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ADVANCED D&D®
GAMES**

Dungeon Module U2 Danger at Dunwater

by Dave J. Browne with Don Turnbull
AN ADVENTURE FOR CHARACTER LEVELS 1-4



The little fishing town of Saltmarsh is threatened! Why are lizard
quantities of weapons? A party of bold adventures must answer

Danger at Dunwater is the second part in a series of three mod
adventurers with the AD&D™ rules. Its plot follows direct from th
This adventure can be played by 6-10 characters of level 1-4. Th
and detailed encounter descriptions for the players and DM.

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N1
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Dungeon Module N1

Against the Cult of the Reptile God

by Douglas Niles

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Terror by night! The village of Orlane is dying. Once a small and thriving community, Orlane has become a maze of locked doors and frightened faces. Strangers are shunned, trade has withered. Rumors flourish, growing wilder with each retelling. Terrified peasants flee their homes, abandoning their farms with no explanation. Others simply disappear . . .

No one seems to know the cause of the decay - why are there no clues? Who skulks through the twisted shadows of the night? Who or what is behind the doom that has overtaken the village? It will take a brave and skillful band of adventurers to solve the dark riddle of Orlane!

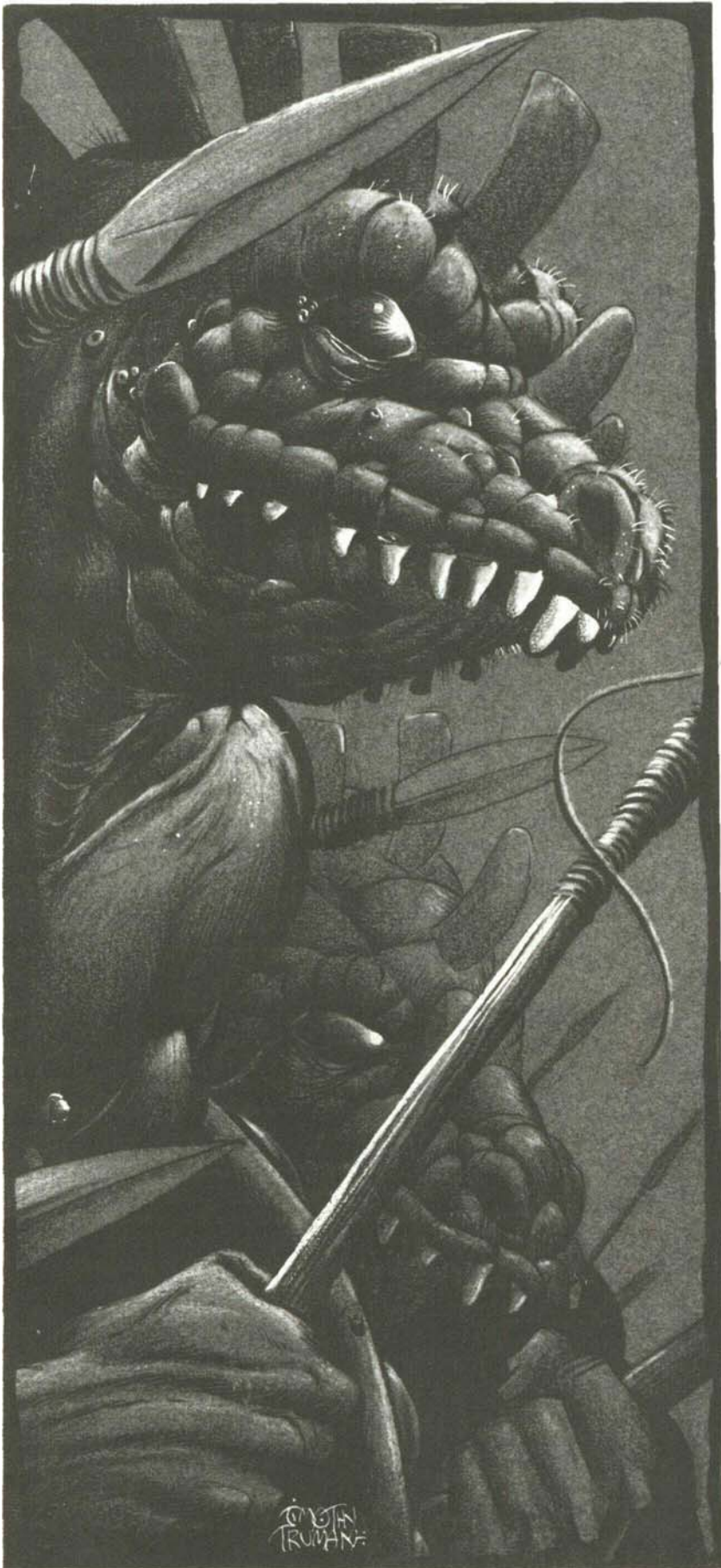
This module is designed for 4-7 characters of first through third levels. It includes a map of the village and a description of its buildings and occupants, an overland journey to a challenging underground adventure for especially brave (or foolhardy . . .) characters, and a list of pre-rolled first level characters.



TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rathmore Road
Cambridge, CB14AD
United Kingdom





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ISBN 0-88038-000-4
394-52864-6TSROS50

9063
PRINTED IN U.S.A.

Dungeon Module N1

Against The Cult Of The Reptile God

If you plan to participate in this module as a player, please **stop reading here**. Knowing the details of this module will make it less fun to play for all concerned.

This module, **N1**, is the first in a line of modules written for *novice* level players and Dungeon Masters.

INTRODUCTION

This module is designed for play by 4-7 characters of 1st through 3rd levels. It includes a map of the town and a description of its buildings and occupants, a challenging underground adventure for the especially brave (or foolhardy...) characters, two additional scenarios using the town as a base, and a complete list of pre-generated 1st level characters. It is recommended that the party have at least one elf.

The Dungeon Master (DM), should read the module carefully before running it for the players. Study the maps while reading the **AREA KEYS** in the module booklet. Important encounters are indicated by numbers on the maps. These match the numbers given in the area keys. The area keys have *boxed information* that may be read aloud to the players. *Unboxed information* is for the DM to use to guide the characters through the adventure. The DM decides how much of the DM information the players may learn. The DM can add or change the given information as desired to increase the enjoyment of the players—adding descriptions of room dimensions, smells, temperatures, the physical features/clothing/equipment of NPCs (non-player characters), and so on.

The following abbreviations are used to summarize the information given about monsters and NPCs:

AC = Armor Class; **MV** = Move; **HD** = Hit Dice; **NM** = Normal Man, **F** = Fighter, **MU** = Magic-User; **C** = Cleric; **T** = Thief; **hp** = hit points; **#AT** = Number of Attacks; **D** = Damage; **SA** = special attack; **SD** = special defense; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma.

The **AC**, **#AT**, and **Damage** numbers will be adjusted for melee combat; with Strength, magic, and Dexterity *defense bonuses* figured in. Bonuses and damage for missile fire will be different in most cases.

A typical non-player character (NPC) would be given as:

Dorian, an elf (F/MU 3/3; AC -2; MV 12"; hp 13; #AT 1 at +2; D 1-8+1; S 17, I 17, W 10, D 18, C 14, Ch 12; **chainmail +2**, shield, longsword, longbow).

This means Dorian is an elf who combines the abilities of the Fighter and Magic-user classes, at 3rd level in each. His chain mail and shield give him a base Armor Class of AC 4; the magic bonus of the chain mail (+2) improves this to AC 2, and the defensive bonus due to dexterity (-4) gives the final adjusted AC of -2. The 12" move means Dorian can move 120 yards per game turn out-of-doors and 120 feet per game turn inside or underground. Dorian can take 13 points of damage before being out of action. He may attack once per round with his longsword at +1 due to his Strength and +1 because elves get a special +1 "to hit" bonus with a longsword. The damage caused by the sword is 1d8, with a +1 bonus for Strength.

If Dorian attacks with his longbow, some of his numbers will change. His AC goes to -1 because he loses the benefit of his shield. He can fire twice each round at +4 (a +3 from his dexterity and +1 because elves get +1 "to hit" with longbows). Damage becomes 1d6 against all opponents.

DM BACKGROUND

The border between Gran March and the Kingdom of Keoland has been a peaceful one for many years. In the western section of this frontier, the stagnant bogs and slime-coated pools of the Rushmoors occupy much of an otherwise fertile plain. To the north of the marsh, the dark recesses of the Dim Forest cause even the most stalwart travelers think twice before entering among the tall trunks and dangling tendrils of moss.

Only a few years ago, a group of adventurers opened a small caravan track through the previously untraveled Dim Forest. This track connects the town of Hochoch with Gran March's thriving capital of Hookhill. The track cuts through a narrow finger of the forest, and traders have to take precautions against the marauding creatures there. Ogres and goblins have been reported, often in large and bloodthirsty bands, and only lucky or well-armed caravans can expect to make the journey in safety.

Orlane itself was founded nearly a generation ago, when explorers from Hochoch reported that the land between the Rushmoors and the Dim Forest seemed to be extremely fertile. Soon after the arrival of the first farmers, a temple to the chaotic good goddess of agriculture, Merikka, was erected, and thus, the village of Orlane was born. The land here proved to be very rich, often producing crops half again as large as those grown in more mundane soil. Orlane quickly grew into a thriving community of 300 people.

Occasionally, the settlers were harassed by bands of humanoids from the forest, or strange, scaly creatures from the swamp. These farmers were hardy folk, however, and were not intimidated by a few raids. Instead, they organized a well-trained militia to meet the assaults of the monsters with cold steel. The humanoids soon learned that Orlane was a village best left alone.

Throughout the past year, the population of Orlane has undergone a steady decline. Many farmers have packed their possessions and, for unknown reasons, migrated to other, less fertile areas. Some homes have simply been found abandoned, with food on the table or crops unharvested in the field. No explanation has ever been offered for these strange disappearances. Sometimes the families have returned in a week or two, and other times they have never been heard from again.

The friendly character of Orlane has vanished as those who remain have become suspicious of the strange occurrences. Families have drawn in upon themselves, rarely conversing with their neighbors. Now, strangers in Orlane are more often met with questions and challenges than friendly invitations.

Something sinister is at work in Orlane!

NOTES FOR THE DM

The **Cult of the Reptile God** adventure is divided into three parts. The first part includes adventures in the village itself, with special maps for the **Golden Grain Inn**, the **Inn of the Slumbering Serpent**, and the **Temple of Merikka**. The second part outlines adventures on the trail to the lair of the reptile god. The third part details both levels of the lair itself.

Orlane

The village of Orlane (**Greyhawk** map hex **113/K5**) is a small community (see the map on the inside of the module cover). The buildings of the village and their inhabitants are described in this booklet. The boxed part of each building description may be read aloud to the players by the DM, as they describe obvious features that will be noticeable at a glance. Generally, the players will only learn other information by questioning village residents or by exploring the area.

The people living in Orlane will be identified as either reptile cult members or citizens. In general, there will be no visible distinction between the two, but clues are often given in the individual descriptions that will allow alert players to guess the difference.

Unless otherwise stated, cult members are lawful evil, AC 10, and level 0. They will tend to be curious about the party, and will perhaps even act friendly in an effort to determine what brings the group to Orlane. The cult has a secret sign, made by pressing the right palm to the forehead, and members will often surreptitiously perform the gesture in order to identify new members. Of course, specific instructions in the key will always supersede these generalities.

Citizens are generally neutral good, AC 10, and level 0. As with cult members, exceptions to these guidelines are mentioned in the key. They will generally be suspicious and **noncommuni-**cative. Most citizens are puzzled and frightened by the change in the character of their community. Any attempt by a party to run rough-shod over the entire village will result in their organized resistance, with the mayor taking charge. All citizens are worshippers of Merikka, the chaotic good goddess of agriculture.

In many cases, people have been described at their daytime locations (children at play, farmers at work, and so on). These locations may be changed at the DM's discretion for evening and night encounters. Remember that people in a farming community tend to go to bed and rise early.

The Cult

The cult of the reptile god is being spread by a **spirit naga** (see the **Monster Manual**). Below the fetid waters of the Rushmoors extends a two-level network of damp and dingy tunnels. This is the headquarters of the cult and the lair of the evil spirit naga that has installed itself as a god. Here, kidnapped citizens are brought and subjected to the permanent **charm** of the foul serpent. Charmed persons are returned to the village as cult members, and in this insidious fashion the cult has slowly been growing in size.

Victims who somehow resist this potent charm (i.e. save vs. Paralyzation) remain in the dungeon. They are fed to the many hungry reptiles there, or are turned into zombies by the naga's cleric and doomed to serve as mindless slaves in the naga's labyrinth. Current prisoners will be released and the charmed victims will be freed if the party can defeat the naga.

First, however, the characters must discover how to get to its lair. This means investigating the local centers of cult activity; especially the **Golden Grain Inn** and the **Temple of Merikka**. The party will probably meet **Ramne**, a local enchanter who can guide them. Otherwise, the DM can guide the player characters along as desired—a map in either center, a kidnapping party to follow, another NPC who acts as a guide, or so on.

START

A group of inexperienced but courageous adventurers has become aware of the change in Orlane through some vague rumors that have been circulating around Hochoch. (The characters will know at least two of the following rumors before they plan the expedition. Roll a d6 twice; if the same number is rolled, roll again. A character who expresses an interest in learning more before the group sets out will be able to hear all of the rumors.)

Rumors about Orlane

- 1 The well water throughout the village of Orlane has been poisoned with a powerful drug. (*false*)
- 2 Sinister and mysterious evil is at work in the village. (*true*)
- 3 A huge, many-headed creature has been stealing children at night. (*false*)
- 4 A sorcerer from the Valley of the Mage has moved to the Dim Forest, and is working foul enchantments there. (*false*)
- 5 Savage crocodiles are straying far from the marsh. (*true*.)
- 6 People in Orlane are being altered (*true*), and the "changeling" can be recognized by fang marks in their throats. (*false*)

The party will make its preparations in **Hochoch (WORLD OF GREYHAWK™ map hex 114/N5)**, purchasing supplies from the charts in the **Players Handbook**. If pre-generated characters are used, allow them 2 gp per hit point for buying supplies beyond their weapons and armor. In other words, Ruskin, with 5 hp, would have 10 gp for torches, rope, or whatever. Magic-users are assumed to be carrying their books with them.

The adventures in Orlane are designed to be played over several gaming sessions. Generally the player characters will not be able to advance in level without training, and the nearest training facilities are in Hochoch, several days journey away. If the characters make the journey, the activities of the cult of the reptile god will continue in their absence (see the section on **Cult Activities** after the **KEY TO ORLANE**).

BEGINNING THE ADVENTURE

The journey to Orlane will be swift and uneventful (the DM can cover this with a few words of description). The DM may wish to require a traveling order here, so that players get used to being on their guard.

From Hochoch, the Realstream is quickly crossed at a shallow ford, and you follow a caravan track that winds along the south side of a narrow creek. The plains here are flat and grassy. Occasionally, large cottonwood trees grow along the stream, but in general the plain is unforested.

For several days, you pass through an uninhabited region with no untoward experiences. Finally, staying always to the right of the creek, the track enters a region of prosperous farms surrounded by fields of grain or pastures for cows and goats.

Early on the fourth afternoon of the trip, a cluster of buildings and trees becomes visible ahead, with the stone walls of a temple beyond—**ORLANE**.

At the outskirts of Orlane, a large grove of elms is visible to the left, while several wooden buildings border the road to the right.

At this point, the adventure begins with the characters entering along the track at the west edge of the village map.



KEY TO ORLANE

Most of the buildings in Orlane have not been mapped. If the party chooses to enter one of them, the DM should describe a typical interior. Houses and shops will be one story in height and will have both front and back doors unless otherwise mentioned. Many buildings have porches.

1. PLEASANT FARMHOUSE AND BARN:

This wooden house is surrounded by attractive flower gardens, with a small barn beyond. A teenage girl is churning butter on the porch, but she sees your group and runs into the house at your approach. Shadowy forms are visible behind closed curtains.

The farmer, **Hewitt Twaine**, and his two grown sons (AC 10; hp 5,4,4) will watch strangers suspiciously through the windows, while the wife and daughter hide in the kitchen at the rear of the house. If anyone stops, Hewitt will do all of the talking. He will be polite, but quiet. He will never allow strangers inside his house. Hewitt understands that his town has changed drastically, but he does not know why. His barn is well-stocked with corn and wheat, and a dozen goats are penned in the back. Beneath the planks in his bedroom floor he has stored a sack with 54 gp, 86 ep, and 240 sp in it.

2. CONSTABLE'S QUARTERS:

This nondescript square wooden building has heavy shutters closed over the windows. The door looks stout, but stands open. No people are visible. Behind this building is another long, low structure.

Cult members! Inside is the constable, **Grover Ruskadal** (F2; AC 3; MV 9"; hp 12; #AT 1; D 1-8; S 15, I 7, W 9, D 14, C 15, Ch 10; banded mail, shield, longsword, light crossbow). He has been a cult member for eight months. With him are two other men who have recently arrived, ostensibly to visit him. The newcomers are also cult members:

Donavan Allard: F4; AC 1; MV 12"; hp 21; #AT 1 at +2; D 1-6+2; S 17, I 9, W 9, D 14, C 13, Ch 6; **plate mail +1**, shield, **spear +1**, and longsword.

Hulbar Onfre: F2; AC 2; MV 9"; hp 15; #AT 1; D 1-8; S 14, I 12, W 10, D 9, C 16, Ch 9; banded mail, **shield +1**, longsword, light crossbow.

If they are hailed, Grover will do most of the talking. He will try to find out what the characters are doing in town, how long they plan to stay, and so on. He will try to disarm their suspicions and warn them to stay out of trouble. His friends will support him.

Later, if these three become aware of a group asking "too many questions," they will attempt to intimidate the party into leaving town.

Grover keeps a sack in his desk that contains 21 gp and 88 sp.

3. EMPTY BARRACKS:

The building behind the constable's quarters is a barracks that used to be occupied by guards for the caravans traveling through the Dim Forest. The barracks is empty.

4. DAIRY FARM:

This house and barn are clean, whitewashed wooden buildings. Several cows chew their cud just outside the barn. Three little girls playing in the yard of the house stop to gawk at your group.

The girls are not yet old enough to be afraid. There is a 75% chance that an older sister of the girls will see any strangers on the road, and will rush outside to hustle the little ones in. Regardless of how this encounter starts, the party should eventually meet **Nowell Graven**, the dairyman (AC 10; hp 5), who will be in the barn. He has been blessed with five daughters, who share the house with him, his wife, and his mother-in-law. He is a kindly man, and if his judgement tells him that the strangers are friendly, he might even invite them in for tea and cheese. He is concerned about matters in Orlane, but can offer no explanations. He has 35 gp and 472 sp hidden in a milk can in the barn.

5. WEAVER'S HOUSE AND SHOP:

A sign with a spinning wheel and a loom hangs outside this new building. Several bales of wool are stacked on the wide porch. No people are visible.

The front part of this building contains a shop. Here **Galen Weaver**, the weaver (AC 10; hp 4), runs his large loom while his wife works a spinning wheel. Many piles of wool, yarn, and cloth lie about in a state of confusion. A small bell will ring if the door is opened, bringing the weaver from his home behind the shop. He is a young man, newly married and moved to Orlane, trying to make a go of his first business. His wife is attractive and they are both friendly.

If questioned, they will respond that "people are strange hereabouts," but they know of no reason for their neighbors' aloofness. They will welcome the chance to talk to outsiders, even inviting a small group in for a glass of wine if the time of day is appropriate. If the conversation continues for awhile they will warn strangers that the Golden Grain Inn is a strange place, to be avoided if at all possible.

6. GOLDEN GRAIN INN:

This is a large wooden inn. It is decorated with carvings of sheaves of wheat along the eaves of the roof. The inn was whitewashed at one time, but much of the paint has peeled. A sign picturing a cluster of wheat and a pitcher of beer or ale hangs over the door. A corral and stable, apparently empty, are off to the side.

If the characters go in, the DM should turn to the description of the **Golden Grain Inn** following the **KEY TO ORLANE**. A complete map of the inn is also provided.

7. JEWELER AND MONEYCHANGER:

A gem-encrusted ring is pictured on a sign outside of this establishment. The doors and windows are open. The building is small, but looks extremely sturdy; the shutters and doors are of heavy wood, reinforced with iron bands.

Haskali Ull, the jeweler/moneychanger (AC 10; hp 3), tries to make a living from the travelers passing between Keoland, Gran March, Bissel, and Geoff who require his services. His business has fallen off considerably in the last year. After dark, his doors and shutters will be locked. Haskali and his overbearing wife (AC 10; hp 8; Strength 16) live here with two guards:

Erroll Rocktyn: F2; AC 7; MV 12"; hp 16; #AT 1; D1-8; S 15, I 12, W 9, D 13, C 17, Ch 12; leather armor, shield, longsword.

Wylle Dunn: T3; AC 6; MV 12"; hp 10; #AT 1; D 1-8; S 13, I 11, W 10, D 16, C 13, Ch 15; leather armor and Shortsword.

The latter is posing as a fighter, but is actually a cult member waiting for the right moment to betray his employer.

Haskali is skilled at working with stones and soft metals, and will negotiate a reasonable fee for this work. He will also exchange types of currency for a 5% charge. In a metal box in his office he has 50 pp, 250 gp, 400 ep, 800 sp, 800 cp, and 30 gems, worth 1,000 gp, 500 gp (x2), 100 gp (x3), 50 gp (x4), and 10 gp (x20). In addition, four works of jewelry are displayed in his shop and locked in the box at night. They are worth 1,400 gp, 800 gp, and 400 gp (x2).

He has several locked chests hidden beneath a secret trapdoor in his bedroom. The first contains 2,000 gp and 2,000 ep; the second 2,000 sp and 2,000 cp; and the third 500 pp and five gems each of 1,000 gp, 500 gp, and 100 gp worth. Each of the chests has a poison needle trap in the lock. The jeweler carries the keys on a thong about his neck at all times. His guards do not know about the chests.

The DM may wish to keep track of the moneychanger's transactions. For example, if the player characters want to exchange gold for gems, and the moneychanger is out of gems, they may have to wait until more gems become available (or go to a larger town, like Hochoch).

8. LIVERY STABLE:

This is an exceedingly run-down structure of wood. Faint traces of a former paint job cling to small parts of the walls, but in some places the bare wood has started to rot. A fenced walkway leads from the road to the back of the house, and horse manure is scattered liberally about. A little boy, his face covered with dirt, is playing on the front porch. As you approach, he toddles out to the road, smiles, and says "hi!"

This is the village stable, as the characters' noses will already have suggested. Much of the ground has been trampled into mud. The front of the dilapidated house is sheltered by a wide porch. All appearances to the contrary, the liveryman is quite well-to-do. He is simply not concerned with presenting a front of wealth and polish.

The liveryman, **Kilian Gade** (AC 10; hp 5), his wife, and their three small children live here. The wife is timid, but there is an 80% chance that she will see her son talking to strangers. If so, she will rush out to collect him, staring at the party with fearful eyes as she snatches him up. If a character makes a friendly comment, she will stop, embarrassed, and mutter some explanation about "mealtime." She will then dash into the house with the child.

Kilian is at work in the stables, but his wife will call him after any encounter with strangers, and he will hurry to the house. If the party is still in front when he gets there in two rounds, he will step outside to apologize for his wife's hastiness. "These are strange times, you understand..." Unlike many Orlanians, he is affable and willing to carry on a conversation. He will, however, keep his guests on the porch.

Kilian cannot explain the forces at work in the village, but he is very observant. After some small talk, he will begin to share his knowledge. He is suspicious of the two strangers who moved into the cottage across the road (9) several weeks ago. "They don't seem to be interested in mixing with anybody." He shares

the weaver's apprehensions concerning the Golden Grain Inn, and will recommend the Inn of the Slumbering Serpent for its superior wine and friendly atmosphere. After an hour of conversation, he will mention his neighbors at the general store: "They up and disappeared a couple months ago; gone for nearly a fortnight, then the whole family came back. Didn't even leave one of the boys to mind the store!"

His stable contains 4 light horses, 2 draft horses, 3 mules, 2 oxen, and 2 small carts. His life savings (950 gp and a 200 gp gem) is buried in a wooden box in the farthest stall of the stable.

9. SMALL COTTAGE:

This small, square building has been freshly white-washed. Heavy curtains hang over the windows, and the door is shut.

This cottage is the home of two elves.

Dorian: F/MU 3/3; AC -2; MV 12"; hp 13; #AT 1 at +2; D 1-8+1; S 17, I 17, W 10, D 18, C 14, Ch 12; **chainmail** +2, shield, longsword, longbow; missile attacks at +4 due to dexterity and elf bonus.

Dorian's spells include:

First level: magic missile, protection from evil
Second level: web

Llywillan: F/T 2/2; AC 5; MV 12; hp 10; #AT 1 at +2; D 1-8+1; S 14, I 10, W 12, D 17, C 11, Ch 14; leather armor, **longsword +1**, longbow; missile attacks at +3 due to dexterity and elf bonus.

The townsfolk are suspicious of the pair. Only the mayor knows why they are here, since he has asked them to investigate the strange occurrences in Orlande. The elves have learned that an evil cult is somehow controlling the minds of certain citizens, including the two clerics of the temple (21), the proprietor and regular customers of the Golden Grain Inn (6), the constable (2), and the blacksmith (15). The elves are careful, however, and will not reveal this information unless they are absolutely certain that the party is opposed to the cult. Any elves present in the party will cause the pair to feel a natural affinity toward their cousins, but this will in no way lessen their caution. In general, the party will have to engage in combat and capture or slay some of the known cult members to win the trust of these elves.

When Dorian and Llywillan are convinced that the party is an ally, they will share their information. They will not join the group for exploring either the town of the dungeon, preferring to work on their own.

The elves will remain in their cottage during the day, but at night it is 80% likely that they will be out observing either the temple or the Golden Grain Inn. They have a small metal box in a cupboard. It is stoutly locked, and Llywillan carries the key at the bottom of his quiver. A thief can try to pick the lock at -10%. The box may also be pried open, but this will release a **sleep gas** that will affect everyone in the cottage (no saving throw) for 3-18 hours. Note that elves will be highly resistant to this gas. Roll the time of unconsciousness separately for each character. The gas is inside the chest, hence no attempt to *find or remove traps* will be successful. Using the key or picking the lock will bypass the trap. The box contains 200 pp, 55 gp, and this note:

Dorian and Llywillan,

Much has happened in my life since we fought side by side in the troll war. I hope, sometime, to have a chance to talk with you about the many pleasant things.

My purpose now, sadly, is to ask — nay, beg — my courageous comrades to aid my people in a time of dire need, I cannot even describe to you the danger that threatens Orlande, for I know not its true nature. I do know that, unless it can somehow be stopped, this evil will consume my little village and its families, we will vanish without trace into the the dust of history.

A sinister force is at work here, and it is made all the more frightening by the fact that its true nature is concealed in a web of fear and suspicion, I plead with you come to Orlande, lend your skills to revealing this menace, that it may finally be destroyed!

your comrade,

Zakarias Ormond

Zakarias ORMOND
Mayor of Orlande

10. MAYOR'S RESIDENCE:

This house is set well back from the road, and is partially screened by a pair of medium-sized elms.

This is by far the most imposing house in the village. The walls have been regularly whitewashed and the roof gleams with new wooden shingles. A wide porch crosses the entire front of the house, and columns of wood support the overhanging roof. The columns have been carved into leafy patterns by a skilled craftsman.

This is the home of the village mayor and his family. The mayor is **Zakarias Ormond**, a retired but still capable 3rd level fighter (AC 10; hp 16; S 16, I 14, W 15, D 10, C 12, Ch 14; chain mail, **shield +1**, **longsword +1**). He keeps his weapons and armor in a bedroom closet (AC 3; #AT 1 at +1; D 1-8+2). The mayor's cheerful wife and two daughters live here, as well as two older sons (AC 10; hp 5,4; ring mail and shields (AC 6), and longswords in their room). The mayor's personal bodyguard is also concealed in the house.

Zakarias is polite and curious with strangers, and is willing to spend hours conversing. Always, however, he is discreet, seeking information more readily than giving it away. He is an astute leader and has recognized that something is warping the people of his village. He has associated the changes with recent midnight disappearances, noticing that the folks who return are in a somehow altered state. He is convinced that the storekeeper, the smith, the carpenter, and the clerics are all members of this secret order. He has formed the false hypothesis that the old hermit in the grove west of town is behind the whole thing. Lack of proof has kept him from acting on this assumption, however.

Hiding inside the mayor's house is his old bodyguard, **Traver Stoutheart**(F5; AC 3; MV 9"; hp 40; #AT 1; D 2-8+2; S 15, I 7, W 9, D 11, C 17, Ch 9; banded mail, shield, **broadsword** +2). Traver will stay concealed in a curtained alcove until needed. He is a gruff, uncommunicative old soldier, who will spring from his hiding place in a curtained alcove at the first sign of an overt act against the mayor. (Traver's interpretation of an "overt act" may be taken very loosely—the sight of a person who might

have placed something in the mayor's wine, or a hand suspiciously concealed under a table, could bring him charging into the room with a bloodthirsty challenge. The mayor will be quite embarrassed if this occurs.)

Behind the mayor's house is his woodcarving workshop, with tools, woodshavings, and some fine pieces of hardwood lying about. He did the carvings on the columns before his house. He is half-finished with a remarkably lifelike bust of his wife. Beneath the floorboards in the shop he stores a small chest, keeping the key in a secret pocket of his tunic. The chest contains 364 gp, 750 gp, 1,200 sp, and three gems worth 1,000 gp apiece.

11. TAILOR SHOP:

A sign crudely depicting a needle piercing the seat of a pair of pants hangs before this establishment, a small, ramshackle building in need of considerable repair. A shutter hangs loosely, shingles are missing from the roof, and the walls show signs of rot in several places.

This is the shop and home of the village tailor, a meek, elderly bachelor, **Myron Tweed** (AC 10; hp 3). He is terrified of strangers and will answer no questions. If asked to do some tailoring, he will allow only one person at a time into his shop, and will be nervous and fretting about the whole business. He has a sack containing 56 gp, 99 ep and 175 sp hidden among the bundles of cloth at the rear of his home.

12. VILLAGE STORE:

This is a fairly well-kept establishment with an assortment of farm implements and cooking utensils on the wide porch. The door stands open, and a well-painted sign depicting a pot, a plow, a sack, and a lantern hangs over all.

Cult members! This family was converted about three months ago. The husband, wife, and three grown sons (AC 10; hp 5,3,7,6,5) will all fight, if necessary, using Short Swords. The husband and wife will greet customers in the store. The sons will remain screened by a curtain leading to the back porch, aiming cocked crossbows at strangers. If the visitors are hostile or too curious, the sons will step forward and demand that they leave the store. If strangers behave violently, the sons will shoot first and then leap into the room with swords drawn.

The storekeeper and his wife will put on a friendly front with customers, knowing that their sons are backing them up. Mundane items such as cooking pots or sacks of meal will always be available. Most items listed in the **Players Handbook** can also be found here (75% chance). Weapons and armor will only be found on a 20% chance, rolled separately for each item.

There are a table and several benches in the store. When strangers visit, the storekeeper will invite them to sit and have a glass of wine. There is an 80% chance per character that the individual will find it to be the best wine he has ever tasted. If asked about the wine, the storekeeper will say that it comes from the local winery behind the Inn of the Slumbering Serpent. He will attempt to get as much information from the party as possible, but will reveal very little about himself or his family. The store's cashbox contains 10 gp, 50 ep, and 100 sp.

His house, 40' behind the store, is very run-down. In a closet in the master bedroom is a locked chest with 58 gp, 107 ep and 240 sp in it. There is a poison needle trap on the chest, while the key is under the mattress. The rest of his valuables have been donated to the cult.

13. RUNDOWN FARMHOUSE:

This house is in desperate need of repair. The front door, porch steps, and visible roof supports are missing. The barn is in even worse condition, but the many chickens in the yard suggest that the place is indeed inhabited.

Cult members! A farmer and his adult son (AC 10; hp 6,5) live here. The wife became the victim of the reptile god six months ago, when she was not charmed. The two men are rude and untalkative, and will claim to be busy with work around the farm. In fact, only small crops of corn and oats are in the fields. They have no treasure, save 31 sp in a kitchen jar, having donated their other worldly goods to the cult.

14. CARPENTER'S SHOP:

A wooden board in the shape of a saw hangs before this well-constructed building. The front part of the structure is unwallled, and inside of this breezy area the carpenter is at work. Many tools (saws, hammers, nails, prybars, etc.) are scattered about, and some boards are mounted on sawhorses.

Cult members! The carpenter and his wife (AC 10; hp 3,3) are very recent cult initiates; in fact, their teenage son and daughter may still be alive in the snakepits of the reptile god! (The latter pair, of course, resisted the naga's charm.) The carpenter serves as a furniture maker as well as a builder, and numerous examples of his handiwork are placed around his shop. Tables, chairs, and desks—all of exquisite craftsmanship—may be seen in a casual inspection. The table that is presently under construction, however, is much more shoddily put together, as are the pair of chairs he has just completed. The latter await a coat of stain, whereas all of the other furniture is finished.

His wife will spy upon strangers through a small hole in the door of the house. She carries a longsword that has been smeared with snake venom, and will attack hysterically (+1 on "to hit" rolls) if her husband appears to be in danger. The deadly venom has suffered somewhat from exposure to the air, so persons struck will save at +4.

The carpenter has designed a clever secret panel in his bedroom wall that will slip aside to allow access to a compartment beyond (treat as a secret door). Here he has hidden a wooden box, elaborately carved with intricate leafy patterns. The box is worth 400 gp intact. Only the carpenter knows which combination of leaves to press or twist to open the box (a thief may try to open it at -15% to the open *locks* roll). The carpenter's treasure, soon to be donated to the cult, is 470 gp, 175 sp, and a 500 gp piece of jewelry.

15. BLACKSMITH'S SHOP:

This is obviously a smithy, though no sign hangs here. The shop part of the building is unwallled, and two brawny lads operate a bellows while a giant of a man hammers thunderously upon a piece of metal that will soon become the blade of a shovel. Soot and smoke abound.

Cult members! The smith, his wife, their two sons and daughter have been members for nearly a year. The man still does his work with the mechanical precision that has allowed him to maintain the quality that he has always been known for. Formerly a short-tempered and irritable man, the charm of the naga has unbalanced his mind slightly. There is a 25% chance that the approach of strangers will cause him to fly into a violent rage, threatening them with the wrath of the gods if they

do not flee at once. His sons will attempt to restrain him, but if an individual or group continues to approach, the smith will break free and attack.

Even if he does not fly into a rage, the smith is unpleasant and rude in conversation. Any slightly aggressive or faintly insulting comment will probably (66%) cause him to become enraged. His sons will be unable to hold him as he rushes forward. If combat begins they will support their father. Because of their size and strength, all three are formidable foes, though they fight at 0 level.

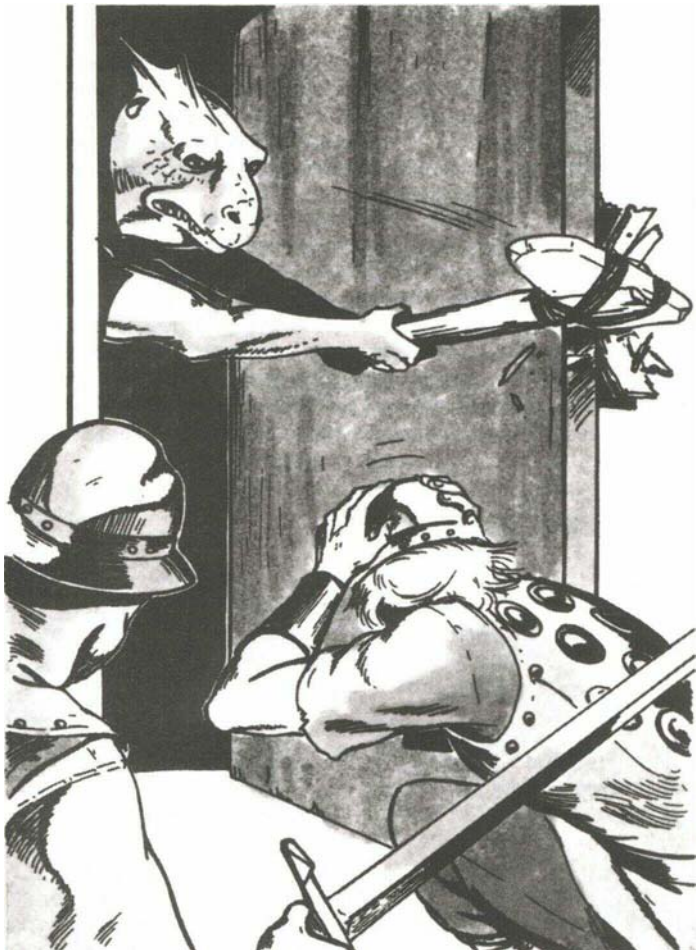
Smith: AC 8; hp 8; #AT 1 at +2; D1-4+5; Strength 18(80)
Sons: AC 8; hp 7 each; #AT 1 at +1; D 1-6+2

The smith will use his hammer as a weapon and the sons will grab Short Swords that they have hidden in the shop. Because of their leather aprons, all three have an AC of 8. All of their valuables have been donated to the cult.

16. BATTERED AND WEATHER BEATEN STRUCTURE:

The doors and windows of this large building are boarded up. A sign lies face-down in the weeds before the porch, which may be reached by climbing three broken steps. The roof has several gaping holes, and the general appearance of the place suggests that it has been long abandoned.

The sign in the weeds, if looked at, reads in faded paint: **FOAMING MUG INN**. This establishment has been abandoned for nearly a year, following an attempt by the cult to kidnap the proprietor and his family. The attempt was foiled by the courage of several citizens, and a fierce fight followed, during which all of the citizens at the inn, as well as several cult



members, were killed. The battle remains a mystery to the rest of the village, and has been dismissed as just another aspect of the mysterious problem besetting Orlane.

The Foaming Mug is not really abandoned, however. If the party should break in, or discover the secret door in the rear wall, they will find the ground floor in a state of total disarray, left as it was following the fight. A cellar door is visible, hanging on one hinge, and a creaky staircase leads into darkness.

The cellar is a gloomy place and smells musty and rotten. Characters may notice (50% chance, 90% for elves) a foul, swampy stench in the air down here. Most of the cellar is one large room, containing several crates of spoiled foodstuffs and three kegs of wine (still good). Two doors lead to smaller storage rooms: a fruit cellar and a toolroom.

The former is empty. In the latter awaits the source of the odor—3 troglodytes (AC 5; MV 12"; HD 2; hp 9; #AT 1; D 1-8; SA revulsion odor)! The troglodytes will have heard the party descend the stairs, and will be hiding to avoid detection. If the door to the toolroom is opened, they will attack savagely. Each carries a stone axe. They have hidden a small sack in an empty tool crate behind the door. It contains 7 pp, 80 gp, 120 ep, 130 sp, and 5 100 gp gems.

The toolroom also contains hammers, nails, some long timbers, and a saw.

17. DECREPIT FARMHOUSE AND COLLAPSED BARN:

Doors and shutters swing freely here. The whole appearance is one of abandoned desolation. Weeds choke the yard before the house.

Inside the house, searchers will find articles of clothing, cooking utensils, and moldy scraps of food in closed cupboards. It is obvious that the residents left suddenly. There are two bedrooms in the house, one with a double bed and the other with two small beds. A family of four lived here until the troglodytes and cult members dragged them off to the dungeon of the reptile god nine months ago. The evil will of the naga was unable to corrupt any of them, so shortly thereafter some of the crocodiles ate very well...

The unfortunate farmer's treasure remains in a hollow beneath the rear porch steps. Several leather sacks there contains 2 gp, 250 ep, and 307 sp, as well as a jade statuette worth 200 gp.

18. FARMHOUSE AND BARN:

This farm looks moderately prosperous. The house and barn are in good repair, although several flower gardens that used to bloom in the yard have become choked with weeds. A strapping youth is splitting wood in the yard beside the house.

