in the evenings as they croaked, and his songs filled them all with joy.

Now, generations later, the frog folk all have the bard's blood coursing through them; not the human blood he once possessed, but the blood of the horrible beast he was transformed into--a, gulliwug. Because of this, they are larger, with many of the younger ones being bipedal. All of them now speak the common tongue, as well as their own language.

The bard's transformation brought him something else besides his hideous form, as well. The potent elixir somehow caused his aging processes to slow so dramatically, that he (and his offspring) ages so little as to it being non apparent; for each human year that passes, Bono ages only a month. This might also explain why the frogs of the fen have grown so large, as their life spans have increased 12 fold!

Once Bono had fully recovered, he knew he could never go back to the land of his people, never look upon the face of Lady Elena, and never receive justice for the punishment inflicted upon him. Thus, he remained among the frog folk, teaching them a basic understanding of the world beyond the fen. In time, many of the frog maidens even allowed him favors, as they found his voice beautiful, and his songs charming. (Thus resulting in the mixed blood and the frog folk mutations)

But recently, something deep within Bono began to stir. With memories of the young and beautiful Lady Elena driving him, the bard desired to see her again. Thus, he began sending letters to her, slipped unnoticed into wagons of caravans passing north. That is, until a flock of Hippogriff began nesting in the nearby mountains, attacking caravans, and causing merchants to cease using the trade route altogether. But luckily, some got through before the road was abandoned, and the Lady Elena, now old and lonely, was excited to learn he had survived, and desired very much to him. Thus she arranged a secret journey to the fen, where she was met and escorted deep within.

(Use the following table regarding the frog folk)

Age	Size/HD	HP	DAM	WGT	DIA.	LGTH.	JUMP	DEX
Tad	1	1-6	1-2	100	1'	4'	54'	2d6+6
Young	2	6-9	1-6	150	2'	6'	48'	2d6+5.....
Young	3	12	2-8	250	3'	8'	42'	2d6+4.....
Teen	4	18	3-10	350	4'	10'	36'	2d6+3
Teen	5	24	4-12	450	5'	12'	30'	2d6+1
Adult	6	30	5-14	550	6'	14'	24'	d10+1.....
Adult	7	36	6-16	650	7'	16'	18"	d8+1.....
Mature	8	42	7-18	750	8'	18'	12'	2d4
Mature	9	48	8-20	850	9'	20'	6'	d6+1
Old	10	54	9-22	950	10'	22'	Spec.	d6+1.....
Old	11	60	9-22	950+	10'+	22'+	Spec.	d6+1.....

In addition to the above information, the common statistics of frog folk are thus-- AC8, M60'/turn(Tad--Young)120'/turn (Teen) 90'/turn (Adult--Mature) 60'/turn(Old) ATK bite or slap D See above AL Neutral/Chaotic Size; See above. All frog folk that can use their jump ability prefer this form of attack, as it allows them to jump from a distance and--if landing on intended prey--causing double the damage indicated above. "Old" frogs are so large and heavy that they cannot jump. Instead, they will rear up and fall forward onto their intended victims. The area of effect of such attacks is equal to the diameter of the individual frog; thus, the large ones can possibly inflict damage on more than 1 victim. Jump (and rearing) attacks can only be done every other round, and cannot be used in conjunction with normal attack/s. Only *young* to *adult* frog folk can walk bipedal for short periods of time; the weight of older ones becomes too much for their appendages to be able to support beyond their jumping ability(which is limited as described). Note that fire from normal sources (torch, oil, etc.) will only inflict 1 hp of damage per attack upon frog folk; magical fire such as Fireball spell inflicts 1d6 per level of the caster, minus (-) 1 per die, and half if a Save vs. Turn to Stone is made.

