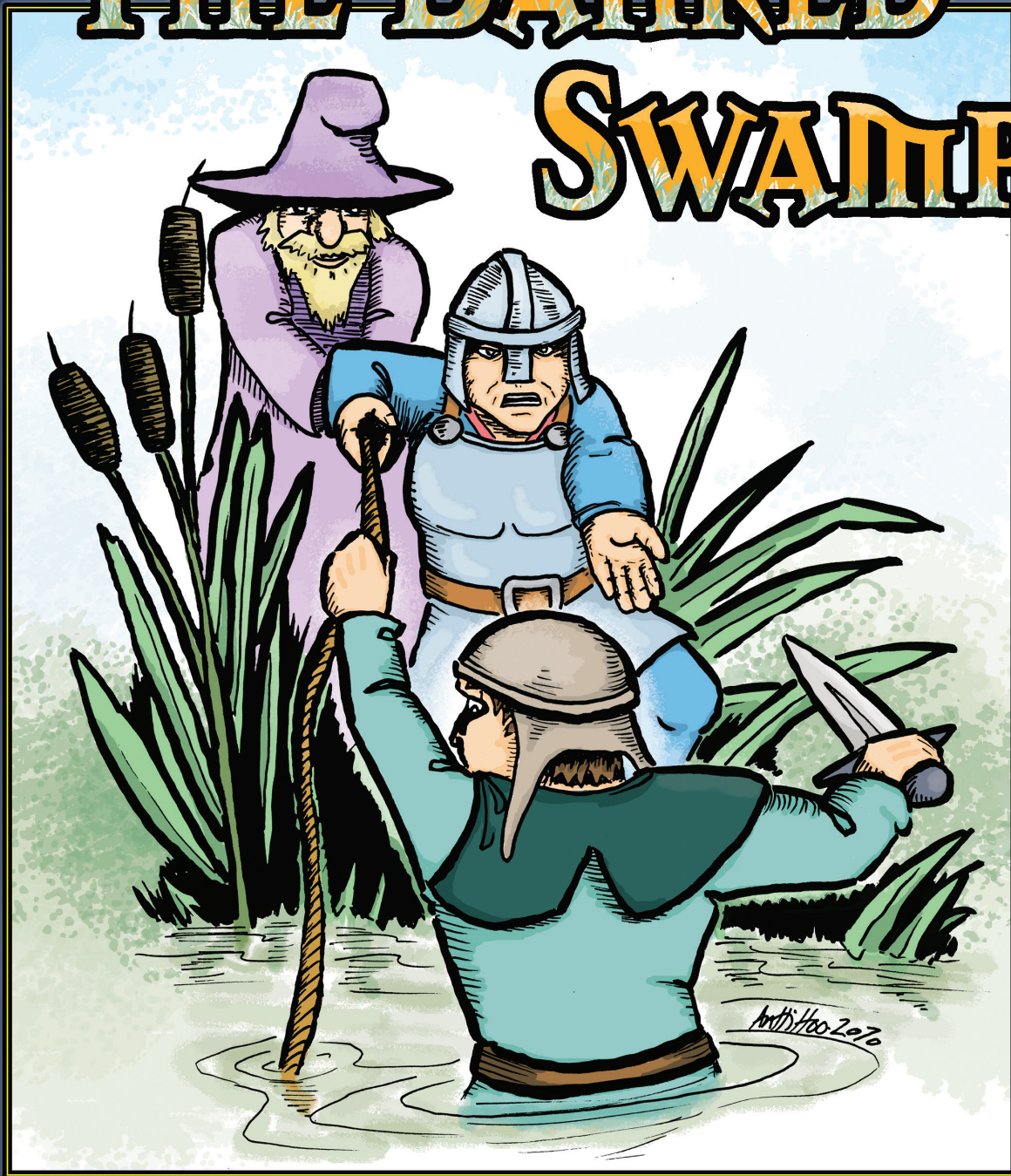




THE BANKED SWAMP

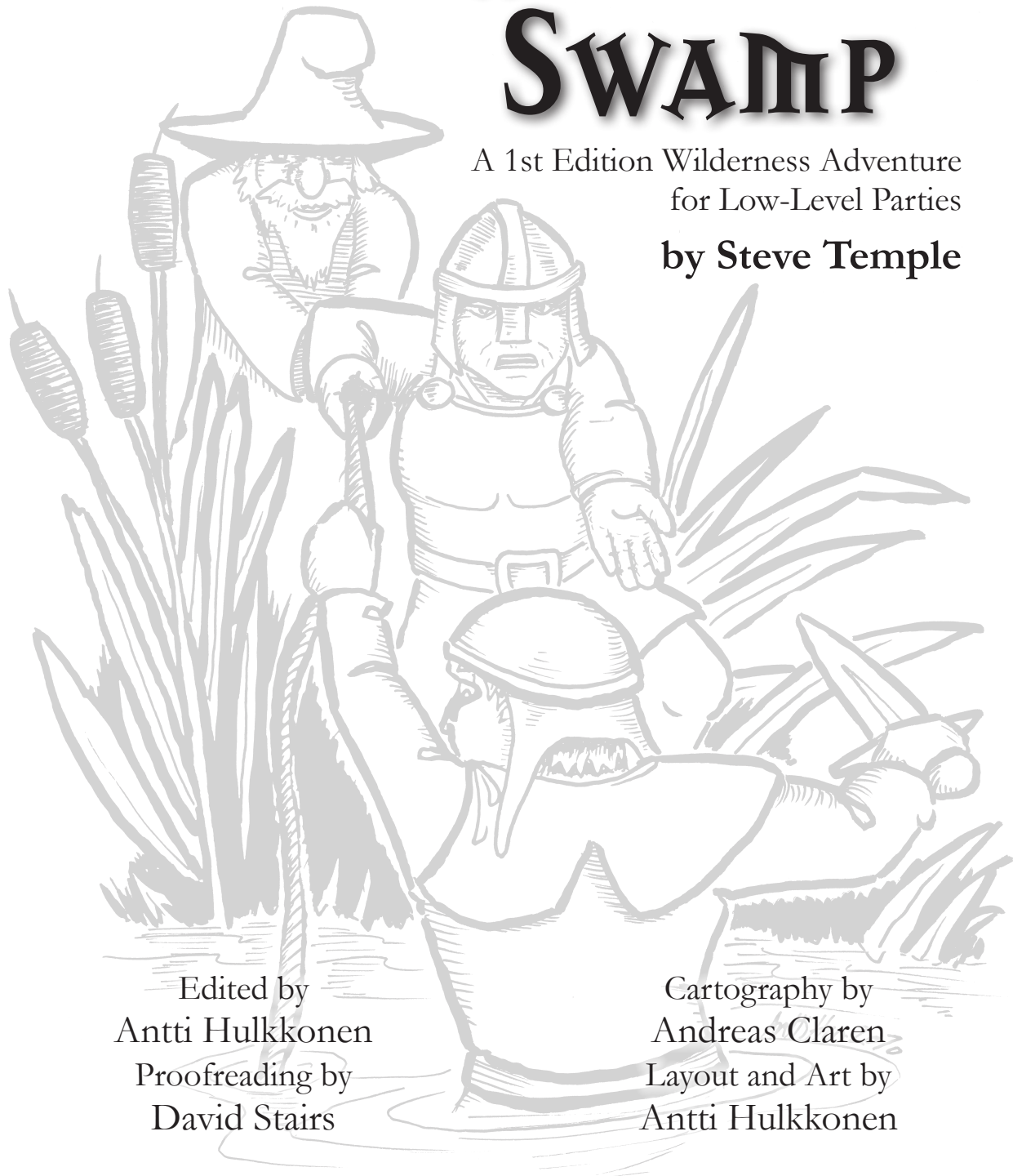


By Steve Temple

THE BANKED SWAMP

A 1st Edition Wilderness Adventure
for Low-Level Parties

by **Steve Temple**



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DF28 The Banked Swamp





INTRODUCTION

The old sage you met that first night in town could have been a bard, the way he spun the story of the Corindal. He was eager to show you the old map with the route to the place where “Great Treasures” of a long gone civilization would be waiting. He said they would be easy pickings for such a stout group of adventurers. In the small hours before sleep takes you, and again in the dusk of the morning, your minds wander back to the lands now called The Banked Swamp. Your nights are disturbed by dreams of treasures and adventure. You find yourselves all talking of taking a short trip, just to investigate, just to see if it exists. Your journey begins.....

RUMORS HEARD

- | | | | |
|----|--|----|---|
| 1 | Piles of treasures are found under the plants in that swamp. | 12 | If you camp on dry land the animals will leave you alone. |
| 2 | Crocodiles sit on hoards like Dragons. | 13 | My (cousin/friend/brother) took a shot at one of the animals, but the arrow just bounced off. |
| 3 | Structures of the Old Ones still rise from the waters. | 14 | A small village has cropped up in the swamp; it is a good place to rest. |
| 4 | There is good fishing to be had in the swamp. | 15 | The mists disappear during the noon hour. |
| 5 | The waters of the area are kept pure by strong magic. | 16 | If you go round the waters to the right side of from the road you will not have to wade. |
| 6 | Something weird lies under the palace. | 17 | A strange statue in the heart of the swamp grants wishes. |
| 7 | It wasn't always a swamp. | 18 | I hear the baron offers a reward for artifacts from the swamp. |
| 8 | A smart man stays away from the swamp. | 19 | Take plenty of water, as the water in the swamp is poisonous. |
| 9 | The lord of this region will reward anyone who clears the swamp. | 20 | A Giant lurks in the swamp and swallows the unwary. |
| 10 | The denizens of the swamp fear good strong light. | | |
| 11 | The waters are never more than hip deep. | | |



1. ENTRANCE TO THE SWAMP