Cult members! This is the home of a woman and her three grown sons (AC 8; hp 2,5,4,3; #AT 1; D 1-6). Her husband died many years ago, but the four of them have managed the farm quite well. They have been cult members for nearly a year, and the men are quite active in recruiting new members; i.e. they help the troglodytes subdue captives of the cult, and use the farm cart to transport the prisoners beyond the boundaries of Orlane. They have become very good at this, each performing as a 1 st level thief as far as "to hit" rolls, *strike from behind*, and *moving silently*. They have no other thievery abilities.

If the mother's suspicions toward the party are aroused, she will detail one or two of her sons to spy on the group and report on its activities. She, in turn, will keep the clerics informed. All of her possessions of any worth have been donated to the cult.

19. FARMHOUSE WITH SEVERAL SMALL OUTBUILDINGS:

The smell of this area identifies it as a hog farm. In addition to swine, many chickens scratch about the yard, while a rooster and several turkeys strut regally. A teenage boy watches from the porch of the house.

If anyone approaches the house, the lad will run inside, returning shortly with his father. This proud farmer (AC 10; hp 6) has been disturbed by changes in his community, and will send visitors on their way quickly. He will answer no questions, and if a group persists in trespassing, he will display a loaded crossbow that he has concealed on the porch, ordering them off of his land. The son and wife will have hidden in the house. The boy (hp 2) will have another crossbow aimed out of a window, while his mother (hp 3) waits behind the door with a poised spear.

The farmer has made a decent living—his savings of 35 pp and 328 sp is concealed in a wooden box in the chicken feed.

20. SMALL, NEATLY KEPT COTTAGE:

Brilliant flower gardens surround this quaint little home. Clean shutters flank several large windows, and fancy curtains are visible inside. The building is sheltered by several large elm trees.

This is the home of **Vilma Merridie**, an elderly widow. She is physically weak and unable to walk more than a few feet between rests. She is an astute observer of occurrences in Orlane. She and her husband moved to the village 50 years ago, occupying farm 24 together until his death. For the last eight years, she has lived in this cottage, doing small mending and tending chores for her neighbors to earn a few coppers. Mostly, she lives off the rather considerable sum that the couple accumulated over forty years of farming. She wears a number of jeweled rings.

Vilma will welcome visitors and invite them in for tea or wine. She is willing to talk and has much information to share, but if not questioned, she will ramble through an animated dissertation about "the old days." She will tend to return to this topic with regularity, even when specific questions are being asked, but will supply answers in a roundabout way. The DM should prepare a few details of her rambling before play.

She strongly suspects the carpenter (14), the smith (15), the farmers at 18 and 19, the clerics and temple servants (21), the farmer at 22, and the two people (she does not know they are elves) living near the mayor (9).

Admitting that she has no factual basis for her suspicions, she will state that the family across the road from her (19): "used to be real nice, but now they act suspicious toward everyone; even me!" She has never liked the family at farm 18, and will report seeing the lads go out at all hours. The smith, she says, has always been an ill-tempered lout, but lately "there's just no talking to the man!" She has a very high opinion of the mayor, and hopes that the two strangers living next to him don't bring him any harm. If asked where to stay for the night, she will recommend the Inn of the Slumbering Serpent.

She will readily admit that she doesn't know much about occurrences on the west end of town. "I don't get out too much, you know..." She has seen scaly humanoids with fin-like crests on their heads crossing north of her cottage and climbing the walls of the temple. She will boldly state that she no longer allows the clerics to visit her, saying that they changed after going away suddenly for a week about a year ago.

She wears several rings upon each hand, decorated with a variety of stones. The rings are worth 1,000 gp, 800 gp, 500 gp, and 200 gp. She has an unlocked case of jewelry worth another 4,500 gp and a large cookie jar containing 24 pp, 85 gp, 150 sp, and 256 cp. Vilma has lived a good life, and has been a faithful worshipper of Merikka throughout. If any harm is done to her, including theft, that benign goddess will see that a run of bad luck falls upon the perpetrator. This will affect party members or cult members alike, and consists of a -2 penalty for the next three days on rolls that the character or group makes (including initiative and surprise rolls). All rolls are affected!

21. TEMPLE OF MERIKKA:

This is the only stone structure in Orlane. A wall of granite blocks surrounds the temple, and sturdy wooden gates give access to a courtyard. The temple is on the highest piece of land in Orlane—a full 20' above the stream and pond.

Cult members! The gates to the courtyard will be standing open during the daylight hours, but will be shut and barred with the setting of the sun. Vigorous pounding after dark will usually (100% at sunset, -5% for each hour thereafter) bring a servant to open them. If the characters enter, go to the **Temple Key** that follows the **KEY TO ORLANE**. There is a special map to this area also.

22. SHABBY FARMHOUSE AND BARN:

This residence gives the impression that it has seen much use and that its owners have had little time for improving its appearance. A small infant is playing next to the house, and several chickens and a huge rooster poke about the yard.

Cult members! This family has recently been converted. The group consists of a husband (hp 6), his wife, their adult daughter, their son (hp 5), son-in-law (hp 4), and the younger couple's small child. The farm is well run, though battered (it has looked that way since long before the family's indoctrination into the cult). Large stores of barley, wheat, and corn are in the barn. A small vineyard west of the house is lush with ripe grapes. All of the persons here have been slightly numbed by their recent experience with the naga, and will appear distant and removed if talked to. They will be neither friendly nor hostile, and questions may have to be repeated several times before getting an answer.

Because of the confused state of the family, shrewd questions might gain some useful information. The attention span of these folks is too short for them to conduct any significant conversation, however.

23. PROSPEROUS FARMHOUSE AND BARN:

Two small children play in the yard, but at the sight of the party they immediately run for the house. This building looks solidly constructed and has been recently whitewashed. The barn is a clean structure, though not painted, and several goats wander in a small corral. A pen housing an immense pig is visible just south of the barn.

This farmer is actually a ranger, **Alan Clayborn** (R4; AC 10; hp 29; #AT 1 at +2; D 1-8+3; S 16, I 13, W 15, D 12, C 15, Ch 12). He has retired from the adventurous life with his wife, **Marieke** (F3; AC 7; hp 15; #AT 1; D 1-6; S 15, I 12, W 10, D 17, C 14, Ch 16). They have three small children. The couple has been very successful as farmers, and the barn is well stocked with corn, oats, and beans. Besides their five goats and the pig, they are the proud owners of two mules.

Although retired from actively seeking adventure, the couple is proud and resolute in their determination to succeed, and are determined to defend their home and family with every means at their disposal. To this end, there is a secret closet in the house that contains Alan's **chainmail +1**, shield, **sword +2** longbow, 40 arrows, and Marieke's **plate mail +1**, shield, longsword, and spear.

Also in the closet is a locked strongbox with the remainder of the treasure gathered by the pair over several years of adventuring. Of course, most of the funds were needed to buy the farm. They still have 50 pp, 430 gp, and four gems—1,000 gp (x2), 800 gp, and 600 gp.

Alan will be polite but firm in dissuading any questioners. He has noticed too many odd things occurring around Orlane to take chances by inviting strangers in. However, he will give a secret sign that any ranger in the party has a 50% chance of noticing. If the ranger in the party chooses to identify himself as such, Alan will take the group into his confidence. As a relative newcomer to the community, however, his knowledge of the cult will be minimal. He will be aware that his neighbors to the east (farm 22) mysteriously left their home one night and were gone for ten days. Since he did not know the family very well before this departure, he has not noticed any significant change in their behavior.

Alan, if asked for further information, will mention the strange, bedraggled figure, apparently an old man, who seems to live in the grove of trees to the west. He will describe the man as a hermit who keeps to himself.

24. ABANDONED FARM:

This is a fairly well-built house that has had all of its windows and doors boarded over securely. The barn doors swing freely in any passing breeze.

This residence shows sign of occupancy as recently as several months ago. When they left, whoever lived here took all of their possessions with them. The floorboards in a corner of the bedroom are torn up, exposing an empty space beneath, and even the furniture has been removed. The barn is likewise empty.

The widow Merridie, now living at **20**, used to live here.

25. INN OF THE SLUMBERING SERPENT:

A large, colorful sign pictures a red dragon with its head resting contentedly on its paws. A plume of smoke rises from the serpent's nose and its eyes are closed. This inn is smaller and older than the Golden Grain. Several beds of flowers brighten the front, however, and the large middle-aged woman sweeping the porch looks cheerful. She greets you with a friendly wave.

This is **Belba Cralloon**. She and her husband **Ollwin** run this inn. They possess the knack of making a weary traveler feel at home. At any pause on the part of a group, she will bustle down the porch steps and invite them inside.

If the party enters, use the additional description of the **Inn of the Slumbering Serpent** following the **KEY TO ORLANE**. A map of the inn will be found in the map section.

26. MILLHOUSE, WATERWHEEL, AND POND:

Around this large mill is scattered much in the way of children's toys, tools, and farm implements. The most imposing part of the structure is the tall millhouse, but it is obvious that a family lives in another wing of the building. Two children play in the yard, but stop and stare at the sight of your group.

If the group approaches, the youngest will run for the house. The other, a lad of ten, will squint at the party as it advances, mimicking the stance of a belligerent adult.

This is obviously the home of the village miller and his family (a wife and nine children!). Shortly after the child enters the house, the miller, **Kenton Miller**, and his four adult sons will emerge (AC 10; 5,4,4,3,3). The man will call his younger son back to him and await the party on the porch.

The miller is by nature a friendly man, but recent events have made him suspicious of even his neighbors. He will feel fairly safe with his sons backing him up, and will spend a little time in conversation with strangers. He will only discuss things such as the weather, or his work. He has no specific knowledge of the cult in any event, although he is aware of some strange goings-on at the Golden Grain Inn—much activity late at night, and many strangers lurking there.

His treasure is in a locked box, hidden inside of a hollow below an old mill wheel on the cellar floor. He keeps the key with him at all times. The box contains 52 pp, 164 gp, 372 ep, 589 sp, and 2,056 cp. Also kept there are three gold rings — 100 gp (x3).

27. GROVE OF STATELY ELMS:

The narrow trail winds among majestic elms, at times disappearing into thick shrubbery. The bushes between the trees are dense, rising to a height of eight or ten feet. The elms themselves average 75' tall, and they are the only trees here. They are widely spaced, allowing much sunlight to pour between their ancient boughs.

The venerable hermit has a ramshackle cottage on the far side of this small grove. The bent and graybearded resident is a loner, and none of the village people have gotten to know him. He is actually a 7th level magic-user named **Ramne** (M7; AC 8; MV 6", due to age; hp 16; #AT 1 at -1 or spell; D 1d6-1; S 7, I 17, W 16, D 9, C 7, Ch 13). He wears a **ring of protection +2** and bears a gnarled wooden staff with no magical properties. Ramne has been living in this one room hut for over a decade, and is quite comfortable here. He rarely leaves his grove, as his legs are weak and he tires very easily.

Ramne has a familiar, a clever weasel named **Whiskers** (AC7, hp 3). Whiskers has a powerful sense of smell and can trail the troglodytes to their lair in the Rushmoors, even if the trail is very old. Normally, Whiskers may be found perched on Ramne's shoulder.

Despite his feeble physical appearance, Ramne knows more about the cult than any citizen in Orlane. He has gathered this knowledge through patient observation. He despises the cult, and will be willing to aid a group that acts toward its destruction, but only after he is convinced of the party's integrity. This might take several weeks, depending on the group's activities. For example, if they defeat a band of troglodytes, the time period will be shortened; but if they stay at the Golden Grain Inn, it will take longer to convince him.

In a **wizard-locked**, lead-lined box under the floor is Ramne's store of magical items. If he aids the party, he will certainly bring these things along, using them at what he judges to be a

strategic moment. The box contains an **elven cloak**, which Ramne will wear; a bottle of **healing** potion, with 2 doses; a potion of **speed**; and a **wand of wonder**, with 8 charges left. Only reluctantly will he use the unpredictable wand indoors or underground, since he had a bad experience when it cast a lightning bolt in a small cave many years ago. In addition, the box holds a pouch that contains 83 gp, 20 sp, and 5 gems (3 x 1,000 gp; 800 gp; and 750 gp).

Ramne's spells are:

First level: light, magic missile, sleep, read magic

Second level: invisibility, continual light, wizard lock

Third level: dispel magic, lightning bolt

Fourth level: minor globe of invulnerability

Except in unusual circumstances, such as a showdown with cult members in the town, Ramne will not extend his aid to the group until they are ready to depart from Orlane and seek the headquarters of the cult. If the group then asks him for help, he will tell them that Whiskers should be able to follow the trail to the reptile god's lair.

Even if asked, however, Ramne will never reveal his class or level. He will suggest that the group might be well-advised to take him along, explaining that he has had experience in fighting evil, and has some little knowledge of objects arcane. The force that they are up against, he will state, is obviously very powerful and perhaps possesses some evil magic.

If taken, Ramne will slow the group's progress because of his weakened state (MV 6"). He will be able to maintain this pace for five out of six turns, if he can lean on a character's arm for support when walking.

If the party refuses to take Ramne, he will offer to send Whiskers with them. If they refuse Whiskers, Ramne will wish them well and the DM must use another method to get the party to the lair.

Important Note: The DM must avoid making the player characters too dependent on Ramne. Ramne is a CHARACTER—he does not know everything the DM knows. Further, Ramne should only use spells when they are critically needed to save lives. The DM should allow Ramne to give advice only when asked (and he may be wrong!). He will refuse to lead the party.

Although the DM may choose to allow Ramne's intervention when the characters are about to take an action that will destroy their chances for success, such aid should be limited to perhaps thrice during the entire adventure. The DM should play up the enchanter's age, weakness, and fallibility when possible to encourage the player characters to take the lead. It's THEIR adventure, not Ramne's.

KEY TO SPECIFIC AREAS IN ORLANE

This section describes the Golden Grain Inn (building 6), the Inn of the Slumbering Serpent (building 25), and the Temple of Merikka (building 21). Maps of these buildings are given at the center of the module.

GOLDEN GRAIN INN

The Golden Grain is one of the headquarters of cult activity in the village. The owner, **Bertram Beswill** (AC 10; hp 8), was one of the earliest converts, and has modified the inn over the last year to serve the needs of the cult. He carries a dagger beneath his apron at all times. All of the customers present will be cult members, usually from outlying farms.

1. COMMON ROOM:

This room seems like a pleasant place, but the people are subdued, generally sitting alone. Those sitting together are not talking and no fires are lit in the fireplaces. Several barrels of light and dark beer are tapped behind the bar.

Cult members! Here, 3-12 (3d4) customers sit quietly about the large common room, sipping from mugs. There is an 80% chance that the assassin, **Derek Desleigh** (room 6), will be present. Bertram Beswill, the hefty proprietor, will greet strangers cheerfully and offer a drink of beer, wine, or brandy, since his instructions from the cult direct him to behave thus. Food and rooms are also available. Beswill will attempt to learn why the party is in Orlane, and if his suspicions are aroused, he will try to persuade them to stay in his inn for the night. If Beswill feels that they are a threat to the cult, he may even offer a reduced rate in order to arrange an ambush (see **Cult Activities**). He may also offer free drinks that have been drugged by his cook (see room 2).

Food and drink are available here, but the quality is poor and the prices nothing short of outrageous.

Golden Grain Price List

breakfast	1 sp	beer, pint	1 sp
breakfast, fancy	3 sp	beer, pint, dark	2 sp
supper	4 sp	wine, pint, watery white	2 sp
supper, fancy	1 ep	wine, pint, watery red	2 sp
soup or stew, bowl	2 sp	wine, Orlane Special, pint	1 gp

2. KITCHEN:

This room is obviously a kitchen. Jars of beans, bread, flour and dried meat can be seen stored in several open cupboards. A short, rat-faced man is busily wiping off a none-too-clean table.

The chief cook, dishwasher, and so on is **Snigrot Dogroot** (Assassin 3; AC 9; hp 11; #AT 1 at+1; D 1-41; S 1, W 8, D 15, C 11, Ch 5). He keeps a **dagger+1** in his boot. Snigrot will be rude and short-tempered toward any strangers in his kitchen. There is nothing of special value or interest here.

Snigrot is a master of drugged drinks. These have a delay of 2-12 turns, after which the victim must make a save vs. Poison. If the save is made, the person will feel groggy and know something is wrong (-2 on all "to hit" rolls). If the save is failed the character is rendered unconscious for 5-10 (1d6+4) hours. If some player characters are captured, see the notes on captured characters in the **Cult Activities** section.

If the drinks are drugged, Beswill will attempt to disarm party suspicions until at least half the party is affected. He will then call for the five cult members in room 11 to help take them prisoner. Particular attention will be paid to magic-users (Beswill knows about **sleep** spells!). The cult members in the common room will not generally press the attack unless led by the main NPCs (Beswill, Snigrot, and Derek).

The party's best response is immediate flight, for the cult members will not pursue outside the inn itself. If the characters leave quickly enough, they may not even be in great danger, for Beswill will not order the capture until he is nearly certain of its success, at minimal risk to himself.

3. OUTHOUSE:

This is a small, battered-looking shack with a sagging door and the regulation hole in the seat.

4. BERTRAM'S DEN:

Four large and comfortable chairs face a huge fireplace in the east wall, while a bare wooden table has four hard chairs placed around it. Crates of plates and mugs are stacked in the southeast corner.

If Bertram is in the bedroom, the door will be locked; otherwise, it stands open.

5. BERTRAM'S BEDROOM:

A huge, soft bed is the major feature of this room. A desk strewn with papers and a hard wooden chair sit next to the bed. Several plain woolen rugs lie on the floor. A large brass-bound wooden chest rests against the north wall.

An examination of the documents will show them to be the very poorly kept bookkeeping records of the inn.

The chest is trapped with a dose of **slow** gas that will be released if the chest is opened without a key. (The key to the chest is in a niche carved into the underframe of the bed.) The gas will affect everyone in the room, no saving throw. The effect lasts eight rounds. The chest contains fresh aprons, a longsword, and routine items of clothing. There is a secret panel in the bottom of the chest, below which is stored Bertram's latest offering to the cult. He intends to deliver it to the temple as soon as the sum is rounded off: 136 gp, 496 sp, and 889 cp.

One rug conceals the trapdoor to the secret room in the cellar (room 18).

6. LARGE GUEST ROOM:

This room contains a bed, a storage chest, a table, and four chairs. A rough rug covers the center of the floor.

This is the chamber of **Derek Desleigh** (Assassin 4; AC5; hp 15; #AT 1; D 1-6; S 14, I 12, W 8, D 16, C 14, Ch 7). There is only a 20% chance he will be here during the inn's normal hours, otherwise he will be in the common room (room 1). Derek bears a Shortsword and wears **leather armor +1**. A long scar runs down the right side of his face, making his appearance bizarre and frightening. Derek is certainly the meanest person in Orlane: he considers a murder rushed if less than three hours elapse between the first wound and the coup de grace. He uses a slim dagger for this work, carrying the blade in a sheath at the nape of his neck.

Derek is the only person to somehow mask the fact that he was not charmed in his meeting with the reptile god. He is masquerading as a cult member, but his first priority always concerns himself. He follows the orders of the innkeeper in abducting persons from rooms 7-10, but he has been siphoning off many of the funds gathered by the cult. If his cover becomes shaky, he will leave town.

He has a locked iron strongbox under his bed, and he always keeps the key on a string around his neck. A poison needle trap in the lock could bring an abrupt end to the unwary (and unlucky!) thief who tries to pick the lock without removing the trap. The chest contains five gems (500 gp x 2; 450 gp, 300 gp, and 200 gp), 160 pp, and 1,087 gp. Three bottles are wrapped in a lush velvet cloth, each containing a clear liquid. They are a **poison** potion (save at +4 if only a sip is taken), a potion of **healing**, and potion of **gaseous form**. Each bottle contains one dose.



7. SMALL GUEST ROOM (2 gp per night):

This room has two large beds and a desk. The one-way secret door can only be opened from the far side, by releasing a catch and pushing it into the room. It is used for kidnapping guests (see **Cult Activities**).

8. SMALL GUEST ROOM (2 gp per night):

This room contains three beds, but is otherwise identical to room 7.

9. CROWDED GUEST ROOM (12 sp per night, per bed):

This small room has four beds crowded into it, with a plain table and four chairs in the center. The secret door is the same as in rooms 7 and 8.

10. POSH GUEST ROOM (4 gp per night):

This large room has a luxuriously soft bed, a small closet, and a nicely constructed table and chairs. Its fireplace is topped with an ornate mantle, carved with detailed images of sprites and dryads. The secret door is the same as the others.

11. CULT MEMBERS' ROOM:

This room looks like common sleeping quarters. There are five armed men in this room, who rise when you open the door.

Cult members! The five men (NM; AC 6; hp 5 each; #AT 1; D 1-6) stay here, rarely venturing out of this or the neighboring room. They wear studded leather armor and carry shields and shortwords. These cult members aid Derek in abducting inn guests and villagers (see **Cult Activities**). They take their meals in room 12, and don't enter the common room (1) when customers are present. They have donated their worldly goods to the cult, and consequently are penniless. They will come out of their room to investigate a disturbance on the second floor, or if called by Bertram, Derek, or Snigrot.

12. CULT UTILITY AND DINING ROOM:

Two tables and eight chairs occupy this otherwise bare room. A tray with six dirty plates and mugs on it sits on one of the tables.

13. SMALL GUEST ROOM:

Iggy Olivero (AC 10; hp 4), a merchant from Hookhill, has been a long-time resident of this room. When traveling through Orlane several months earlier, he was foolish enough to take a room at the Golden Grain Inn, from which he was abducted and charmed. A ransom demand was sent to Hookhill, claiming that Iggy was in the hands of Dim Forest bandits. The money was long since paid, the proceeds going to the coffers of the reptile god of course, and the merchant will be returned to Hookhill as soon as enough cult members can be spared to give him a safe escort through the forest. Once home, the merchant will begin to pave the way for a cult chapter in that fair city. All of his belongings have been confiscated, so he lives here with merely the robe he wears. If discovered by adventurers, he will claim to be a prisoner, although his door is unlocked. As soon as possible, he will betray or escape his "rescuers."

14. DORMITORY ROOM:

This was a popular and inexpensive room before Bertram's conversion, though now it is used but rarely. Since guests are usually assigned to the ambush rooms across the hall, the only people who use this room are the cult members staying in the village for some reason. It is currently empty.

15. MAIN CELLAR ROOM:

The stairway from the kitchen ends in this dark and musty room with no windows. Many tables and chairs, some broken, are stacked against the south wall. Cobwebs cover much of the ceiling, filling in the spaces between the rafters. Two unlocked wooden doors flank the stairway, and the walls have many torch sockets arranged along them at neat intervals. One opens the secret door to room 18.

16. WETGOODS STORAGE:

A dozen kegs and casks of various sizes are kept here. The room has a dirt floor and the air here is damp and chilled.

Two small casks contain red and white wine, while the rest contain different types of beer. The outside cellar door is locked and barred from the inside. There is nothing else of interest here.

17. DRYGOODS STORAGE:

This room has a wooden floor, upon which are stacked a number of crates and boxes.

These contain the necessary implements for the running of the inn: extra platters, utensils, cases of flour, grain and dried beans. There is nothing further of interest here.

18. SECRET MEETING ROOM:

The catch of the secret door is released by pulling down on a torch socket in room 15. The room beyond contains a table, several benches, and a ladder rising to a trapdoor in the ceiling (to Beswill's room, 5). In the southeast corner is a stout wooden door with a bar across this side holding it firmly shut. The room is otherwise empty.

19. UNDERGROUND PASSAGES:

The corridor beyond the southeast door has been hastily excavated from the dirt, and is shored at 5' intervals with heavy timbers on the walls and ceiling. The ceiling is only 6' high. The floor is smooth dirt, and there is an odor of must and decay here. The air is unusually cold. Many rats scurry for cover as the door is opened.

The rats are harmless and will not attack.

20. CENTRAL CHAMBER:

The corridor gradually descends away from the inn. At first, there is only 6' of headroom, but in this room the ceiling is 10' off of the floor.

Coiled around a rotting rafter is a constrictor snake (AC 5; MV 9"; HD 4+1; hp 16; #AT 2; D 1-4/2-8 + constriction). The snake will drop onto a character passing beneath it, surprising on a 1-5. If the group has stated that they are examining the ceiling, however, the chance for surprise is normal. Because of the chilly temperature, the snake moves at half speed and attacks at -2 "to hit."

21. SECRET TREASURE ROOM:

This secret door is made of canvas over a wooden frame, painted to blend into the earth of the chamber walls. It is not locked, since its construction is too frail to prevent a determined person from entering in any event.

The room beyond has a low (5') ceiling. The dingy chamber has three chests in it that are used to store the donations to the cult when they fill the chest in Bertram's bedroom. Since the entire hoard was moved to the temple and then to the naga's lair less than a month ago, all three chests are open and empty.

22. LARGE DIRT CHAMBER:

This room appears empty, and is noteworthy only for the fact that the timbers at the far end have collapsed, leaving a pile of loose earth against the wall.

If the characters disturb the dirt they will awaken the **mudviper** there (giant poisonous snake, AC 5; MV 15"; HD 4+2; hp 19; #AT 1; D 1-3 + poison). Because of the chilly temperature in the chamber, the snake's movement and number of attacks are cut in half. It also strikes at -2 "to hit."

23. GHOULISH VAULT:

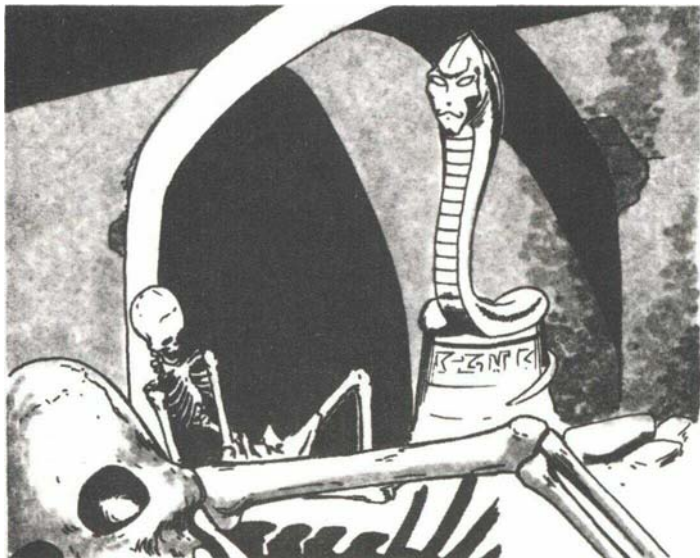
Herein lies the true horror of this small network of tunnels, and the reason for the bar across the outer door. Three ghouls (AC 6; MV 9"; HD 2; hp 8 each; #AT 3; D 1-3/1-3/1-6 + paralyzation) occupy this bone-littered room, surviving on rats and the occasional unfortunate captive or animal that is turned loose in the labyrinth.

24. STATUE OF THE NAGA:

The human face of this statue is the first thing seen by characters entering the chamber. This extremely authentic carving has been created out of several tusks of ivory, skillfully blended by a master craftsman and raised on a stone dais. It is worth 5,000 gp, but is equivalent in weight to 8,000 gp, so moving it will be very difficult. The statue may be broken into smaller parts to be moved, but each break will detract 1,000 gp from its total value. There is a 15% cumulative chance that each break will cause the statue to shatter into worthless scraps (previously separated pieces are worth 1,000 gp each).

25. EMPTY CHAMBER:

There is nothing in this area.



INN OF THE SLUMBERING SERPENT

Belba and Ollwin Cralloon's establishment is not fancy, but offers a homey atmosphere that most travelers find more pleasant than the cheerless Golden Grain Inn. In addition, prices are reasonable and the quality of food and drink is good.

1. COMMON ROOM:

If it is daytime, the shutters will be flung wide and sunlight streams into the room from a number of large windows. At night, three fireplaces give the room a cheerful atmosphere. During business hours, 2-8 customers will be here, enjoying a drink or five at the large table in the center of the room. (There is a 25% chance that one of the customers will be a spy for the cult from one of the outlying farms, however.)

Conversations here are cheerful, and occasionally rowdy or ribald, but Belba will not tolerate outright vulgarity. If wine is ordered by a newcomer, Ollwin will break out his homemade special and the first glass will be on the house. It is of exceptional quality, and there is an 80% chance that each character will find it to be the best he or she has tasted.

Ollwin is the only resident of Orlane who knows much about Ramne, since the old hermit occasionally comes to the inn to purchase supplies. The innkeeper knows that Ramne is something more than he seems, and senses that the oldtimer is of good alignment. If a party expresses a desire to get to the bottom of the town's mystery, Ollwin will suggest that they see Ramne.

Slumbering Serpent Price List

breakfast, fancy	2 sp	beer, pint	5 cp
supper	2 sp	beer, dark, pint	1 sp
supper, fancy	8 sp	malt, pint	2 sp
dinner, the works	1 gp	wine, white, pint	2 sp
grapes, bunch	2 cp	wine, red, pint	2 sp
soup, bowl	5 cp	wine, Orlane Special, pint	1 gp
		brandy, Keoish, gill	1 ep

2. KITCHEN:

The kitchen is just to the right as one enters from the common room. It is a neat, well-ordered cooking area, and Belba rules here with an iron mitten. Anyone venturing here is likely to be put to work washing dishes, peeling potatoes, or the like. Three ovens heat the room well, and the Cralloons usually eat at the small table in the center.

3. PARLOR:

Beyond the kitchen is a parlor or sitting room with several comfortable chairs, a large fireplace, a solid wooden table, and several shelves holding many varieties of potted plants.

4. BEDROOM:

The Cralloon's bedroom has a bed with a soft feather mattress, a desk, and several bookshelves supporting the business records of the inn. A large, walk-in closet is in the southeast corner, and here are all of the couple's clothes. A board in the floor of the closet is loose; beneath it are leather sacks holding 39 pp, 496 gp, 110 ep, 670 sp, and 896 cp.

5. OUTHOUSE:

The structure is simple, but clean.

6. WINERY:

This is Ollwin's pride and joy. Fermenting here are some of the finest grapes grown for many leagues, slowly turning into both red and white wines of excellent quality. The outer room is a small office with a desk and many records of different batches of wines, ranging back for nearly 40 years. The large inner room has huge vats of grapes in various stages of fermentation; two large clay jars, stoppered, at the west end; and two dozen casks of wine stacked against the north wall. In the center of the room is a huge bin full of fresh grapes.

7. LAVISH GUEST ROOM (4 gp per night):

This room has a luxurious featherbed, a closet, desk, table with chairs, and an empty trunk with a key in the lock. As with all of the guestrooms, this one is empty. (A traveler through Orlane is a rare creature these days.)

8. STORAGE CLOSET:

In this closet are extra sheets, pillows, and blankets for the bedrooms of the inn.

9. PRIVATE GUEST ROOM (2 gp per night):

This room has a fluffy featherbed, a desk, and a table with three chairs.

10a. - b. MULTIPLE-GUEST ROOMS (8 sp per bed, per night):

Each of these rooms contains several beds. They are otherwise bare of furnishings.

11a. - c. DOUBLE GUEST ROOMS (15 sp per bed, per night):

Each of these rooms contains two beds, a desk, and a chair.

12. CELLAR:

This is a large, open room supported by two central columns. Between the columns are many crates containing supplies for the inn; such as platters, mugs, towels, cheap silverware, a saw, an axe, and several spare hinges. More crates along the north and west walls contain stores of food: beans, grain, flour, potatoes, carrots, dried and smoked meat, and several kegs of beer. The outside cellar door is locked and barred when not in use. Many long planks have been piled along the south wall. A box containing a hammer and hundreds of nails sits on top of these boards. There is nothing here of special interest.

THE TEMPLE OF MERIKKA

Cult members! The temple of Merikka was dedicated to that benign goddess when it was constructed from granite blocks brought all the way from the Lortmil Mountains. However, the naga's possession of the two clerics and their servants has made a mockery of the church's original purpose. Although weekly services are still held to keep up the pretense, the clerics are among the cult's most adamant proponents. They play an active role in the deception of unsuspecting victims.

The granite wall around the temple is 20' high. The gates are strong and wooden. Carved into them with precise craftsmanship is an ornate carving of the chaotic good goddess Merikka, portrayed as a beautiful young woman. The temple building itself is made of solid granite blocks, and is completely windowless.

1. COURTYARD:

During the day, the courtyard is open. A broad path leads to the doors of the temple. The courtyard itself is empty except for a gardener, and its grounds are not well tended. If disturbed, the gardener (a temple servant; AC 8; hp 4) will rudely direct the characters to the main temple, then ignore them.

After dark: The gates to the temple are closed and barred from the inside, and two trained wolves are released to roam the courtyard. These will obey any of the five servants who care for them. The servants alternate the duty of patrolling, and two of them will be with the wolves at all times.

Wolves: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2-5
Servants: 0 level; AC 8; MV 12"; hp 4 each; #AT 1; D 1-6

If a fight breaks out, the three servants who are not on patrol will hear it and join their comrades.

2. OUTBUILDINGS:

The largest outbuilding is a kennel and private quarters for the wolves and servants who patrol the grounds at night. Adventurers investigating it will be rudely turned away. The other buildings house general supplies, farming tools, and the like.

3. CENTRAL SANCTUARY:

This large room has a tile floor decorated with an abstract mosaic pattern in orange, tan, brown, and blue. Several tapestries decorate the walls, all depicting scenes of lush farmland and crops in various stages of maturity. Five huge elm trunks serve as columns in the room, and a statue of Merikka, carved from a solid piece of jade, is mounted on a low dais at the north end of the room.

If the adventurers are just visiting, they will be met in this area by **Misha Devi**, a priestess of the temple (see room 9). She will caution them that non-members are not allowed beyond this area. She will answer questions politely and try to find out what the characters are doing in the area without revealing any information of importance. She will not let the characters get too close to her, and if the party is hostile, she will flee and warn the rest of the temple. Alternately, the DM could have the characters meet a temple servant, with similar results.

The statue of Merikka is worth 5,000 gp, but weighs the equivalent of 10,000 gp.

4. MEETING ROOM:

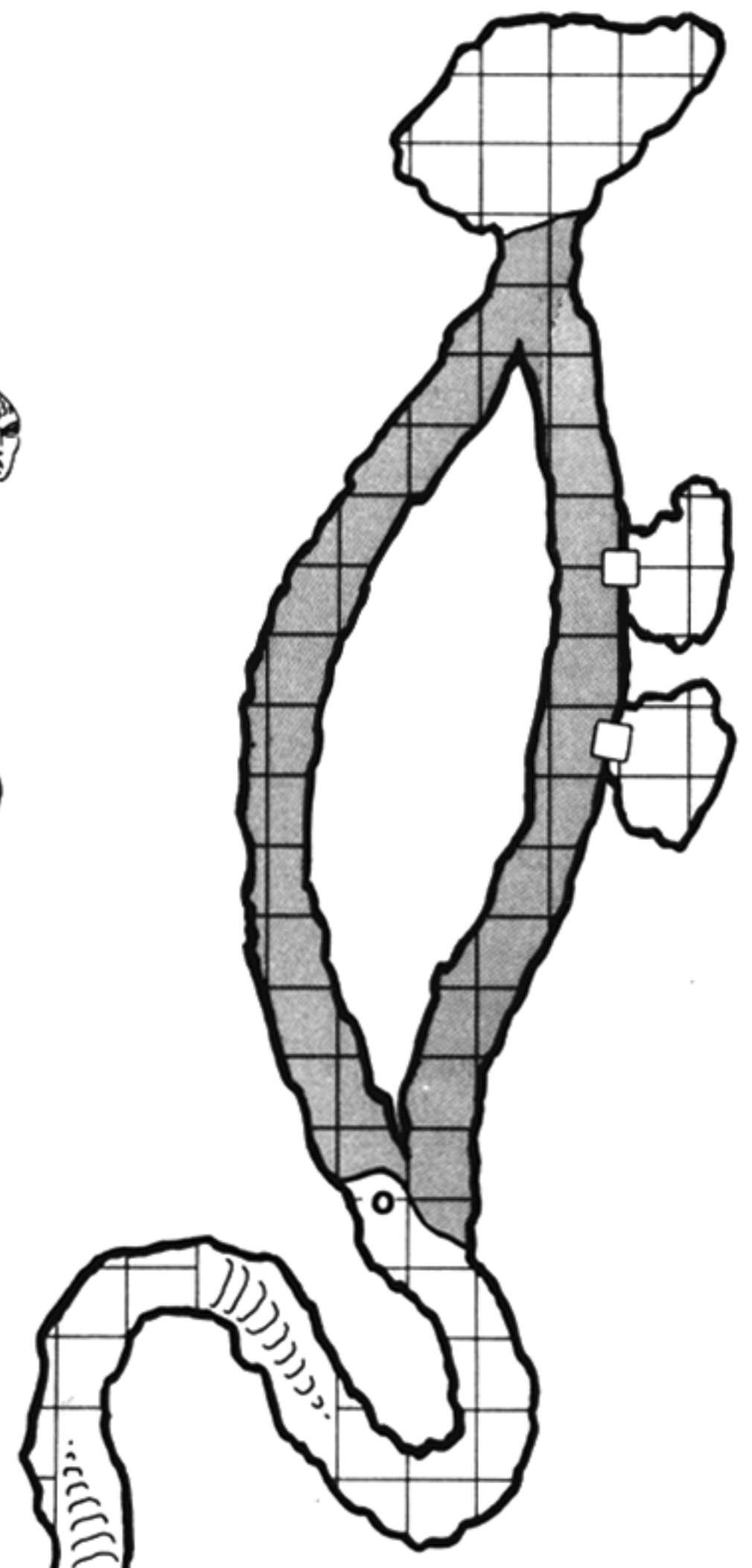
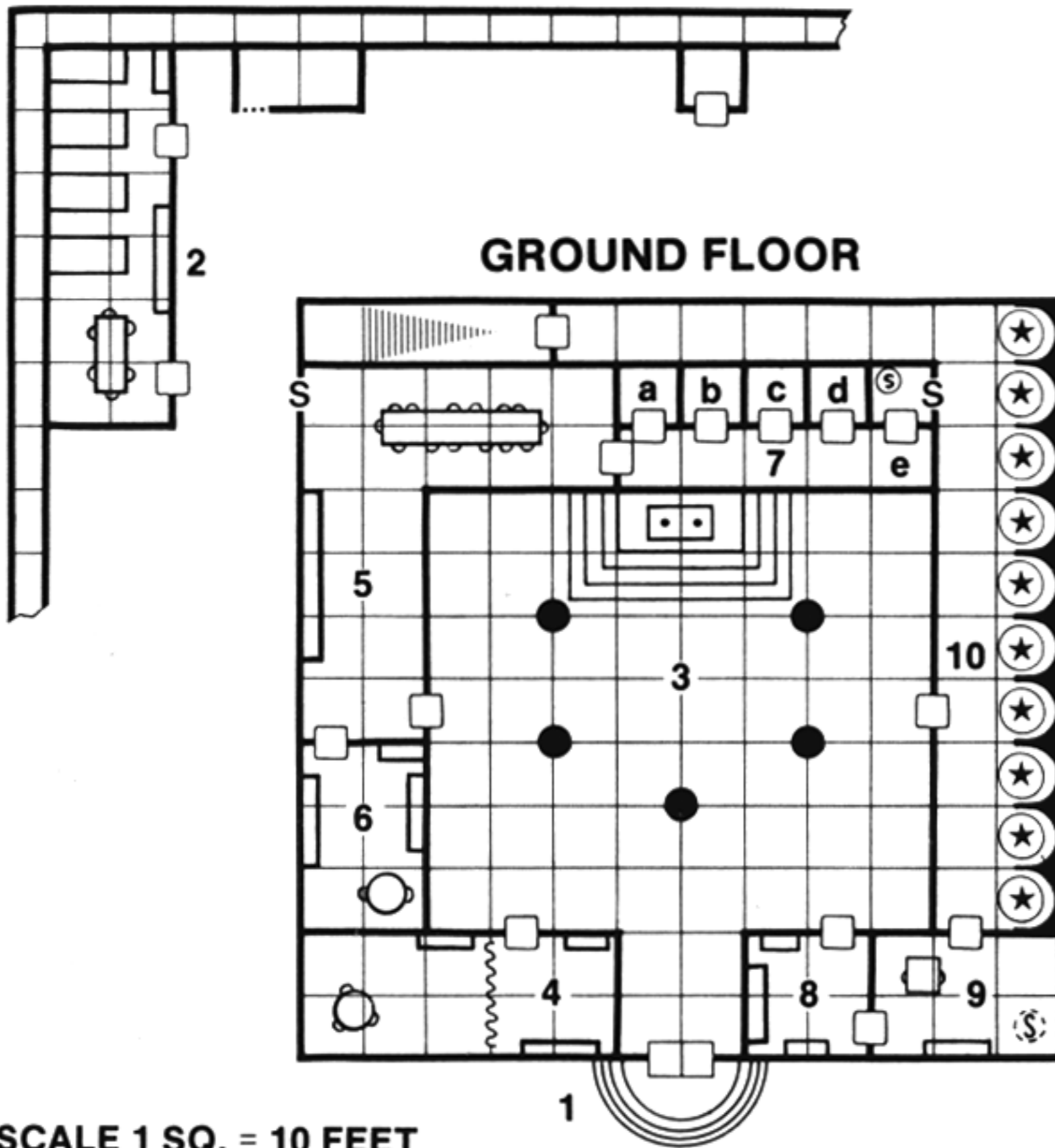
This is apparently a larger room, divided by a rich blue drapery just west of the door. The area that you see is empty except for three plain wooden benches.