The frog folk are tremendously protective of Bono, and though many think his obsession with the human female is disgusting, all have agreed to assist him. To this end, each encounter area will contain a varying number of frog folk, all determined to turn back any intruders that breach the tree barrier. During the day they will not croak unless/until intruders get within 120' of them/their location. The combined effect of this will cause nausea and disorientation to all non-swamp creatures; this results in characters hitting at -1 on their attack rolls per round unless they make their Save vs. Turn to Stone. The frogs will cease croaking and attack when intruders are within range.

At night the frogs are constantly croaking on and off. This is a form of warning so that, upon ceasing, others are alerted to the presence of a possible threat. The *Night Croak* is slightly different than the daytime version. It is usually deeper in pitch, caused by more of the bull frogs participating, and more melodic. This collective melody will have an effect equal to a *Sleep Spell* upon all those that fail to make a Save vs. Turn to Stone upon initially hearing it; once a save is made, this croaking does not affect humans and their allies.

Trails (of a sort) are indicated on the map, and are identified mainly by the bent and broken reeds and plants running parallel to each other, separated by open space of 5' to 7'; these trails connect areas 3,4,5,6 & 7 and lead to 8. When the party is attempting to find and follow along one of these tracks allow the players a reasonable chance of doing either (a 1-2 on d6 is reasonable, but can even be better--1-4--if the Dungeon Master wishes to make this part of the adventure simple and easy to get through).

When following one of these trails it is possible the characters will run into frog folk moving about. After every 3 turns of moving, the Dungeon Master should secretly make a check with a result of 1 in d6 indicated some frog folk have appeared. To determine how many, roll a d6+3 for a range of 4 to 9, and to determine the strength/hit die of each, roll a d6+1 for a range of 2 to 8 HD per

frog. Then, use the table on p.7 to run the encounter/s. These "wandering" frog folk are not guards or patrols as such, but will defend the fen against obvious intruders. (Note: at night, the figures generated are halved, and rounded down) Should the party go off the trail/s (day or night) the numbers generated are to be doubled!

As the group moves through the fen--whether on trails or not--they will see the decomposed ruins of dozens upon dozens of wagons and coaches. These were hauled into the fen by the frog folk and looted, after the Hippogriff clan had finished waylaying a caravan. These modern artifacts are in various stages of decay, as some have arrived only recently; within the last decade. Thus, wagon wheels will often be seen standing up within the water, while the cargo compartments float upside down in the muck; all are heavily covered with moss and lichen, swamp mollusks and mud. Whatever cargo they had once carried is long gone, and the party will not be able to use anything they see.

In addition, the natural denizens of the fen will be visible at times; long legged cranes, ducks and geese, alligators, etc. These will all attempt to avoid contact with the group if possible. Except for alligators, which might be a nuisance, at least, and a potential threat, at most. The Dungeon Master should not use these as encounters unless he creates the data to support doing so. And, naturally, mosquitoes and gnats and flying bugs will fill the air!

## FEN ENCOUNTER MATRIX

3. **The Hopping Horde.** 9 Tad, 3 Young(2hd) and 3 Young(3hd) are at this location. They will use their hop attacks initially, attempting to inflict as much damage and confusion upon intruders as possible in the first round. If they fail to turn back invaders and/or take heavy losses (50% or more) in the first 4 rounds, they will retreat into the deeper waters, with one of them rushing to alert the older folk at area 8.

4. **The Courting Croakers.** There are 6 4hd female frogs and 4 5hd males at this spot, apparently playing a little bit of "chase and catch" with one another. If the females are attacked, the males will become enraged, defending their ladies at +2 to hit!

5. **The Gurgling Guards.** 4 7hd male guards are always at this locale. They are quite bored at the moment, and are playing a gurgling game of "what's this song?" If they have not been alerted previously, they will attack at -1 to hit for the first round and will not be able to jump initially.

6. **The Haughty Harem.** This location is filled with female frog folk. There will be 1 8hd mature female, 4 6hd adults, 4 4hd teens, and 6 2hd young. They will attack only to defend themselves, and attempt to jump away to the safety of the deeper water if at all possible.