The smell of fetid water wafts in the air, mixed with the occasional burst of fragrance from flowering plants. The air moves so slowly it is impossible to say whether a breeze is bringing the smells to you or are you walking through stagnant bubbles of air, which hold the smells in a perpetual embrace. The ground has slowly turned from hard-packed earth to a softer, moister texture that sticks to boots and hooves. Fog has been gathering for the last few hours, limiting vision to a mere 30 yards; at your feet it is so thick that you can see no more than 5 feet of ground ahead of you, causing the foliage further ahead to appear to be floating.

Thoughts of a conversation you had with a sage in the last town keep you moving towards your goal. Visions of great wealth and glory occupy your minds as you plod along towards the heart of the swamp.

As you move further you hear the faint splash of water, as well as several noises you cannot decipher. The air seems to chill slightly as you look into the mist, though determining if the temperature has actually dropped or if you merely sense the dread of this place is a toss-up.

Continuing around a short bend on the path you find yourself facing a veritable wall of fog. Visibility ends a mere 20 feet from where you stand. The air turns from chilly to a steaming heat, and a sense of foreboding grabs you. A decision must be made: enter... or turn back.

The swamp is a wet, inhospitable area filled with quicksand, mud pits, slippery slopes, and deep holes under the water. A veritable bevy of traps awaits the players as they traverse this swamp.

Things to keep in mind:

Movement is cut in half on every surface except hard-packed earth.

Clean water is scarce. Players must bring along clean

water, or the risk of disease and death from drinking fetid swamp water – or dehydration – is very real. Consult your DMG (pages 13 and 14) for details on contracting and severity of diseases.

Moisture will play havoc with any metal objects: they must be cleaned and oiled daily to prevent rust. Maintenance takes about an hour, during which time the PCs are likely to be unarmored.

Parchments (including unprotected maps and scrolls) have a 10% chance per day to be damaged by moisture. This damage can range from slight dampness on the edges to a total loss due to deterioration and mildew rendering the parchments useless. Even magical scrolls, unless otherwise noted, can be damaged.