Behind the drapery is a softly carpeted room with three comfortable chairs placed around a low table. A small shelf to the side holds several unopened bottles of Orlanian Special wine, and a half dozen glasses.

5. DINING HALL:

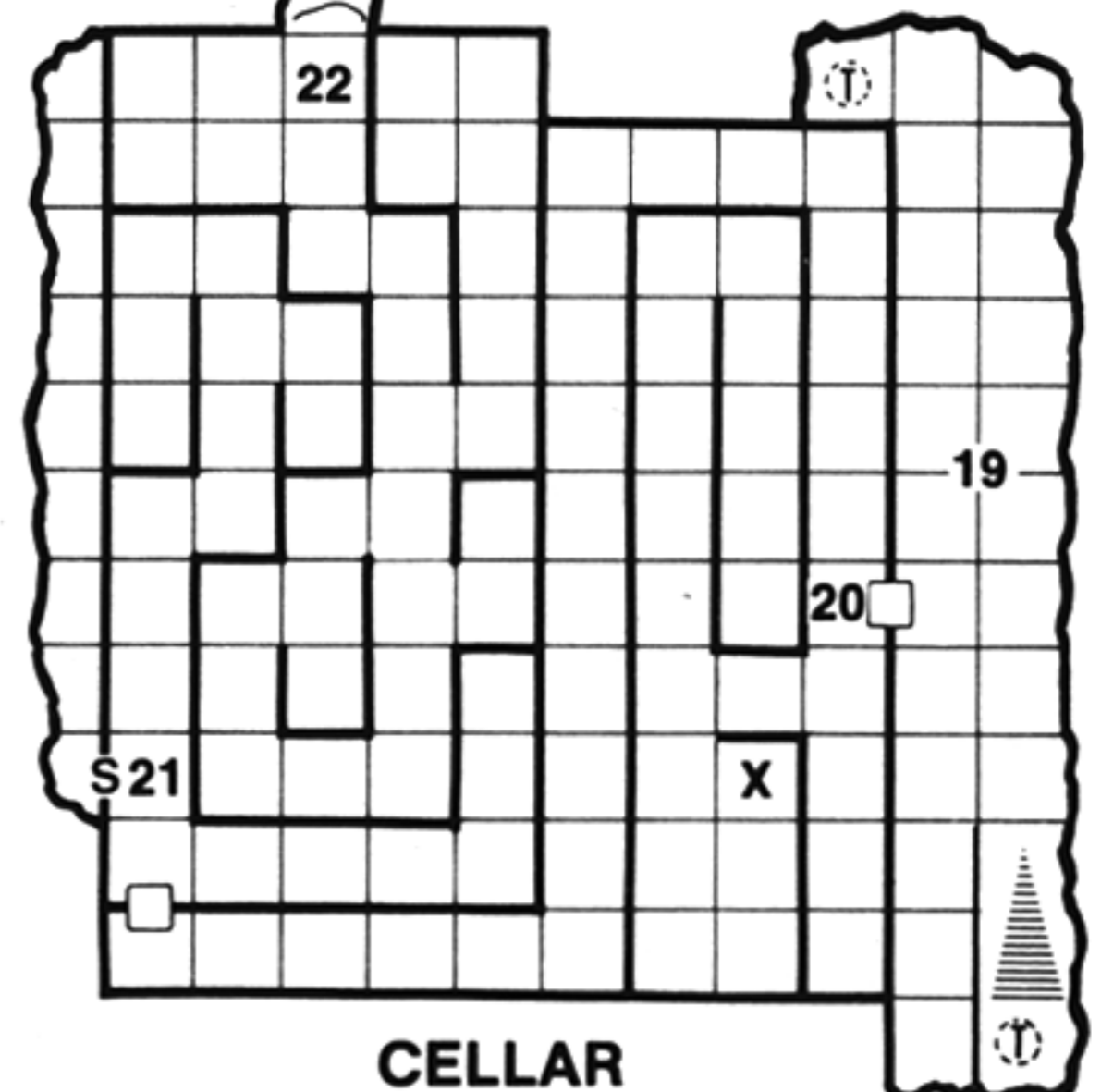
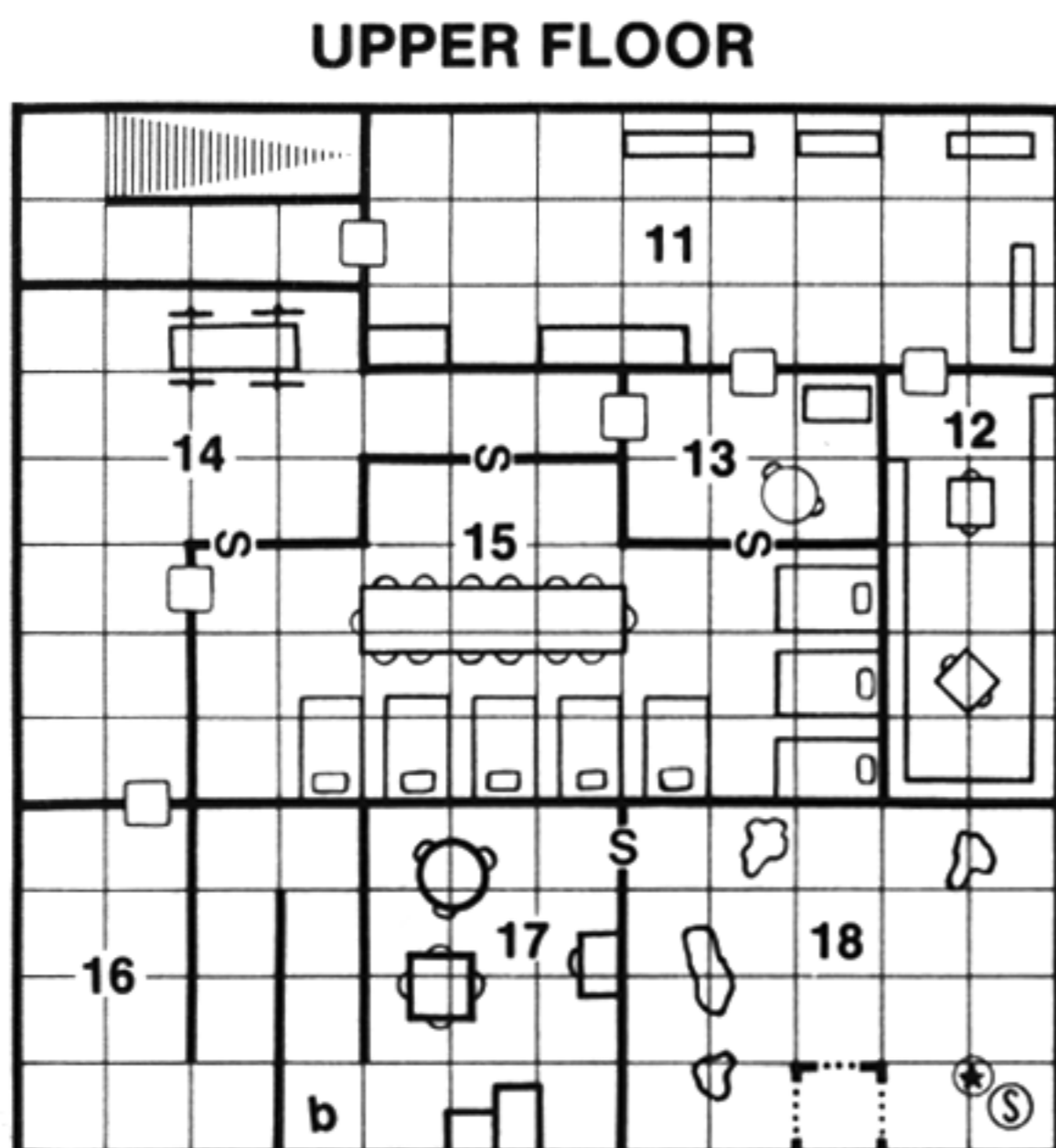
This is the room where the clerics, monks, and servants all take their meals together. The pretense of goodness is maintained in a handsome display case, which contains examples of some of the finer harvests to come from the Orlane area: a huge carrot, a plump ear of corn, a cluster of tall wheatstalks, and a bottle of the local wine.

TEMPLE OF MERIKKA



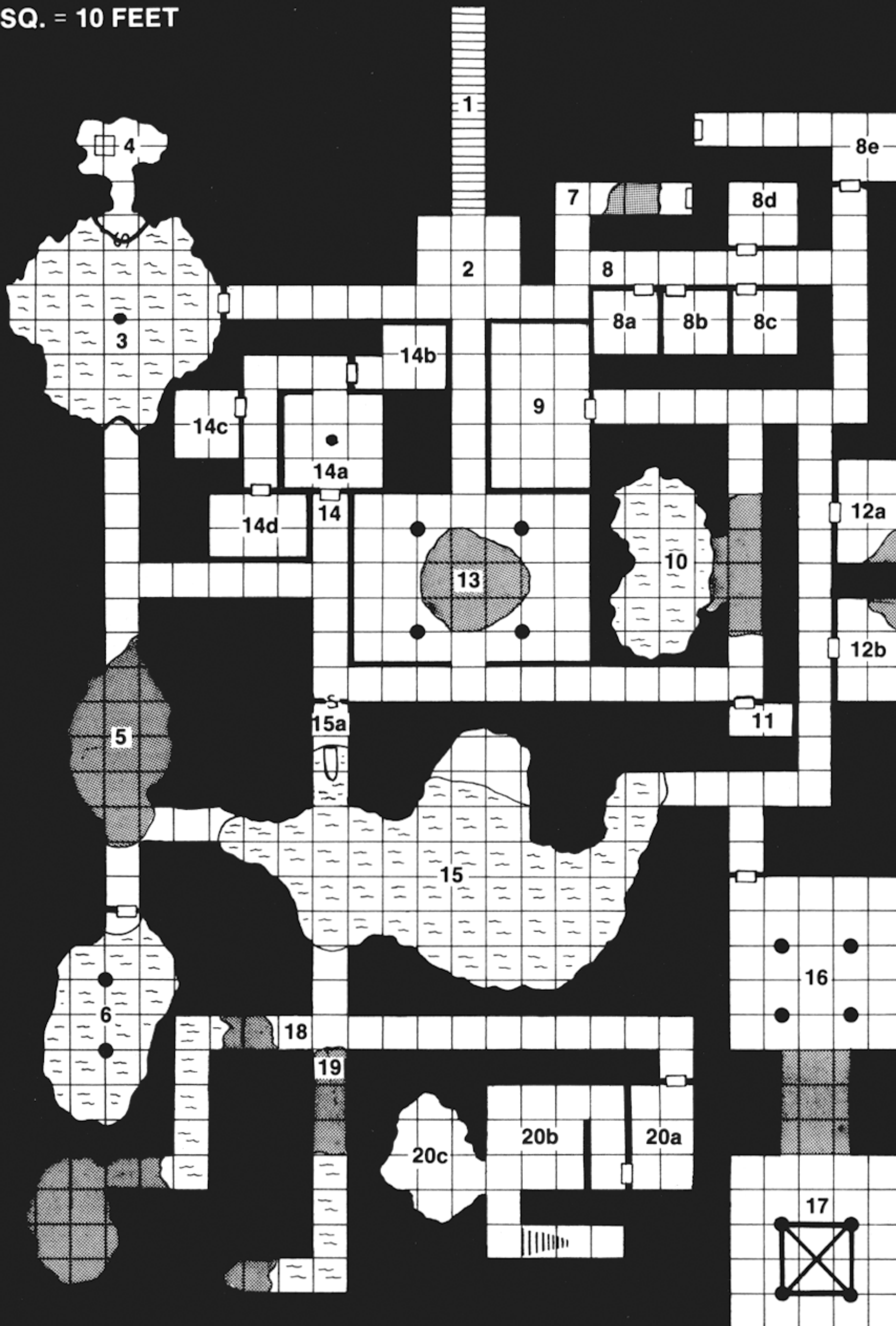
SCALE 1 SQ. = 10 FEET

	STAIRS		SECRET DOOR FLOOR		BARS
	ROUGH HEWN STAIRS		SECRET DOOR CEILING		STATUES
	DOOR		TRAP DOOR IN CEILING		PILLARS
	SECRET DOOR		CURTAIN		MUD

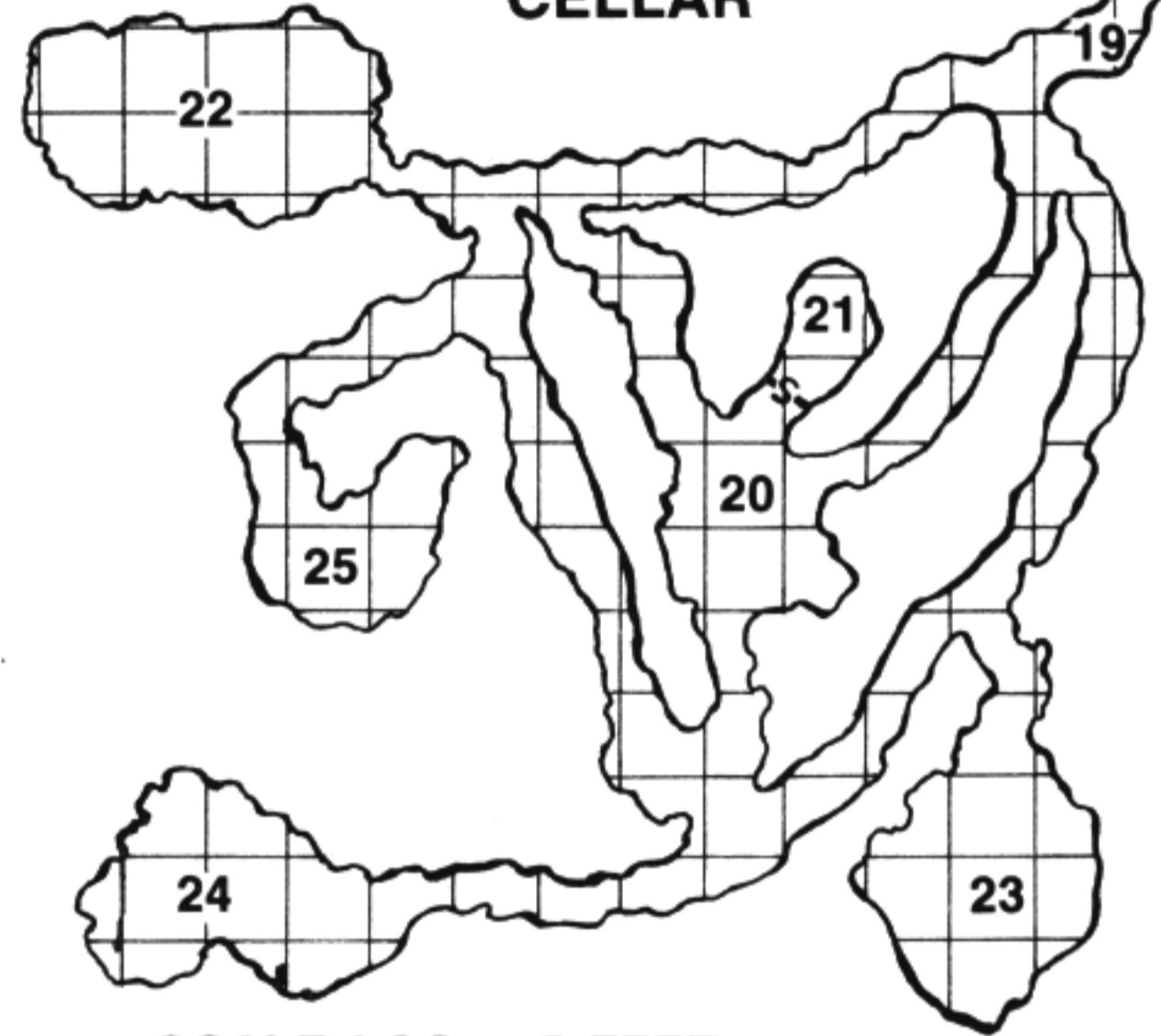
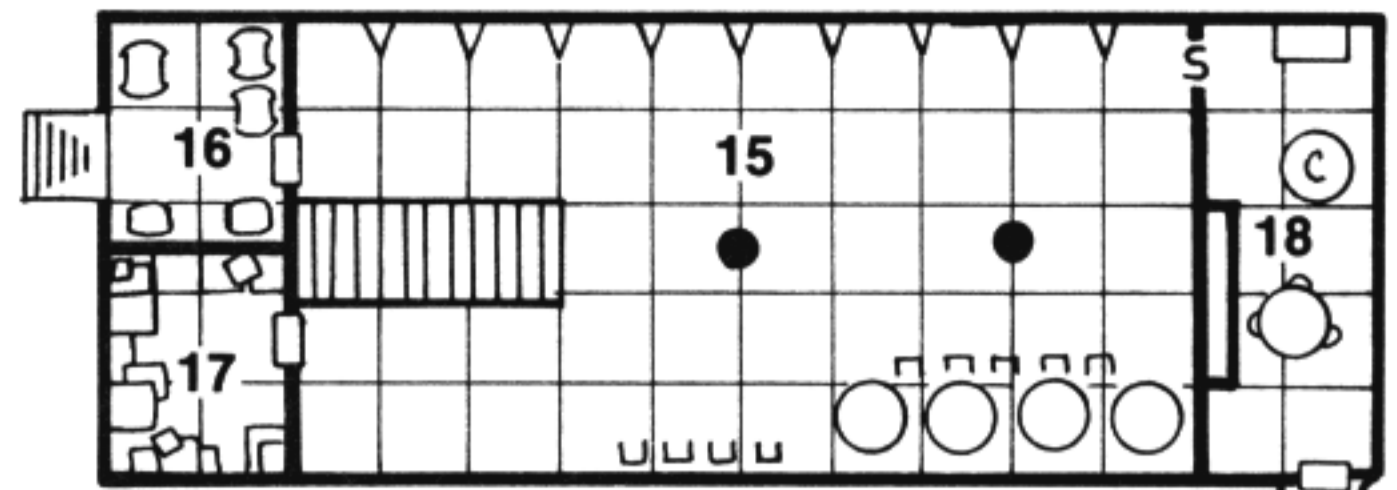
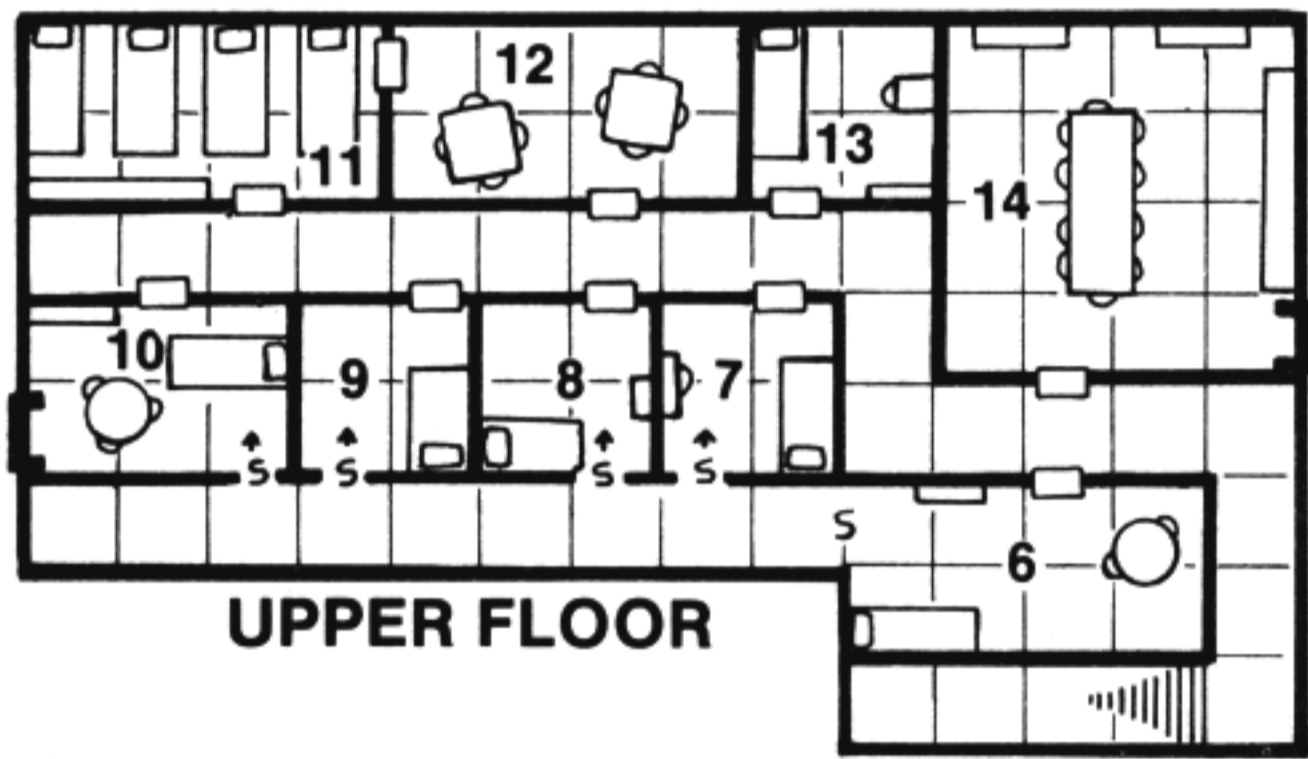
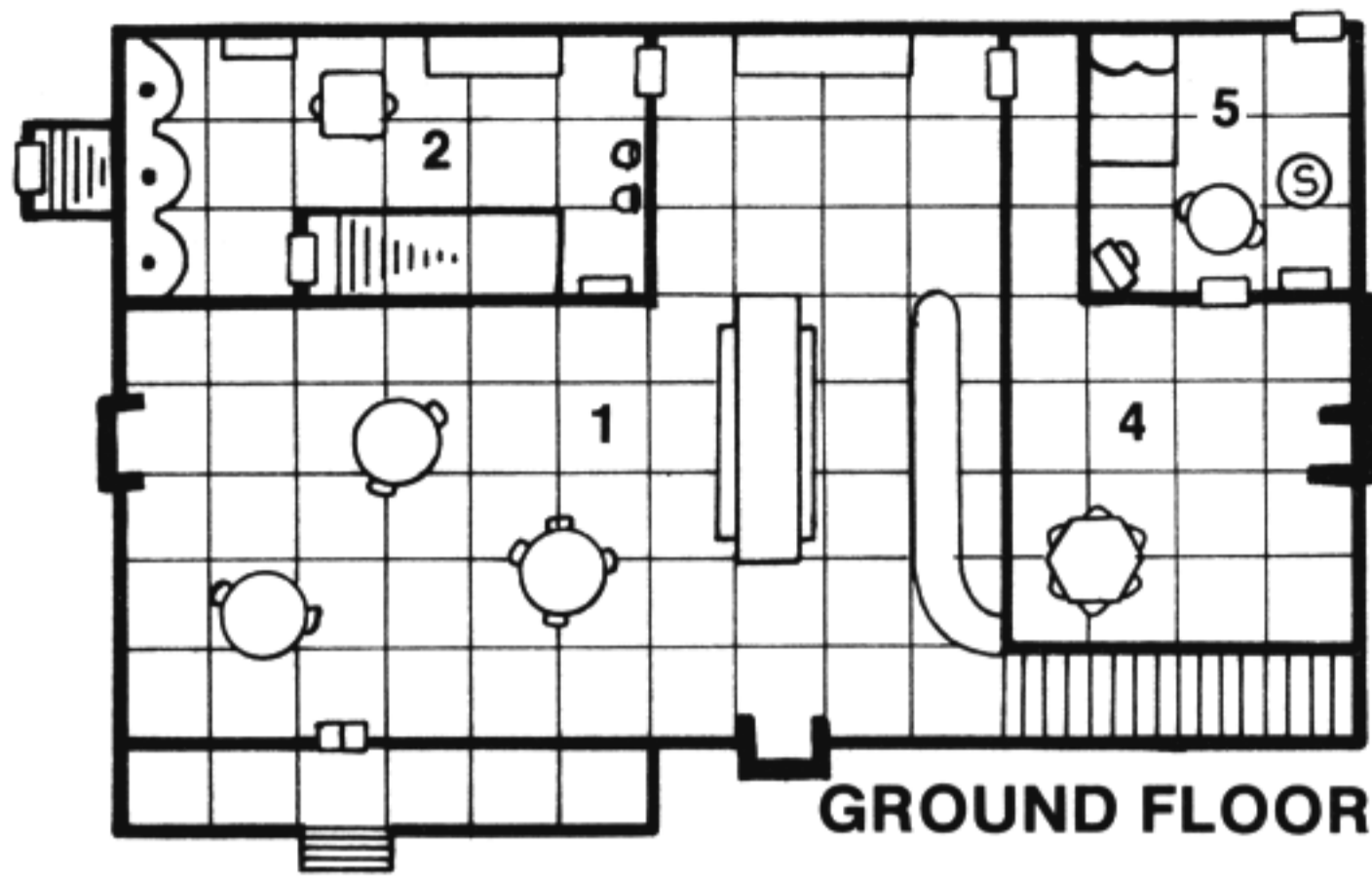


DUNGEON LEVEL 1

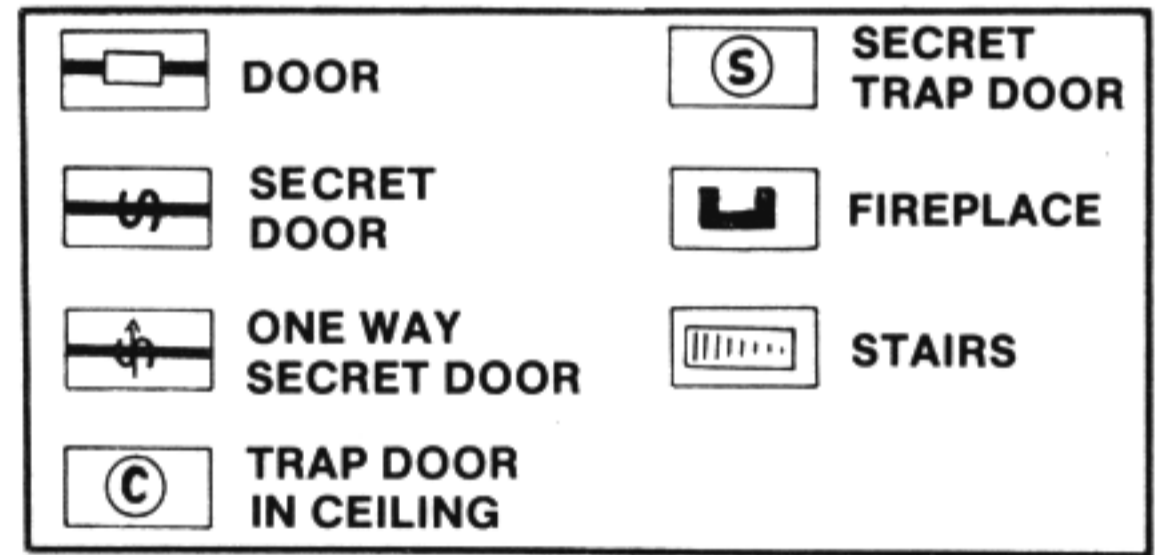
SCALE 1 SQ. = 10 FEET



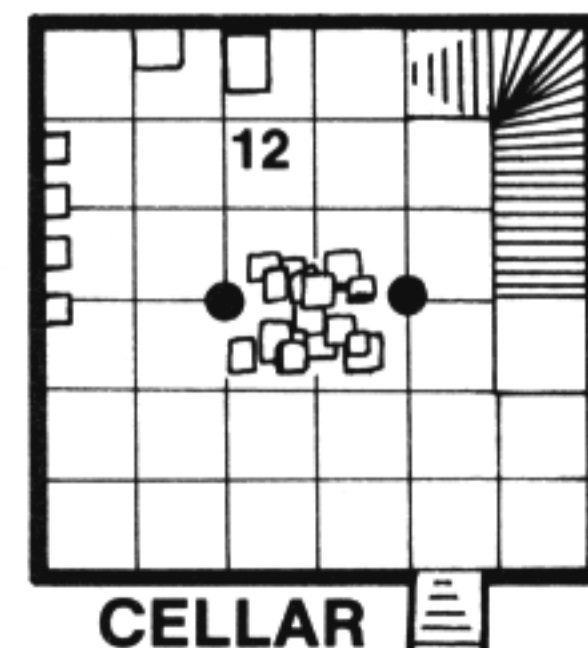
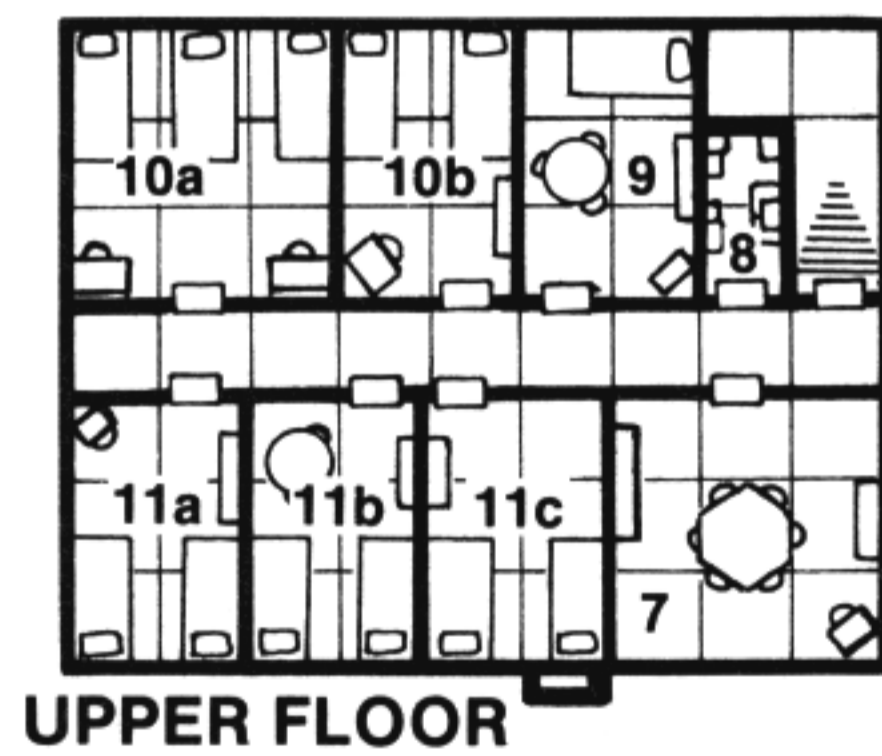
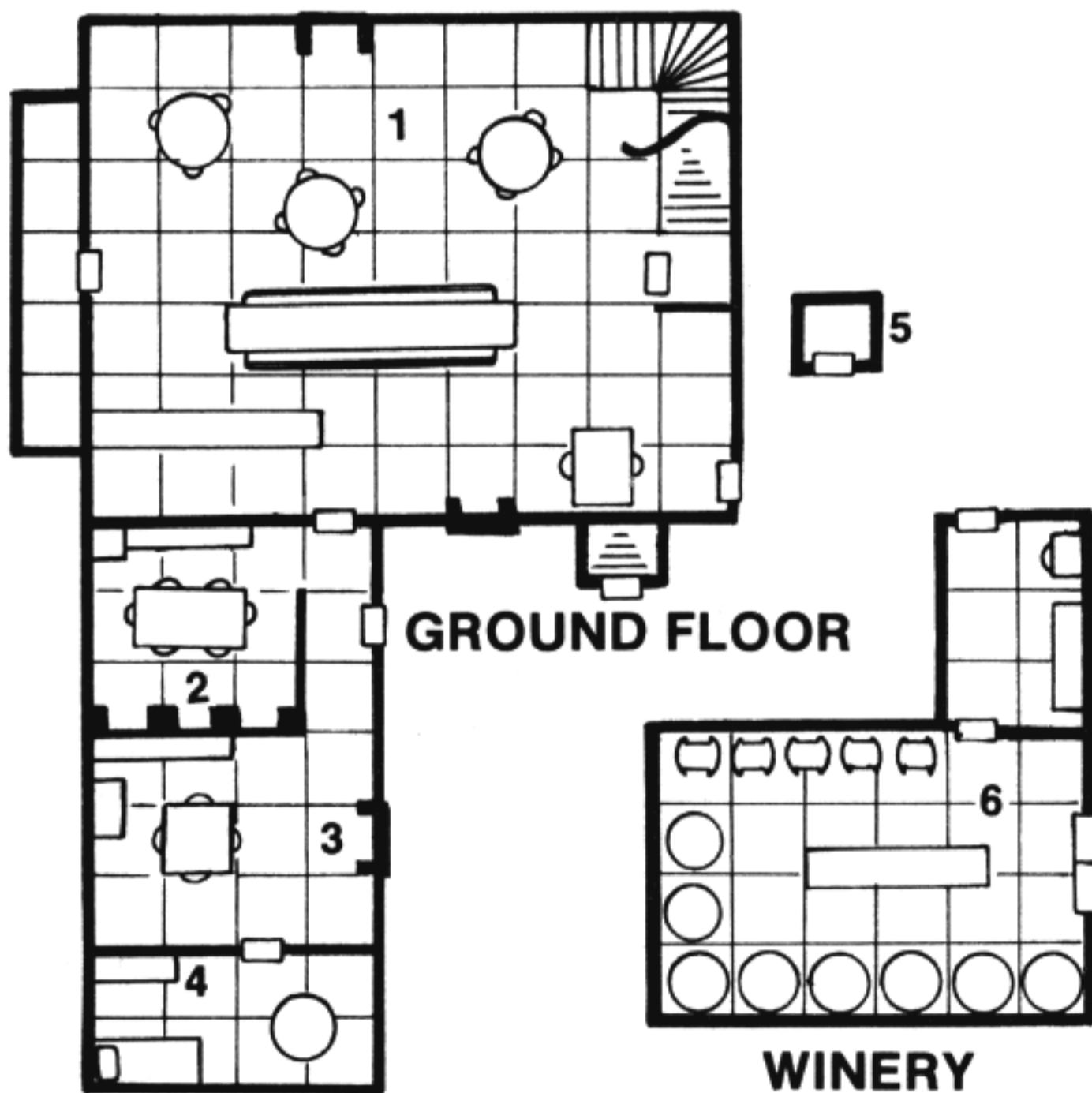
GOLDEN GRAIN INN



SCALE 1 SQ. = 5 FEET



INN OF THE SLUMBERING SERPENT



6. KITCHEN:

Three medium-sized ovens occupy the south wall, while cupboards take up most of the storage space. A small table is in the center of the room. The cupboards contain grains, flour, beans, carrots, and dried meat; as well as pots, pans, platters, cups, and utensils enough to serve large and elaborate meals.

7a. - e. MEDITATION CELLS:

These were formerly used as places for clerics to pray to the gentle Merikka, but that use is long forgotten. Now each contains a only a simple reed prayer mat.

- a. This cell is empty except for the reed prayer mat.
- b.-d. Each of these cells is occupied by a single evil monk (Monk 4; AC 7; MV 18"; hp 12 each; #AT 5/4 rounds; D 1-6).
- e. The prayer mat in this cell covers a trapdoor to the lower level (area 19).

If the west door to the cell area is opened, all three monks will be ready for combat (no surprise), but they will not fight unless one of the cell doors is opened. When this occurs, the one who has been disturbed will fight in his room, while the other two will spring into the hallway to the aid of their fellow. All three will fight with bare hands. They have no treasure—their cells are bare except for the reed mats on the floors.

8. MISHA DEVI'S OUTER CHAMBER:

This room is bare except for three wooden benches. The east door (locked) leads to the quarters of **Misha Devi** (room 9).

9. MISHA DEVI'S QUARTERS:

Misha Devi will be found here during the evening, and 50% of the time during the day. If not here, she will be tending to business in another room on the ground floor of the temple.

A small bed, a trunk, and a desk are the only items in the room. The trunk is not locked and contains only a few clothes and, perhaps, her chainmail armor, shield, and mace. Under the bed is a trapdoor leading to the lower level of the temple (area 19).

Misha is a slender and attractive young woman who has been a cult member for nearly a year (C3; AC 9; hp 15; #AT 1; D 1-6; S 12, I 12, W 16, D 9, C 10, Ch 15). She wears a **ring of protection +1**, and a snakeshead amulet around her neck that is made out of gold and has two 200 gp rubies for eyes. The amulet is worth 1,000 gp intact. Misha has a suit of chain mail and a shield in her trunk that she will don if given warning of an attack (AC 3). She wields a mace. Originally dedicated to Merikka, Misha now seeks to undo her former service in the advancement of the cause of the reptile god.

Her spells are:

First level: detect good; darkness (light reversed); detect magic; cure light wounds
Second level: augury; silence; hold person

10. HALL OF STATUES:

This hall has a gleaming white tile floor and a series of alcoves along the east wall. Each alcove is lined with black velvet to highlight the beautiful golden items there.

All of these statues represent plants that Merikka's benign blessing helps to nurture. Each contains an amount of gold equal to 500 gp, but the workmanship of the statues makes them worth 5,000 gp each. From north to south, the niches contain replicas of a stalk of wheat, a potato, a cluster of oats, a cornstalk, a large carrot, three turnips, a bunch of grapes, a cluster of barley, and a pile of beans—intricately molded statues of pure gold.

The fact that the reptile god's minions have let the exquisite items remain in their traditional spots should suggest that it is best not to tamper with them. This is true, since **Merikka's curse** will immediately befall anyone who touches one of them.

The effect of this curse is similar to that of the reverse of the third level clerical spell **remove curse**, but is more difficult to remove. Curses from touching more than one item are cumulative, but only the individuals who actually handle the statues are cursed. Thus, if a character disturbs three of the objects, three curses would be received. (If more than one curse indicates that an ability score is lowered to 3, it will be a different ability each time.) A saving throw vs. Spells is allowed for each curse, with those saving still suffering a -2 penalty on all dice rolls for three days. Failure means the curse will be permanent until a cleric of at least 12th level casts a **remove curse** and an **atonement** on the culprit.

11. GUARDROOM OF THE UNDEAD:

This bare room contains only some wooden benches and 8 skeletons standing against the walls between them.

These undead (AC 7; MV 12"; HD 1; hp 5 each; #AT 1; D 1-6; SD half damage from edged weapons) will remain motionless until a living creature enters the room. If that creature makes the secret sign of the cult as it comes through the door, the skeletons will remain motionless and allow it and anyone with it free passage through the room. If no secret sign is made, the undead will attack as soon as the first creature has entered the room, fighting until they are destroyed or the intruders driven off.

12. LIBRARY:

This room contains many shelves of books, and two small tables.

Most of the volumes deal with mundane aspects of agriculture or religion. The most ornate book in the room is on one of the tables, entitled: **A MOST WORSHIPFUL GUIDE TO BENIGN MERIKKA**. The huge and richly embossed volume will not fit on any of the shelves. It contains many colorful paintings and was formerly very valuable, but all of the illustrations have been crudely defaced. Some of the pages have rusty brown spots on them.