7. **The Tad Tank.** 30 Tads are bustling about at this crowded spot. Though capable of inflicting serious damage with their leap and standard attacks, they are not as sure of themselves as their larger kin, and will mull about, trying to avoid contact with intruders if at all possible. If forced to defend themselves, they will.

8. **The Damsel Denied.** When the characters arrive at this location it is most probable that they will enter from the northwest(a). A small gap in the trees here allows egress to the opening beyond, and after a few steps they will be able to see a large tree stump(b) where upon sits the Lady Elena, waiting. A gigantic, hollow tree lies bobbing up and down in the water, half-submerged at the far end of the clearing(c). The trail to the Frog King's pad(d) lies to the northeast of the clearing.

Hired to find out what has been attacking caravans along the trade road, and to find and return the Lady Elena, the characters' actions at this point will determine what happens next. Surrounding the clearing is a throng of frog folk. The large Xs indicate adults of 6-7hd, while the smaller ones reveal the locations of teens with 4-5hd. In addition, within the great hollow tree lying in the water, are 11-20(d10+10) young frog folk of 2-3hd. The adults will at first move to surround the Lady, cutting her off from intruders, while the teens jump to attack anyone that makes a threatening action. There is no way for the characters to negotiate with the frog folk, for they will not release Lady Elena to strangers--as per orders from Bono. Nor does she want to go with them. So the Dungeon Master must allow for a multitude of possibilities when running this encounter.

If the characters begin attacking the frogs in order to grab Lady Elena and flee, their actions will be met with ferocious counterattack. The young within the hollow tree will quickly emerge with a dozen lining up atop the log. These will begin croaking loudly at a very high pitch. This will not only effect the characters as earlier described, but will be heard by Bono--the Frog King--and his bodyguard at (9) and they will rush to the location. This will take 1 turn + 2d10 rounds.

If the party attempts to seek answers as to why the Lady is here, and if she wishes to be "freed" of the frog folk, she will respond, supplying them with a retelling of the information in the Background section. Should the players decide to leave things be and let her have her reunion with Bono, the Dungeon Master can then have the Frog King arrive (only if alerted) and, not wanting his existence known to the Baron, attack the party; they are, after all, invaders. To add more spice to the adventure, the Lady Elena may have the following possessions in her traveling bag. 2000 SP 1500 GP +1 *Ring of Protection*, +1 *dagger*+2 vs. reptiles. She might use this cache to negotiate a counter-deal with the characters, to return and assassinate the Baron! Or, to simply leave, and not report back to the Baron at all.

Too many variables (as to player action/s) make plotting out the responses of Bono and the frog folk, feasible. The Dungeon Master must be prepared to *get into* the plot and be an active co-creator of the adventure!

**9. The Marsh Master!** If Bono and his *Royal Guard* have previously been summoned to area (8) then only the frog Queen and remaining Advisors will be present as the group enters this location. The water here is fairly deep (4'-7') and a ring of cypress trees(30'-40' tall) encircle the clearing, with thick strands of moss dangling from their branches. Smaller trees and tall reeds fill in the spaces between them. The usual entry to the area is through 2 columns of the smaller trees (a) at the southern end of the perimeter. The large Xs reveal the positions of the Royal Guard; each being an Mature 9hd male, with the smaller Xs each being a 7hd Adult male. These will attack/defend according to instruction/s from Bono.

Five large lily pads (1-5) form a ring around the artificial structure at (6). Upon each of these rests an Old 11hd male; these are the advisors to Bono, and the first frog folk that he encountered (as teens)--besides the Queen--when he arrived at the fen so long ago. They will not accompany Bono and his guard should an alert sound at area (8); they are too big and slow. But here, they will fight to the death to defend their sovereign.

A secret trail (b) leads to the guard trail encounter to the northwest.