The constant waves of bugs infiltrating the PCs armor and clothing should be maintained as a nuisance. The effects could be anything from mild irritation to a character needing to strip off his clothing in order to get some particularly persistent critter off his skin.

Random monster

- 1 Giant Crab
- 2 Python
- 3 Giant Frog
- 4 Lizard Men
- 5 Giant Bats
- 6 Giant Leech
- 7 Scrag (Troll)
- 8 Dienonychus
- 9 Crocodile
- 10 Giant Flies

The random monster chart should be consulted every third turn: on a roll of 1 on a d6 an encounter occurs.

For descriptions of the monsters see p. 17.



Random Terrain – on land

- 1 Quicksand
- 2 Mud slick
- 3 Mud hole
- 4 Blood Roses

Random Terrain – in water

- 1 Hidden hole
- 2 Mud hole
- 3 Slippery rocks
- 4 Hangman Tree

The random terrain chart should be consulted on every third turn the players are not on the few hard-packed areas. A roll of 1 on a d6 calls for a roll on the appropriate terrain chart.

2. FISHERMAN'S POINT

Wet and dirty are the rule of the swamp. Every inch of you is wet from the stinking water or from the rivulets of sweat that seem to pour from your head and into your eyes. Mud and plant matter cling to every part of you that comes in contact with them.

The swamp opens up to a small point of relatively dry land overlooking a narrow stretch of water clear enough to fish in. Though there is no direct sunlight, it appears the fog is somewhat less dense in this area. Amid the swirls of mist you notice a short section of stonewall, some 10 feet long and roughly 18 inches tall by 24 inches thick. Next to the wall is a small circle of stones, apparently a fire pit. It has not been used for some time, but it is clearly not as old as the wall.

If the players decide to camp here they will definitely encounter the Deinonychus that hunts in the area. If they just stop for a short rest, there is still a 1 in 10 chance of the creature making an appearance.

The last of a once vast herd, the beast is simply surviving until old age or something else does it in. Its lair is hidden

behind some thick foliage approximately 60' east of the campfire site. As this is the place where it eats its victims, any treasure will be found here – if any is to be found amongst the ruined, rusted old weapons and decaying carcasses.

3. HITCHING POST

A solitary wooden post, standing nearly 8 feet tall, rises out of the firm ground only 3 feet from the water's edge. Two metal rings are attached to the top of the post. A narrow, well-worn path in the grass leads to the northwest. A sloping, muddy embankment leading into the water is clearly used frequently by the local wildlife.

Even a casual examination will reveal bloodstains all over the post, and small bones can be found in the area surrounding it.

The post is used by a local group of Lizard Men to offer victims to a Scrag. The Scrag has set himself up as king of the swamp and demands tribute from his subjects. The Scrag's lair is in area 10, but he could be found anywhere in the swamp.

The Lizard Man tribe lives in area 4. The chance of meeting Lizard Men near the post is minimal unless they have a victim to offer. In that case the group will consist of 4 males and a single victim, chained and shackled. The males will be armed and alert. Fear of some of the other residents in the swamp keeps them on their toes.

4. LIZARD MAN LAIR

As you slog along, a slight breeze parts the thick fog ahead of you long enough for you to make out a couple of grass huts along the water's edge. The smell of cooking and the sounds of several people – or creatures – float in the air. Sound is muffled in the moisture-thick air and you cannot make out what language it is, or even what pitch it is in, but the sounds of a small village are unmistakable. Larger and smaller forms are moving to and fro almost out of sight, like shadows on the edge of the mist.



If the players sit back and wait, or if they decide to scout, before they can glimpse a lizard being they should hear a human scream originating from the camp, a violent, terrified scream of absolute horror.

The village should appear like any human village on the outside, until they see the creatures living there or enter a hut. The huts are filled with Lizard Man gear. There are no beds but mats made from swamp reeds, tools are made of bone (human and other), and a pouch somewhere may contain dried ears for snacks. Claw marks are visible on the floors and walls.

The tribe is comprised of 16 males, 18 females, and 9 young. The females will fight to defend the young, the young will only run and hide. The males will only be all present at mealtimes, at other times they will be out in hunting parties, leaving just four of their number behind for defense.

If the opportunity to plunder the village arises, there are about 65 gold pieces and 5 gems combined in the whole village. To prevent the deaths of the young, the females may also try to bargain with 75% of the treasure, claiming it is all they have.

If the party attacks the village when all males are not present, the surviving males will first try to enlist the Scrag's aid. They have a 50% chance of success. If they succeed, they will track the party and set up an ambush under the Scrag's leadership. If the Scrag refuses, the males will simply track the party down and assault with minimal tactics.

The human heard screaming will be found dead, and there are no other demi-humans or humans in the camp.

5. WHO'S FOR DINNER?

The strong smell of a fragrant blossom hangs in the air, reminding you of a sunny glade filled with flowering beauty. The sharp impression of dry, spacious land fills your mind.

If the players enter this hex during the day, they should have to Save vs. Poison or they will be so enthralled by the peculiar smell that they will feel compelled to investigate.

When they come within sight of the source of the smell, the following applies:

A large blossoming plant approximately 12 feet tall and wide stands before you. The petals of the flower are a deep purple that compliments the deep green leaves and deeper green stalk. Large, inward-curling leaves hang to the ground, too heavy for the stem to support. A small shiny object is lying on the ground in the fold of one of the leaves.

Any player who missed his saving throw will be more than eager to voluntarily sit in the leaves of the Man Trap Plant. The plant will then attempt to devour the characters.

The shiny object is a *Ring Of Protection +1* that clearly did not protect its former owner. If a character reaches in to get the ring, the plant will close around his upper body and begin to devour him.

Once the beast is destroyed, the following items can be found beneath its broad leaves, scattered in and under the dirt: 80 cp, 45 sp, 30 ep, 35 gp, 5 pp, as well as the *Ring Of Protection +1*. It takes an extensive search of 5 turns to find them all; the take is reduced by 20% for each round under five the players search.