13. SMALL MEETING ROOM:

This chamber contains a small table and two comfortable chairs, with an unopened wine bottle and two clean glasses on a shelf in the corner.

As soon as a party enters room 13 or 14, the goblins in room 15 will spy upon them through slits in the secret doors. All of the secret doors are one-way only, from 15 into 13 or 14. When the entire party has entered room 14, the nine goblins will attack (AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6). They will attack in groups of three, one trio through each secret door.

14. TORTURE CHAMBER:

A rack and a table with heavy straps attached to it occupy the center of the room, and an iron maiden stands in the corner. Several empty pine boxes, about 6' x 2' x 3', are stacked against the west wall.

What was formerly a storage room for the ample supplies of grain and vegetables that the faithful provided for their clerics' disposal has now been outrageously defiled. It is here that Derek Desleigh does much of his dirty work. Misha and Abramo also use the devices as a means of coaxing information from reluctant citizens before they have been converted.

15. GOBLINS' QUARTERS:

This room is barren, except for nine straw mats and a low, crudely-built table.

The nine goblins who live here were captured by the cult's members in the Dim Forest and dragged to the dungeon of the reptile god. There, they were charmed and ordered to serve as temple guards, out of sight of the citizens of Orlane (see room 13).

16. ANTECHAMBER:

The door to this area is unlocked. When it is opened, several small bells attached to it will chime softly.

The walls of this chamber are scratched, stained, and covered with strange markings. Loose chips of stone lie scattered on the floor. Aside from the southeast exit, the room appears empty.

This is the antechamber to the quarters of **Abramo**, originally a cleric of the gentle Merikka. His charming by the naga and resultant alignment change has seriously unbalanced his mind. He has scrawled meaningless gibberish on the walls of this room with soot and colored pigments.

Abramo will always be around the double corner at position **b**, watching the party. He will flee if the party appears too strong, but he will otherwise attack as suggested later.

Abramo is a 7th level cleric (C7; AC 1; MV 12"; hp 28; #AT 1; D 1-6; S 13, I 10, W 17, D 15, C 12, Ch 9). He always wears his **chainmail +2** (even in bed!), and his shield and mace will be handy. His spells are:

First level: **curse** (reversed **bless**); **command**; **cure light wounds**; **detect good**; **cause fear** (reversed **remove fear**)

Second level: **speak with animals**; **spiritual hammer**; **snake charm**; **detect charm**; **silence**

Third level: **animate dead**; **cause blindness**; **prayer**

Fourth level: **undetactable lie**

A good strategy for Abramo is the following sequence of actions:

Prayer self, with party in area of spell effect.

Cast **silence** on a coin and toss it into the party as they round the corner (thus negating party spellcasters).

Charge the lead characters and melee, keeping the party jammed into the confined (**silenced**) space.

If things go badly, he can run into his room and bar the door.

The DM may want to change this strategy if the party is very low level or the players are new to the game. Alternately, Abramo can be given a **sanctuary** spell or a few henchmen if the party is very strong. The DM may wish to playtest key encounters like this one against the party characters before actually running it for the players; this can give a good feel for game balance.

17. ABRAMO'S CHAMBER:

This room is decorated in a bizarre fashion. There is a dirty straw pallet on the floor, yet two soft and expensive armchairs rest at a low table. A beautiful robe hangs on the wall above a battered, locked chest, while the floor is strewn with muddy rags. An exquisitely crafted wooden desk has been placed near the northeast corner of the room. At various points around the walls, small iron hooks for hanging tapestries have been set into the stone.

There is nothing of value in this room. The rags are barely recognizable as tapestries. At one time, these showed pastoral harvest scenes. The desktop is covered with insane scribbings in the lawful evil alignment tongue: "Snake mother..." and "A crocodile has many teeth" are examples of Abramo's scrawlings. The chest contains only ripped clothing of poor quality, and worthless fragments of ivory that once made up a statue of Merikka.

The secret door to room **18** used to be masked with a tapestry, and now may be detected at +1. It is opened by simply pulling a hidden switch on the desk. This door can be barred from the other side. If Abramo passes through the door and bars it, he will be able to escape through the secret door in room **18** before the party can break in.

Abramo carries a ring of keys on his belt at all times, including the keys to his chest and the chests in room **18**.

18. SECRET ALTAR ROOM:

This large room is dirty and unkempt, with shards of rock lying around four crude granite statues standing about the room in haphazard locations. In the southeast corner is a polished jade figure of a snake with a female human head that is set apart from the other statues by its obviously superior crafting and material. Near it, a small cage with iron bars holds the listless figure of a beautiful young woman clothed in tattered rags. In addition, two brass-bound chests sit next to the east wall.

This chamber provides final proof of Abramo's corruption. The woman, **Cirilli Finla** (AC 10; hp 2), is really no more than a girl. She is the daughter of the village storekeeper. Her listlessness will vanish with the prospect of rescue. She made the trek to the naga's lair with the rest of her family; but some untapped reserve of courage and determination prevented her from succumbing to the charm. Her youthful appeal struck a chord somewhere in Abramo's demented subconscious, and he brought her back as his personal prisoner. She has been beaten and mistreated over the last three months, but her spirit has not been broken. If Abramo is not yet dead, she will attempt to kill him if she gets the chance.

She has seen the effect of the charm on her family and will not wish to return to them. She understands that they would only betray her, unless the charm can somehow be broken. Cirilli will relate everything that she knows, but under no circumstances will she return to the lair of the reptile god. Cirilli knows that the chests were emptied recently, so the hoard is now quite meager (12 gp, 14 sp, and 29 cp).



The jade statue is a skillfully carved image of the naga, whom Cirilli will name as **Explictica Defilus**. Shades of violet, brown, and green jade have been blended into a masterpiece of evil. Light from torches or lamps will cause the colors to swirl and shimmer in an almost hypnotic pattern. The statue is worth 7,500 gp intact, and weighs that much in gp equivalent. It is impossible to break into smaller parts while retaining any of its value.

The other statues in the room have been chipped from granite, and are as ugly as they are poorly crafted. Abramo created them himself, and gleefully explained them to his captive; so the lass can identify them as a crocodile, two large lizards, and a coiled cobra. The fragments of rock are the remnants of a statue that has been shattered. At one time it was a likeness of Merikka.

Behind the statue of the naga is a secret trap door that leads to room **9** on the ground floor level of the temple. Only Abramo knows about it, and he will use it to escape if hard pressed.

19. HIDDEN HALLWAY:

This hallway connects rooms **7e** and **9**. It is entered through either of the two hidden trapdoors. The walls, floor, and ceiling are of rough stone.

20. MAZE:

This small maze has been built in a formerly empty storage room. The walls of the maze are studded with iron spikes at odd intervals and heights. Here, the cult members have captured and charmed a small ogre (AC 5; MV 9"; HD 4+1; hp 13; #AT 1; D 3-8 (1d6+2), keeping it in a nearly starved state. It will not attack a person or group making the sign of the cult, but all others are fair game. The ogre waits at the position marked with an "X" on the map, but will always hear the door open and move to investigate. As with most cult members, it has no treasure of its own.

21. SECRET DOOR:

The secret door of the maze is opened by pulling on a low spike in the proper wall section. It leads to a narrow, dirt-filled crawlspace. At the far end is the year-old grave of a courageous temple servant who tried to resist the kidnapping by the cult. The body is very old, and wrapped in a rotting leather tunic. Nothing of value may be found here.

22. TROGLODYTE TUNNELS:

This earthen tunnel has no stone shoring or supporting timbers. Consequently, much fresh dirt lies on the floor.

Two sets of earthen stairways descend a total of 80' before the passage forks. Here sits a squat, mushroom-shaped lump about 4' high.

This shrieker (AC7; MV 1"; HD 3; hp 15, #AT0) has been placed as a watchfungus. The four troglodytes (AC 5; MV 12"; HD 2; hp 8 each; #AT 1, D 1-6 with stone axes; SA revulsion odor) in the room at the north end of the tunnels will certainly hear the shrieker's alarm if the party is careless, and move to attack.

The shaded sections of the tunnel have about 1' of mud collected on the floor. These areas slow walking movement to 1/2 normal normal speed (applies to troglodytes also). The four troglodytes will split up, a pair advancing down each tunnel. They will attack any enemies they meet, and if the party has all gone down one tunnel, the two troglodytes that they do not meet will come around to attack from behind.

In the eastern corridor are two solid wooden doors set into heavy frames that are barred on the outside. They are used occasionally for storing prisoners, but are now both empty.

In the troglodyte's lair at the end of the tunnels is a small chest buried in the dirt by the north wall (the excavation will be noticed as if it were a secret door). The chest is locked, and the key is buried in the loose dirt at the mouth of the chamber. The treasure contains 45 gp, 89 ep, 204 sp, 460 cp, and a silver **brooch of shielding** (absorbs 30 points of damage).

CULT ACTIVITY AS TIME PASSES

Kidnapping Party Members. If the party decides to stay at the Golden Grain Inn, the cult will act immediately to capture some of the characters. To set this up, let the characters select their rooms (Beswill may try to split them up). As DM, ask about their sleeping arrangements, being sure to mention that sleeping in armor is uncomfortable and may attract parasites or disease (most characters will probably be AC 10, though a generous DM may allow base protection of up to AC 8, leather).

The targeted individuals will be those in the room with the smallest number of occupants. The attack will come between 2:00 and 4:00 in the morning. If only one or two people are in the room, Misha Devi, Derek Desleigh, and the five lackeys from room **11** will make the attack. If more than two people must be dealt with, both clerics and the three troglodytes from the ruin of the Foaming Mug Inn will join Derek and his cohorts. (Note: Players may have to be separated briefly while the kidnapping is enacted, since those staying in other rooms will not know what has happened.)

Misha will cast a **silence** spell upon a small stone, silently open the hall door with Bertram's passkey, then cast in the stone to cover the room in silence. Two lackeys will enter by the door, while three come through the secret door ahead of Derek. If the larger group is needed, all lackeys will attack through Misha's door, while the troglodytes precede Derek and Abramo through the secret door.

Under cover of the **silence**, which prevents those in its area from spell casting, the cult members will attempt to overpower and bind the prisoners. (The DM may use the **Non-Lethal Combat System** from the **DMG**; or just use the normal combat system, counting characters reduced to 0 hp or below as knocked out instead of killed.) The clerics may continue to cast supporting spells from outside the silenced area, if desired. If any of the victims manage to wound a troglodyte, it will release its revulsion odor. The smell will affect every human and demihuman in the room, and has a 25% chance per room of alerting characters in either of the two neighboring rooms. If the battle starts to go against them, the cult members will flee.

If the kidnapping is successful, the victims will be removed to the secret room in the cellar of the inn, where Derek will stay to keep an eye on them. All of their valuables (including magic) will be confiscated for the chests in temple room **18**, although there is a 66% chance that Derek will manage to skim 10-40% of the cash off the top. They will be kept in the cellar for 24 hours, and on the following night they will be moved to the cells in section **22** of the temple. After 3-18 (3d6) days, an expedition will be ready to depart for the dungeon, and then—again in the middle of the night—the prisoners will be started on the road to the reptile god. The expedition will include the four troglodytes from below the temple, **Donavan Allard** from the constable's office (**2**), and two of the men from farm **18**. Any other prisoners taken by the cult during this time will also accompany the group, but treasure will only be carried if one of the chests in the temple has been filled. If a chest is brought, the prisoners will carry it.

The Naga. Once at the dungeon, the prisoners will be marched directly to **Explictica Defilus** and confronted with the naga's gaze (save vs. Paralyzation or be **charmed**). Newly converted members, and those who attempt to disguise the fact that they have not been charmed will remain with the naga for about

three hours. During this time she will talk to them and wrap them in her coils. It is 80% (-1% per level of experience) likely that those who have not been charmed will react with revulsion toward these advances, thus revealing their deception. (**Example:** a 3rd level character would have a 77% chance of being discovered.)

All those who fail to become charmed will be placed in dungeon area **23**, where they will remain for 2-8 weeks. After this time they will be fed to a group of the hungry reptiles that roam the underground lair (75%) or killed and animated as zombies (25%).

Those characters that the naga charms will be pumped for information. After several days, they will be assigned to serve in the cult as given on the table (roll percentile dice for each initiate):

- 01 — 40 Serve as guards in dungeon area **8**
- 41 — 60 Serve as lackeys at the Golden Grain Inn
- 61 — 80 Serve as guards and servants at the temple
- 81 — 95 Escort Iggy Olivero (the merchant at the Golden Grain Inn) to Hookhill, and help him start a cult chapter there
- 96 — 00 Serve as Explictica Defilus' personal bodyguard in dungeon area **37** (males); or assist the cleric in dungeon area **27** (females)

Kidnapping NPCs. If the party does not stay at the Golden Grain, cult activity will not be directed at them immediately. In that case, there is a 10% chance each night of the cult attempting to capture a citizen or family from the village. When an attempt is made, roll 1d6 on the **Cult Target** table. If an attempt is made on a given night, however, the next four nights will pass with no activity; and then the 10% checks will begin again. These checks are also taken if the player characters leave Orlane for a time without destroying the cult there.

Cult Targets in Orlane

- 1 Widow in cottage **20**
- 2 Tailor in house **11**
- 3 Elves in cottage **9**
- 4 Jeweler, wife, and guard in **7**
(betrayed by the spy)
- 5 Liveryman and family in **8**
- 6 Weaver and wife in **5**

The numbers after the victim's names refer to their location on the map of Orlane.

The attack pattern in these cases will vary only slightly from that used at the inn. The clerics will call on their victims between 9:00 and 10:00 at night. When they are inside the home (or if they are denied admittance, as the widow and elves will do), one will cast a **silence** spell. Derek, his lackeys, and the three troglodytes will then charge in and proceed with the abduction, taking the prisoners directly to the cells in temple area **22**. The time schedule will be stepped up with local residents and they will be started on the road to the dungeon the following evening. After being charmed, they will return to their positions in the village with all possible haste. Those saving vs. the naga's charm will meet the same fate as characters; i.e. imprisonment followed by death at the jaws of hungry reptiles or enslavement. Unless party members are in a position to intervene, these attacks will automatically be successful.

Charmed Player Characters: Characters who meet the gaze of the naga and become charmed can be a special problem for the DM. The player should be taken aside, the situation explained, and the player encouraged to play the situation in character—as a loyal follower of the naga! If the player cooperates, the situation can become very interesting; if not, the DM should disallow actions he deems out of character. If the player is uncooperative to the point of trying to aid the other players, this is extremely unfair—the DM should disallow actions by other characters based on such aid. A charmed character may also be run as a NPC by the DM.

The Captured Party: In the course of the adventure, it is possible that an entire party may be captured. While it is possible for the DM to declare the adventure over, it is often more interesting to keep the plot going. Clever characters may work out a plan of escape, or an opportunity might present itself. Outside rescue cannot be dismissed, as long as Ramne, the ranger, and the mayor are still active. The most important consideration is that the players assume key leadership roles as often as possible.

TRAIL TO THE REPTILE GOD'S LAIR

The trail (**GREYHAWK** hexes **112/J5; 111/I5; 111/H5; 112/H5**).

It is assumed that the players have now determined that the cult headquarters are not located in the village. If Ramne goes as an advisor, he will not use his spells unless the success of the expedition is jeopardized, and he will certainly save his **minor globe of invulnerability** for the confrontation with the naga herself. He will counsel that departure be delayed until any lost hit points and spells can be restored.

The route of the cult members (both human and reptilian) from Orlane to their dungeon headquarters occupies four days travel time. The first day will be spent crossing the plains east of Orlane. Few, if any, monsters will be encountered here. The second and third days will be spent crossing through the Dim Forest. It is very likely that unfriendly beings will attempt to molest the group beneath those dark boughs. The fourth day will find the party slogging through the mire of the Rushmoors. It is a virtual certainty that some of the marsh's inhabitants will be encountered here.

Appropriate wandering monster charts are given for each area in the corresponding section of the module.

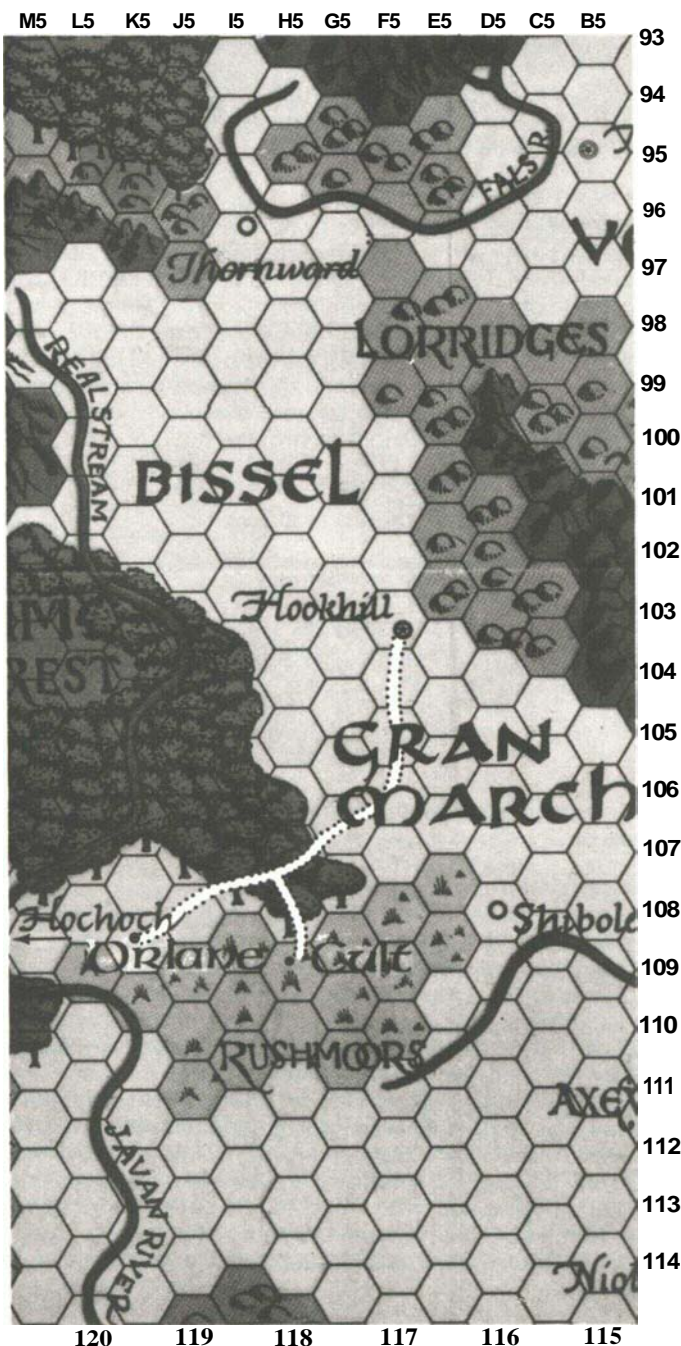
The DM must remember that it is important that the party get to the dungeon. Encounters that are obviously too strong for the group (especially if they have been weakened by previous encounters) should be reduced or bypassed—for example, the party might come across a predator's kill or war party's trail instead of the the actual monsters; or they might be able to sneak past a monster that is otherwise engaged. On the other hand, a very strong party might encounter up to double the number of creatures or more. In all cases the DM should match the challenge to party strength and to the general flow of the adventure.

Whiskers can follow the trail of the troglodytes automatically, although the DM may want to roll some percentage dice to make the party apprehensive. If Ramne and Whiskers are not accompanying the group, a ranger may attempt to follow the trail. Use the table in the **Players Handbook** to determine success, modified as follows:

- Add +25% to the roll due to the oft-used state of the trail.
- Dice must be rolled for each day spent crossing the plains or forest. (The trail in the swamp is obvious.)
- If no cult members have used the trail during the adventure, assume that seven days have passed since the last one traveled it.
- Losing the trail means a one day delay. A subsequent success means the trail has been found.

Crossing the Plain. The first day of travel from Orlane will be spent crossing the grassy plains east of the village. The farther from Orlane the party progresses, the fewer signs of civilization will be seen. Most of the farms here have been abandoned or are occupied by cult members. No travelers have been met, since the trouble in Orlane has put a halt to the caravan traffic. At the end of a day of traveling, the farms will be left behind and the trees of the Dim Forest will be visible in the distance. The trail has been following the track to Hookhill thus far, but the party will need to pause for the night.

A wandering monster check should be made for the first night. Roll a d6, with a result of "6" indicating an encounter. If a monster happens along, check the Dim Forest wandering monster table to see which of the Forest's denizens has wandered out onto the plain.



THE DUNGEON OF THE REPTILE GOD

Through the *Dim Forest*. Early on the second day of travel, the party will enter this region of permanent twilight. Moss dangles from the limbs over the party's heads, and no sunlight pierces the thick greenery of the ancient trees. This is a hushed wood; the common sounds of squirrels and birds are missing. Several hours after entering the forest, the trail to the dungeon parts from the track, veering sharply to the right. Because of the lack of sunlight there is little underbrush, so the party may walk two or three abreast if they desire. The remainder of this day and all the next are spent following a faint trail across the forest floor.

Wandering monster checks in the Dim Forest should be made once each day and twice each night spent therein. If an encounter is indicated, roll a d8 to determine what is encountered.

Dim Forest Wandering Monster Table

- 1 Goblins: (2-8) AC 6; MV 6"; HD 1-1; hp 4; #AT 1; D 1-6
- 2 Wild boar: AC 7; MV 15"; HD 3+3; hp 18; #AT 1; D d10+2
- 3 Troglodytes: (1-4) AC 5; MV 12"; HD 2; hp 8; #AT 1; D 1-6; SA revulsion odor
- 4 Ogre: AC 5; MV 9"; HD 4+1; hp 16; #AT 1; D 1-10 (carries sack with 17 gp, 88 sp)
- 5 Zombies: (1-6) AC 8; MV 6"; HD 2; hp 8; #AT 1; D 1-8; always attack last in round
- 6 Wolves: (1-4) AC 7; MV 18"; HD 2+2; hp 9; #AT 1; D 2-5
- 7 Black Bear: AC 7; MV 12"; HD 3+3; hp 18; #AT 3 D 1-3/1-3/1-6 + hug for 2-8
- 8 Skeletons: (2-8) AC 7; MV 12"; HD 1; hp 4; #AT 1; D 1-6

Once a group of wandering monsters has been met, it will not be encountered again.

The Muck of the *Rushmoors*. At the end of the second day of travel in the forest, the trail will reach the edge of a broad and fetid marsh. Thick rushes, interspersed with patches of scummy water, stretch as far as the eye can see (even if someone climbs one of the trees at the edge of the forest). Further advance will involve wading through one or two feet of water and slimy mud. The good news is that the trail is very obvious here, since the rushes have been crushed out of the way to open the passage. It will take one full day of travel to cross the short distance to the mouth of the dungeon, since movement is very slow here.

Because the swamp is teeming with awful things, four wandering monster checks should be made during the crossing. If two have resulted in encounters, however, disregard any remaining checks. Use a d4 to determine the beast or beasties encountered.

Rushmoors Wandering Monster Table

- 1 Giant Leeches: (1-4) AC 9; MV 3"; HD 1; hp 5; #AT 1; D 1-4; SA blood drain
- 2 Stirges: (1-6) AC 8; MV 3"/18" HD 1+1; hp 5; #AT 1; D 1-3 SA blood drain
- 3 Troglodytes: (1-4) AC 5; MV 12"; HD 2; hp 9; #AT 1; D 1-6 SA revulsion odor
- 4 Giant snapping turtle: (small specimen!) AC 0/5; MV 3"/2"; HD 4; hp 17; #AT 1; D 2-12

If the party elects to travel at night, the trip will still take four periods of travel broken by three rests. There will actually be a greater chance of encounters at night, since most of these creatures are nocturnal; so add an extra check each night.

The Dungeon (GREYHAWK hex 112/H5). After a wearisome trek through a seemingly endless sea of rushed, the adventurers will see a low barrier in front of them. Soon thereafter, they will reach this barrier—a circular dike made from mud and wood. The dike holds the swampwater back from a small island of dry land, barely fifty feet across. If the tired band of adventurers elects to spend the night here, they will have no encounters. They will have to rest soon, however, or begin to suffer from fatigue (-2 from all "to hit" rolls).

If the players ask, they will find that the water level in the swamp is above the entrance to the dungeon. Thus, if the dike were destroyed, the labyrinth would slowly fill with water. If the group should attempt this at the present time, however, the dungeon's inhabitants would soon emerge to see what was causing the leak. The dike would quickly be repaired, and party members fleeing through the marsh would soon be overtaken by monsters capable of much swifter movement in the mucky environment.

If Ramne is present, he will strongly advise against flooding the dungeon before exploring it, mentioning that there may well be helpless prisoners somewhere down there. (**Special note:** If Ramne is not present, or is killed, the party should find a scroll with a **minor globe of invulnerability** spell and a **dispel magic** spell (7th level caster ability) before they reach the final encounter. They will need these spells to have a chance against the naga).

Entry to the dungeon is easy, since there is a gaping hole in the ground at the center of the dry land. If a character looks down this, he will see a muddy set of wooden stairs descending into the earth. The corridor within is about 10' high and the same distance wide.

General Description of Dungeon Conditions. The lair of the reptile god differs somewhat from the average subterranean setting in that it has been excavated in an area of soggy dirt, not rock. Corridors will be 10' high and 10' wide unless otherwise indicated, and at 5' intervals the walls and ceiling will be supported by massive, though usually slightly rotten, timbers. The wooden doors will be swollen with moisture and will generally be stuck closed.

The dampness is inescapable, as are the smells of rot, mold, and swamp gas. The floor is always wet and slippery, but in some areas a thick layer of mud must be walked through. These places are indicated on the map with shading, and the DM must mention that movement is slowed to 1/2 the usual rate when the group crosses one of these areas. In some cases, which will be mentioned in the key, movement is slowed even more drastically. In addition, a slurping sound is produced when a party passes through the mud, eliminating any chance of surprising a quiet and stationary creature.

Water trickles everywhere through the tunnels, working its way down to the pumphouse (29). This trickling should be mentioned frequently to distract the players.

Wandering monsters skulk through the tunnels of the reptile god's lair. Different wandering monster tables are given for the first and second levels of the dungeon, so be sure to consult the appropriate chart.

KEY TO DUNGEON LEVEL 1

Wandering monsters are checked for every third turn. A roll of "6" on 1d6 indicates an encounter.

Wandering Monsters, Level 1

- 1 Giant rats: (2-8) AC 7; MV 12"/6"; HD 1/2; hp 2; #AT 1 D 1-3 + disease
- 2 Giant lizard: AC 5; MV 15"; HD 3+1; hp 16; #AT 1; D 1-8 SA double damage on a "20"
- 3 Poison snake: AC 5; MV 15"; HD 4+2; hp 17; #AT 1; D 1-3 + poison; SA surprises on 1-4
- 4 Constrictor: AC 5; MV 9"; HD 6+1; hp 23; #AT 2; D 1-4/2-8 + constriction
- 5 Troglodytes: (1-4) AC 5; MV 12"; HD 2; hp 8; #AT 1; D 1-6 + revulsion odor
- 6 Giant weasel: AC 6; MV 15"; HD 3+3; hp 18; #AT 1; D 2-12+ blood drain

1. WOODEN STAIRS:

The muddy wooden stairs are slippery. Characters who do not take special precautions (roping, etc.) must roll their dexterity or less on a d20 or slip and tumble to the bottom. Characters who fall will knock any characters in front of them down as well. The stairway descends for 60' before ending in the relatively dry room at the bottom. No damage is taken in the fall.

2. ENTRY ROOM:

Here, four human guards with spears are on duty (AC 7; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6). If some characters have taken the rapid route to the bottom of the stairway, the guards automatically have initiative the first round if a fight develops. Note that their eyes are accustomed to the dim light from above—this chamber is unlit. They have no treasure.

3. CHAMBER OF THE FROGS:

The wooden door to this room is swollen from the dampness, and opening attempts are at -1 penalty.

Beyond the door is a room almost totally filled with a murky brown pool of water. The smell of swamp gas is very strong here. A thick, slime-covered column rises from the center of the pool to support the sagging timbers of the ceiling. Across the chamber, a small, muddy shelf extends into the pool.

Hiding in the water near the center of the pool are two killer frogs (AC 8; MV 6"/12"; HD 1+4; hp 8 each; #AT 3; D 1-2/1-2/2-5). They will attack anyone stepping through the door. The pool is 3' deep throughout, with an additional 1' of mud on the bottom. Wading through it is at 1/4 the usual movement rate. There is no treasure here.

The secret door is actually a plug of dirt that fills a 3' diameter hole. It may be detected with the usual roll, allowing elves and half-elves their bonus, of course. If noticed, the "door" may be removed in two turns of diligent digging, revealing a narrow tunnel that snakes back into a room.

4. CULT TREASURE CHAMBER:

The ceiling of this chamber is 8' above the floor. Three large chests resting upon a 5' x 5' wooden platform are raised 1' above the muddy floor in the center of the room.

This is a minor treasure room of the cult. The sides of the platform are solid, so it cannot be looked under without lifting or destroying it. The platform is hollow and empty beneath. The chests are not trapped, but are locked and bound with brass, making them virtually impossible to break into by force (-10% from a roll to *bend bars/lift gate*, allowing each player one roll.) The first chest contains 12,070 cp; the second, 4,560 sp and 450 ep; and the third, 87 ornamental stones (azurite, lapis lazuli, obsidian) worth an average of 10 gp apiece, and six semi-precious stones (onyx, zircon, and jasper), worth 25 gp apiece.

5. CAVE-IN:

The west wall of the tunnel has collapsed here, burying the supporting timbers under tons of mud. The widened cavern has a layer of mud at least 3' deep over the entire floor. Movement through this chamber is at 1/4 normal speed for humans and elves, but only 1/10 normal for dwarves and halflings.

6. BURIAL POOL:

The door, swollen from dampness, is opened at a penalty of -1.

The pool here has been the final resting spot for many a skeleton, after the slimy creatures of the lower level have picked it clean. Two mossy columns support a low ceiling. The floor is entirely covered with clear water, sloping to a depth of 6' in the center. Dozens of skeletons are visible, and a strong smell of death and decay is in the air.

There is nothing of value here.

7. HOME OF THE GREEN SLIME:

In the center of the muddy section of this corridor a green slime (AC 9; MV 0"; HD 2; hp 7; D turns flesh to slime) awaits the unwary foot. If the party is prodding the mud before them, the chance for surprise is normal, but if the characters merely walk through the mud they will be surprised. Movement through the mud is at half normal speed. The door just beyond the pool is false.

8. HUMAN CULT MEMBERS' ROOMS:

These five rooms shelter the sixteen level 0 humans who have been assigned to serve as dungeon guards. Four of them were already met at the entrance chamber, and the other twelve will be here. Loud noises in this area will bring all of them running in 1-4 rounds. These rooms are lit by lamps and torches. Other cult members will have light sources when encountered.

8a. The door is unlocked. In this room, four female cult members (AC 7; MV 9"; HD 1-1; hp 3 each; #AT 1; D 1-6) are sitting listlessly on wooden bunks. One is sharpening a spear, and the others have similar weapons near at hand. They will attack strangers on sight. As with all of these cult members, they have no personal treasure.

8b. This door is locked. This empty room belongs to the four men on guard duty. Four bunks against the walls and a small table are the only items in here.

8c. This door is locked. The room contains four cult spearmen, asleep. (AC 9; MV 12"; HD 1; hp 4; #AT 1; D 1-6) Their shields and spears are handy, but they will not stop to put on their armor (AC 7) in an emergency. If they are attacked without being alerted, they will have no action on the first round and automatically lose initiative on the second round.

8d. This room is the same as **8c**, including four sleeping spearmen.

8e. This room has a long table with benches to either side of it. Dirty platters and several stained mugs are strewn around the tabletop. At the west end of the room is a small oven, vented through an 8" diameter hole in the ceiling. Several closed wooden boxes contain more platters, pans, mugs, several bottles of very low-grade wine, dried beans, and lard. There is nothing of interest or value here.

9. STORAGE ROOM:

The door to this room is locked. Beyond, crates, barrels, cases, and racks contain most of the dungeon's supplies. Ten spears, four daggers, and a Shortsword are protected from dampness by a rack on the wall. The crates contain dried beans, wheat flour, cornmeal, potatoes, turnips, oil, lard, and salt. Boxes of large spikes, several hammers, a pile of stout timbers, and four shovels are the building materials present. Several dozen fresh torches are stored in a barrel.

10. EMPTY POOL:

This shallow pool of clear, still water was revealed when a section of the tunnel wall caved in. Hundreds of small and apparently blind fish dart through the water, but there is nothing else of interest here.

11. WINE STORAGE:

This room is stoutly locked. When the door is tried, a little dirt will fall from the ceiling. If the door is forced, a large section of dirt will fall from the ceiling onto any characters within 10' of the door, doing 1-4 points of damage to each. The room contains 15 casks and kegs, raised off the dirt floor on wooden shelves. Most of these contain the low-grade wine and watery beer that is given to low level cult members, but four small casks are private stock for the reptile god and her higher minions. These are all full. Two contain a strong, dark beer; the others contain Velunan Fireamber and Orlane Special wines. The casks weigh 250 gp each, and are worth 100 gp (beer) and 200 gp (wine).

12a.—12b. EMPTY ROOMS:

These chambers have unlocked, but stuck doors. Each has a pile of mud in a far corner from a slowly eroding wall, but they contain nothing of value.

13. ENTRY HALL:

This lofty room has a ceiling 15' over the floor, supported by six stout columns of unadorned wood. The pool of mud in the center will reduce movement by half, but is otherwise unremarkable.

14. LIEUTENANTS' QUARTERS:

Herein dwell the reptile god's higher level human followers: two assassins, a fighter, and a cleric. These rooms are the most comfortable in the dungeon, and three of the four residents will be in them. (The fourth, a cleric, is tending to the altar of evil on the second level. More about him later...).

The outer door is heavily barred (-2 on opening rolls). If it is smashed in on the first attempt, the assassins will be in room **14a** and the fighter will be in room **14c**. If the first attempt to break the door is unsuccessful, they will have assumed defensive positions by the time the group enters. The fighter will be in the center of room **14a** and the assassins will be flanking the door.

Jarvis Inigar (F3; AC 4; hp 18; #AT 1 at +1; D d8+1; S 17, I 10, W 11, D 14, C 16, Ch 8; scale mail armor, **shield +1**, and longsword)

Blayze Gobbar (Assassin 2; AC; hp 6; #AT 1; D 1-6; S 13, I 13, W 10, D 14, C 13, Ch 6 leather armor, shield, and Shortsword.)

Benn Griff (Assassin 2; AC 7; hp 7; #AT 1 at +1; D 1d6+1; S 13, I 13, W 10, D 14, C 13, Ch 6; leather armor, shield, and **shortsword +1, +2 vs. scaly creatures**)

14a. This room contains four soft chairs and several small tables. A fire is burning in the large fireplace and a large stack of wood is next to it. A keg of Orlanean wine (about 1/4 full) is set in the corner, and two glasses are on one of the tables.

14b. Benn Griff and Blayze Gobbar share this room. It contains two beds and mattresses, two chairs, and six wall pegs. Two woolen cloaks are in here, but the room is otherwise empty.

14c. This is Jarvis Inigar's room, containing a bed, chair, and several pegs on the wall. A woolen cloak hangs from one of these, and a thick quilt covers the bed. There is nothing else in the room.

14d. This door is locked, and leads to the cleric's room. A soft bed, desk, chair, and wooden chest are the only objects in the room. The chest is hidden under the bed. A small, jade image of the reptile god (worth 75 gp) is on the desk. The chest is locked and protected by a **glyph of warding** that will **paralyze** a creature opening it for 3-18 turns. The code word to open it safely is "EXPLICITICA." Within the chest is a clerical robe of black and crimson, a mace, and a scroll with two **cure light wound** spells.

15. CROCODILE POOL:

This large room has no doors; the corridors leading to it simply end at the water's edge. While very shallow around its perimeter, the pool reaches a depth of 4' in the center. The muck on the bottom will reduce movement to 1/4 normal speed. A stagnant, musty smell is strong here. The water is relatively clear and many small fish can be seen. The more noteworthy residents of the chamber are resting on a mud shelf at the northeast end of the room. Any ripple in the water will cause them to enter the pool and swim toward the source of the movement.

3 Crocodiles: AC 5; MV 6"//12"; HD 3; hp 13 each; #AT 2; D 2-8/1-12

(Note: The crocodiles will not use their second attack unless the victim is out of the water.) They have no treasure, since any baubles dropped by previous victims might have been collected by the troglodytes that routinely clean the chamber.

15a. HIDDEN BOAT:

This small alcove hides a small boat the cult members use to cross the crocodile pool. The boat holds up to 10 characters, and the crocodiles will not attack it unless disturbed.

16. ARCHED CHAMBER:

The door to this room is unlocked, and has been scorched by the cult members with a large black "X." Within, four thick columns support the beams of an arched chamber ceiling, 25' high. A 20' wide, 20' high corridor leads from the southern side of the room.

As soon as the harpy in room **17** hears creatures enter, the evil birdwoman will attempt to work the magic of her song. All characters who save vs. Spell will be unaffected by the harpy's song for this encounter. All failing the saving throw will be **charmed** by the singing. They will approach the harpy and become bogged down in the mud of the connecting corridor. This mud is 6' deep and especially thick—any creature trying to cross it will become stuck fast about the midpoint. Outside aid, such as a ropes or poles, will be necessary to rescue stuck creatures.

Meanwhile, the harpy (AC 7; MV 6"/15"; HD 3; hp 11; #AT 3; D 1-3/1-3/1-4) will fly down the passage to attack the rest of the party. She will attempt to strike with her claws, thus **charming** any who fail a saving throw (remember elves are 90% resistant). Charmed characters will immediately stop their attacks on the harpy, but she will not take the time to direct them to actively aid her.

If the harpy's victims are not rescued, she will blind them with a dagger taken from a previous victim and take them to her den. If they are not rescued by comrades, the harpy will torture and kill her "guests" at her leisure. If a blinded victim is rescued, a **heal** or **regenerate** spell will be necessary to restore sight.

17. DEN OF THE HARPY:

The southern chamber can barely be seen from the north end of the corridor. A thief could reach it, avoiding the mud, by making two *climb sheer surface* rolls and moving laterally along the walls. One of the 20' timbers from room 9 could be brought and used as a bridge, but would require a strength (combined) of 40 to lift, and could only be carried through the dungeon at the fully encumbered movement rate (3").

This chamber is much like chamber 16, except that the four columns in the southern chamber have been connected to each other with branch-like perches, 5-10' off the floor. The harpy has collected jewelry and medallions as her prizes, and these are draped decoratively from her perches. The jewelry (necklaces, bracelets, and chains) is worth 250 gp, 100 gp (x2), 90 gp, 75 gp, and 50 gp (x4). A ruby medallion worth 800 gp and a **necklace of adaptation**, which looks like a 50 gp necklace, also hang in here. A hole in the ceiling, unreachable by climbing, leads to an exit through a hummock in the marsh.

18. LAIR OF THE GIANT WEASEL:

The watery corridor leading to this muddy den may be waded through, since it is only 2' deep. Because of the muck on the bottom, however, movement is at 1/4 the normal rate. If the weasel has not been encountered as a wandering monster, it will be found in its lair. At the sound of a group approaching, it will enter the corridor and attack.

This is the lair of the giant weasel (AC 6; MV 15"; HD 3+3; hp 14; #AT 1; D 2-12 + blood drain). Here is a torn leather pouch, as well as some rusty buckles and a tattered tunic. Buried in the mud of the chamber are 300 gp and 800 sp. A character who digs through the mud will find 10% of these each turn spent searching.

19. CORRIDOR:

This watery hall is similar in depth and effect on movement to the route to the weasel's lair. It leads to a dead end.

20. TROGLODYTE'S GUARDROOM:

This network of chambers gives access to the lower level of the dungeon, and as such a permanent guard of troglodytes has been assigned here. Each door will be barred on the side opposite the adventurers approach. They are difficult to force open (-1 penalty).

20a. The outerguardroom has two troglodytes (AC 5; MV 12"; HD 2; hp 10; #AT 1; D 1-6 + revulsion odor) within, each carrying a stone battleaxe. Three wooden benches are the only items of furniture in the room. The troglodytes will release their stench as soon as the door is hit, and one will bang on the door leading to **20b** and **20c** to alert the other four troglodytes. The latter will arrive in two rounds, and if the battle is still in progress, they will unbar the door and join the melee.