Rising up in the middle of this clearing is a wooden platform, a large deck supported by posts(6). Atop this is a round hut in which Bono and the frog Queen reside. She is an 8hd Mature female, and will use all her abilities to protect and defend her King. She will usually be found basking in the sunlight upon the deck.

Bono ("Boon") usually remains within the hut during the daylight hours. Though he suffers no penalties when fighting out in the open during such times, he prefers the early morning or late afternoons, when he emerges and moves about. Though physically deformed by the magic inflicted upon him as punishment long ago, his mind has remained intact. And his lust for vengeance, un-diminished since the day he was banished.

Appearing *similar* to a Lizard Man--but squatter and more bulbous--his skin is scaly and his body hairless. A short, stubby tail extends from the tip of his spine, hanging down to his knees, and his hands have grown claws, his feet have become flippers. DX12 AC4 M120'/turn(120' in water) HD 6+2(41 hp) ATK 1 weapon, or claws D by weapon, or 1-6/1-6 AL Chaotic (Neutral) He has no special abilities except his physical hideousness which requires all characters to make a Save vs. Turn to Stone or be so horrified by his appearance as to experience "fear" for 1-3 Turns (females suffer a -2 to their save check!) Once a check is made, no further ones are required.

The frog king will defend the queen and his subjects to the best of his abilities. While he has no personal quarrels with the characters, their intrusion into his realm indicates, at least, suspicious intent upon their part. He has no desire to *make deals* with them, and would prefer they leave peaceably, if possible. If they will not, then he will not hesitate to kill them all.

Bono wishes to reunite with Lady Elena, to see what has become of her, and to learn if she had any knowledge of what had happened to him; or had been involved in any way. And if not the latter, then why she didn't search for him in all these years. It was only when he came to think of trying to correspond with her

via secret messages hidden among the goods of traveling caravans, that he and she made contact again.

Over the decades, Bono has accumulated a small cache of goods that he keeps within his hut. This includes the following, and the Dungeon Master should alter the treasure(in any way) if needed.

50,000 CP 25,000 SP 5,000 EP 2,500 GP 750 PP. 12 small gems (base value 50 GP ea.) 6 medium gems (base value 100 GP ea.) 2 large gems (base value 500 GP ea.) 1 very large gem (base value 1,000 GP) 9 gold chain necklaces, 6 Ruby rings, 12 gold bracelets (each base value 300, 1,800 GP) *Sword*, -1 Cursed, *Sword* +1 Flaming/+2 vs. trolls/+3 vs. Undead, +1 *shield*, 10 +1 *magic arrows*, +1 suit *leather armor*, *Ring of Water Walking*.

## THE AFTERMATH

Concluding the adventure depends mostly upon the players, and what they feel their characters want to do. Encountering the Lady Elena, and Bono, will not supply all the answers they might seek. They might, in fact, avoid dealing with the frog king completely after finding the Lady, and simply leave the fen. It is up to the Dungeon Master what constitutes an "ending" to the story.

There is ample opportunity along the way for the party to be wiped out. While everyone is generally participating to have fun and enjoy themselves, it is not suggested that the Dungeon Master "go easy" on the players. If they have their characters behave foolishly, then let the chips fall as they may. If the dice are just being unusually harsh, then a little "adjusting" cannot harm, as long as it is done in a fair and balanced way; what works for the characters works for the monsters as well!

It is our hope that **The Fen of the Frog King** provides a challenging scenario, filled with intrigue, danger, and reward enough that the players will have felt their time playing in it well spent.

*This adventure is written with the assumption that Dungeon Masters have taken the Basic Holmes edition and expanded the levels and abilities of the primary classes beyond 3rd (and up to as high as 12th) If such is not the case, and the Dungeon Master does not have (or intend to use) the Original Dungeons and Dragons booklets, or the '81/'8 Expert Rules manuals, s/he can download (for free!) the retro-organized Holmes manual (**Holmes77**) edited by this author at the following online location:*

<http://stores.lulu.com/worldofthorkhammer>