If the players do search for the whole 5 turns, they will also find a key that fits a locked door in the base of the statue in area 6.

Once the plant is dead, the area is found to be relatively dry and slightly brighter than the other areas encountered so far. It is a reasonably good place for making camp.

6. THE MASTER OF THE MOSS

The mist slowly parts and your eyes alight on a scene that, apart from the vines and moss, seems out of place in the swamp. A marble statue stands 10 feet tall in the middle of a loose circle formed by several low marble benches. The statue depicts a strong human warrior, bare-chested, swinging a sword at a snakelike creature. There is a look of determination on the warrior's face — no sign of fear, just an iron will. You can see the detail on the statue is impressive, even if moss



covers most of its base and vines hang from its upper parts.

The statue is a relic of a forgotten civilization that controlled the area before it became a swamp. Very little remains of this once mighty nation, apart from this statue, the Scrag's house (area 10) and the stone wall at Fisherman's Point (area 2). This area was a large park dedicated to the soldiers who had claimed the place from the evil hordes in ancient times. If the players remove the moss from the pedestal, they will find fragments of an inscription. The text can be deciphered by anyone with INT of 15 or greater. It is in an old dialect of the common tongue and reads:

"Even under the water the enemy was lost, and still is"

If the players have found the key from area 5, and a character of at least INT 16 has inspected the key, they will realize that it fits a hole under the inscription. Turning the key unlocks a door on the pedestal, behind which are stairs leading down under the statue.

6A. THE CHAMBER OF KIDNEY FAILURE

As you edge down the stairs the stench of death fills the air. Dust is so thick on the stairs it billows up in choking clouds, making those in the back cough uncomfortably. The stairs only go 15 feet before they end in what is obviously a crypt, a 20 by 30 foot room with six coffins arranged along the shorter walls, three to a side. As you step into the room, you are startled by a grinding noise to your left. As you stare, the lid from one of the coffins slides to the side. The smell of death thickens, catching in your throat even harsher than the dust.

Four of the six coffins contain Hecuva. They are guarding a small hoard of items which were used in defeating a Water Weird (which may be encountered in the Scrag's house). The Hecuva will fight an intelligent battle, and they must be defeated for the characters to get the treasure. If simply turned, the creatures will move to the wall furthest from the cleric, but will renew their efforts to

attack if the PCs attempt to remove any of the items. A typical tactic is for two of them to Polymorph into large spiders and spin webs to entangle enemies while the other two attempt to strike with their disease-encrusted hands.

The treasure consists of a *Long Sword +1*, a *Long Bow +1*, a quiver of 10 *Arrows +1*, a *Bag of Holding* (small), and a scroll of *Cure Disease* and *Purify Water*.

This may seem extensive for a low-level party – especially if they already have some magic weapons. If so, feel free to adjust the hoard to your preference. The items are here to help combat the Scrag and the Water Weird, which may be encountered in area 10.





7. GIANT FLY SWARM

The humming of insect wings can be heard through the swirling, grayish clouds in front of you. The sound is exceedingly loud... something is simply not right about it.

Six Giant Flies are swarming on a carcass of what appears to be a white tail buck. They are engrossed in eating and won't notice the party until the PCs are on top of them. If the party departs, there is a 10% chance that the gar bugs may discover them and attack. There is no significant treasure to be had, unless one counts deer antlers or gar bug carcasses.

8. PICK UP STICKS

The ground here is littered with bones from an uncountable number of creatures, some clearly human or demi-human. The bones have been picked clean and lie all around you in loose piles. Strange holes approximately 6 inches deep dot the ground between and beneath the bones.



A Giant Crab has taken to eating its meals at this location. If the party is here in the late spring or early summer, during the crabs' mating season, there might be two crabs – a male piggybacking on a female. At other times there will only be one full-grown male, probably lurking somewhere close by. The crab likes to hide in the tall reeds with its eyestalks barely above water. When opportunity arises, it darts from the water, grabs a victim (needing a successful hit with both claws), and drags it back into the water. It then attempts to speed off under water, drowning the victim and eluding pursuit.

A handful of copper and silver pieces litter the area. 2d10 of both may be gathered if the party searches for 1 round.

9. THE CROC'S NEST

Two large crocodiles are resting on a bank at the water's edge. They appear to be sleeping. Something glittering brightly catches your eye: a shiny ax head can be seen sticking out of the mud between them. A softer shine of gold and silver gleams beneath the ax head.




The crocodiles are actually dead. The carcasses and treasure have been set here as a lure for the unwary by a Qullan waiting in ambush nearby. It has been hunting these parts for almost a year, catching several monsters and even a party of adventurers by surprise. The Qullan will not negotiate, it does not care about the odds, and it is intelligent and will use every advantage to kill the players. Even the Scrag avoids this area.

The ax is a *Battle Ax +1*, and there are 3d10 gp and sp in a pile beneath it. If the party locates the Qullan's camp some 3 hexes northwest, they will find the rest of the Qullan's treasure, which includes another 3d10 of sp, gp and ep, a jeweled necklace worth 500 gp and assorted weapons and armor of no enchantment.