If the first two guards have been killed, or if the four hear no sound beyond the door, they will leave the bar across it and wait for the party to come through. The four late arrivals are also armed with stone axes and have 10 hp apiece.

20b. This is simply a large, empty room.

20c. This is where the guards sleep. Many fishbones are scattered around the floor, and there is a low table in the center of the room. Each troglodyte has a small leather pouch at its waist with a few coins inside. The total carried by all six is 16 gp, 20 ep, 57 sp, and 180 cp.



KEY TO DUNGEON LEVEL 2

The walls of the dungeon's lower level are irregular and winding. Timbers are still used as supports, but not necessarily at the neat 5' intervals of the first level. The trickling noise of water is more pronounced, and the smells are, if anything, worse.

Wandering monsters are checked for every third turn. A roll of "6" on 1d6 indicates an encounter.

Wandering Monsters, Level 2

- 1 Large spiders: (1-4) AC 8 MV 6"; HD 1+1; hp 5; #AT 1; D 1 + poison (save at +2)
- 2 Troglodytes: (3-6) AC 5; MV 12"; HD 2; hp 9; #AT 1; D 1-6 SA revulsion odor
- 3 Giant rats: (3-12) AC 7; MV 12"/6"; HD 1/2; hp 2; #AT 1 D 1-3 + cause disease
- 4 Zombies: (1-6) AC 8; MV 6"; HD 2; hp 9; #AT 1; D 1-8 (always attack last in melee round)
- 5 Ghouls: (1-4) AC 6; MV 9"; HD 2; hp 7; #AT 3; D 1-3/1-3/1-6 + paralysis (except elves)
- 6 Carrion Crawler: AC 3/7; MV 12"; HD 3+1; hp 16; #AT 8; D paralysis

21. MUD CAVERN:

Two large columns support the roof in this large room, and the floor is coated with mud.

The mud slows movement by half. The stepping stones allow the party to cross the room at normal speed in single file. There is nothing else of interest here.

22. HUGE SPIDER'S LAIR:

This appears at first glance to be nothing more than an empty, dirt-walled room. The adventurer who steps in will quickly learn otherwise as he is instantly leaped upon by a huge spider (AC 6; MV 18"; HD 2+2; hp 11; #AT 1; D 1-6+poison, save at +1). The spider will surprise on a 1-5 on 1d6. There is nothing of value here.

23. SECOND TREASURE ROOM:

From the entrance, this large room appears to be filled with a pool of murky brown water. Actually, hidden around a bend in the wall is a shelf of dirt and the cult's second treasure stash. A secret door, made of wood but plastered with mud to match the wall, can be opened by prying at the edge with a sharp object such as a sword or a dagger. Within, a small boat may be found. It can carry two man-sized characters, or one character and an equivalent amount of treasure (about 2500 gp weight).

On the hidden shelf around the bend is a raised wooden platform (as in room 4) with two medium-sized chests on it. The chests are locked. One contains a poison needle trap in the latch that will be released by any unsuccessful attempt to pick the lock unless it is successfully removed first. The poison on the needle has grown stale with time, however, so victims will save at +3. The trapped chest contains 300 pp, 600 gp, and 1000 sp. The other holds 600 ep, a 1000 gp jeweled bracelet, and 20 small gems worth 25 gp apiece.

24. CHAMBER OF THE DEAD:

The door to this room is swollen with moisture (-1 to open). There is a thick column in the center of the room and the smell of death permeates the air. Behind the pillar stands a **coffer corpse** (AC 8; MV 6"; HD 2; #AT 1; D 1-6; SD can only be damaged by magic weapons). The creature will step into view as the characters enter the room. It resembles a zombie, but is treated as a wraith on the cleric vs. undead table. It will advance on the party, claw-like hands outstretched.

Normal weapons will seem to do damage to the ghastly monster, and if it takes more than 6 hp damage in a single round it will fall to the ground. However, it will rise to its feet on the following round, and all characters seeing it must save vs. Spells or flee in panic for 2-8 rounds (2d4). When the coffer

corpse scores a hit, this indicates that it has locked its hands around the victim's throat. Each following round, it will inflict 1-6 points of damage to its victim until one or the other is dead. There is no treasure in this room. The door to the north is locked and must be picked or forced.

25. CELLS OF THE DOOMED:

The door leading to the five cells is locked. A party entering here will find three cells unoccupied. The other two contain prisoners who have succeeded in saving vs. the naga's charm. They have been penned up here waiting for whatever unthinkable fate is in store for them.

The first cell contains the son and daughter of Orlane's carpenter. The second holds a prosperous merchant from Hookhill, taken with his ill-fated caravan in the Dim Forest, and a poor wife from one of the farms east of Orlane who saw her husband charmed into a life devoted to the reptile god. In addition, any prisoners taken by the cult during the course of the adventure who have resisted the naga's charm will also be found here.

The prisoners will be extremely grateful to be rescued and will tell all they know of the naga's chamber (room 37). They will not fight, however, and none of them has seen the secret passage between rooms 27 and 37.

26. ZOMBIE FACTORY:

This room is bare, except for five wooden benches about 3' off the floor. Here, **Garath Primo**, the naga's evil cleric, performs his sinister spells, restoring "life" to the bodies of dead humans. There are neither corpses nor zombies in the room now.

27. ALTAR OF EVIL:

The door to this room is unlocked. Garath Primo, the cleric, is aware of the defeat of his coffer corpse and is expecting visitors.

This is a long room whose walls are covered by wooden panels. At the far end is a raised wooden dais with an altar supporting a statue of the reptile god — a snake with a human head. Next to the altar is a man dressed in clerical robes who seems to be expecting you. The shadowy human form of what might be his assistant can be seen skulking behind the statue of the reptile god.

This is the room where Garath Primo (C5; AC 4; MV 9"; hp 21; #AT 1 or spell; D 1d4+1; S 13, I 12, W 16, D 10, C 12, Ch 8) pays homage to the image of the reptile god. He wears chain mail and carries a shield and a wicked hammer with a head like that of a snake. He has a ring of keys on his belt which contains the keys for all of the doors in 24 and 25, as well as the chests in rooms 4 and 23.

Garath Primo's spells:

First Level: cure light wounds (x2); detect magic; darkness; detect good

Second Level: chant; hold person; know alignment; resist fire; snake charm

Third Level: animate dead

After the party enters the room, Garath's sinister assistant will reveal itself to be a wight (AC 5; MV 12"; HD 4+3; #AT 1; D 1-4 + energy drain; SD silver or magical weapons needed to hit). Garath will allow the wight to attack first, while he casts spells into the melee, using the **hold** first.

The naga statue is carved from stone, while the altar is made of wood. Rotating the head of the statue in either direction will cause a wooden panel in the north wall to drop through the floor, revealing a secret passage. The door is undetectable by normal searching (including elves) until the statue's head is moved.

28. GIANT CENTIPEDE COLONY:

This open area is choked with mud.

The mud slows movement by half. Nine centipedes (AC 9; MV 15"; HD 1/4; hp 2; #AT 1; D poison, save at +4) dwell along the perimeter of this room. They will rush to attack any creature who enters the room from either end. There is no treasure here.

29. PUMPROOM:

The passageway slants downward — small rivulets of water trickle into the darkness. Creaking and splashing noises can be heard from further along the passage.

This is the lowest room in the dungeon. Here the water that seeps and trickles through the labyrinth finally collects in a muddy pool. Five zombies (AC 8; MV 6"; HD 2; hp 9; #AT 1; D 1-8; always strike last in a round) operate a system of buckets connected to a stout rope and pulley. As the pulley turns, the buckets are dipped into the pool and filled, then lifted through a hole in the ceiling. Another pulley is concealed in a hummock in the marsh. At the top of the cycle, the buckets are tipped by a cleverly placed block of wood, emptying the water into the marsh and returning for another load.

The zombies here are very singleminded of purpose, and will not react to persons entering the room. If one of them is attacked, however, all will stop working the pulley and defend themselves.

30. MUD TRAP:

This dank and dingy chamber contains a small chest upon a raised wooden platform.

The chest is bolted firmly to the platform and may not be moved. It appears to be locked, but any attempt to pick the lock will cause it to open. A successful attempt to *find traps* by a thief, or *detect unsafe walls/ceiling* by a gnome will reveal the trap.

When the chest, which is empty except for the trap mechanism, is opened, all the ceiling supports in the room will be released and a mass of mud will fall into the chamber from above. Characters in the room must roll their dexterity or less on a d20, or they will be struck by one of the timbers for 1-6 points of damage. Those struck must again roll their dexterity or less on a d20. If they fail the second roll, they are trapped under the beam and will suffocate unless rescued.

Characters that are not trapped under the timbers, regardless of whether they were struck or not, have a 100% chance of escaping the room if they do so immediately. Characters trying to rescue trapped friends should be told that their chances for escape will go down the longer they remain in the chamber. Each character can make one attempt at rescue per round by rolling a d20. If the resulting number is equal to or less than the character's strength (treat 18+ as 19), they have rescued a comrade. There is no actual reduction in the chances to escape for the first two rounds, but starting with the third round, the chances go down 10% per round.

For example, a character with 15 strength sees his friend buried under a heavy timber, and attempts a rescue. Without giving actual numbers, the DM tells him that his escape chances are still good, but will go down the longer he remains in the room. The character continues, making a roll of 16 on the first round of reaction—his friend is still pinned under the timber. The second round he elects to make another attempt rolls an 8. The trapped character is freed, but neither can actually escape the chamber until the third round. They will each have a 90% chance of success, since this is the third round after the trap was sprung. (The DM may allow the player to roll his own escape dice.) The rescued character rolls a 42% and escapes to safety. The rescuer rolls a 97%, and finds a permanent tomb in the lair of the reptile god!

31. EMPTY CAVE:

The floor of this cave is fairly dry. It is also littered with bones, and the area smells faintly of rot.

This cave is empty.

32. EMPTY CAVE:

The walls of this cave drip and glisten with moisture, but the area is apparently empty.

If the party listens carefully they can hear trickling water and faint creaking noises (from **29**), but will not be able to determine the direction the noises are coming from. There is nothing of interest here.

33. TROGLODYTE LAIR:

A party coming from the south will smell a foul stench from this cavern well before they enter it. A party from the east will begin to smell it as they pass the northern corridor to **30**.

Both the south and east corridors leading to the cavern are guarded by a male troglodyte (AC 5; MV 12"; HD 2; hp 10 each; #AT 1; D 1-6) at position "t." As the party approaches, the trogs will retreat to the southern leg of the lair and blend into the walls, where they will be joined by 5 females (AC 5; MV 12"; HD 1+1; hp 5 each; #AT 1; D 1-6). They will viciously defend their eggs and the viper eggs in **34** and **35**.

All 7 adult troglodytes will be camouflaged, surprising the party on a 1-4. To start the attack, one of the males will hurl a frail wicker cage at the party (roll to hit AC 10). If a hit is scored, the cage breaks against a member of the party, releasing a thoroughly enraged mudviper (AC 5; MV 15"; HD 4+2; #AT 1; D 1-3 + poison) which attacks the same round. The troglodytes will charge, giving the snake a wide berth until it is dead. This attack can be very dangerous to a low level party, as the attacks are coming from many directions. The troglodytes will not pursue fleeing characters.

The major treasure store of the troglodytes is in a few leather sacks buried in the loose dirt at the northwest corner of this area. The excavation may be detected as if a secret door. The sacks contain 47 pp, 273 gp, 490 sp and 4 gems worth 350 gp, 200 gp, 110 gp, and 80 gp.

34. TROGLODYTE HATCHERY:

This chamber contains nearly 1,000 troglodyte eggs, with a few of them beginning to crack open. None of the little monsters has totally emerged from its shell yet, but obviously they will be swarming forth in a short time.

35. MUDVIPER HATCHERY:

This room contains several thousand poisonous snake eggs, and quite a few of these have broken to reveal their squiggly contents.

The little snakes are easy to kill, but every bit as venomous as their grown relatives. Careless characters may undergo normal mudviper attacks (poison only) at the DM's discretion. Note that both troglodyte and mudviper eggs and hatchlings will die if the dungeon is flooded.

36. BONESNAPPER'S LAIR:

This small chamber holds a savage-looking reptile that strongly resembles a miniature tyrannosaurus rex. It is chained to the north wall of the cave and looks as if it can not come closer than 5' to the south wall. Several disturbingly human bones are scattered about, and four jaw bones have been driven into the dirt walls of the chamber.

This is a **bonesnapper** (AC 4; MV 6"; HD 4; hp 20; #AT 2; D 1-8/1-4). Its jaws can deliver a vicious bite. The creature's second attack comes from its tail, which can lash around to strike a creature in front of the reptile. The chain does prevent it from approaching closer than 5' from the south wall.

Its main purpose is to snarl, growl, bellow, and otherwise create noise as creatures pass it, thus warning the naga that something approaches. It will not hesitate to attack and attempt to snack on any creatures foolish enough to step within reach of its chain.

37. THRONE ROOM OF EXPLICITICA DEFILUS:

This huge cavern is lit by a ghostly green glow emanating from the eight columns supporting the vaulted ceiling. A rather large flatbottomed boat is set at the shore of the pool before you, and the water seems to occupy most of the cavern.

The boat can carry ten persons, and has a long pole inside which can be used to propel it at a movement rate of 3". Ramne, realizing that the end of the quest is near, will cast his **globe of invulnerability**. He will caution his comrades to stay close to him (but will not tell them why). He will tell them about the naga's **charm** ability and what he can do to counter it (**dispel**), and ask the party to tell him when to cast it—as he will be avoiding the naga's gaze as long as possible.

Explicitica Defilus arrogantly awaits the party in her alcove. Here, the spirit naga who has proclaimed herself "reptile god" is coiled atop a collection of her favorite treasures, as well as the skulls of her most hated enemies. In addition to the permanent **charm** cast on any creature meeting her evil gaze, she can use the following and magic-user and clerical spells:

Magic User Spells

First Level: detect magic; sleep; shield; ventriloquism

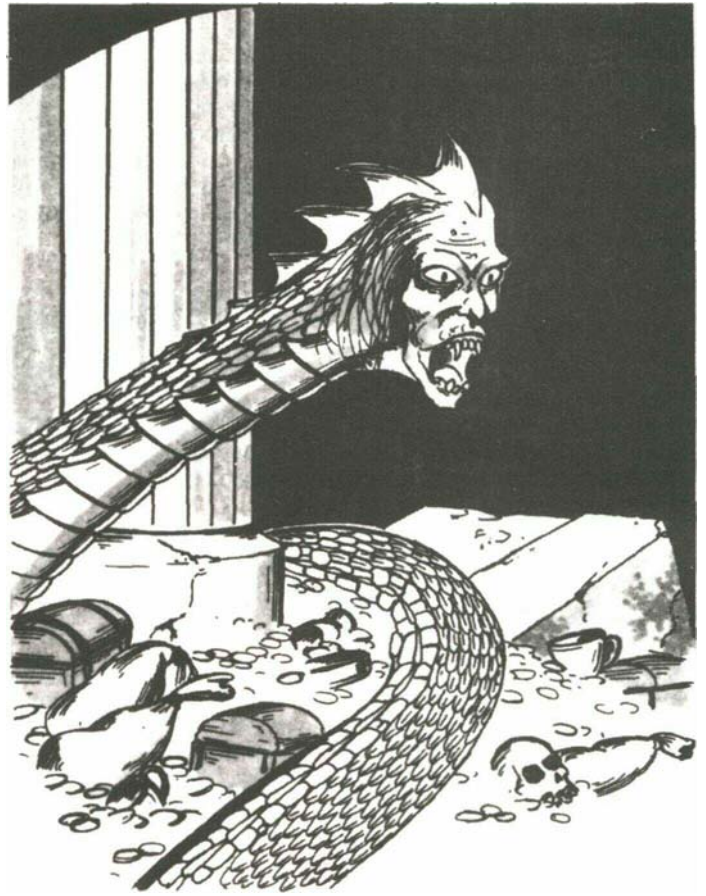
Second Level: ESP; web

Third Level: fireball

Clerical Spells

First Level: detect good; darkness

Second Level: know alignment



When the party is nearing shore, Explicitica will throw the **fireball** first. As the party is protected by the **globe**, this is a flashy effect only. As this will be unsuccessful, she will cast her **shield**. Realizing her magic is useless, she will await the party on shore. If Ramne still has his **lightning bolt** he will use it now. Explicitica may use her **darkness** defensively, while Ramne may counter with a **light**.

Enraged at the boldness of the party, Explicitica (AC 4; MV 12"; HD 9; hp 40; #AT 1; D 1-3 + poison) will try to destroy them in melee after they debark (which takes a full round). Ramne will stay in the boat, avoiding her gaze and waiting to throw his **dispel magic** if too many party members are **charmed**.

In addition to her normal attack, Explicitica will meet the eyes of one party member each round unless the character is avoiding her gaze (and taking a -4 "to hit" penalty). The victim must make a save vs. Spell or be **charmed**. The naga is too arrogant to give charmed characters any orders during the fight (she has plans for them later . . .). Remember that the naga's bite is poisonous and that when Ramne casts the **dispel**, all the potions in the area must save vs. being destroyed.

One way to eliminate the naga's gaze attack is to cast a **light** or **continual light** on the naga's eyes. If the naga misses her save, she will be blinded, unable to use her gaze and attacking at a -4 "to hit" penalty. The DM should use this ONLY if Ramne is in immediate and extreme personal danger—it is his ace in the hole. Give the players every opportunity to come up with this one themselves, and don't use it if they don't need it.

For stronger parties (L2-L3), the DM should adjust the above sequence for balance—maybe the **lightning bolt** or **dispel** has been used, or maybe Explicitica will order charmed characters to fight. Or perhaps there are a few more crocodiles or mudvipers around . . .

FURTHER ADVENTURES

The precious possessions that Explictica has collected can be seen as a pile of yellow and silvery coins, with some bottles and leather items partly buried in the pile. A close examination will reveal 110 pp, 890 gp, 1302 sp, a 400 gp jeweled bracelet, a ruby ring worth 800 gp, a **bag of holding** (empty, 500 gp capacity), a pair of **elven boots**, a **horn of bubbles**, a **ring of protection +1**, a **ring of free action**, and six potions in separate bottles, one use per bottle. The potions are **gaseous form**, **invisibility**, **clairvoyance**, **philter of love** and two **healing** (these potions will have been out of the area of Ramne's **dispel**).

Two ivory scroll tubes of brilliant white are also buried in the treasure pile. Each is sealed and elaborately carved with leafy patterns. These carvings must be arranged in a pre-designed pattern to release the catch at the end of the tube, thus allowing it to be opened. By rolling his percentage to pick locks, a thief may open these. If the tubes are broken, the scrolls will explode, doing 1-8 points of damage to anyone within 10.' Intact, each scroll tube is worth 400 gp.

Each tube contains a scroll. The first, for magic-users, has three spells written on it (**slow**, **stinking cloud**, **detect magic** at L7 caster ability). The other holds three clerical spells (**heal**, **cure disease**, and **dispel magic** at L 11 caster ability).

Ramne will take the **ring of free action** and a potion as his share of magic—he is not interested in wealth. The DM may have Ramne take more if more is available per share, or the DM wishes to further limit the magic that the player characters receive. Remember that characters must often sell magic to pay for training—first level characters who survive all the adventures in this module will probably become second level.

If the naga is killed, all creatures who have been charmed by her will be freed from the enchantment. They will have vague, dreamlike memories of cult activities, but will not remember the experience as being real. This includes all humans and humanoids, no matter where they are. It should be noted that the troglodytes were not charmed to begin with, and will still consider humans as mortal enemies.

If the party succeeds in destroying the cult, Orlane will begin to return to normal. Any characters who wish to take up residence here will find that things are still pretty lively, however.

The normalization of life within Orlane will begin with the naga's death. Of course, there will be a period of readjustment and guilt as the former cult members realize some of the things that they have done. Human nature is resilient, however, and after a month or so, the little village will have returned to its atmosphere of friendliness and optimism.

If the characters choose to remain in the village, they will be accorded the status of honored citizens. Ramne will be able to teach lower level magic users enough to advance them a level, providing of course that enough experience points have been earned. Thieves, clerics, and fighters will have to journey to Hochoch for the necessary instruction, but will be welcomed upon their return to Orlane. The usual costs for level advancement will be charged to all, of course.

The denizens of the Dim Forest will also note the destruction of the cult, for the reptile god's minions caused a number of those humanoids to withdraw deep into the woods and cease their depredations against the village. Too many goblins and more than a few ogres were captured by the cult, with most of them being used as reptile food. Now, however, that obstacle has vanished, and the formerly strong militia of Orlane is but a memory.

The rest of the Dim Forest is still mysterious and unexplored, so a creative DM may want to use this as an arena for future expeditions. The additional scenarios included here could serve as an introduction to the network of goblin tribes that lurk here. A DM should feel free to add a map or some other clue to these settings that can be used as a key for further adventures.

PRE-ROLLED CHARACTER LIST

Name	Class	Race	STR	INT	WIS	DEX	CON	CHA	HP
Magnus	F	Dwarf	18(60)	9	8	12	16	10	12
Kendrick	F	Human	16	8	10	16	15	12	8
Ballard	Ranger	Human	17	14	14	12	17	15	15
Maidel*	F/MU	Elf	16	17	12	17	11	14	5
Brenton	T	Human	14	14	10	17	15	10	6
Wendelain†	C	Human	12	12	17	15	15	12	7
Ruskin	F/T	Halfling	16	8	10	18	12	14	5

*Maidel's Book: **Detect Magic**, **Protection/Evil**, **Read Magic**, **Sleep**

†Wendelain can take any three first level spells from the level 1 list when memorizing at the beginning of the day or when recovering spells (**DMG** p.39).

THIEVING ABILITIES

	PP	OL	F/RT	MS	HIS	HN	CW	RL
Ruskin	45%	45%	30%	35%	35%	15%	70%	—
Brenton	35%	35%	20%	20%	15%	10%	85%	—

PRE-ROLLED CHARACTER STARTING EQUIPMENT

Magnus: Scale mail, shield, battle axe, mace, 24 gp

Kendrick: Scale mail, shield, longsword, longbow, 16 gp

Ballard: Chain mail, shield, longsword, longbow, 30 gp

Maidel: Chain mail, shield, longsword, longbow, 10 gp

Brenton: Leather armor, shortsword, dagger, darts (x4), 12 gp

Wendelaine: Scale mail, shield, mace, holy water (x4), 14 gp

Ruskin: Leather armor, shield, shortsword, shortbow, 10 gp

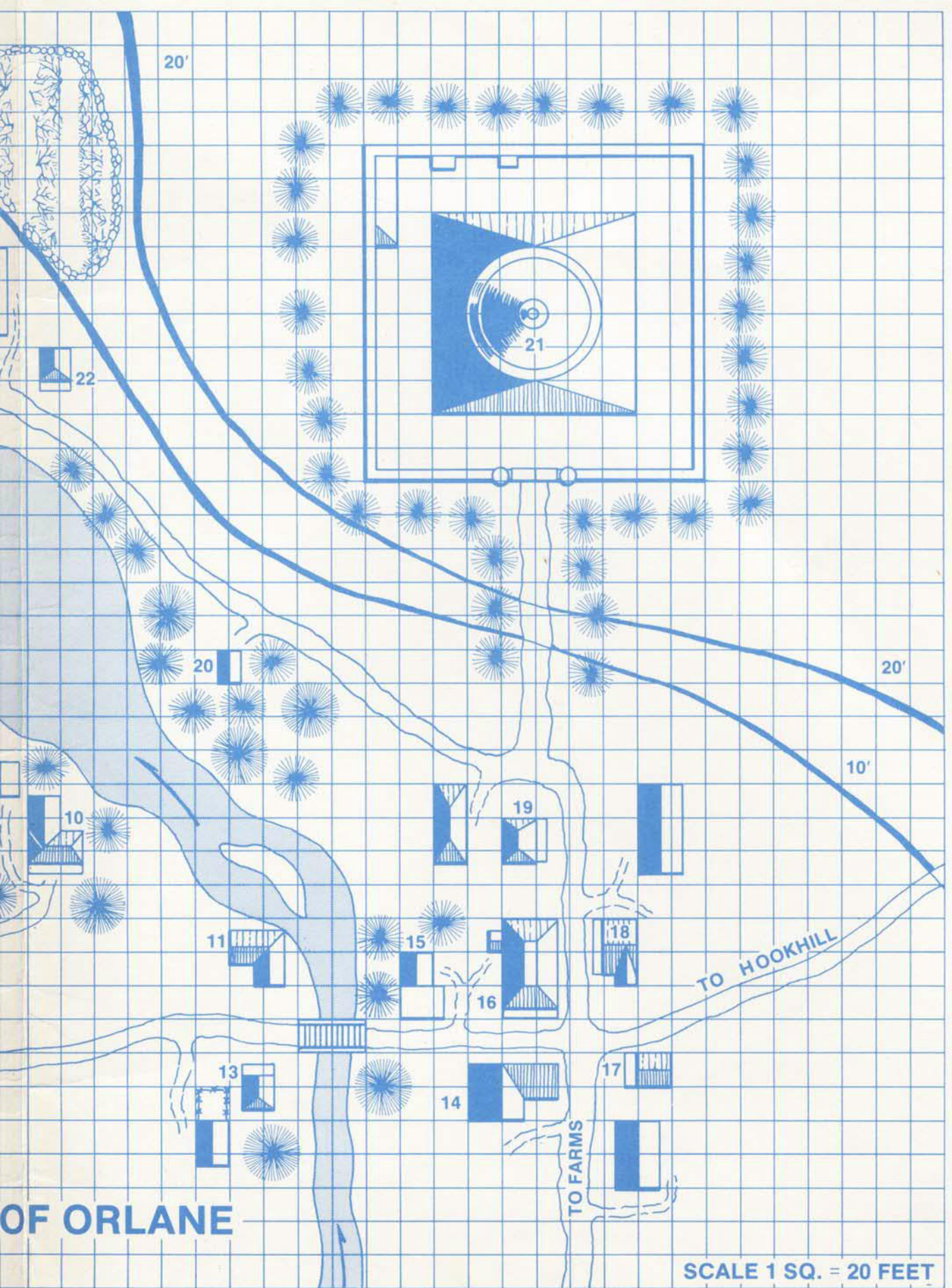
CREDITS

Designer: Douglas Niles

Development: Douglas Niles, Alien Hammack

Editing: Jon Pickens

If you have any rules questions, please write to TSR. Ask the questions so they can be answered by a "yes," "no," or short answer. You *must* include a self-addressed, stamped envelope. Write to : TSR Hobbies, Inc., PO Box 756, Lake Geneva, WI 53147, ATTN: Rules Editor.



20'



22

21

20

20'

10'

10

19

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15

16

18

13

14

17

TO HOOKHILL

TO FARMS

OF ORLANE

SCALE 1 SQ. = 20 FEET

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ISBN 0-88038-000-4
 394-52864-6TSR0550

PRINTED IN U.S.A.

U2**For
ADVANCED D&D®
GAMES**

Dungeon Module U2 Danger at Dunwater

by Dave J. Browne with Don Turnbull
AN ADVENTURE FOR CHARACTER LEVELS 1-4



The little fishing town of Saltmarsh is threatened! Why are lizard men gathering force nearby and why have they been buying large quantities of weapons? A party of bold adventures must answer these questions or the people of Saltmarsh will never live in peace!

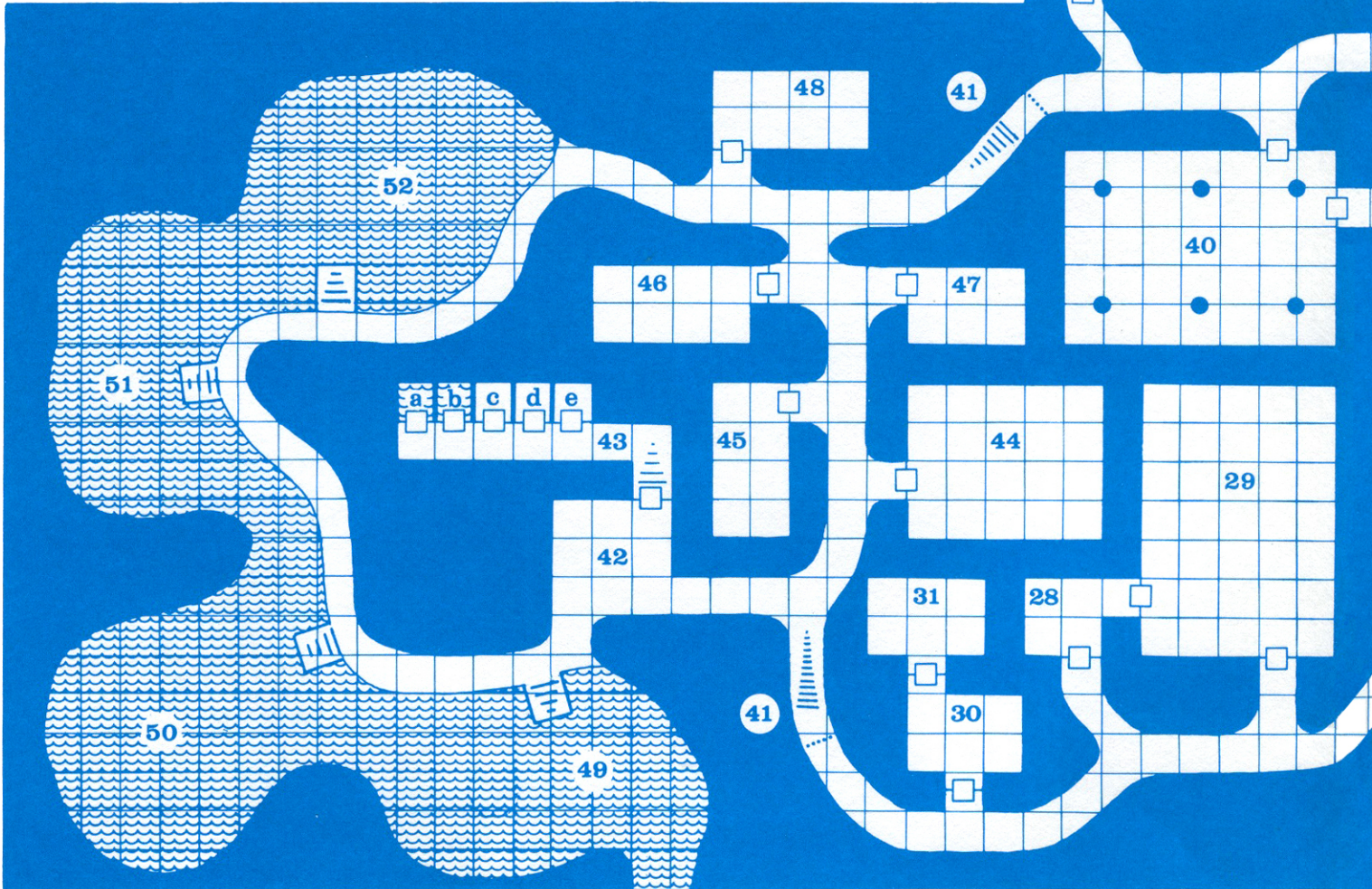
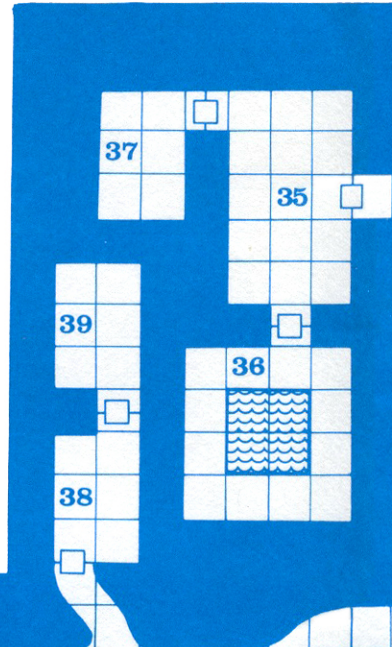
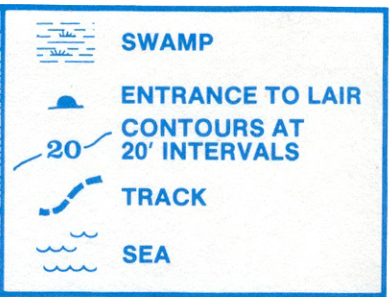
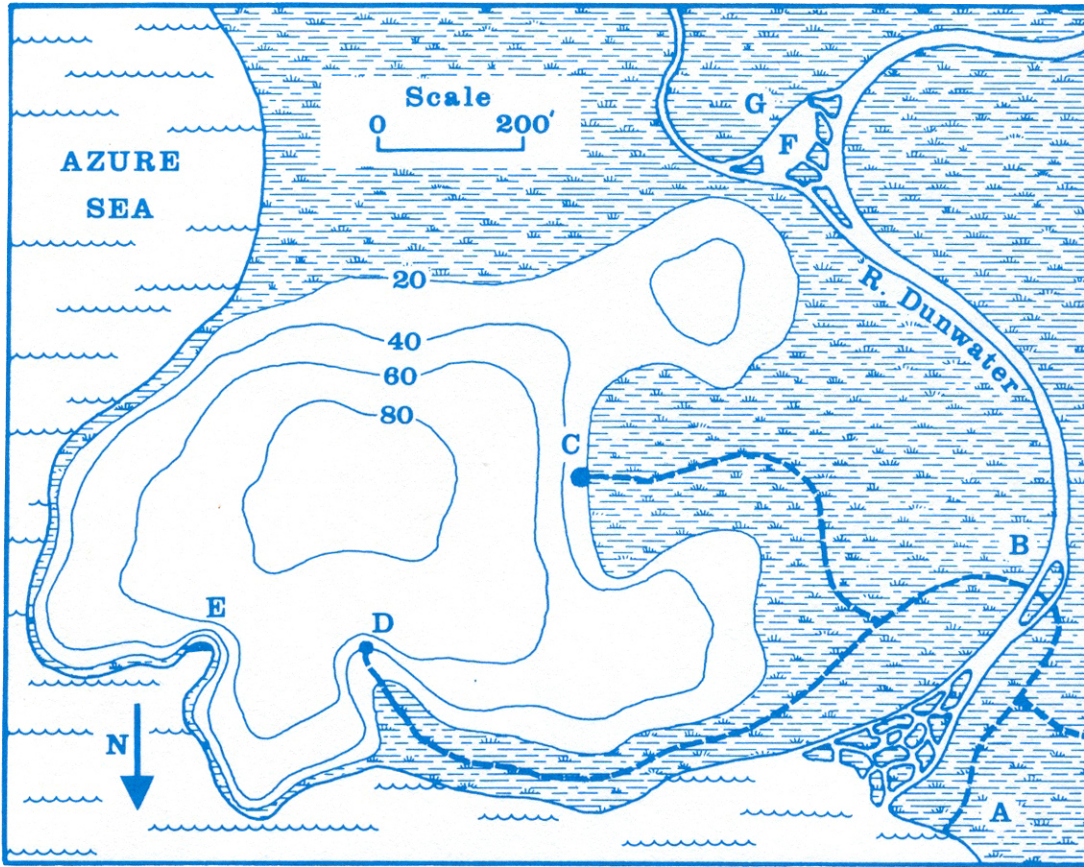
Danger at Dunwater is the second part in a series of three modules designed and developed in the United Kingdom for beginning adventurers with the AD&D™ rules. Its plot follows direct from that of the first part (Module U1 — The Sinister Secret of Saltmarsh). This adventure can be played by 6-10 characters of level 1-4. This module contains large-scale maps, full background information and detailed encounter descriptions for the players and DM.

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Printed in U.S.A.
ISBN 0-88038-001-2

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ADVANCED DUNGEONS & DRAGONS®

Adventure Module U2 DANGER AT DUNWATER

This is the second module in a three-module series. The other two parts are:

Module U1: THE SINISTER SECRET OF SALTMARSH

Module U3: THE FINAL ENEMY

The three modules are designed specifically to form a series, characters starting their adventure in **U1**, progressing through **U2** and completing this phase of their careers in **U3**. Each module is complete in itself and can be played separately if so desired, though it would be more satisfying for players if the same group were to tackle the three modules in order.

This module is designed for 6-10 characters of experience

levels 1-4.

If the DM has previously supervised the **U1** adventures with the same players, those players should already have the necessary information (and have made approximately the right deductions) to enable them to proceed smoothly on to this adventure. Otherwise the DM and players will need to be given a broad outline of the plot of **U1**, as in the following synopsis.

SYNOPSIS OF MODULE U1.

(If you intend to play module U1 do not read this! Doing so will spoil your enjoyment of the module.)

Recently the Town Council of Saltmarsh, a small fishing town, hired a party of relatively inexperienced adventurers to investigate mysterious goings-on in the Haunted House, a decaying mansion on the cliff top near the town. These adventurers discovered that the hauntings were a masquerade by a gang of smugglers (led by an illusionist) to provide cover for their illegal use of the house as a land-base for importation of contraband. After a struggle, the adventurers killed some of the smugglers and captured the others, including the leader, and handed them over to the grateful Saltmarsh authorities.

Having successfully routed this gang, the adventurers turned their attention to the sea-going side of the operation and, with the help of two fishermen from Saltmarsh, managed to board the smugglers' ship *Sea Ghost*. They were able to defeat the smugglers aboard and could then safely assume that the smuggling operation was quashed. However the unexpected presence on board of three lizard men, the perusal of some curious quasi-commercial documents and the discovery of a secret cache of (non-magical) arms and armour led them to deduce that, for some reason as yet unknown, the smugglers were also running fighting equipment to a colony of lizard men. Their deduction was corroborated by the tale of Oceanus, an aquatic elf held prisoner aboard *Sea Ghost*, who before his capture witnessed the equipment being loaded. A map discovered in the captain's cabin gives a clue as to the whereabouts of the lizard men's colony.

Special Notes:

1. A copy of the map showing the location of the lizard men's colony can be found in the **APPENDIX**.
2. See the **APPENDIX** for details of Oceanus the aquatic elf, if he is still with the party (assume that he is, if the players have not played **U1**) and have a player control him.
3. It is possible that a pseudo-dragon, formerly a companion of one of the lizard men, has now formed a companionship with one of the characters, in which case see the **APPENDIX** for statistics of this creature. If the players have not played module **U1**, the pseudo-dragon will not be present here.

(IMPORTANT: If you are a player **read no further**— if you do, it could spoil your enjoyment of this module).

Preamble

As Dungeon Master, it will be for you to set the scene of this adventure. Precisely how you do so depends to a considerable extent on whether the players have experience of module **U1** or not. If they have played in **U1** they will only need to be told of their invitation to the Council meeting (see **INTRODUCTION** hereafter) and of what is proposed at that meeting, together with any other information about Saltmarsh, its surroundings and people, such as the characters could reasonably have discovered for themselves.

If the players have not played in **U1** it is strongly recommended that they do so before proceeding to this adventure. If for some reason this is not practicable, then you should introduce them to **U2** as if they had played in **U1** — read the Synopsis (above) to them and provide them with the information their characters would know about Saltmarsh after living in the town for a week or so.

The paragraphs which follow provide background information about Saltmarsh and about this adventure. It is strongly recommended that you read them thoroughly before introducing the players to their characters' mission. In particular note the various complexities which will surround the characters' dealings with lizard men; you will see that in this adventure the cut-and-thrust of diplomacy will be more potent than that of the sword, if the characters are to gain maximum benefit.

Saltmarsh

The little town of Saltmarsh plays a pivotal role in the series of adventures presented here and in **U1** and **U3**. The Secret of Saltmarsh derives from the nature of the town and its surroundings. Encouragement (and, to a limited extent, financial inducement) of the party to undertake various adventures comes from the Town Council of Saltmarsh. It is to Saltmarsh that the party will repair between adventures. It is within the town, and with its people, that the characters will spend several weeks or even months of their adventuring careers.



If there is to be an adequate background to each adventure, and particularly if the three modules are to be played as a series, the Dungeon Master is recommended to prepare the town quite thoroughly, using the guidelines presented in this module as the basis of that preparation. The DM's own style and preferences will govern just how much preparation is done and in how much detail, but it is suggested that attention be given to at least some of the following:

1. The Town Council. Name the members; determine their trades/occupations and something of their backgrounds; decide how powerful and wealthy each member is relative to the local community.
2. Treat other prominent local citizens who are not members of the Council in a similar way to Council members.
3. Draw a map of the town, locating prominent buildings and the places where Council members and other important people carry on their business.
4. Decide where the characters could stay when resting between adventures in the town (the best inn? the only inn?); determine the daily cost of their accommodation and food (and make sure they pay!).
5. Decide where to locate the town's place(s) of worship and which deity is worshipped in each.

The **AD&D™** hardback books — particularly the relevant sections of the **Dungeon Masters Guide** — should prove helpful in these tasks. Don't skimp them, for in this series of modules the events which take place between adventures are nearly as important as the adventures themselves. Your players' characters will spend a lot of time in Saltmarsh, so do it — and them — justice!

The Town is a small, respectable fishing town. The inhabitants are relatively sober, hard-working and amiable. There are adequate facilities for justice and law enforcement — debtors and bankrupts are dealt with particularly harshly. Fishing is the main industry but there are some tiny farms in the neighbouring countryside and the town boasts a small weekly market to which traders are attracted from two larger towns — Burle and Seaton — each some twenty miles away (Burle inland to the northwest, Seaton along the coast to the east).

In general be guided by any small south-coast English fishing town of the 14th Century and with population about 2,000. Saltmarsh is placed at the western edge of hex U4/123 on the **WORLD OF GREYHAWK™** map.

INTRODUCTION

The discovery that a hitherto unknown colony of lizard men is in close proximity to the town of Saltmarsh, and is engaged in the purchase of weaponry which is sophisticated by lizard man standards, has thrown the Town Council into dismay and alarm. Greatly troubled and filled with apprehension, they have called an emergency Council meeting which the characters, in recognition of their already proven abilities, are invited to attend.

From the crude map found aboard the smugglers' vessel and from information provided by the aquatic elf, Oceanus, it seems likely that the lizard men are preparing for war. The Town Council members devoutly hope that their townspeople are not the intended victims, but greatly fear this possibility.

The site of the lizard men's colony has been tentatively identified as a coastal promontory adjacent to a small river, the Dunwater, some ten miles south west of Saltmarsh. The Council considers it essential that a scouting party be sent to reconnoitre the area to ascertain the strength and size of this colony and the intentions of the lizard men. This would then enable the citizens of Saltmarsh to undertake proper precautions. It is put to the characters that, on the basis of their past success, they are well suited to undertake this mission. A reward of 5000 gp is offered as an inducement, to be paid on the successful completion of the adventure.

If the same players have previously played module **U1** and if their characters have obtained enough experience points in those adventures to qualify them for promotion it can be assumed that sufficient time is available for them to gain their next experience level. It can also be assumed that any necessary training can be obtained in the larger towns not far from Saltmarsh (at the right price!). In other words, the DM should feel free to waive the stricter requirements for gaining experience levels in the interests of the smooth flow of the adventure-series. During this interim period the adventurers may also re-equip at standard prices, though no magical items should be available for sale.

If the characters wish to travel by sea to the site of the adventure, the Town Council will place at their disposal an excise cutter — a small craft (3 hull points) with six pairs of oars and a step-down mast, large enough to accommodate the party and any reasonable amount of equipment they may wish to take with them. Navigation and sailing of the craft will be handled competently by two part-time excise officers (see the **APPENDIX** for details) who will fight hard and assist the party to the best of their abilities (the DM should allow players to control these characters). There will be no encounters en route if the characters travel by sea.

A sum of 400 gp will be requested prior to the party setting out, if they choose to use the cutter; this is to cover (in advance) two weeks hire of the cutter and wages of the excise men. (If more than two weeks pass before the cutter is returned, the additional hire will be waived). In addition, a returnable deposit of 2,500 gp will be required (this sum will be repaid to the characters so long as the vessel is returned in good condition).

It may be suggested that the characters should sail to the lizard men's lair in Sea Ghost, assuming this vessel has been captured in module U1. The Dungeon Master should discourage this; the characters are unlikely to have the necessary expertise to man such a large vessel for more than a very short distance and a crew of sufficient size will not be available in Saltmarsh. If necessary, allow the characters one or two attempts to sail the vessel — run it aground on a sandbank or have it meander in a vague and uncontrolled way around the small harbour—to reinforce the message that they must find another way.

If the party wish to travel by land across the marshes they may do so, though the Council will advise against it. The marshes are reputed to harbour dangerous monsters and no-one from Saltmarsh ventures into them (one reason why no one knew of the lizard men's presence until now). Encounters in the marshes take place according to the table in **Encounters — Marshland Areas** and there will be one certain encounter en route (see **THE BULLYWUG AMBUSH**).

Oceanus will also accompany the party on this adventure if he is still present from **module U1** (the **APPENDIX** gives full details of the aquatic elf).



GENERAL NOTES

It will be noticed that encounter descriptions are divided into boxed and open sections. The information in the boxed sections should be conveyed to the players together with approximate dimensions of the area (these can be given more accurately if the characters are willing to take time in measurement). Even if not specifically mentioned in the boxed text, describe other features of the area (steps, pillars, etc.) which would be seen without difficulty. Initially the party can act only on this information — hints are sometimes provided in this text and the DM should only provide vague supporting information if requested. The remaining open sections and all the introductory paragraphs are for the DM alone and should not be conveyed to the players until they discover the facts for themselves.

Where monsters are mentioned in the text, abbreviated statistics are included for quick reference. For full details, consult the **Monster Manual** or the **FIEND FOLIO™** Tome as appropriate.

MAP

A copy of the map showing the location of the lizard man's colony is provided at the rear of this booklet. It is perforated so that the DM may detach it and hand it to the players. Note that even if the players have not experienced module U1, they will still get the map — it will have been given to the Town Council by the characters who defeated the smugglers.

BACKGROUND TO THE WAR

What has occurred is this. Just over a year ago a colony of lizard men were driven from their original home by a sudden invasion of sahuagin. Forced to find an alternative home, they re-opened and restored an old lizard man stronghold which had been abandoned for decades because it was too close to human settlements for lizard man comfort. It so happens that this stronghold is close to Saltmarsh

Determined to regain their ancestral halls from those rapacious marauders, the sahuagin, the lizard men have been busily engaged in purchasing arms and negotiating alliances with other aquatic races for the sole purpose of expelling the sahuagin from their newly acquired fortress and, in so doing, dealing them such a blow as to discourage them from further such enterprises in this area. It is for this reason that embassies from the koalinth, the locathah and the mermen are present in the lizard men's lair. The aquatic elves were not invited to join the alliance because of the intense hatred that exists between them and the koalinth; even in the face of the sahuagin threat no alliance is possible between these two peoples and the lizard men, concluding that the koalinth are the stronger tribe, have invited them rather than the elves. Humanity is a non-aquatic race and so the lizard men have not even considered inviting them to join the proposed alliance — of what use is a race that cannot breathe water in a war against sahuagin? In any case relations between humans and lizard men have never been particularly comfortable. So it is that members of these four disparate races are come together, forced to overlook their previous rivalries and differences, driven by stark necessity to co-operate in the face of a common foe whose rapacity, cruelty and evil is so complete that among all other living creatures they number only sharks their friends—the sahuagin.

HUMAN INVOLVEMENT IN THE ALLIANCE

If and when the party learns the true nature of the situation, they may decide to make representation to the lizard man chief for admittance to the alliance on behalf of the people of Saltmarsh, as Oceanus may do on behalf of the aquatic elves. (Indeed, in the right circumstances, the lizard man chief will invite such an approach.) Such representation will be well received by the chief as the koalinth have recently advised him that they will not be joining and will be preparing to quit the lair when the characters reach it. They intend to return to their own people and advise them that their tribe should move far away from this area, leaving it to the Sahuagin, who they consider far too strong to contest.

Additionally the boldness and resource of the party in entering his lair will have impressed the chief, causing him to reconsider his previous conclusion regarding humanity's inability to render worthwhile assistance against the sahuagin. So, providing the party can offer intelligent and cogent argument in their favour, and will meet the conditions that the chief will lay upon them, an alliance with the lizard men will be agreed to and the party will be able to take this agreement to Saltmarsh (see **FORMALISING THE ALLIANCE** hereafter).

These conditions are as follows:

1. The party must return to the lizard men all the treasure which was in the lizard men's possession. This does not include the magical **long sword +1** from the area 22 nor any items found on the dead elf thief in area 47, as none of these items was ever the property of the lizard men. Any loot taken

from the koalinth, locathah or mermen will arouse no interest in the lizard men and they will not request its return (though if members of the tribe(s) previously owning the treasure are present at the negotiations, they will assuredly demand its return and the DM must adjudge the bargaining carefully). The lizard men will be prepared to sell the **ring of protection +1** from area 24 for as little as 25 gp, since they have no knowledge of its magical properties. Similarly they will sell the **pearl of wisdom** from area 39 for as little as 100 gp unless the old lizard minister is still alive, in which case he will persuade his chief to insist on its return, being fully aware of its nature. The chief will also insist on the return of the **staff of the python** from area 20, refusing to consider selling it at any price.

2. The chief will insist on the party paying the tribe weregild for each and every one of his people the adventurers have killed. His asking price will be a round 10 gp for each male, female and egg (and since it is unreasonable to expect the DM to keep accurate count of fatalities, the sum total of weregild demanded can be approximated). The chief will be prepared to negotiate the weregild payment, though not to the extent of waiving it altogether even if this is the only way of ensuring that humans join the alliance.

IMPORTANT NOTE: This is the most tricky aspect of the whole adventure for the DM to regulate. It will be quite possible for the party simply to mount an offensive against the lizard men, trying to kill all they encounter; this would mean that their chances of learning the lizard men's true intentions are slim, and would cause some problems in the linking of this adventure with **module U3**.

However if the party does get to the stage of negotiations with the lizard men, problems of a different nature arise. Obviously the adventurers would be reluctant to return to the lizard men all but a few items of treasure, yet it would be most unreasonable were the lizard man chief not to demand this. The solution, in game terms, is probably to allow the characters full experience point credit for all treasure so returned, though the DM may prefer another solution (in which case remember the two constraints — the formation of an alliance must not be inhibited yet the characters must gain advantage from co-operating).

The weregild matter is even more problematical. On the one hand the chief must insist on some recompense for losses — all other reasons apart, his high rank would soon be removed if he failed to press the point. On the other hand one can imagine the players' reaction to the suggestion that they should pay for their adventuring, particularly since they have probably given nearly all the treasure back already! Some solution in game terms must be found for this. Again, the constraints are quite simple — the chief must get some payment but the characters must be encouraged to forge the alliance so that the adventure can continue to **module U3**; additionally at least some characters should make significant experience points gains in this adventure.

A number of solutions may be worthy of examination, and some are suggested below. The DM may wish to evolve a personal solution, based on one or more suggestions but involving other terms. Whatever the case, an answer must be found if the adventure is to be credible yet the game not discouraging to the players.

- A. Reward each character experience points for each gp of weregild contributed on a 1:1 basis.
- B. As above, but on an N:1 basis, N to be determined by the DM. For instance N=1 for characters of good alignment (who should recognize that they ought to compensate for the loss of life) and N=1.5 for characters of non-good alignment (who may, in paying weregild, be acting slightly contrary to their normal stance in the interests of party co-operation).
- C. Have the Saltmarsh Town Council express willingness to pay some (but not all) of the weregild.
- D. Give each character who actively pursues the forging of the alliance quite a generous experience point award.
- E. A combination of some of the above.

A sixth possibility is included in the module proper (see **OPTIONAL VENTURE**). This supposes that the lizard men have found a major drawback to their present (and they hope temporary) abode — the presence of a giant crocodile in the marshes nearby. The lizard man chief might (DM's option) be willing to waive payment of the weregild altogether if the party were to put an end to this menace. For full details refer to **OPTIONAL VENTURE**.

Should the lizard man chief be killed in the course of this adventure, he will be succeeded by the sub chief. Should he too be killed, the succession will go to one of warrior officers. If all of these are slain, then succession falls to the most senior surviving shaman. In this event (see **LIZARD MEN — POLITICAL STRUCTURE**) the shaman will denounce the alliance, pull the lizard people out of it, sacrifice the aged lizard man minister to the lizard men's deity Semuanya and lead the remainder of tribe into the depths of the Hool Marshes beyond the reach of the sahuagin. If all the lizard men notables are slain, surviving members of the tribe will simply drift away into the marshes taking all of their possessions with them, and disappear from the adventure.

However even if all the lizard men leave or are slain, the mermen and the locathah will remain allied and will urge the party to make representation to the authorities in Saltmarsh to join them in war against the sahuagin, and they will urge the same on Oceanus with regard to the aquatic elves. The koalinh, of course, are already determined to leave and will have nothing to do with the alliance, particularly now that the lizard men are gone and the aquatic elves may well be taking their place.

SPECIAL NOTES

The Dungeon Master must on no account reveal to the party that the lizard men constitute no real threat to Saltmarsh or its inhabitants, nor that the newly purchased weaponry is not primarily for use against humanity or its allied races. The real intentions of the lizard men must be discovered by the party for themselves from the various clues contained in the module as they adventure through it, and they must be left to deduce for themselves (unless circumstances develop in such a way that the lizard men volunteer this information) that there is a war between the lizard men (and their allies) and the sahuagin.

In any encounters with sahuagin, either alive or dead, the party must not be informed as to the name or nature of this race; rather, the Dungeon Master must give only a general physical description of these creatures as and when an encounter occurs, unless the contrary is indicated in a particular encounter area within the module. However if Oceanus is with the party then he will recognize these creatures on sight as well as having a good general knowledge as to their nature, and he will readily identify them to the rest of the party.



FORMALISING THE ALLIANCE

In the event that the characters come to terms with the lizard men and agree to ally with them, they could do so unilaterally and without any reference to the Saltmarsh Town Council. However the characters will no doubt wish to re-equip and rest before their next adventure (in which case it would be natural for them to do so in Saltmarsh) and in any event they may consider it prudent to inform the Town Council, not only to obtain political backing but also in the hope that the Council will provide them with some doughty men-at-arms (they will assuredly need them against the sahuagin).

The lizard men, if still involved at this stage, will despatch an officer and a shaman (of 5 HD) to Saltmarsh with the party as embassy. They will be well received by the Council and the alliance will quickly be formalised once the Council members are apprised of the situation regarding the sahuagin.

LIZARD MEN — POLITICAL STRUCTURE

It is important to note that within the social structure of the lizard men's lair there are two political groupings. On the one hand are the dominant progressives, led by the chief, supported by the sub chief and officers and including the warrior males but whose inspiration and driving force is the aged lizard man minister. Opposing them (but only covertly as yet, for the will of the chief is still paramount) are the conservatives led by all the shamans and including the females. The shamans hold that all allying and intercourse with other races is contrary to the divine will and nature of their god, Semuanya, and that no good can come of it. As a consequence the shamans hate and distrust the aged lizard man minister as the prime agent of these innovations that go against all nature, but they dare not, as yet, move openly against him as he enjoys the trust and favour of the chief.

NOTE: If somehow it transpires, during the course of the adventure, that the chief, the sub-chief and the officers are killed, then the surviving shamans will become openly hostile to the party and the other visiting embassies alike. There will then be no chance of an anti-sahuagin alliance involving lizard men.

THE JOURNEY TO THE LAIR

The distance from Saltmarsh to the lair is about ten miles as the crow flies and a sea-borne journey would take about 4½ hours in normal conditions.

The overland journey is longer because of the difficult terrain through which characters have to travel. There are a number of trackways and it would be possible to follow a route roughly parallel to the coast and 100-400 yards from it. Because of the type of terrain it will normally take a party about 12 hours travelling time to travel from Saltmarsh to the ford near the lair (marked B on the map). This makes no allowances for resting but does allow for slow movement at times when the mist inhibits visibility. So long as the party moves at this rate, the route is easily followed — there is no risk of straying in a wrong direction.

Whereas there will be no encounters if a sea-borne journey is made, there will certainly be one encounter in the marshes and possibly more (if rolled on the **MARSHLAND ENCOUNTER TABLE**). The one certain encounter will take place about 8 miles from Saltmarsh and 3 miles from the lair at a place where a band of bullywugs will attack the party (see **THE BULLYWUG AMBUSH**).

The lizard men's lair is located beneath a promontory running out from the marshlands into the sea. This takes the form of a mound-like hill or dun which rises up abruptly from the surrounding country-side. The entire area is boggy, wet and —to all outward appearances— devoid of intelligent life. Vegetation consists mainly of tall grasses and reeds, some low-lying shrubs and a few trees of willow and thorn acacia. However, the height and density of this vegetation is sufficient to provide adequate cover for the party, when using reasonable caution, to approach unobserved the landward entrances to the lizard men's lair. A careful approach to the sea cave entrance (marked E on the map) will also go unnoticed until the characters actually enter the entrance tunnel, then discovery will be automatic.

The marsh abounds with sea birds and marsh fowl and many varieties of small, harmless lizards; there are also large numbers of butterflies, dragonflies, blackflies and mosquitos, while normal fish and frogs will be seen in the many streams and pools. From dusk to early morning the marshes and adjacent coastal waters will be wreathed in thick but low-lying mists, to a height of about 20 feet; however, the middle reaches and crown of the lair will be clear of these at all times. These mists will limit normal vision to 10 feet but once the sun has risen they quickly dissipate and vision range becomes normal.

There are many pools and meres of varying depth within the marshes, mostly shallow though a few are deep, and small streams run between and connect these together. None of these, nor the marshes themselves, are of a sufficient depth or magnitude upon which to sail the party's boat. The mouth of the river Dunwater is blocked by a delta which is impassable by any boat.

While at sea, as their boat approaches the promontory, the party will be able to make out a trackway (at the point marked A on the map) leading from the coast and disappearing into the marshland interior. Once they are within 40 feet of the promontory's northern coastline, they will also be able to see another trackway running up to the middle heights of the promontory to disappear behind a clump of tall grasses and shrubs (leading to the hidden entrance marked D on the map). They will also note, as they approach by sea, a sea cave entrance some 15 feet wide by six feet high, on the north eastern tip of the promontory (marked E on the map). This leads, by way of a short 15 feet wide by six feet high tunnel, into area 49 and the party may readily row the cutter into this area if

they first let down their mast. From the ford (marked B on the map) the party will be able to see the entrance to the cave of the giant lizards (area 22, marked C on the map).

The marsh trackways are all approximately five feet wide and firm enough to allow normal movement rate during low tide, and in daylight are easily followed. However, at night and during periods when the mist is present, there is a 1 in 4 chance per turn, per individual, that party members will wander off the trackway into the marsh. When this occurs, movement rate is slowed by 50 percent and there is a 1 in 12 chance per turn, per individual, that errant party members will stumble into a bog pit which will swallow them in one melee round, with death occurring in a further four melee rounds, unless they are extricated.

ENCOUNTER TABLES

There are two encounter tables which are mutually exclusive. The first is for use only when the party is in the marsh area, the second only when the party is in the lair proper. (There are no encounters at sea.) Only abbreviated descriptions and characteristics are included here — refer to the **Monster Manual** or the **FIEND FOLIO™** Tome for complete descriptions of the monsters and their behaviour.

ENCOUNTERS — MARSHLAND AREA

Encounter occurs on a 1 in 10 while on the trackways, on a 1 in 8 if off the trackways in the marsh. In either case, check once every two hours (12 turns) and if an encounter is indicated roll 1d10 to determine what creatures are encountered.

- 1-2 Two giant constrictor snakes (AC 5; MV 9"; HD 6 +1; hp 35; #AT 2; D 1-4/2-8; SA constriction)
- 3-4 Four giant leeches (AC 9; MV 3"; HD 3; hp 18; #AT 1; D 1-4; SA drain blood.) There is a 50 percent chance that a bite will cause a disease that will be fatal in two to five weeks unless cured.
- 5-6 One giant poisonous snake (AC 5; MV 15"; HD 4 +2; hp 24; #AT 1; D 1-3 plus poison.) If hit save vs. Poison or die in one melee round.
- 7-8 Five giant frogs (AC 7; MV 3"/9"; HD 2; hp 12; #AT 1; D 1-6; SA tongue).
- 9-0 Three normal crocodiles (AC 5; MV 6"/12"; HD 3; hp 20; #AT 2; D 2-8/1-12).

If the party enter the waters of the River Dunwater other than via the ford, then they will automatically be attacked by two giant crayfish (AC 4; MV 6"/12"; HD 4 +4; hp 22; #AT 2; D 2-12/2-12).



THE BULLYWUG AMBUSH

At a point some 8 miles from Saltmarsh and 3 miles from the lair the party will pass close to the temporary lair of a band of bullywugs. The bullywug scouts will detect the approach of the party without themselves being detected so the main body of bullywugs will be able to prepare their ambush and mount a surprise attack.

The bullywugs are a roving band — this is not their normal home — but have formalised a camp here because they have happened upon a considerable treasure which contains items quite outside their normal experience. Though they do not recognise the full value of some of the items in the treasure, they are sensible enough to realise that here are some items of very considerable value and have formed a defensive camp to guard their discovery until their Great Chief arrives from his lair some 50 miles away, deep in the swamp. In great awe of their Chief, the bullywugs dare make no move with the items they have found until he gives his decision on the matter. So they wait, having despatched messages to the Chief, nervously guarding their find; they are alert and well prepared — no party could pass close to their temporary camp without the bullywugs' knowledge. On the other hand, no approaching party will detect the bullywugs' presence in the area until the monsters attack, and even then there is the normal chance of the bullywugs surprising their victims (5 in 6 since they will hop to the attack — see hereafter).

There are 25 bullywugs in the band (10 more have been despatched to inform the Great Chief; they, the Great Chief and his retinue are still some distance away and do not appear in this adventure). They comprise:

1 Leader (12 hp) — AC 4 (**+1 shield**), broadsword, +1 damage on all attacks.

3 Large individuals (8 hp) — AC 5 (shield), broadsword

21 Normal individuals — AC 6; MV 3"/15"; HD 1; hp 6 each; #AT 3; D 1-2/1-2/2-5; SA Hop)

(See the **FIEND FOLIO™** Tome for full descriptions of these creatures and their characteristics).

Unless the approaching characters are alerted to the initial attack by the bullywugs (1 chance in 6 - see above) the monsters will hop to the attack, surprising the party, in three successive waves of 8 creatures (1 large individual, 7 normal individuals) per wave. They will do so in such a way as to hop over the characters, attacking as they do so; thus after the first round of combat the first wave of bullywugs will be behind the main body of the party and will attack from the rear while the second wave attacks frontally. The third wave will similarly hop over the second while the second hops over the party and the first wave continues in melee.

(The DM should plot these tactics beforehand, planning which wave of bullywugs is to hop each round. The monsters are well disciplined and highly organised; they have been trained in such tactics rigorously in order to provide the best possible defence against intruders who would steal the treasure they regard as their own. Note that the bullywug leader will attack with the third wave so that wave contains 9 creatures).

The bullywugs will fight to the death but when they have been dealt with, their treasure is not difficult to find and the party will soon discover an unlocked chest, its lid closed, roughly hidden in a clump of reeds. The chest contains:

- 550 gp
- 5 rubies each of 250 gp base value
- in a leather pouch, three stones (one iridescent and spindle-shaped, one a pale green prism and one a deep red sphere; these are **ioun stones** — see DMG page 147)
- A **Helm of Underwater Action** (see DMG page 146). The command word for this item is STYX and those letters are engraved lightly on the rear of the Helm itself.

The bullywugs have no treasure apart from the **shield +1** carried by the leader.



STANDARD DUNGEON FEATURES

The lizard men in this particular colony are more highly developed than others of their kind, as witnessed by their ability to use sophisticated weaponry and their readiness to ally with other races when necessity so dictates. However, they still lag behind other more intelligent races so that the construction of their lair is simplistic, employing only basic materials; most floors, walls and ceilings are of rammed earth while the furnishings are, in general, spartan. Moreover only the chief, sub chief, the two senior shamans and the five warrior officers can speak the common tongue, while the aged lizard man minister speaks common and is literate in it too. All other lizard men speak only their own tongue and are illiterate.

Within the lair all corridors are 10 feet wide by 12 feet high, all room areas are 12 feet high except for areas 10, 11, 12, 22, 24, 25, 36 and 40 which are 15 feet high. For the height of the sea caves (areas 49, 50, 51, 52) see the area descriptions. All doors (except those in areas 42 and 43 which are of iron-bound solid wood) are of stout wooden construction, 5 feet wide by 8 feet high, and require 'open doors' die rolls to open. The pathways through area 22, 49, 50, 51 and 52 are of stone construction and are 10 feet wide; they stand above the general surface of those areas. All pillars are of wood 3 feet in diameter, are mounted on stone pedestals and support wooden ceiling crossbeams. Lighting is good throughout, being provided by torches set in iron brackets on the walls at regular intervals, except for areas 26 and 47 which are unlit and dark. Area 22 is also dark at night, since the lizard men have deliberately not provided torches on the east wall to avoid lights being noticed from outside the lair.

The lizard men in this colony are nervous and on edge—highly suspicious of any intrusion. They are fearful of a sahuagin invasion, and in addition, not many weeks before the adventure, the lair was raided by a party of humans and half-orcs who were only dealt with at the cost of many lizard man lives.

So, with the exception of the aged lizard man minister in area 38, all the lizard men will be intensely suspicious of the party as they dislike uninvited intruders. They will not attack at first sight unless the party has committed an act which provokes their hostility. However the party will be curtly challenged and — unless they think up a suitable story — ordered to leave by word or gesture, their refusal automatically prompting an attack. In such an attack the lizard men's first priority will be the ejection, rather than the death, of the party, but they will view any fatality with unconcern and will, if necessary, fight to the death once provoked. If the party do call upon the lizard man chief (or if he should be slain, his successor) for a truce and parley, then this one creature will halt the attacks of his people and agree to listen to the party's proposals.

PERSONAL POSSESSIONS

In normal circumstances every lizard man would immerse his body frequently in water and swimming is a popular recreation. The lizard men in the lair dare not indulge themselves in this way for fear of encountering sahuagin; the result is that a lizard man's skin would become dry and the lizard man would suffer discomfort unless an alternative to swimming is found. For this reason each inhabitant of the lair oils its skin regularly using a light vegetable oil applied with a cloth.

When exploring the lair, the characters will find each lizard man has its own personal supply of oil and cloths (the latter of the garish colours which lizard men find attractive) — every locker and chest will contain at least one flask of oil and a handful of cloths, unless specific mention to the contrary is made in the text. The DM should include these items in any

description of the contents of the locker, cupboard etc. even though, to avoid repetition, the text relating to individual encounter areas simply mentions 'personal possessions'. Additionally, each time a lizard man's possessions are searched they will be found to include various leather belts and straps; again the DM should mention these even though they are not repeated throughout the text. These items are simply to enable a lizard man to equip with weapons while leaving the arms free.

ENCOUNTERS — LIZARD MEN'S LAIR AREA

Encounter occurs on a 1 in 12, check each turn. Use 1d10 to determine which creatures are encountered if an encounter is indicated.

As wanderers within the lair are drawn only from specific encounter areas, the Dungeon Master must take care that monsters slain or captured as wanderers do not later reappear within their given encounter areas, and that monsters slain or captured within their given encounter areas do not later reappear as wanderers.

See the APPENDIX and the appropriate encounter area for full details of all creatures encountered.

- 1-2 The lizard man officer and seven lizard man warriors from area 3.
- 3-4 The lizard man officer, 4 HD shaman and nine lizard man warriors from area 9.
- 5-6 The lizard man officer with eight of the lizard man warriors from area 29.
- 7-8 Three lizard man females from area 24.
- 9-0 Lizard man chief and sub chief from area 40. When these two are encountered as wanderers both will fight vigorously but the chief, if he sees things going badly for him, will leave the sub chief to try to hold off the party while he runs for reinforcements to the nearest barracks. He will then return with all the occupants of that area in the minimum time required to move at full rate between those two areas.

LIZARD MEN — REPLACEMENT OF LOSSES

Should the party, during the adventure, retire temporarily from the lair for the purposes of rest and recuperation, they will find on their return that lizard man losses have been 50 per cent replaced by returning hunting and foraging parties. Further, wanderers will now be encountered one chance in eight and all guards will be alert and incapable of being surprised. Other creatures such as the giant lizards, the amphisbaena and the embassies from allied races will not be so replaced.

If the party retire for a second time, then again lizard men losses will be replaced by 50 per cent and wanderers will be encountered one chance in six; other conditions will be as the first retirement.

On a third retirement by the party there will be no lizard man replacements, but the lizard man scouts will automatically discover the party's camp, if within the swamp and no more than 10 miles from the lair; the remaining lizard men warriors will make an all out attack on the party there in a fight to the finish.



KEY TO THE LIZARD MEN'S LAIR

NOTE: Standard specifications for lizard man infants, women, warriors and officers are given in the **APPENDIX**.

1. NORTH ENTRANCE (marked D on outdoor map)

A stout wooden door, closed but not locked, blocks a short tunnel whose entrance is concealed by shrubs and tall grasses. The party will have to search carefully to find this entrance (detect as concealed portal) since the track which leads in this direction appears to come to an abrupt halt, the lizard men being careful to conceal the 20 feet section of track nearest the door.

2. GUARD ROOM

A bare room; the only items of furniture are two wooden benches, set opposite each other against the longer walls.

There are five lizard man warriors here at all times. All are armed with morning stars and carry small shields. They are alert and more than one attempt to open the entrance door (area 1) will negate any chance of surprising them. If the party approach this area without the benefit of surprise, appropriate magic or special ability, one of the guards will come out to see who is there; on seeing the party he will shout out to his comrades and then challenge the party. The other guards will join him immediately but if a fight develops one of them will try to run back to the barracks (area 3) whence he will return with reinforcements within three melee rounds. None of the guards carries any treasure.

3. BARRACKS

Thirteen single straw mattresses are set around the room against the walls. Beside each is a closed wooden chest. In the centre of the room is a long plain wooden table with two wooden benches set beside it.

There are seven lizard man warriors in this room forming up, under an officer, to go on patrol within the lair. Two are armed with two javelins each (so they are AC5) while the other five are armed with morning stars and carry small shields. One of the

latter wears a fine silver chain with an ivory plaque around his neck, value 3 gp. The officer is armed with a broadsword, carries a medium sized shield and wears a silver neck collar, value 15 gp. He carries in his belt pouch the key to his chest in area 4.

If they are summoned as reinforcements against the party by the guard from area 2 then the officer will take the two javelin-bearing warriors with him out of the south-facing exit, along the corridor to turn north towards area 1 and attack the party from there. The five warriors armed with morning stars will be ordered by the officer to go through area 2 and attack the party from there.

Should a melee take place in this area, the noise of combat will attract the attention of the officer in area 5 and he will arrive to join the combat after three melee rounds.

The chests are all unlocked and untrapped; each contains personal possessions. Some chests also contain one or two additional items each — select as appropriate and at random from the following:

- a) 2-8 sp in a leather purse (four chests total)
- b) an additional flask of vegetable oil (three chests total)
- c) a dagger in a scabbard
- d) a wooden mallet
- e) a crude wooden flute
- f) a rough pewter mug

4. OFFICER'S QUARTERS

A wooden table with two wooden chairs are in the centre of the room; there is a wooden bowl containing fruit on the table. Against the west wall there is a single bed at the foot of which is a brass-bound wooden chest.

This is the room normally occupied by the officer in area 3. The chest is locked (the key is in the officer's belt pouch) but not trapped. It contains personal possessions, a morning star, a leather purse containing 50 ep and a chunk of violet-coloured crystal. The last item appears quite valuable but is in fact worthless.

5. OFFICER'S QUARTERS

A wooden table is set against the north wall; on it there are an earthenware jug of cider and a wooden cup. A crude wooden chair stands by the table. A single bed is against the west wall with a brass bound, wooden chest against its foot. A lizard man officer is seated on his bed, facing the door, while sharpening his broadsword with a whetstone.

The chest is locked (the key is in the officer's belt pouch) but not trapped. It contains personal possessions, a purse containing 25 ep, a dagger in a scabbard and a leather whip. The officer is armed with a broadsword and normally carries a medium-sized shield which is lying on the floor at his feet. He wears a silver collar around his neck, value 15 gp.

If combat occurs here the noise will, within three melee rounds, bring the officer with two warriors from area 3; if combat lasts a further three rounds then the remainder of the occupants from area 3 will arrive.

6. ARMOURY

This room appears to be a store for arms and armour. Hanging around the walls are shields of all sizes, while there are some javelins stacked in wooden racks against the north wall and three large, wooden chests, all closed, line the east wall.

The chests are neither locked nor trapped. One contains 10 broadswords, the other two 10 morning stars each. None of the weapons is magical.

7. KITCHEN

If the party members pause in the corridor anywhere near the door to this room, they are likely to detect a smell in the air; it will remind them of cooking meat though will have an acrid tang to it. This is the odour emitted from the roasting carcasses. Similarly, even if they do not pause specifically to listen, they are likely to hear chattering, muffled clanking of the spits etc., as the lizard man women go about their business.

A draught of warm air wafts gently through the door as you open it into what is obviously a kitchen. At one end of the room is a large open fire-pit in which a bed of coals burns. Over it are arranged two spit mechanisms, each carrying a half-cooked carcass, which are being turned by lizard man women (four total, one at each end of each spit). A fifth female appears to be basting the carcasses with a liquid spooned from a wooden bucket she is carrying. In the centre of the room is a long wooden table on which there lies an assortment of implements - knives, cleavers and a saw - together with some gobbets of raw meat and what appear to be splinters of bone.

On the floor beneath the table are some raw hides; beside the table are two large wooden buckets.

Against the south wall there is a large wooden cabinet with shelves on which are piled sundry clay pots, bowls and basins and trenchers. Against the west wall stand three large, wooden barrels; against the east wall stands an open wood cask, containing a white crystalline substance, and three wooden buckets. A large empty iron cauldron hangs from the ceiling on an adjustable chain and hook high over the fire pit.

All items in this room are normal for the place — none is valuable or of more than passing interest.



The carcasses are those of a sahuagin and a shark (beyond saying one appears humanoid, and the other large and fish-like, do not identify them specifically). The hides under the table are of those creatures while the buckets under the table contain their entrails and edible organs (heart, brain, liver etc.) respectively.

The basting liquid is a light, spiced oil. Two of the barrels contain fresh water while the third is half full of brine. The cask contains salt. Two of the buckets by the east wall contain herbs while the third holds rendered animal fats.

The lizard man women will only fight if they outnumber the party members or if they are cornered and cannot flee, otherwise they will escape to the nearest barracks whose occupants will return to the kitchen in the shortest possible time. The females are wearing a number of trinkets of worthless jewellery.

8. STORE

Hanging from hooks set into the ceiling are six carcasses of various shapes and sizes. Against the south wall are four open barrels and a lidless wicker basket. Against the west wall there are three large clay jars, a wooden chest and a sealed barrel. Opposite, against the east wall, is a large wooden cage in which a number of marsh-fowl are fluttering about.

The carcasses are those of a manta ray, a giant frog, an adult male gnoll, two sharks and a giant crayfish. The DM should describe these in more detail, if asked to do so, without specifically naming them.

The open barrels contain, respectively: apples, pears, mixed nuts and brine in which is pickled the carcass of a giant constrictor snake. The wicker basket contains wild cherries.

The three jars are filled with light, edible oil; the chest is full of wild herbs and the sealed barrel is full of salt. The marshfowl are quite ordinary; treat them as non-combatant, AC 8 with 1 hp each.

9. BARRACKS

Fifteen straw mattresses are placed around the room, each with a small wooden chest at its foot. A long table is in the centre of the room with wooden benches to each side.

Nine lizard man warriors are being formed up by an officer for patrol duties. Another lizard man — dressed in a robe — stands to one side observing the assembly.

Three of the warriors are armed with two javelins each; the other six are armed with morning stars and carry shields (thus AC 4). One of the latter wears a fine silver chain with an ivory plaque around his neck (value 15 gp).

The officer is armed with a broadsword and carries a shield. He wears a silver collar around his neck, value 15 gp.

The other lizard man is the senior shaman; he carries a staff and wears a silver collar set with pearls around his neck, value 15 gp.

His memorised spells are:

First Level: light, cure light wounds (x2)

Second Level: resist fire, snake charm

The chests (all unlocked and untrapped) contain personal possessions. In each of five chests there is a purse containing 2-8 sp; one chest also contains a whetstone, another a dagger in a scabbard, and a third a crude wooden carving of a crocodile. Determine the contents of each chest at random or place the items in specific chests beforehand.

10. BANQUET HALL

Several long plain wooden tables are placed end to end in the centre of the hall with wooden benches running along each side. At the south end head of the composite table is a single, large wooden chair; at the same table end on either side, flanking the large single chair and facing each other, are four slightly smaller chairs, two each side of the table. Placed on the tables are a variety of earthenware pots, jars, plates and mugs, a number of trenchers and some woven baskets containing loaves. Against each of the west and east walls is a tall wooden cupboard.

Five lizard man females are here, busy laying the table.

The females will not fight unless they outnumber the party members encountered or are cornered and cannot escape, otherwise they will flee to the nearest barracks whose occupants will return to this area as quickly as possible. These females have no treasure with them though all are wearing worthless trinkets.

The cupboards contain extra mugs, platters, bowls and so forth.





11. THRONE ROOM

This is clearly a ceremonial chamber of some sort. Six pillars, three each to your left and right, flank a central area at the far end of which a wooden throne stands on a low stone dais. The throne appears to be decorated with carvings and glints of reflected light hint at the presence of gem stones inset into the carvings.

To either side there hang on the walls the heads of several creatures, each mounted on a piece of wood as if they were trophies.

Two lizard man children are playing in the centre area.

The children, one male and one female, are equivalent to human children of about four years old; they have wandered into here from area 24. They have no treasure and are quite harmless and unafraid; on encountering the party they will evidence great curiosity for these, to them, strange beings. Unless very firmly discouraged, they will attach themselves to the party and follow them wherever they go; they will be virtually impossible to lose and will make a general nuisance of themselves.

The throne is carved with snakes and lizards. Twenty translucent stones of a blue-green colour have been inset to form the eyes of these creatures. These are of worthless quartz though to the unskilled eye they will appear reasonably valuable.

The trophy heads are:

West wall going north to south: giant crayfish, carrion crawler, hippopotamus, gnoll, sahuagin.

East wall going north to south: brown bear, lion, shark, giant

frog, another shark.

The DM should not name the creatures but simply give a detailed physical description, leaving the party members to make the identifications. If Oceanus is with the party, however, he will be able to identify the sharks, the giant frog, the giant crayfish and the sahuagin.

Beneath the seat of the throne is a small secret compartment roughly semi-circular and about 5 inches in diameter (detect as a secret door). It contains the key to the treasure chest in area 26.

Behind the throne is a secret trapdoor in the floor (detect as secret door) which opens onto a vertical shaft 5 feet square and 20 feet deep. There are iron handrails set into the side of the shaft. It descends to a tunnel, 10 feet wide by 10 feet high, which leads to another identical vertical shaft ascending into area 34. There are neither light nor occupants in either shaft or the tunnel.

12. TEMPLE

A sickly-sweet perfume hangs rather oppressively in the air here. You can readily identify this room as a place of worship - at the far end a large stone altar is centrally placed; at each end of the altar there are small burners, both lit, while in its centre is a candelabrum with four lit candles.

Above the altar the south wall is decorated with a large painting of a marine scene dominated by a lizard man figure brandishing a club.

Blue and green drapes cover the entire east and west walls.

If the shaman is unaware of the intrusion, announce his position — kneeling at the altar with his back to the party. He carries one spell in his memory — **light**, carries a staff (if he is at prayer the staff will be on the floor beside him) and wears a silver collar set with coral (value 25 gp) around his neck.

The shaman knows that the altar is hollow, as do his colleagues the other shamans and the chief, but no other occupants of the lair. There is a 1-foot diameter hole at the bottom of the centre of the front panel concealed by a prayer stoop (detect as concealed panel). Inside the altar lives an amphisbaena (AC 3; MV 12"; HD 6; hp 33; #AT 2; D 1-3/1-3; SA poison).