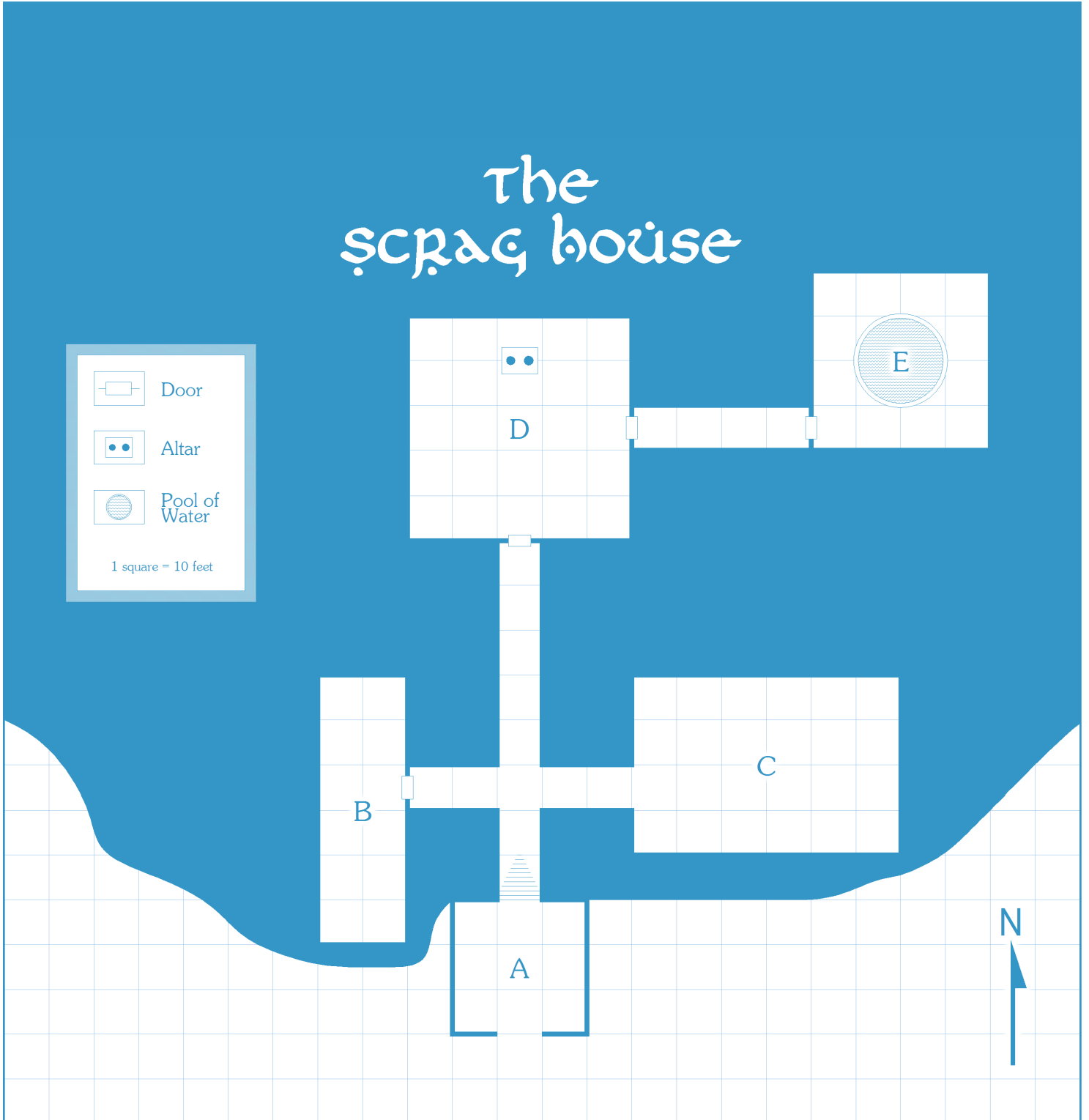


The Scrag House

Legend:

-  Door
-  Altar
-  Pool of Water

1 square = 10 feet





10. OH SURE, NOW THERE IS LIGHT

The area in front of you is bathed in golden sunlight. After all that time spent in the swamp's murky mists, you find it hard to believe your eyes. Lush grass covers a low hill, and you see the façade of a small building emerge from the side of the rise. Beams of sunlight play on its walls, making the bright white marble shine like a beacon. Nothing moves on the hill. Some miles away, the peak of a mountain rises towards the sky.

This is where the Scrag, self-appointed king of the swamp, holds its court. Previous events may have affected this area. If the Scrag has already been defeated, or if the Lizard Men have come to seek his aid, the area descriptions will need to be modified to accommodate. Most parties will think twice before camping in this suspiciously serene area, but if they do, they will encounter the Scrag coming or going to its lair. The Scrag will avoid the party until it can get some Lizard Man backup, if possible. Otherwise it will hole up in its lair and prepare to defend it.

THE SCRAG'S HOUSE

A. COME ON IN, STAY AWHILE

You enter through the doorway of the house at the side of the hill and come to a 30 by 30 foot room with an opening in the back wall with stairs leading down. You immediately notice two things: first, this is the residence of a nasty creature; and second, the building is far older than you can imagine. A detailed band of carvings runs along the marble walls just below the ceiling. The intricate pattern depicts a continuous scene, beginning with a battle and followed by the building of a civilization. It appears a thriving nation once ruled over this whole area as well as a good portion of the low foothills surrounding the nearby mountain. People and trees in the

carvings are all depicted as if they were buffeted by wind; clothes and hair are windswept, the trees lean slightly.

Evidence of the house's current resident is everywhere. Filth and bloodstains cover the floor and walls, and feces is scattered about. Rows of books near the top of the walls, just below the band of carvings, suggest tapestries long removed.

On the wall above the opening to the stairs is a sentence, written in an old dialect of common.

Any player with 15 or greater INT can decipher it.

"The enemy's movements are fluid and strong, time does not help, death is not long."

The filth and blood in the area are mostly dry, with the exception of some fecal droppings in the southwest corner. The carvings are a true work of art, but there is no way to remove them short of destroying them. Closer inspection will not reveal anything else of value in this room.

If the Scrag knows the party is here, it will not come forth to face them. It will lie in wait in its chambers and only fight if the PCs make it in.

B. STAY STORED

In front of you is a very large, steel-bound door with a locking mechanism that seems to have been made for a large key. It is locked.

If the PCs force an entry:

The room has apparently been used for storage. It is full of old casks and a few crates. A thick layer of dust covers everything, and it is clear that nothing here has been disturbed in a long, long time.

The carvings on the walls in this room show scenes of harvesting and the ordinary daily life of a farming community – the tilling, sowing, watering and harvesting of the earth.

The casks hold some wine that has long since turned to



vinegar. The crates hold what were once some very nice robes, though now insects have damaged them. Behind a barrel in the northwest corner is an amulet on a gold chain. The amulet is in the shape of a six-pointed star with a picture of a waterfall in gold relief in the center. The amulet is non-magical by itself, it is only useful as a set with the one that the Scrag has.

C. BEDDY-BYE

The entry to this room used to have a door, as evidenced by twisted hinges and chunks of wood still attached to them. The rest of the door is missing. The interior of the room has been destroyed. What looks like bedding materials and bed frames have been smashed and strewn about in a dastardly manner. The wall carvings in this room depict the family life of the citizenry. There are scenes of daily interactions between men and women. Here, a family has gathered for a meal next to a fireplace; there, a group of people are celebrating near a bonfire or bearing torches on a jaunt into the forest.

If the players search the debris they will find that they are not the only living things in the room. A family of 30 Giant Rats has made a nest under the mounds of trash. They will come out and attack if the party disturbs their nest.

There is no treasure in the room; it has been stripped clean long ago.

D. ALTERED STATE

The heavy wooden door is fitted with steel bands and a lock. It is locked.

If the PCs force an entry:

A disturbing sight assails your eyes. Half-eaten bodies of man and beast are strewn about the room. Blood covers every visible surface. Seated on a great altar on the north side of the room is a Scrag – a huge freshwater troll. The Scrag bares its large teeth, but you don't think it is smiling. It is fingering an

amulet it wears around its neck and snarls at you in guttural common.

"This is my land! You are invaders; you must leave or be destroyed. I will grant you license to leave my lands unharmed. If you do not leave, you will feed me and my minions for days."

The Scrag is not bluffing, but it is quite impatient:

The Scrag sits still for a few seconds, and then leaps at you with a scream of hatred.

The Scrag will fight to the death. If the Lizard Men are with him, they have been hiding behind the altar and will now come out and attack, fighting to the death as well. If the PCs are victorious, they may investigate the room further.

The carvings in this room show a winding river with people living on its banks, drawing water, bathing, washing clothes, and watering animals. The river begins and ends above the door on the east wall, where there is a picture of a well; the water both flows out from and empties into it.

The only treasure in the room is the amulet worn by the Scrag. It is almost identical to the one found in the storage room, but this one has a depiction of a towering oak tree on it in gold relief. The only other items of any value would be the weapons and armor of the Lizard Men, if present.

E. WATER GETS WEIRDER AND WEIRDER

The door to this room swings open freely on what look like well-oiled hinges. In the center of the room is a well – a pool of water with raised edges. The pool is approximately 20 feet across and very still. The water does not appear to be deep: looking down, you can see gold and silver at the bottom, only some 5 feet away. On the sides of the well to the north and south are holes in the shape of a six-pointed star cut into the stone. There are no carvings on the walls in this room.



When the players are investigating the room – preferably when they are not paying particular attention to the water – the Water Weird will strike. It will seek out the PC closest to the side of the pool and attempt to drag him into the well and drown him.

The treasure at the bottom of the pool is real, and once the Water Weird has been dealt with, it can be brought up easily by anyone who can swim and has the means to transport it.

The treasure consists of 3000 cp, 2300 gp and 10 pieces of jewelry:

- 1 Silver seal with two gems (6000 gp for gems and historical value)
- 1 Silver crown studded with small gems (4000 gp, many small gems)
- 1 Golden circlet (800 gp)
- 1 Wrought gold armband (1800 gp)
- 1 Silver pendant with chain and gold inlay (1700 gp)
- 3 Gold medals with gems and carvings (5000 gp each)
- 1 Ivory clasp (300 gp)
- 1 Gold choker (1400 gp)

The amulets found on the Scrag and in the storeroom fit the carvings on the side of the pool and, if inserted, will

activate the magic of the pool. The magic will cleanse the land, dry out the swamp and leave lush farmland behind. This transformation will be shown to the players as a shimmering image played out on the surface of the pool. The amulets can then be removed and worn by anyone. If the amulets are removed and worn, the pool starts changing the lands to reflect the personality of the wearers. The oak amulet affects the land and the waterfall amulet affects the water. If the character is of a martial mind, the land will form into natural fortifications, fields for training and military action, defensive water features and springs. If the character is of a spiritual bent, the land becomes a sanctuary suited to prayer and worship. Tailor the effect on the alignment of the wearers and the image you have of them at the moment of putting on the amulets. *(Good-aligned parties may find this tampering with nature at odds with their goals and beliefs – local residents might have preferred farmland to fortifications. DMs are encouraged to pursue this angle if they wish.)*

The players, however, will only see what the lands would look like if the amulets were left in their places. They will not be aware of the changes that come about by wearing the amulets. Full transformation of the land takes one year, which is fast enough that minor changes will have taken place by the time the players leave the swamp.