This creature has been trained by the shamans as the guardian of the altar. It will attack any and all, including lizard men, who approach within 10 feet of the altar with the exception of the chief and the shamans.

The reactions of the shaman in the temple will depend on whether or not he is aware of the party entering. If given enough time he will attempt to flee to his fellow shamans in area 20 with whom he will return within four rounds. If he finds that the occupants of area 20 have gone or have been slain, he will then try to reach area 40 and return with all the occupants within six rounds. If they too have gone or have been slain, he will then go to the nearest barracks and return with the occupants within one turn; if they are gone or slain he will flee from the lair and never be seen again.

If he cannot escape and is obliged to fight, he will endeavour to do so within a 10 foot area of the altar so bringing the amphisbaena to his assistance.

The mural is of Semuanya, the lizard men's deity. The club illustrated is set with sharp-looking sea shells.

On the altar are two tridents and two folded nets (war trophies taken from the sahuagin and offered up to Semuanya). The candelabrum is worth 100 gp. The burners on the altar are silver incense burners worth 50 gp each.

13. VESTRY

There are seven carved wooden masks, representing crocodile and serpent faces, hanging from the walls of this room. The masks are decorated with blue and green feathers. Against the west wall stands an iron chest, its lid closed.

Hidden in one of the masks (determine at random) is the key to the chest. The chest is trapped; the trap will be sprung (unless previously detected and disarmed) when the chest lid is raised, whether the key has been used or not, releasing a billowing cloud of green gas which fills the entire room in one segment. Those inhaling the gas must save vs. Poison or go to sleep for four to seven turns. (Thus the gas is not particularly dangerous but there is no reason why the DM should let the players know this).

The chest contains:

a silver gong and striker, worth 100 gp;
five silver bells worth 10 gp each;
a curved wooden horn of no value;
a large silver chalice worth 200 gp.

14-17. SHAMANS' QUARTERS

These rooms, though not identical, are very similar to each other and the following description will serve for any one of them.

This is a bare, cell-like room. It contains a plain wooden table and chair, a straw mattress and a small wooden chest.

The positions of the furniture vary from room to room (see the map inside the module folder). All the chests are unlocked and untrapped. Each contains personal possessions and also contains a small statuette of Semuanya (two carved in ivory, one carved in bone, the fourth made of brass). These are of no value to the party but are regarded as very valuable by the shamans.

The chests also contain other items:

- Room 14 — a wooden club and a leather purse containing 10 ep.
Room 15 — a silver buckle worth five gp, a leather purse containing 20 sp, and a long brilliantly coloured bird's feather (no value).
Room 16 — a leather purse containing seven ep.
Room 17 — a bolt of blue-green cloth (no value) and a pouch containing 25 sp.

There are no lizard men in any of the rooms.

18. SENIOR SHAMAN'S LIVING QUARTERS

A wooden table with two chairs is set against the south wall. On the table are a carafe, a cup and a wicker basket containing fruit. A smaller table stands against the north wall; on it stands an unlit incense burner.

The carafe, cup and incense burners are of silver and are worth 25 gp, 5 gp and 10 gp respectively. Hidden inside the burner is a small key which will unlock the chest in Room 19. The room is unoccupied.

19. SENIOR SHAMAN'S SLEEPING QUARTERS

A single cot bed stands by the south wall; at its foot is an iron chest. Hanging from the east wall is a large wooden carving of a lizard man brandishing a club.

The key to the chest is hidden in the incense burner in Room 18. The chest is trapped with a poisoned needle close to the lock (save vs. Poison or die in one to six melee rounds). In addition to personal possessions, the chest contains:

- a silver figurine of Semuanya worth 100 gp
- a leather bag containing 95 ep
- a small wooden box, unlocked and untrapped, which holds three vials of holy water and two vials of a potion of **healing** (one draught in each); the potion is vile smelling and tasting, but is no less effective for that.

The wooden carving on the wall is of Semuanya; it has no value. The room is unoccupied.

20. CHIEF SHAMAN'S LIVING QUARTERS

A wooden table is set against the south wall on which is laid a wooden bowl of fruit. There is a wooden bench set against the north wall, while in the centre of the room there is a wooden chair set to face the bench opposite.

Unless the shaman from area 12 has previously alerted them, in which case they will have gone with him, there will be four lizard man shamans in here. Three, seated on the bench, are 3 HD shamans receiving advanced religious instruction from a 5 HD shaman seated on the chair.

All the 3 HD shamans are unarmed. They have each memorised the same first level spell — **light** — but have no other memorised spells. Each wears a silver collar set with coral, value 25 gp.

The 5 HD shaman's memorised spells are:

First level: light, remove fear, cure light wounds

Second level: chant, resist fire, snake charm

Third level: cause blindness

He wears a gold necklace with pearls, value 350 gp. He carries a magical **staff of the Python**. The command word for the staff ('histan' written in common) is carved on the body of the staff but is so cunningly concealed within other intricate carvings that only a close examination will reveal it.

21. CHIEF SHAMAN'S SLEEPING QUARTERS

A single cot bed is set against the west wall, an iron chest at its foot. Opposite, against the eastern wall, stands a small wooden table. On it are two items apparently made of silver; one appears to be a statuette of a lizard man, the other an incense burner.

The latter is lit and gives off a pleasant odour.

Fixed with a blob of resinous substance to the underside of the table is the key which will open the chest in this room.

The chest is locked and trapped (scything blade, 1-8 hit points of damage). Note that the trap will be sprung unless disarmed, whether the key is used or not. In addition to personal possessions, the chest contains:

- a bolt of green velvet cloth, value 30 gp;
- a leather bag containing 500 ep;
- an ivory figurine of the lizard men's deity, Semuanya, worth five gp;
- (inside a small, padded wooden box) two potions of **healing** (grey), two potions of **neutralise poison** (dark green) and one potion of **cure disease** (light red); all these have a vile odour and taste, though they are effective if taken.

The silver statuette is of Semuanya and is worth 150 gp; the incense burner is worth 20 gp.

22. CAVE OF THE GIANT LIZARDS

Read to the players whichever of the following descriptions is appropriate according to whether their characters approach this cave from the marshes or from the interior of the lizard men's lair. In either case it is assumed that they are using some form of illumination.

If from the marshes:

A cave entrance 30-feet wide and 15-feet high comes up before you. The marsh turns to glutinous mud as you near the entrance and it is obvious from tracks that large creatures have passed in and out of the cave. Inside the cave the floor is thick mud, and you find it impossible to move at normal speed. There are many tracks of large creatures passing back and forth. The cave reaches a maximum height of some 40 feet. At the far side of the cave is a narrow stone pathway connecting two arched entrances which lead deeper into the hillside, one in the north-east corner of the cave and the other in the south-east corner. It is quite evident that the cave is occupied, as three huge shapes loom up before you

If from the interior of the lair:

You have entered a huge cave on a narrow stone pathway which runs along the eastern portion of the south wall. The pathway connects two tunnel entrances — one in the south-east corner, the other in the north-east.

At the far side of the cave is a gaping hole 30 feet wide and 15 feet high which leads apparently into the marshes and the open air.

Apart from the stone pathway, the floor is covered with glutinous mud; tracks indicate that some large creatures have passed back and forth. You receive confirmation of this as three huge shapes loom up before you

Note that the party's movement is slowed to a maximum of 50% normal rate when moving around in the mud which is 15 inches deep. However for the occupants of this area neither the mud nor the marshland outside the cave impedes movement. Note also that sounds of melee in this area are likely to be heard in room 23.



The occupants are three giant lizards (AC 5; MV15"; HD 3+1; hp 20 each; #AT 1; D 1-8 (a natural 20 to hit causes double damage) which have been trained as guards by the lizard men. They will attack any intruders immediately. However any adult lizard man present is able to call off the brutes.

The giant lizards are too large to enter the corridors leading into the lair. However they can (and will) pass through the cave entrance to pursue party members out into the marshes.

About five feet north of the centre of the southern wall, lying only partially buried in the mud, is a breast plate — much

battered and twisted and now detached from the suit of plate mail of which it formed a part, but still recognisable. Vertically below the breast plate there is a long sword buried in the mud. These items were formerly the property of one of a band of adventurers who tried to penetrate the lair some weeks before, and was killed in the attempt.

The breast plate is too battered to perform any useful function but the sword has the following properties; **long sword + 1**, intelligence 12, semi-empathy, X-ray vision (four inches range -1 turn/duration, 2 times/day), alignment lawful neutral, ego 3, personality score 15.

23. GUARD ROOM

This is a bare store room with a wooden bench set against the west wall.

There are three lizard man warriors here. Each of them is armed with two javelins.

These guards are alert and will hear any combat in area 22 unless appropriate magic is employed. They will appear in that area at the beginning of the second melee round, discharge their missiles at the party then close for hand to hand combat, joining in with the giant lizards. They have normal movement rate in the mud.

24. FEMALE QUARTERS

There is a bustle of activity in this room and it is fairly noisy. Your first impression is that this is a large nursery — there are lizard man females and infants scattered around the area in small groups, the children playing or sleeping, the females gossiping, drinking, oiling their bodies, comparing their jewellery and so forth.

There is a lot of furniture in here — straw mattresses scattered around the floor; wooden tables carrying earthenware cups, mugs and pitchers, clay bowls in which wild flowers are planted; chairs set beside the tables, wooden stools here and there; wooden chests — some with their lids open — by each of the mattresses. All in all this seems quite a pleasant domestic scene.

There are 20 lizard man females and 13 infants in the area.

Unless they have previously been encountered as wanderers, three of the females will be approaching the east door, intent on leaving it on some errand, as the party arrives. If present, they will notice the party immediately and alert the others. Otherwise, the party's arrival is unlikely (five per cent chance) to be noticed immediately because of the general hubbub, but their presence will certainly be detected if they move into the room as opposed to remaining in the doorway.

Even when their intrusion is noticed the party will not be greeted with hostility unless they take offensive action. The females will, of course, defend their children and property and will do their utmost to prevent the party from entering area 25. If a fight breaks out, two or three females will attempt to escape through the east door and find some guards to come to their aid, while their colleagues do their best in the melee.

If the party should leave without taking action other than observation, the females will not pursue them into the corridor and the three about to set off on their errand (if present) will delay their departure until they reason it would be safe to do so. However should the party take other action — fighting, looting or even just threatening — and females remain alive when the party leaves, some of these females will remain to protect the infants while others try to sneak undetected to a guard post and alert the lizard man warriors there.

The wooden chests are all unlocked and untrapped. Each contains a miscellany of worthless items — assorted leather belts, straps, bundles of coloured cloth and various bracelets, brooches, bangles and beads. These items are flashy but valueless. Note that there are no rings. In addition (roll dice to determine) every fifth chest contains a purse holding 2-12 sp and every ninth chest will contain a flask of oil. One chest (select at random from the 35 chests there) also contains the only finger ring present among the other jewellery; this is a magical **ring of protection +1**. It had belonged to the magician member of the party wiped out earlier in the lair; the lizard man warrior who slew him took the ring and gave it to a female with which to win her favour and she has kept it since, in total ignorance of its magical properties.

25. HATCHERY

It is discernably warmer here. A slightly fetid odour — not over-powering but unmistakable — wafts in your direction as you open the door. The floor of the room is mud — smooth and unbroken save near the door where three tiny reptilian shapes are crawling amongst what look like egg fragments.

There are about 200 lizard man eggs buried in the mud in this room. Three, just near the door, have hatched very recently and the infants are new-born. Any blow will kill these infants — even picking them up incautiously could do them considerable harm.

There is nothing of value here.

26. TREASURE ROOM

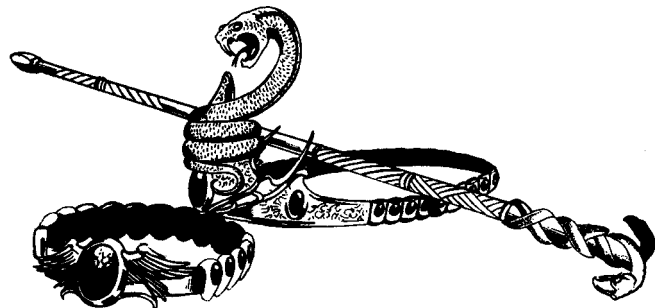
Note that the only access to this room is via a secret door which is clearly visible to the occupants of area 27, in addition to which any character reaching the secret door must have somehow dealt with the gate (see area 27). Note too the trap which is immediately inside the door — 10 feet square of flooring which will tilt on an axis through its hinged north edge if weight in excess of 250 gp (25 lbs) is placed on it. Below the trap is a 12 feet deep pit in which are five venomous snakes. Characters falling into the pit will take normal falling damage and be attacked by the snakes (AC 7; MV 15"; HD 2; hp 11 each; #AT 1; D 1-3; SA poison). These creatures are five feet long (size S). The victim of a bite must save vs. Poison or die in one to four rounds.

First, describe the area as seen when characters open the door, assuming they are using some form of illumination:

A narrow 10-foot square entrance widens out to the east to form a room 20-feet wide and 40-feet long. At the far end there appear to be some sacks and what looks like a large chest.

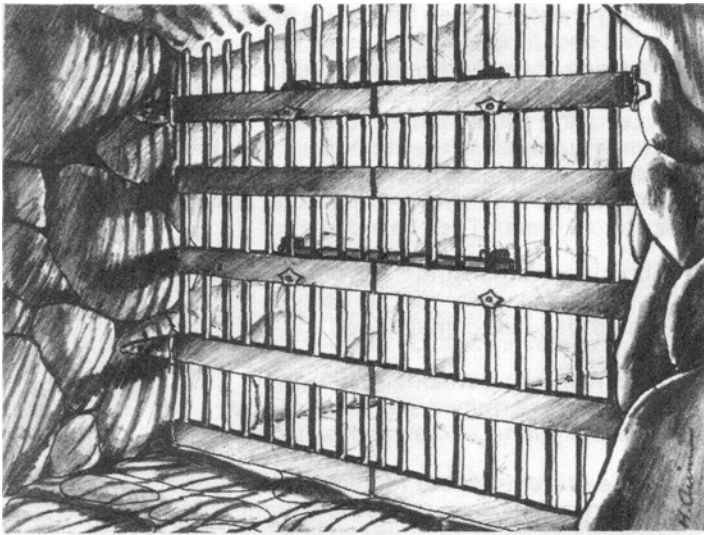
Then deal with the trap — its disarming etc. if it is detected and the characters' fate if it is not. When the characters are able to see the room more clearly, give them this description:

Your earlier suspicions are confirmed. There are four large sacks and an iron chest which carries a large hasp and closed padlock. The remainder of the room is bare.



This is the chief's personal treasure. The sacks each contain 2,000 sp. The chest is locked (the key is hidden under the throne in area 11) and trapped with a spring-loaded poison dart (one to four hit points of damage and save vs. Poison or die immediately). The chest contains:

- 2,000 ep
- a gold crown in the shape of a coiled serpent with emerald eyes, worth 1000 gp
- a gold-banded ivory sceptre, worth 1000 gp
- a gold collar set with emeralds, worth 2000 gp



27. GUARD ROOM

This is a bare room with a wooden bench set against the east wall.

Note the iron gate which blocks off the corridor to the south of this room. The gate is made in two equal halves hinged at the walls and reaching from floor to ceiling. The vertical bars are three inches apart and there are five horizontal struts equally spaced along the vertical dimension. Normally the gate is barred and closed from the north side by two stout bars carried in brackets about five feet and seven feet above the floor respectively.

There are three lizard man warriors here, each armed with a morning star and small shield.

The guards have been ordered to keep the gate barred at all times when it is not in use, but they are no more perfect than other guards so there is a 20% chance that they have been careless, in which case the party will find the gates standing open. One guard is always on watch and he stands in the northwest corner of the room, to see as far down the corridor as possible.

If the gates are closed, read to the players the description of area 41 (where there are identical gates) modifying the compass directions as necessary. If they are open, give an appropriately modified description.

Whether the gates are open or closed the guard in this area is alert and will see and hear party members as soon as they round the angle of the corridor unless appropriate magic and/or abilities are used. Conversely the leading character has only a 50% chance of detecting the guard's presence.

The actions of the guards will depend on what the intruders do — one guard will keep a covert watch on their activities as soon as they are detected. If the party heads direct for the guard room itself the guards will attempt to ambush them. If the party goes directly to the treasure room then the guards will immediately leap to the attack, achieving surprise five chances in six hoping to push characters into the trap in area 26.

28. OFFICER'S QUARTERS

There is a plain, wooden table and a wooden chair set against the south wall; on the table is a wooden bowl and a single bed is set against the east wall with a wooden chest at its foot.

The chest is unlocked and untrapped. It contains personal possessions, a dagger in a scabbard and a purse with 25 ep.

29. BARRACKS

This is a large barracks area. About two dozen straw mattresses are set around the floor, each with a wooden chest at its foot. At the south end of the room a long table is set centrally, wooden benches to either side of it. There is a rather more musty, unkempt air about the place than elsewhere.

Unless some have already been encountered as wanderers, there will be 12 lizard man warriors in this room. Four are seated at the table talking and cleaning their weapons, while the others (the ones which could already have been encountered elsewhere in the lair) are forming up under the command of an officer preparatory to going out on patrol.

The warriors at the table are armed with broadswords and shields, as are five of the patrol group. The other three of the patrol group are armed with two javelins each and one of these wears round his neck a fine silver chain carrying an ivory plaque, value 3 gp.

The officer is armed with a broadsword and carries a medium sized shield. Around his neck is a silver collar, value 15 gp.

The chests (there are 22) are all unlocked and untrapped. Each contains personal possessions. In addition the following items will be found in the chests (place them at random):

- in five of the chests, a purse containing 2-8 sp;
- a necklace of sea shells (no value);
- a pewter mug (no value);
- a lump of pink coral (value 10 gp);
- a leather bag containing five irregularly shaped coloured stones (no value).

30. SUB-CHIEF'S LIVING QUARTERS

Pleasant living quarters; though the furnishings are spartan, they are of reasonably good quality. A wooden table stands in the centre of the room with four chairs around it. On the table is a bowl containing nuts. In the south-east corner stands a small, closed cask on which stands an unlit lantern and a goblet.

The bowl is of pure electrum and is worth 200 gp. The cask contains wine - quite reasonable to the human palate. The goblet is of silver and is worth 50 gp while the lantern is of the normal hooded type.

31. SUB-CHIEF'S SLEEPING QUARTERS

A single cot is set against the east wall. Beneath it there is what seems to be a lion's skin. In the south west corner of the room there is a brass-bound wooden chest, its lid closed and secured with a heavy metal padlock.

Concealed by the lion's skin under the bed is an iron chest, the key to which is in the sub-chief's pocket (see area 40). The chest is trapped and the trap will be sprung even if the key is used unless previously detected and disarmed. Setting off the trap releases a cloud of gas which fills the entire room in a single round. Victims breathing the gas must save vs. **Paralyzation** or be paralyzed for two to eight turns.

This chest contains five leather belts and straps having electrum buckles and set with pearls (value 100 gp each), an electrum armband (value 150 gp), a leather bag containing 50 sp and a prismatic kaleidoscope (an interesting artifact which is valueless to the party but of great value to the sub-chief, who regards it as a magical item and will fight bitterly to keep it).

32. GUARD ROOM

The guards in this area are alert and will be aware of the party's approach (unless magical means, for instance, conceal that approach) as soon as the party enters the north-east/south-west passage segment.

As you turn the bend you see that the corridor branches into a room. This area appears bare of furniture except for a wooden bench set against the east wall.

You immediately encounter five lizard men, apparently guards.

There are five lizard man warriors constantly on guard here. These guards are each armed with a broadsword and a small shield.

The guards will immediately challenge any approaching party. They have been selected especially to guard the approach to their chief's quarters and are much less susceptible to bribery and smooth talk than any of their colleagues. The party will have to present a very convincing story indeed if they are to be allowed unmolested access to area 33 and beyond, otherwise they will be required to leave the area immediately.

33. CHIEF'S LIVING QUARTERS

Though hardly sumptuous, this room is much more comfortably furnished than any you have seen previously within the lair. In the centre of the room is a circular table of polished wood with four chairs set around it. On the table are three items apparently made of silver, and certainly very decorative — a platter carrying fruit, a carafe and a goblet.

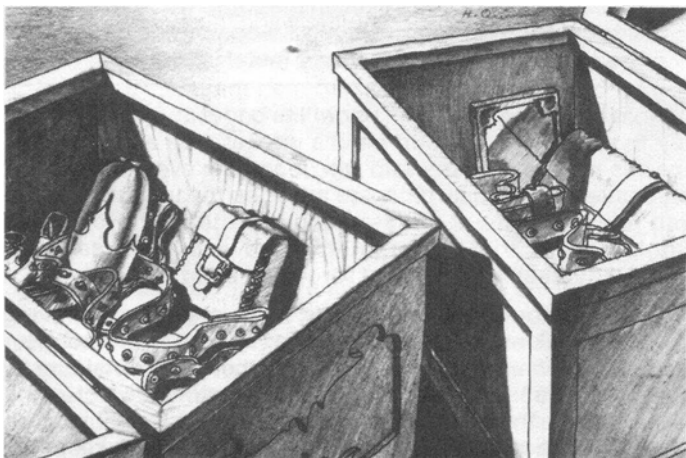
In the south east corner is an armchair which has been crudely, but seemingly comfortably, upholstered.

The items on the table are of silver. The platter and the carafe are worth 100 gp each while the goblet is worth 50 gp. All three are engraved with a simple pictograph showing an erect lizard with a forked tongue extended (cf. the appearance of this device in **module U1 — SEA GHOST**).

34. CHIEF'S SLEEPING QUARTERS

Obviously the sleeping quarters for a high-ranking lizard man. There is a large ornate bed set with its head to the centre of the south wall; on it are scattered some rugs and crude cushions. Next to the bed on the east side is a small table on which is set a crudely-framed drawing of a lizard man female.

In the south east corner is an iron chest, closed and padlocked. Next to it is a large wooden cupboard.



The iron chest is locked (the key is in the chief's pouch — see area 40) and trapped with a needle. Anyone opening the chest will be jabbed by the needle but will not suffer damage. (The DM may wish to play on this, since the needle is discoloured, by asking the player to make a saving throw and, if this fails, continuing play as if the effects have yet to be noticed. In other words the DM should not in any way state that the needle is poisoned, but if the players make that assumption he should not correct them.) The chest contains:

- six sets of leather straps and belts with gold buckles and set with pearls, value 100 gp each set;
- a gold-banded, gem-studded dagger and scabbard, value 250 gp;
- a leather bag containing 100 gp;
- a flask of perfumed oil, value 50 gp;
- a jade figurine of Semuanya, value 100 gp.

Note the secret trapdoor (detect as secret door) in the south west corner. This gives access to a tunnel which leads to area 11 (see the description of that area).

The cupboard contains only one item — a fine brocade robe in a rich red cloth decorated with gold thread. This item is worth 300 gp and is especially valued by the chief; it is in effect his robe of office.

35. HAREM

There are two single beds in this room, both against the east wall; at the foot of each is a brass-bound wooden chest. Against the south wall is placed a brocade upholstered couch and hanging from the wall above this is a large glass mirror in a wooden frame.

In the centre of the room is a circular table of polished wood with wooden chairs set to either side. On it is a square gaming board (with alternating black and white squares, like a chess board), a silver bowl containing fruit, a decanter and two goblets.

Unless extreme circumstances prevail (eg. the guards in area 32 have beaten a fighting retreat here) there will be two lizard man females in here playing a game at the table and drinking a light red wine (quite pleasant) from the goblets. One wears an electrum necklace set with coral, value 250 gp. The other wears a gold bracelet set with pearls, value 300 gp.

It is extremely unlikely that these females will fight. In most circumstances they will attempt to flee to take refuge in the pool in area 36. They will fight, however, if they are cornered and have no option or if they see the intruding party attempting to enter area 37.

The chests are both unlocked and untrapped. Their contents are:

In one chest:

- four leather belt/strap sets with silver buckles and set with coral, value 20 gp per set;
- a flask of perfumed oil, value 50 gp;
- a silk scarf, value 5 gp;
- a purse containing 150 ep.

In the second chest:

- three leather belt/strap sets, as above;
- a silver mirror, value 20 gp;
- a flask of perfumed oil, value 50 gp;
- a bolt of velvet cloth, value 30 gp;
- a purse containing 50 ep.

The bowl, decanter and goblets are all silver and are worth 50 gp, 50 gp and 10 gp each respectively.

36. RECREATION ROOM

A bare stone-flagged room. Filling the central area is a 20-foot square pool of what looks like clear water. The floor of the pool appears to be tiered to provide easy access so that anyone descending into the pool can do so down what amounts to a series of steps each two feet six inches high.

There appears to be nothing else in here.

The pool is of clear, warm water though it is not possible for the characters to see the bottom at the centre where the water is 15 feet deep. It is at the bottom of the pool that the females will be hiding if they have fled from area 35.

This is simply a recreation area for the chief and his females -there is nothing of value here.

37. THE ROYAL HATCHERY

It is discernably warmer in here. The walls and ceiling of the room are unremarkable but the floor is covered with mud.

The warm mud covering the floor is six inches deep. Embedded in the mud are 12 lizard man eggs (not visible above the surface). These are the chief's females' eggs and are, naturally enough, very valuable to him. The DM should recognize the possibility that the party will be able to use the eggs as tools for coercion — for instance in negotiations about werewild.

38. LIZARD MAN MINISTER'S QUARTERS

A small comfortable room. In the centre is a circular wooden table on which lies a closed book. To one side of the table is an armchair, crudely upholstered; to the other side is a plain wooden chair. In the north west corner there is a brass tripod supporting a brass bowl which is filled with hot coals. The room is warm and smoky.

Seated in the armchair reading a papyrus scroll is an aged lizard man. He wears a large gold chain (value 1,000 gp) around his neck. This is the minister, the chief's leading councillor and by far the most intelligent lizard man in the lair (AC 8; MV 3"/6"; HD 1; hp 6; non-combatant). He is, for a lizard man, extremely wise and it is due to his inspiration that the strategy of forging the multi-racial alliance against the sahuagin was devised. He has arranged for the exchange of emissaries and for the purchase of the weaponry brought on the **SEA GHOST** (see **module U1**).

His appearance betrays his age. His teeth and claws are stained and blunted, his eyesight is fading and his senses of hearing and smell have lost their acuity. If an intruding party approaches his door reasonably quietly and manage to open it on the first attempt, they will gain automatic surprise.

The minister will not fight even in self-defence. His first reaction to intrusion, assuming he is not immediately attacked, will be one of mild surprise, asking the intruders who they are, where they have come from, who has sent them, and so forth. He knows they are not ambassadors for he has made no arrangements with humans, but nevertheless will be quite amiable and prepared to talk.

In any talks, however, the minister will first of all find out whether or not the party members are in any way allied with sahuagin and his subsequent conversation and action will depend almost entirely on what response, if any, he elicits.

Thus, if he is entirely satisfied that the characters are not in league with the sahuagin, he will give them information about the alliance and the impending attack on the sahuagin lair.



Further, he will offer to arrange a meeting between the characters and the lizard man chief with the express purpose of bringing humans into the alliance.

On the other hand if the characters are non-committal about their relationships with sahuagin (or if, for some strange reason, the characters pretend they are friendly with sahuagin) the minister will make no mention of the alliance or the impending assault. Instead he will make every effort and use any silver-tongued excuse to slip away, going directly to the drill hall (area 40) to warn the chief of the presence of intruders. In this event the chief will immediately implement measures to hunt down and kill or capture the party; all guard posts and barracks will go on alert and their occupants will be impossible to surprise, while the chances of a random encounter in the lair increase to one chance in six, checking each turn.

Note the status of the minister and his relationships with others in the lair (in particular see the section **LIZARD MEN — POLITICAL STRUCTURE**). The shamans in the lair hate and distrust this old lizard man whose policies, in their opinion, flout the sacred teachings and doctrines of their god Semuanya. They would be pleased to see him discredited and delighted to see him dead but dare not take any overt action against him yet, as the chief trusts him completely and the sub-chief stands in awe of him.

If the papyrus scroll the old lizard man minister is reading is perused by party members, they will find that it is written in the common language and is from the local locathah chief to the lizard man chief; it accredits those locathah currently present in the lair as his ambassadors, authorising them to act fully on his behalf in all matters pertaining to the alliance. It is expressed in general terms only and gives no specifics regarding the nature of the alliance nor those against whom the alliance is directed; nowhere in it is the word "sahuagin" present.

The book on the table is written in the common tongue and entitled 'Power Politics' by Abel Mackie. It can be sold for 5 gp and is mainly about the trickier and more devious side of political life.

39. LIZARD MAN MINISTER'S SLEEPING QUARTERS

A single bed is set against the east wall. A small wooden bookcase containing five books stands against the south wall; beside it is an old leather chair. Against the west wall of the room there is an iron chest, a closed padlock in the hasp. On top of the lid is a single glove. Next to the bed stands a tall cupboard, its door partially open. It appears to be empty.

The cupboard contains a single, large maroon robe—obviously old but well cared for. The minister wears this on official occasions as a badge of office; it has no special properties.

The books are all written in the common tongue:

1. *"The Politics of Power"*—Lorenzo Domici. Another rather arcane work dealing with the shiftier side of politics and saleable for 5 gp.
2. *"The Triumph of Diplomacy"*—Tyrons Scroot. A history of the author's successes in the diplomatic field, saleable for 5 gp.
3. *"The Occult Properties of Gemstones"*—Mage Tenser. This book is another of Tenser's tomes on his favourite subject (wealth!) and follows on from his first book "The Magical Properties of Gemstones" (see **Module U1**—*The Sinister Secret of Saltmarsh*; the **Haunted House**, room 2). If the players want their characters to read this book and demand to know something of its contents, the Dungeon Master's imagination may be stretched! Sections of the *Dungeon Masters Guide* will be helpful (eg. page 26). However, reading the book will convey no special advantage to the characters and most of the contents will be too obscure for comprehension.
4. *"A Lizard Language and Common Tongue Grammar"*. This book is written by an anonymous author, although the introduction describes him as a druid. Intensive study of this book by a character of intelligence 11 or more for six months will enable that character to learn the lizard man tongue (less than intensive study will require a longer period—DM's discretion). The book is saleable for 10 gp.
5. *"The Nature of the Sahuagin"*—Professor Gax. This slim volume contains a detailed account of the nature of sahuagin. If players want their characters to read it and demand to know something of its contents, read out those passages dealing with the sahuagin in the *Monster Manual*, omitting only technical details such as armour class, hit dice, etc., and inform the players that the rest is all in the same vein. The book can be sold for 15 gp.

The glove on top of the chest is of leather; anyone examining it even casually will notice that the fingers are slightly discoloured. The chest, though locked, is untrapped. The key to the padlock is stuck to the rear vertical surface of the chest, affixed by a blob of some resinous substance. The key has been smeared with a contact poison (insinuating type B). The first person to handle the key will take full effect of the poison; the handling will wipe most of the poison off the key so the second person to handle it will take reduced effect (as if type A) and by the time a third person handles the key the poison can be assumed to have been wiped off completely. Naturally if a glove is used to handle the key, the wearer suffers no effect from the poison, and an astute player may realise why the lizard minister keeps an odd glove nearby.

The chest contains personal possessions and:

- a leather bag containing 500 ep
- a flask of perfumed oil (value 50 gp)
- a velvet bag containing five pearls
- a small pot of contact poison (there is enough here to smear the key at least 30 times).

Four of the pearls are quite normal and have values 75 gp, 100 gp, 150 gp, and 200 gp. The fifth—identical in appearance to the 75 gp pearl, is a **pearl of wisdom**. Note that only the lizard minister knows the powers of this item—he has not divulged his secret even to the chief.

40. DRILL HALL

Note that the DM will have to make slight variations in the description which follows, depending on which door the party uses to enter this area. Note also that the activities taking place here are noisy and can easily be heard in adjacent corridors.

This is quite a large open area; six floor-to-ceiling pillars demarcate a central area which is completely bare of furniture. In this central area the earth floor has been packed closer than elsewhere, as if by the passage of many feet. Several wooden benches stand near the north and south walls.

What appears to be a large mattress has been fixed to the centre of the east wall of the room. Attached in some way to this is a large humanoid creature—strangely immobile despite the fact that four lizard men are hurling javelins at it from the approximate centre of the area. Apparently supervising this activity, a fifth lizard man stands nearby shouting commands.

At the near end of the open central area four more lizard men are apparently fighting, two against two; they are armed with swords and carry shields.

Observing this activity, two lizard men (from their appearance, high ranking officers) are standing to one side, near the central northern pillar.

The two groups of lizard men each comprise four warriors; the one supervising the javelin-throwing is an officer and the other two are the chief and sub-chief respectively. The javelin-throwers are armed with two javelins each and carry no shield (AC 5) while the other four are armed with broadswords and carry shields (AC 4). The officer is armed with broadsword, carries a shield and wears a silver collar (value 15 gp) round his neck. The sub-chief (AC 4; MV 6"/12"; HD 5; hp 32; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type) is armed with a broadsword and carries a shield. The electrum collar round his neck is worth 100 gp and the silver arm-band on his left forearm is worth 75 gp. He wears a belt pouch containing the key to his iron treasure chest (see room 31). The chief (AC 4; MV 6"/12"; HD 7; hp 44; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type) is armed with a broadsword and carries a large shield. The gold collar round his neck and the gold armband on his left forearm are worth 300 gp each. The key to his iron chest (in room 34) is in his belt pouch.

The mattress is a rectangular straw stuffed target fastened to the wall. Over it has been stretched the flayed hide and head of a sahuagin (first impressions may lead the observers to believe this to be human) which the javelin-throwers are using as a target. The DM should not reveal to the players that the hide is of a sahuagin (unless the characters have previously encountered and identified one of these creatures), only giving vague information about its general shape, size, colouration and so forth. However if Oceanus is with the party he will recognize it instantly and identify it to the others, if asked.

The other four lizard men are merely practising their sword-play (as the characters will recognise if they are able to observe for a while without themselves being observed). It will be clear that the lizard men are not very skilled in this activity.

All these creatures will attack any party members who they see intruding into this area and will pursue them if they flee.



However if the party appear to be overcoming the occupants of this area, then the chief will try to escape by running to the nearest barracks and returning with reinforcements as soon as possible. If the party refrain from attack and call out to the chief for a parley, he will agree and hold his own warriors back while entering into negotiations with the party. (He will do this wherever he may meet the party if they first call out to him for parley).

If the chief and sub-chief have been slain or captured as wanderers, then they will not be present in this area.

41. IRON GATES

An iron gate bars your way. It is constructed in two approximately equal parts, reaching from floor to ceiling. The vertical bars are about three inches apart and there are five horizontal struts spaced along the vertical dimension. Two stout iron bars carried in brackets about five feet and seven feet respectively above the floor bar the gates on the western most side.

These points represent the ends of the patrolled area in the western part of the lair. If any occupant of the lair wishes to pass westward through these gates he/she normally has to wait for a patrol to appear to unbar the gates (though no password is demanded unless special security measures are in force and the patrol will always unbar the gate if the request is made by a lizard man). Any lizard man wishing to pass into the eastern part of the lair will be accompanied to the gate by a patrol and the gate will be barred again afterwards.

Note the relatively short, but quite steep, flight of steps leading down on the eastern side of each gate.

42. GUARD POST

There is a very solid-looking iron-bound wooden door in the south west corner of this area. Next to it, set against the south wall, is a rough wooden bench.

Three lizard man warriors are on guard here, armed with two javelins apiece. One of them carries a bunch of six keys at his belt. These are the keys to the five cells in area 43 and to the door leading to that area.

The door at the rear of the area is locked — a keyhole is clearly visible midway up one side.

Noise of melee in this area will not be heard by the occupants of area 44, but if one of the guards gets a chance to escape he will try to get to area 44 and call reinforcements.

If questioned and under duress, the guards will inform the characters of the cells and their contents.

43. CELLS

You have descended a short flight of steep, rough steps and are now in a narrow east-west passage ending in a blank wall some 60 feet away. To your right are five solid looking iron-bound doors; all are closed. The doors have no exterior features such as handles but each has a key-hole midway up its left side.

The keys to these doors are in the possession of one of the guards in area 42. Note that there are no spy-holes of any sort though there are key holes; additionally the doors are of very stout construction — communication through a closed door will at best be very muffled and it will be difficult to carry on more than a very fragmentary conversation between, for example, any prisoner and a would-be rescuer. Without being unfair to the players, the DM should take advantage of this fact if characters attempt to communicate with the occupant of a cell.

43A. WATER CELL

If a character uses brute force to open this door it will be impossible to avoid plunging into the water. If it is unlocked with the correct key, however, the character will not fall in the water unless a roll of d20 exceeds that character's dexterity

score. Of course if the door-opener is aware what lies beyond the door (eg. by magical means) there is no chance of falling in if the key is used.

Where you would expect to see a floor there is a water-surface. Opposite you, on the south wall and some three to four feet below the surface of the water there is a hole about two feet in diameter which has been covered with a metal grille.

Though the water is not particularly clear, you can see a shape swimming around some distance below the surface.

Above water the cell is completely bare.

Note that there is no sill by the door inside the room. The hole on the south wall opens out into a roughly circular horizontal tunnel which connects to area 52 (at which point there is another grille). Both grilles are set firmly into the rock wall. The cell water is thus sea water and tidal. At high water, the water level is about three inches below the level of the floor in the passage, and the water is some 20 feet deep.

Imprisoned in here (and, in normal circumstances, at the bottom of the pool) is a sahuagin warrior (AC 5; MV 12"/24"; HD 2 + 2; hp 14; #AT 5; D 1-2/1-2/1-4/1-4/1-4).

This creature speaks common and is extremely cunning and subtle. It will tell party members, if they do not recognize it, that it is a triton held captive by the evil lizard men, and it will offer to assist the party against their "mutual enemies" in exchange for its liberty. Even if the party correctly identify it, it will still try to persuade them to take it along with them, offering assistance against the lizard men in exchange for its liberty. It will be very persuasive in its arguments, not hesitating to lie with regard to its strengths and abilities in order to enhance its own potential as a possible ally. If the party accept its offer it will, however, desert them at the first opportunity that presents itself, returning to its tribe to advise it of the lizard men's whereabouts and their plans, though while still with the party it will fight any creature encounter with an unbelievable ferocity.

While the sahuagin is with the party there is absolutely no chance at all of them entering into any agreement or alliance with the lizard men or any of the other races present in their lair; for these, seeing the sahuagin with the party, will conclude that the party members have allied with the creature and his kind on a permanent basis and that they are friendly with that race. Hence they will treat the party with implacable hostility not only as enemies but perhaps as renegades as well. Even when the sahuagin departs or is slain, the lizard men and their allies will be most suspicious of the party and their motives as a consequence of their association with the creature, and attempts to arrive at an understanding and an alliance will be much more difficult.

Should the party decline the sahuagin's offer of an alliance, it will then attack them and try to force its way past them to escape via the sea cave in area 49. It has no weapons or treasure.

Oceanus, the aquatic elf, will recognise the sahuagin on sight and will immediately identify it for the party; other party members will not recognise the creature unless they have previously encountered and identified a sahuagin (or perhaps the guards in area 42 have told them). Oceanus will also advise strongly against allying with it and oppose accepting its assistance. If the rest of the party should over-rule him in this matter he will attempt to kill the sahuagin then and there.

43B. WATER CELL

This cell is the same as cell A except that it is unoccupied. It is fed by a similar tunnel leading to area 52, with a grille at each end. Use the description for cell A, omitting mention of the "swimming shape".

43C. 43D. CELL

This appears to be a prison cell, bare and unoccupied.

This is indeed a normally dry cell, no-one being in residence at the moment.