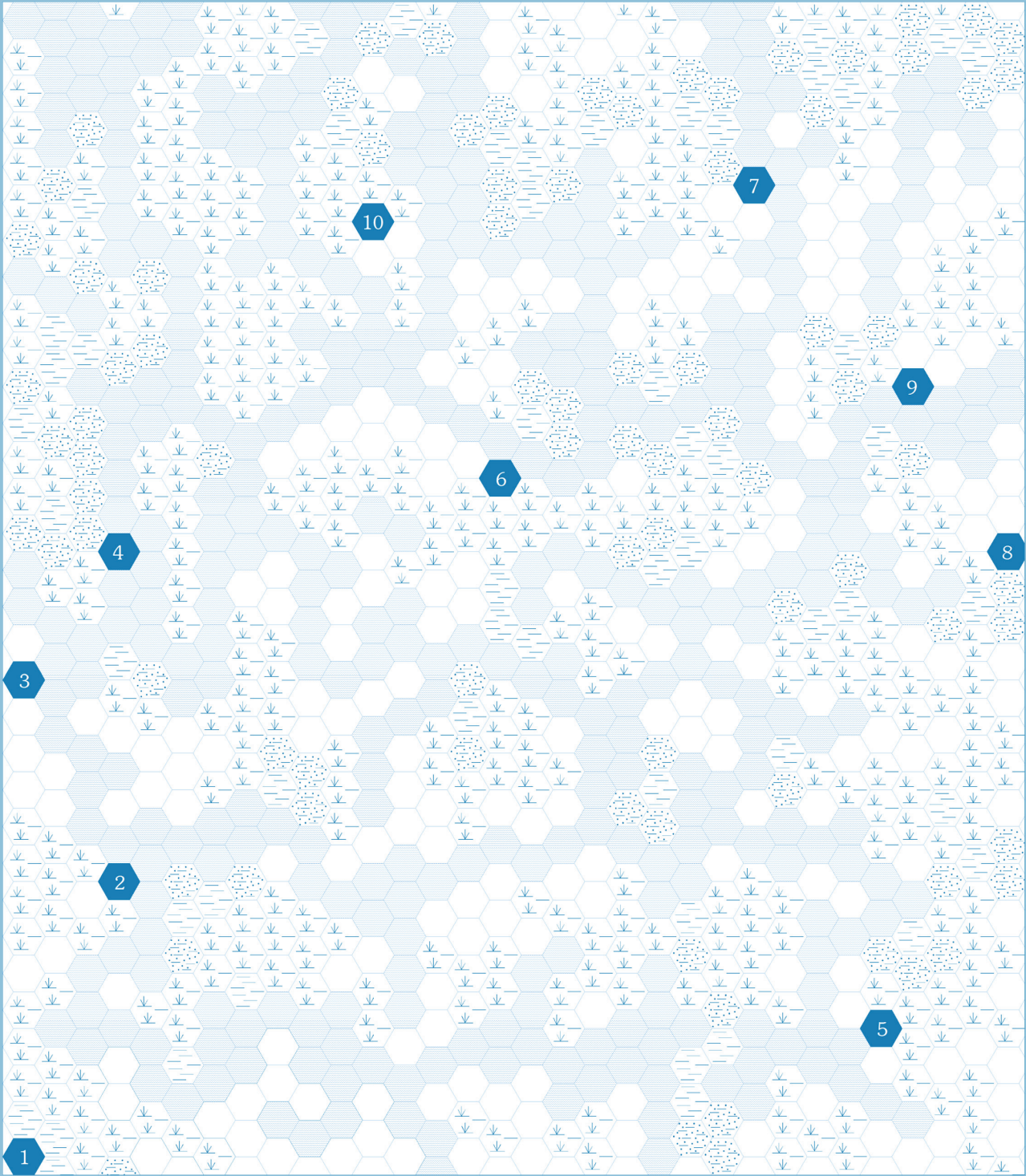
EXPLORING THE SWAMP

Encounter area:	see corresponding entry for details.
Swamp, muddy:	mostly slick mud with pockets of watery ooze in holes.
Swamp, sandy:	mostly sand with pockets of quicksand.
Swamp, green:	mostly plants growing in swamp water; movement is more wading than walking.
Hard-packed:	mostly firm land with some grass; bad terrain problems unlikely.
Shallow water:	mostly 2 - 3 feet deep, covering mud holes and pitfalls.

I did not account for a path or trail connecting the encounter areas, the swamp is too hazardous for permanent routes to be established. But it should be easy enough to come up with a rudimentary map to one or more areas, or rumors heard previous to arrival could give vague directions to hidden treasure... or you could even allow the players to follow game trails.

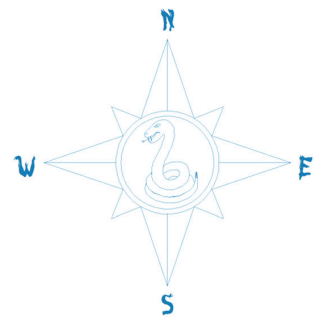
Though I ran this adventure virtually unchanged from the original (changes are included but unnoted), I fully expect and encourage others to change it. I did this as a labor of love and would love to see the changes brought on by others.

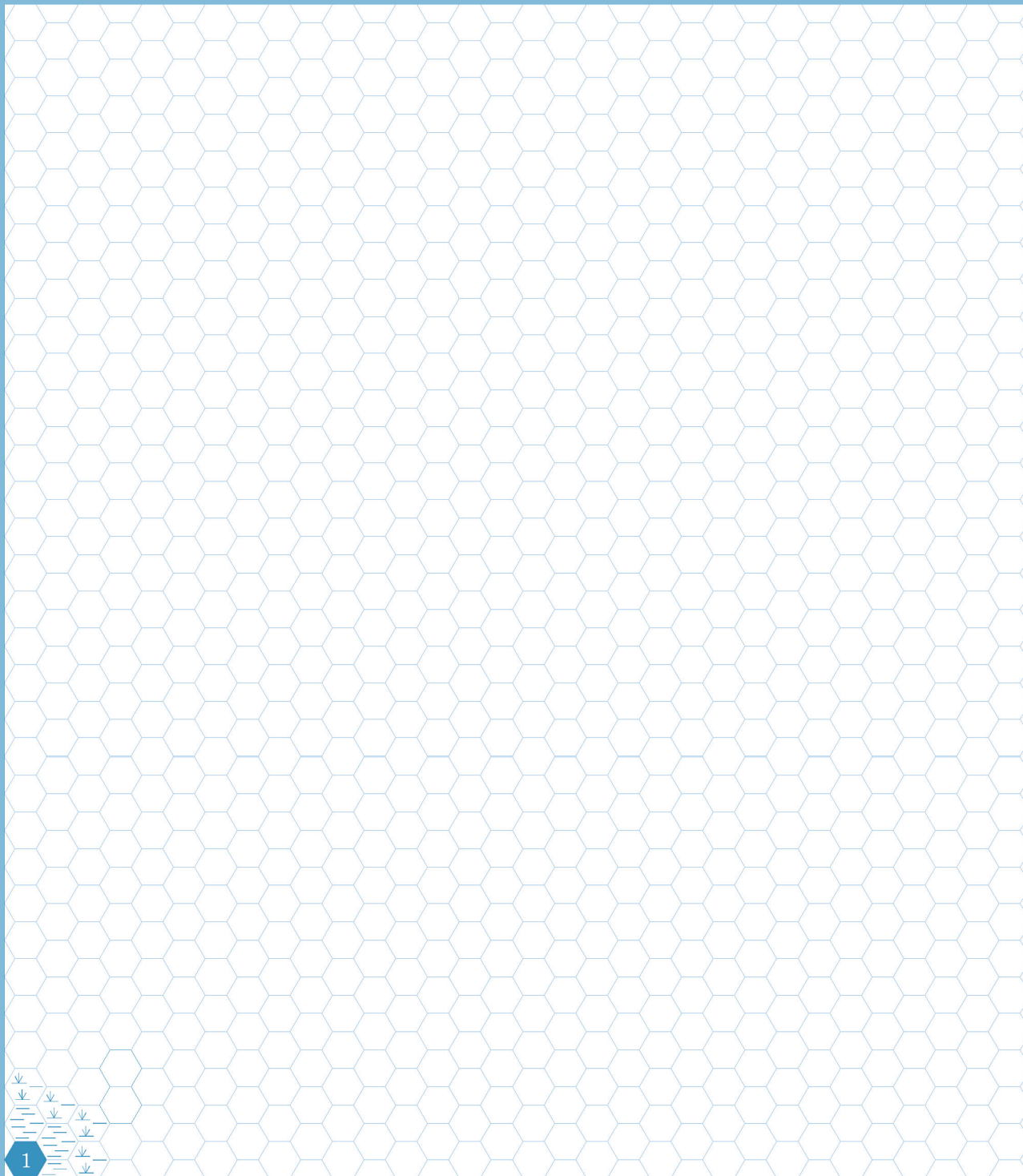
Pastor Temple
Glen Burnie, MD.
AKA AdoniasServant



THE SWAMP

-  Hard-packed
-  Sandy Swamp
-  Shallow Water
-  Muddy Swamp
-  Green Swamp
- 1 Hex = 100 feet





THE SWAMP

PLAYERS' MAP



Hard-packed



Sandy Swamp



Shallow Water

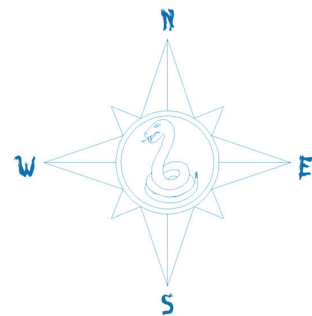


Muddy Swamp



Green Swamp

1 Hex = 100 feet





APPENDIX: MONSTERS

Bat, Giant

Frequency: Uncommon
 No. Appearing: 3-18
 Armor Class: 8
 Move: 3"/18"
 Hit Dice: 1-4 HP to 1
 % in Lair: 50%
 Treasure Type: Nil
 No. of Attacks: 1
 Damage/Attack: 1-2/1-4
 Special Attacks: Nil
 Special Defenses: Dex 13 or lower -3 on ranged attack
 Magic Resistance: Standard
 Intelligence: Non
 Alignment: Neutral
 Size: S

Crocodile

Frequency: Uncommon
 No. Appearing: 3-2
 Armor Class: 5
 Move: 6"/12"
 Hit Dice: 3
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks:
 Damage/Attack: 2-8/1-12
 Special Attacks: Nil
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Animal
 Alignment: Neutral
 Size: L 8' - 15'

Crab, Giant

Frequency: Rare
 No. Appearing: 2-12
 Armor Class: 3
 Move: 9"
 Hit Dice: 3
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 2
 Damage/Attack: 2-8 / 2-8
 Special Attacks: Nil
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Non
 Alignment: Neutral
 Size: L (4'+Diameter)

Dienonychus

Frequency: Rare
 No. Appearing: 1-6
 Armor Class: 4
 Move: 21"
 Hit Dice: 4+1
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 3
 Damage/Attack: 1-2/1-2/2-8
 Special Attacks: Gutting Talons 2-12
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Non
 Alignment: Neutral
 Size: L 12'

Surprise on a 1-4 on D6



Lizard Man

Frequency: Rare
 No. Appearing: 10-40
 Armor Class: 5 (4)
 Move: 6"/12"
 Hit Dice: 2+1
 % in Lair: 30%
 Treasure Type: D
 No. of Attacks: 3
 Damage/Attack: 1-2/1-2/1-8
 Special Attacks: See *Monster Manual*
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Low - Average
 Alignment: Neutral
 Size: M 7

Python, Giant

Frequency: Uncommon
 No. Appearing: 1-2
 Armor Class: 5
 Move: 9"
 Hit Dice: 6+1
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 2
 Damage/Attack: 1-4 / 2-8
 Special Attacks: Constriction
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Non
 Alignment: Animal
 Size: L

Qullan

Frequency: Rare
 No. Appearing: 1-6
 Armor Class: 10
 Move: 12"
 Hit Dice: 2
 % in Lair: 10%
 Treasure Type: Most types, but in small quantities
 (10% of A at most)
 No. of Attacks: 1
 Damage/Attack: 5-11
 Special Attacks: See *Fiend Folio*
 Special Defenses: See *Fiend Folio*
 Magic Resistance: Standard
 Intelligence: Low
 Alignment: Chaotic evil
 Size: L 8'

Scrag, Marine Troll

Frequency: Rare
 No. Appearing: 1-6
 Armor Class: 3
 Move: 3"-15"
 Hit Dice: 5 + 6
 % in Lair: 20%
 Treasure Type: C
 No. of Attacks: 3
 Damage/Attack:: 2-5/2-5/3-12
 Special Attacks: See *Monster Manual II*
 Special Defenses: Regeneration
 Magic Resistance: Standard
 Intelligence: Semi - Low
 Alignment: Chaotic Evil
 Size: M 7'



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