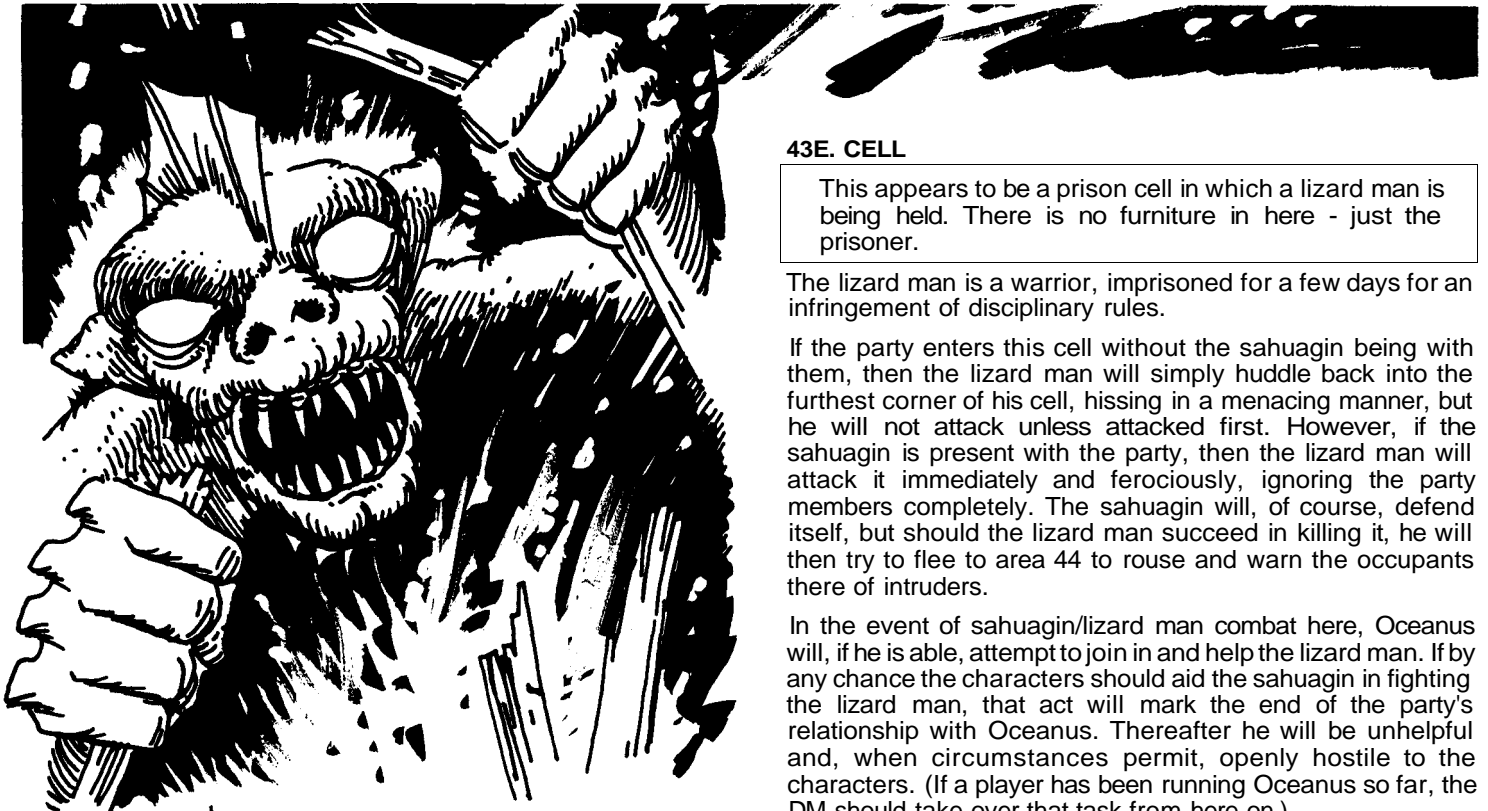
43E. CELL

This appears to be a prison cell in which a lizard man is being held. There is no furniture in here - just the prisoner.

The lizard man is a warrior, imprisoned for a few days for an infringement of disciplinary rules.

If the party enters this cell without the sahuagin being with them, then the lizard man will simply huddle back into the furthest corner of his cell, hissing in a menacing manner, but he will not attack unless attacked first. However, if the sahuagin is present with the party, then the lizard man will attack it immediately and ferociously, ignoring the party members completely. The sahuagin will, of course, defend itself, but should the lizard man succeed in killing it, he will then try to flee to area 44 to rouse and warn the occupants there of intruders.

In the event of sahuagin/lizard man combat here, Oceanus will, if he is able, attempt to join in and help the lizard man. If by any chance the characters should aid the sahuagin in fighting the lizard man, that act will mark the end of the party's relationship with Oceanus. Thereafter he will be unhelpful and, when circumstances permit, openly hostile to the characters. (If a player has been running Oceanus so far, the DM should take over that task from here on.)



44. BARRACKS

In the centre of the room is a plain wooden table with two wooden benches set beside it; around the room against the walls are 11 straw mattresses with a wooden chest beside each.

Unless they have been called away for some reason there will be three lizard man warriors in here, seated at the table and playing a game with a set of crude wooden dice. Note however that they will not hear melee in area 42.

If the warriors are able to do so, they will fight with their morning stars and defend themselves with small shields, these items having been laid to one side during the game. Otherwise they will fight with claws and fangs.

One of the warriors wears around his neck a fine silver chain carrying an ivory plaque. This item can be sold for 3 gp.

On the table there are small stacks of coins — gaming stakes — totalling 5 ep, 12 sp, and 9 cp.

The chests are all unlocked and untrapped. Each contains an assortment of leather belts and straps and a small bundle of coloured cloths. There are other items in some of the chests — determine at random in which chest they can be found:

- in each of four chests, a purse containing 2-8 sp;
- in each of three chests, a flask of oil;
- a bag of sea shells (no value);
- a solid quartz sphere, quite transparent and about four inches in diameter (no value to the party but very precious to its owner);
- a dagger in a scabbard.

45, 46. OFFICERS' QUARTERS

These rooms are very similar — the following description will serve for each, though the positions of the items of furniture can be varied if so desired.

A plain wooden table and two wooden chairs stand near the wall furthest from the door. To one side of the room is a single bed — little more than a rough mattress set on a crude wooden frame. At the foot of the bed is a wooden chest.

To add some decoration, place on the tables:

(in Room 45) a wooden dish containing fruit and nuts

(in Room 46) a ceramic pitcher half full of coarse ale and a ceramic mug.

Each chest is unlocked and untrapped and contains personal possessions. In addition:

(in Room 45) a purse containing 20 sp and a dagger in a scabbard

(in Room 46) a purse containing 15 sp and a hunk of raw amber, value 75 gp.

47. LUMBER ROOM

Note that this room is normally dark; the description assumes that the characters have a source of light in use.

This appears to be a room used for storing worthless junk. From the door you can see broken, rusty weapons, rotted leather straps, dirty and torn cloths of various colours, pieces of wood which may once have been items of furniture and a few twisted pieces of metal which once were perhaps iron gates. The room smells of mould and decay.

In the south west corner of the room, lying amid a heap of mouldy sacks and rags, is the huddled body of a dead elf thief. His padded armour is slashed and torn and his hand still clutches a broken short sword.

He will not be seen until a party member approaches within 10 feet of his corpse due to the sacks and rags covering him.

This thief was a member of the band of adventurers who attempted to raid this lair earlier. When his comrades were slain he, though mortally wounded, managed to break free from the fight and fled to this area where he subsequently expired and has remained since, undiscovered. In his belt pouch are 5 gp and 11 sp, a topaz worth 75 gp and a scrap of paper on which is written in common the word 'Boorabap'. In his back pack are some mouldy rations, five rusty iron spikes, a set of thief's picks and tools and a scroll (one magic user spell — **Knock**). (It seems the thief had filched this from one of his former comrades!). Beneath his body is a six-inch long ivory stick, about one quarter of an inch in diameter; this is a **wand of secret door and trap detection** with 15 charges. It will be for the party to deduce that 'Boorabap' is the command word for this item.



48. GUARD POST

A wooden bench is set along the south wall of this area which is otherwise bare of furniture.

Unless they have been called away for some reason there will be three lizard man warriors here. Each warrior is armed with a morning star and carries a small shield.

Note that these guards will hear any melee in area 52. If this happens, two of them will go immediately to that area while the third goes to area 44 to summon reinforcements.

49. GUARD POOL

This is a deep pool of sea water, which is fed directly from the sea via a short tunnel. The water is reasonably clear, but the bottom is covered with seaweed that grows to a height of five feet or so. There is a stone pathway, 10-feet wide and three feet above the high-water mark, running along the southern edge of this area; a flight of stone steps, 10 feet wide, leads down from this pathway to descend into the water. Apart from the pathway and steps the rest of this area is a natural cavern formed of rock.

The pool varies in depth from 15 feet to 25 feet and the passage leading in from the sea is about 15 feet wide. The height of the cavern is 25 feet above the high water mark at the centre. There is a wide passage connecting this area with area 50; the roof here is only five feet or so above the high water level so anyone walking along the stone pathway will have to crawl at this point. Similarly, the roof in the sea-bound passage is about five feet above high water level. The following general description and those of areas 50, 51 and 52 will require amplification, depending on the direction of the party's approach and the height of the tide.

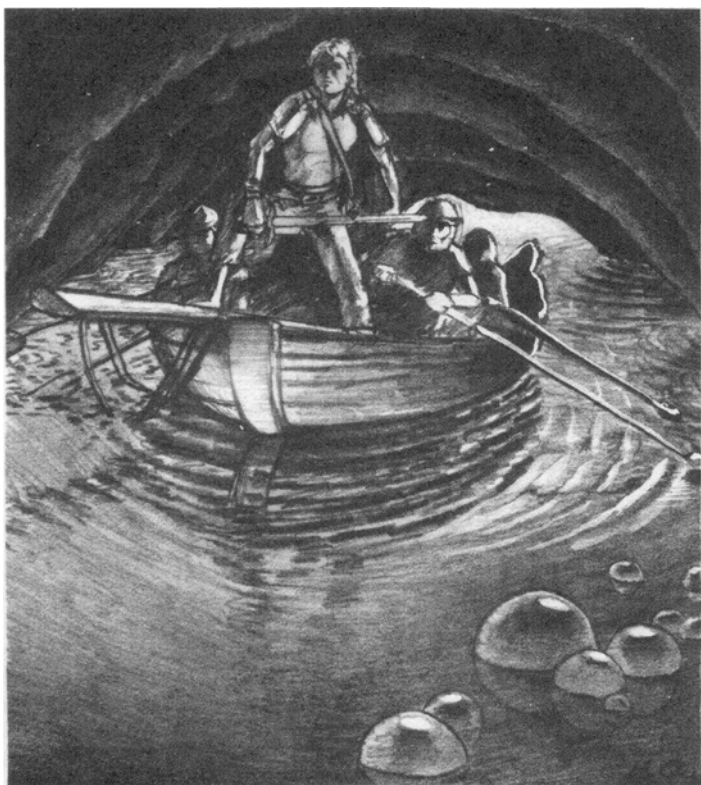
This is a large sea-cave, roughly circular and about 70 feet in diameter. It connects to the sea via a passage, perhaps 15 feet across at its widest point, whose roof is at most five feet above the highest sea-level. It also connects to what is presumably another cave via a 30 feet wide passage in the south-east corner, and again the roof is only five feet above high-water there.

The main cave has a high roof — for most of its span perhaps 25 feet above the high-water mark.

Most of the cave appears natural, but a rough ledge has been cut into the rock running along the southern edge and probably connecting with an adjacent cave. At the western extremity of this pathway, an opening has been cut into the rock wall to permit access to a passage beyond. Near to this, a flight of rough stone steps leads down into the water.

The water is quite clear but the bottom of the pool is covered with seaweed, its fronds swaying lazily to and fro.

There are four lizard man warriors in the pool, near the sea-cave entrance, guarding this area. They will not be seen by party members as they enter this area because they are concealed in the seaweed, but they will see party members without difficulty. Each warrior carries a spear and has a dagger in this belt.



This is the point at which the lizard men most fear an attack by sahuagin so the guards are alert and have been rigorously drilled in a defensive procedure in the event of intrusion from the sea. This procedure comprises:

- one guard swims to the steps and goes to alert the occupants of areas 42, 44, 45, 46 and 48, returning with them as quickly as possible;
- a second guard swims successively to area 50 to alert the koalinth, to area 51 to alert the locathah and to area 52 to alert the mermen. Each of these groups of creatures will immediately swim to area 49 to fight the intruders;
- the other two guards remain hidden in the seaweed, hoping to find an opportunity to attack the intruders from the rear.

If the characters approach the lair from the sea, therefore, they are likely to face serious difficulties from the outset. Luckily for them however, the lizard men have prepared these measures against sahuagin attack (in which even they would fight without quarter, to the death if necessary); the lizard men's reaction to intrusion by humans and demi-humans will be less ferocious and they will be more intent on capturing the intruders for questioning by the chief, than on killing. Nevertheless there will be no question of being challenged in this area — the guards and their reinforcements will try to herd the party to the area near the steps, fighting if necessary, there to bind them with straps and hustle them to area 42 to await the arrival of the chief.

50. KOALINTH POOL

You are in flooded natural rock cavern, very roughly circular and about 70 feet in diameter. In the south-west area of the cavern are two passages, one leading south and the other leading west. At these points the roof descends to between five feet and six feet above the high water mark, but elsewhere the roof rises to perhaps 20 feet above high water.

The water is quite clear but the bottom is covered with a mass of weed so that the depth cannot be judged. The weed fronds sway gently below the surface — you judge that the tallest fronds have their tips some 20 feet below high water.

About two feet above high water level and running along the west wall of the cavern, connecting the two entrances, is a narrow pathway cut out of the rock wall. Midway between them the pathway is connected to a narrow flight of stone steps which leads down into the water.

The water is roughly 20 feet deep in here at high tide, 10 feet at low tide.

Hidden in the weed at the bottom of the pool are seven koalinth — emissaries to the lizard men from their own tribal chief. (AC 5; MV 0/9; HD 1 + 1; hp 7 each; #AT 1; D 1-8 or by weapon type). Each is armed with a spear and a dagger. All carry 2-8 gp in their belt pouches. The leader is wearing a silver armband (value 50 gp) and a **ring of free action**.

Note that these creatures are preparing to leave the lair, having advised the lizard men that they will not be joining the anti-sahuagin alliance. They will be preoccupied with their preparations and if the characters happen to catch them unawares, the koalinth will not be armed. However if they are not surprised, these creatures will immediately attack any party members who enter this area unless they are accompanied by a friendly lizard man, giving priority interest to any elves present with the party. None of them speak common but the leader has a reasonable command of the lizard man tongue.

Noise of melee in here will be heard by the locathah in area 51.

51. LOCATHAH POOL

With slight modifications (eg. the entrance to area 52 is in the south-western part of this cavern) the description to area 50 will be adequate here.

The emissaries in this pool are locathah (AC 6; MV 0"/12"; HD 2; hp 11 each; #AT 1; D by weapon type). These creatures are each armed with a trident. Each has 2-8 gp in a belt pouch. One (the leader) wears an electrum collar set with pearls (value 500 gp) and has a **ring of swimming** in its belt pouch. There are four of them as well as four giant eels, the locathah warhorses (AC 6; MV 0"/9"; HD 5; hp 26 each; #AT 1; D 3-18).

Note that the eels are approximately 20 feet in length. Though the locathah will not be seen at first, since they are in the weeds at the bottom of the pool, the giant eels will easily be seen by any character entering the cavern, as they swim slowly and languorously about.

If the party melee with the koalinth in the area 50 or with the mermen in area 52, then the noise of combat will draw these locathah to the fight whereupon they will assist their allies against the party. Since they need first to call and mount the giant eels, it will take the locathah three melee rounds to arrive at the scene of the fight from when they first hear it. Otherwise, if the party enter area 51, the locathah will surface and observe them suspiciously but will not attack unless attacked first or unless the party are accompanied by a sahuagin when they will attack without hesitation. They will not speak to the party and, should the party address them, they will not reply but mutter darkly amongst themselves in their own language.

If the characters entering this area are accompanied by a friendly lizard man the locathah will be open and friendly.

52. MERMAN POOL

The following general description will require amplification, depending on the direction of the party's approach to this area and the circumstances of their entry.

CONCLUDING NOTES

It is possible that a party will ignore or fail to recognize the various clues about the true nature of the lizard men's intentions, in which case they might rampage through the lair killing and looting, making no attempt to enter into an alliance with any of the races present — perhaps failing to recognize that the opportunity to ally exists at all.

In such an event, if the DM wants the party to continue their adventures in module **U3 THE FINAL ENEMY**, a rationale for doing so must be provided. Though the DM may be able to provide such a rationale out of the circumstances of the party's adventure in the lair, the following is suggested as one possibility. It assumes there has been wholesale slaughter in the lair and that none of the lair's occupants has escaped to tell the tale.

- 1) Several days after the party's return to Saltmarsh, a troop of mermen arrives at Saltmarsh, asking to meet the council.
- 2) When such a meeting takes place, the mermen explain the common danger facing all local races from the sahuagin and inform the council of the alliance the lizard men had initiated to confront this peril.

This is a large sea-cave, roughly circular and with a high roof which in most places is about 25 feet above the high water level. The water is quite clear but a mass of seaweed fronds, swaying gently to and fro prevent you from judging the depth of the water. To the north-east there is a tunnel, perhaps 30 feet wide at most, which appears to lead to another sea-cave; here the roof is only five feet or so above the high water mark.

About two feet above high water level and running round the north-west portion of the cavern is a ledge cut out of the rock wall. At its north-east end the pathway follows the curve of the cavern wall into the tunnel, while nearly at its westernmost point an opening has been cut in the rock wall to provide access to a passage beyond. A flight of rough stone steps leads down into the water from the ledge.

In this pool are five mermen — emissaries to the lizard men from their tribal chief (AC 7; MV 1"/18"; HD 1 + 1; hp 6 each; #AT 1; D by weapon type). They are each armed with a net, a javelin and a dagger. One of them — the leader of the group — wears a gold collar set with pearls (value 500 gp). The leader can speak locathah. When the characters enter, the mermen will be hidden in the weeds which grow to a maximum height of seven to eight feet in water which has a maximum depth of 25 feet.

If melee takes place in area 51 it will be heard by the mermen who will go to that area and assist its occupants. Similarly, melee in the mermen pool will attract the locathah and giant eels from area 51.

In most circumstances the mermen will not be hostile to characters entering their area (exception: if a sahuagin is with the party then the mermen will attack without hesitation). Indeed they will be reasonably friendly, though unless and until they find out the characters' stance vis-a-vis possible hostilities against the sahuagin, they will not be forthcoming about the alliance being forged by the lizard men. If the characters express anti-sahuagin sentiments, however, the mermen will go to the extent of offering their services as intermediaries in negotiations with the lizard men.

- 3) The mermen go on to add that the sahuagin appear to have discovered this plot since the lizard men's lair has been attacked in strength. The place has been plundered and no survivors live to tell the tale. (At this point the council members glance somewhat nervously at each other.... but these men are politicians and quickly reach a tacit agreement to keep their mouths shut as to where true responsibility for this slaughter lies. After all, no evidence of their direct involvement in the massacre apparently now remains)
- 4) The mermen continue to explain that the lizard men have all been killed and the koalinth have left the alliance. However they earnestly request that the humans of Saltmarsh join them against the common enemy.
- 5) The Council agrees to assist the aquatic races against the sahuagin; indeed, they know where there is a party of adventurers who might be willing to take an active part....

It will be perfectly evident, by now, that module U3 is all about an assault on the Sahuagin stronghold!

THIS ENDS THE **DANGER AT DUNWATER** ADVENTURE UNLESS THE OPTIONAL VENTURE (BELOW) IS REQUIRED.

OPTIONAL VENTURE



Note: This section is to be used if the DM considers it necessary to solve the werewild problem (see **HUMAN INVOLVEMENT IN THE ALLIANCE**). It may be used in combination with one or more of suggestions A-D (in the same section) or in isolation.

Reminder: The lizard man chief must demand some recompense for losses the characters have inflicted on his people, and if the characters here are to adventure in **module U3** they must satisfy the chief on this score. However the chief would be willing to waive payment of the werewild altogether if the party will put an end to the menace the lizard men have discovered and which makes their life in this present lair somewhat hazardous.

OUTLINE

This boxed section may be read to the players. In effect, it is what the lizard man chief tells the party should the debate about werewild have evolved to the point at which this venture might be put forward by the chief as a solution to the problem.

When the lizard men returned to this long-abandoned lair, they soon discovered that a giant crocodile had its lair in the marshes nearby. The discovery did not initially perturb the lizard men. Firstly, crocodiles are sacred to this tribe and they regarded its presence as a good omen. Secondly, the lizard men have limited empathic control over crocodiles and thus perceived it as no danger.

Their complacency was rudely shattered when the giant crocodile attacked and devoured three members of a lizard man patrol which had paused near the crocodile's lair. The survivors of this attack reported that their attempts to control the creature in the usual way had failed miserably and that they had barely escaped alive. The major difficulty now facing the chief is that the lizard men cannot attack the giant crocodile for it and its kind are sacred to the tribe and to attack it would be taboo.

Since then matters have got even worse. The giant crocodile has on a number of occasions taken unawares lizard man parties doing a routine patrol of the marshes, killing and eating several lizard man warriors (and on one occasion an officer). Since the crocodile's lair lies very close to a possible route of approach of a sahuagin attack, the lizard men dare not leave that area unpatrolled. However the depredations of the creature are starting to have serious manpower implications — the lizard men's fighting strength is being progressively whittled away.

There would be no violation of sacred taboo were the adventurers to kill the giant crocodile on the lizard men's behalf.

The party must gain no hint of this, but the reason the giant crocodile does not respond to the lizard men's attempts to control it, eating them quite happily, is that it is itself being controlled by the **scaly command** ability of an oriental dragon (pan lung) whose lair is adjacent to that of the crocodile. (See the map inside the module folder.)

(Consult the **FIEND FOLIO™** Tome and the **AD&D™ Monster Manual** for full details of these creatures.)

The oriental dragon is in no sense acting on behalf of the sahuagin — it has no knowledge of their role nor they of it. It does, however, have a considerable treasure (see below) and its neighbour the giant crocodile is an ideal watchdog.

F. GIANT CROCODILE LAIR

At the junction of the River Dunwater and a river tributary there is a large pool of water rimmed by tufts of reed and grass, with the occasional tree of appropriate type (willow, cypress etc.) and clumps of spiky bushes. This is the lair of the giant crocodile (AC 4; MV 6"/12"; HD 7; hp 47; #AT 2; D 3-18/2-20). At the rear of the area — approximately on the south side (see map inside module folder) is a denser area of trees; this conceals the lair of the oriental dragon — pan lung — (AC 2; MV 12"/12"/9"; HD 6; hp 24 (age category — young adult); #AT 3; D 1-3/1-3/2-16).

The giant crocodile will not initially be visible but no sooner has the party approached the area than it will attack, surfacing rapidly in the large pool and waddling towards them, bellowing as it comes. So far as the creature is concerned, the party is simply another lizard man patrol and thus several tasty morsels.

The noise of melee will attract the oriental dragon in its lair and it will peer through the gap in the trees, initially in casual interest. It will immediately recognise that the party presents a much greater threat than the expected lizard man patrol and will hasten to attack (its first attack will therefore take place after three rounds of melee between the party and the

crocodile). The pan lung will initiate its **water fire** power and move quickly across the marsh to attack — not flying because that would negate the **water fire**.

G. ORIENTAL DRAGON LAIR

Again, this is a marshy area but in this case enclosed in a roughly circular ring of trees, perhaps 10 yards in diameter. At the north edge there is a 25-foot wide gap in the trees forming a natural entrance and link with the giant crocodile pool.

The oriental dragon lair is approximately in the centre of the glade and it is on a relatively dry patch that the beast's hoard can be found, concealed carefully with a covering of moss, tufts of muddy grass and reed. The treasure consists of:

- a heap of coins containing 4,800 cp, 1,700 gp and 78 pp.
- (in the heap of coins) a necklace studded with rubies and diamonds, value 3,800 gp.
- a scroll (**protection from undead**) in a stoppered bone tube.
- a quartz bottle containing a light green, quite viscous liquid (potion of **super heroism** — two draughts).
- a **scimitar+2** in a leather sheath.
- an iron box (unlocked) which contains an agate on which symbols have been engraved; the stone appears to be worth only about 50 gp but is in fact a **peript of proof against poison +3**.



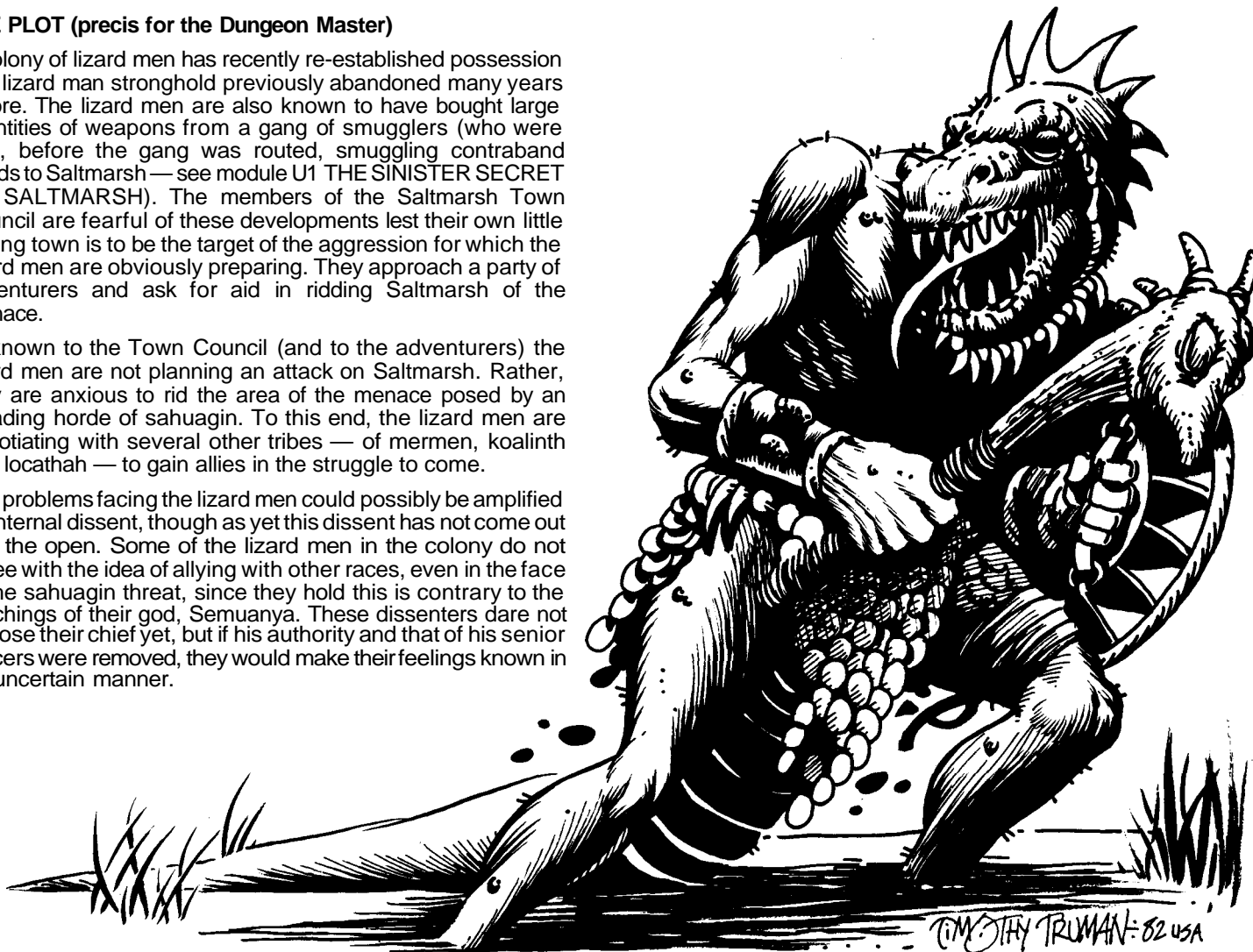
APPENDIX

THE PLOT (precis for the Dungeon Master)

A colony of lizard men has recently re-established possession of a lizard man stronghold previously abandoned many years before. The lizard men are also known to have bought large quantities of weapons from a gang of smugglers (who were also, before the gang was routed, smuggling contraband goods to Saltmarsh — see module U1 THE SINISTER SECRET OF SALTMARSH). The members of the Saltmarsh Town Council are fearful of these developments lest their own little fishing town is to be the target of the aggression for which the lizard men are obviously preparing. They approach a party of adventurers and ask for aid in ridding Saltmarsh of the menace.

Unknown to the Town Council (and to the adventurers) the lizard men are not planning an attack on Saltmarsh. Rather, they are anxious to rid the area of the menace posed by an invading horde of sahuagin. To this end, the lizard men are negotiating with several other tribes — of mermen, koalinth and locathah — to gain allies in the struggle to come.

The problems facing the lizard men could possibly be amplified by internal dissent, though as yet this dissent has not come out into the open. Some of the lizard men in the colony do not agree with the idea of allying with other races, even in the face of the sahuagin threat, since they hold this is contrary to the teachings of their god, Semuanya. These dissenters dare not oppose their chief yet, but if his authority and that of his senior officers were removed, they would make their feelings known in no uncertain manner.



DESCRIPTIONS OF MONSTERS

LIZARD MEN. There are large numbers of lizard men in the stronghold, from the chief to the children. For convenience, the DM may wish to use the statistics which follow, selected as appropriate to the circumstances, whenever lizard men are encountered, though the DM should feel free to alter the statistics to add variety (though those statistics which are given in the AD&D™ Monster Manual should not be changed).

Chief: AC4; MV 6"/12"; HD7; hp44; #AT3 or 1; D 1-2/1-2/1-8 or by weapon type. He is armed with a broadsword (which he will use in melee to set an example to his men) and carries a shield. The gold collar round his neck and the gold arm-band on his left fore-arm are worth 300 gp each. He wears a belt pouch containing the key to his iron chest (in room 34). He can speak the common tongue. He will normally be found in this adventure in the Drill Hall (room 40).

Sub Chief: AC 4; MV 6"/12"; HD 5; hp 32; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type. He is armed with a broadsword (which he will use in melee) and carries a shield. The electrum collar round his neck is worth 100 gp and the silver arm-band on his left forearm is worth 75 gp. He wears a belt pouch containing the key to his iron treasure chest (in room 31). He can speak the common tongue. He will normally be found in this adventure in the Drill Hall (room 40).

Chief Shaman: AC 5; MV 6"/12"; HD 5; hp 32; #AT 3; D 1-2/1-2/1-8. He carries a magical **staff of the Python** and wears a gold necklace set with pearls (value 350 gp). His memorised spells are:

First level: light, remove fear, cure light wounds

Second level: chant, resist fire, snake charm,

Third level: cause blindness

He can speak the common tongue. He will normally be found in this adventure in his Living Quarters (room 20)

Senior Shaman: AC 5; MV 6"/12"; HD 4; hp 22; #AT 3; D 1-2/1-2/1-8. He carries a staff but will not use it in melee. Round his neck he wears a silver collar set with pearls (value 150 gp). His memorized spells are:

First level: light, cure light wounds (X2)

Second level: resist fire, snake charm

He can speak the common tongue. He will normally be found in this adventure in one of the Barracks (room 9).

Shamans (4): AC 5; MV 6"/12"; HD 3; hp 17; #AT 3; D 1-2/1-2/1-8. They carry no weapons but each wears a silver collar set with coral (value 25 gp each). Each shaman has memorised only one spell:

First level: Light

Three of the shamans will normally be found in this adventure in the Chief Shaman's Living Quarters (room 20); the fourth will normally be found in the Temple (room 12).

Lizard Man Minister: AC 8; MV 3"/6"; HD 1; hp 6; non-combatant. He wears a large gold chain (value 1,000 gp) round his neck. He can speak and write the common tongue. In this adventure he will be found in his Quarters (room 38).

Officers (5): AC 4; MV 6"/12"; HD 2+1; hp 17; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type. Consult the detail in the appropriate room description for weapons, possessions etc. carried by each officer (but they all carry shields, hence the AC rating). Normally in this adventure officers will be encountered in rooms 3, 5, 9, 29 and 40.

Warriors (67): AC - see below; MV 6"/12"; Hd 2+1; hp 13; #AT 3 or 1; D 1-2/1-2/1-8 or by weapon type. Consult the detail in the appropriate room description for weapons, possessions etc. carried by each officer. Note that some carry shields (AC 4) while others do not (AC 5) — see the detail in the room description.

Warriors are normally encountered in this adventure in rooms 2, 3, 9, 23, 27, 29, 32, 40, 42, 44, 48 and 49. Note that the imprisoned warrior in room 43E has no possessions of any sort and will fight, if necessary, with 3 attacks.

Chief's Wives (2): AC 5; MV 6"/12"; HD 2+1; hp 11; #AT 3; D 1-2/1-2/1-8. Note that these creatures fight as if 1 HD monsters. They will normally be encountered in this adventure in the Harem (room 35).

Lizard Man Females (30): Normally encountered in this adventure in rooms 7, 10 and 24, these creatures have exactly the same statistics as the Chief's Wives (q.v.).

Lizard Man Children (15): Treat as AC 7; MV 6"/12"; HD 1; 2; non-combatant children are normally encountered in rooms 11 and 24.

OTHER MONSTERS See the appropriate area/room description.

Bullywugs	— THE BULLYWUG AMBUSH
Amphisbaena	— the Temple (room 12)
Giant Lizards	— the Cave (area 22)
Snakes	— the Treasure Room (room 26)
Sahuagin Warrior	— the Water Cell (room 43A)
Koalinth	— the Koalinth Pool (area 50)
Locathah	— the Locathah Pool (area 51)
Giant Eels	— the Locathah Pool (area 51)
Mermen	— the Merman Pool (area 52)
Giant Crocodile	— OPTIONAL VENTURE area F
Oriental Dragon	— OPTIONAL VENTURE area F

POSSIBLE ASSOCIATES OF THE PLAYER CHARACTERS

AQUATIC ELF: Oceanus, a 3rd/3rd level fighter/thief, is now fully recovered from his ordeal of imprisonment aboard the smugglers' ship (see module U1 — THE SINISTER SECRET OF SALTMARSH). His characteristics are: S17; I11; W10; D18; C13; Ch12; hp22. Alignment CG. He is armed with spear and dagger, wears Elfin chain mail and has a small belt pouch containing a single 500 gp ruby.

Note that, though he is also proficient in the use of a heavy crossbow (a special item designed by his tribe for underwater use) he will not be able to obtain one of these items during this adventure series.

Note also that he speaks and understands only Elvish.

Oceanus is a loyal and devoted member of the party for the duration of the adventures. Unless he forms the opinion that his fellow-characters are friendly with sahuagin (see the descriptions of rooms 43A and 43E for one set of circumstances which may arise) he will be unswervingly co-operative with them.

PSEUDO-DRAGON: AC 2; MV 6"/24"; HD 2; hp 13; #AT 2; D 1-3 and poison sting. This creature, if still with the party, will have formed a special relationship with one of the characters, following their initial encounter with lizard men aboard SEA GHOST (see module U1). The DM should be aware of the special characteristics of this creature — see the **Monster Manual** for full details.

If the players have not played module U1, the pseudo-dragon will not appear in this adventure.

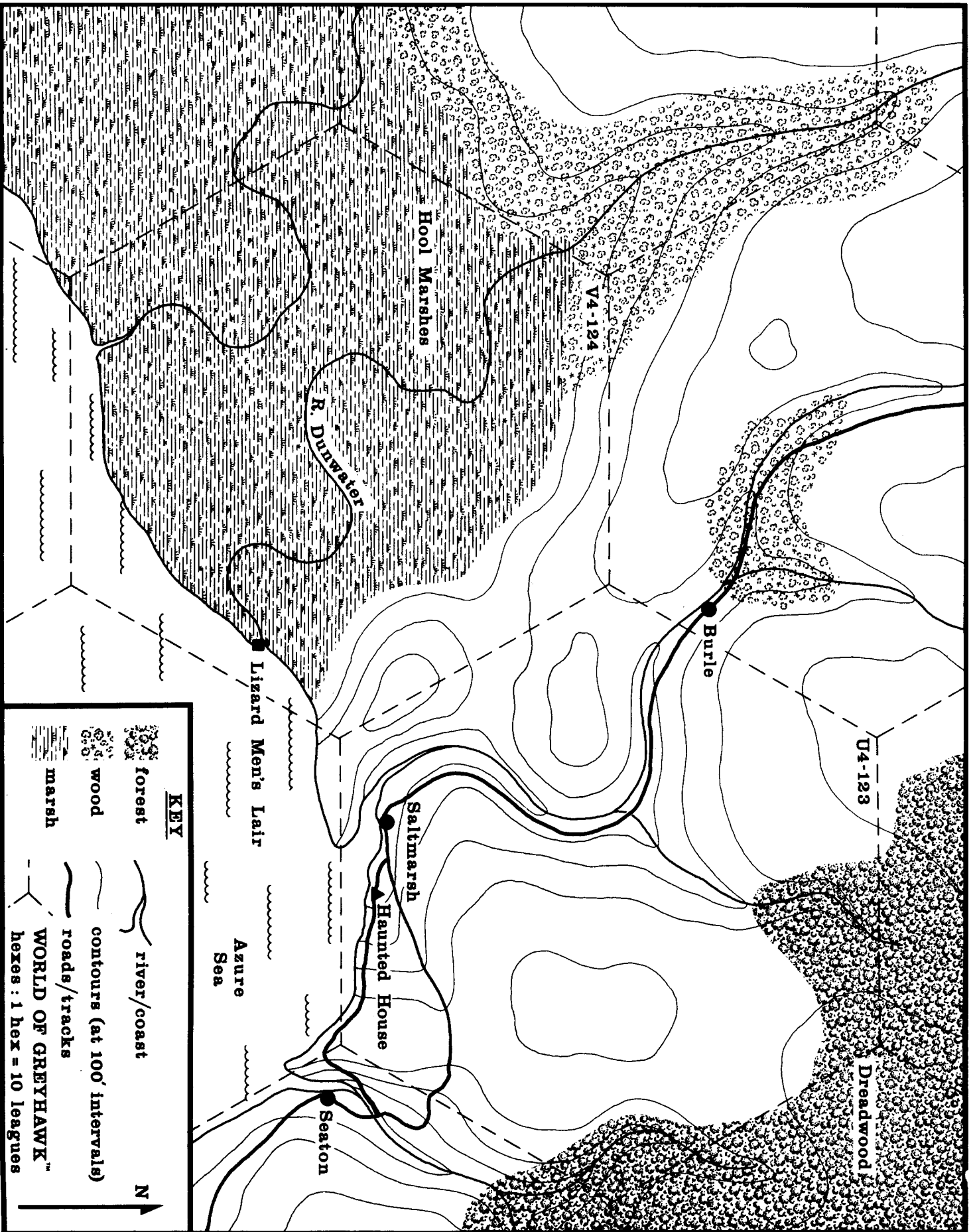
EXCISE OFFICERS: If the party elect to accept the Town Council's offer of an excise cutter to take them to the Lair, this will be manned by two part-time excise officers who will fight hard and assist the party as best they can. The two officers whose characteristics appear below are the two who assisted the party in module U1, and they will assist the party again in this adventure if they survived their previous experience. Otherwise use the same characteristics but change the names!

Corporal: Will Stoutly — 2nd level fighter. S 17; I 10; W 9; D 15; C 12; Ch 9; hp 16. Alignment NG. Wears chain mail and small helmet; no shield so AC 4; armed with broadsword and dagger.

Private—Tom Stoutly — 1st level fighter. S 17; I 9; W 8; D 17; C 11; Ch 9; hp 8. Alignment NG. Wears leather armour with small helmet; no shield so AC 5; armed with broadsword, dagger and light crossbow with eight bolts.

CREDITS

Design:	Dave J. Browne
Development:	Don Turnbull
Editing and	Penny Bogg, Tom Kirby, Carole Morris,
Production:	Graeme Morris, Don Turnbull
Art:	Dave de Leuw, Jim Holloway, Harry Quinn, Tim Truman
Play Testing:	Jackie Apps, Steve Buckalow, Mike Ferguson, Bill Francis, Andrew Geer, Bill Jones, Tom Kirby, Martin Pickering, Matt Quartermain, Tony Ross, Phil Spivey, Dave Tant, Nick Thornley, Simon Thornley, Jim Ward, Guy Williamson.
Cartography:	Graeme Morris



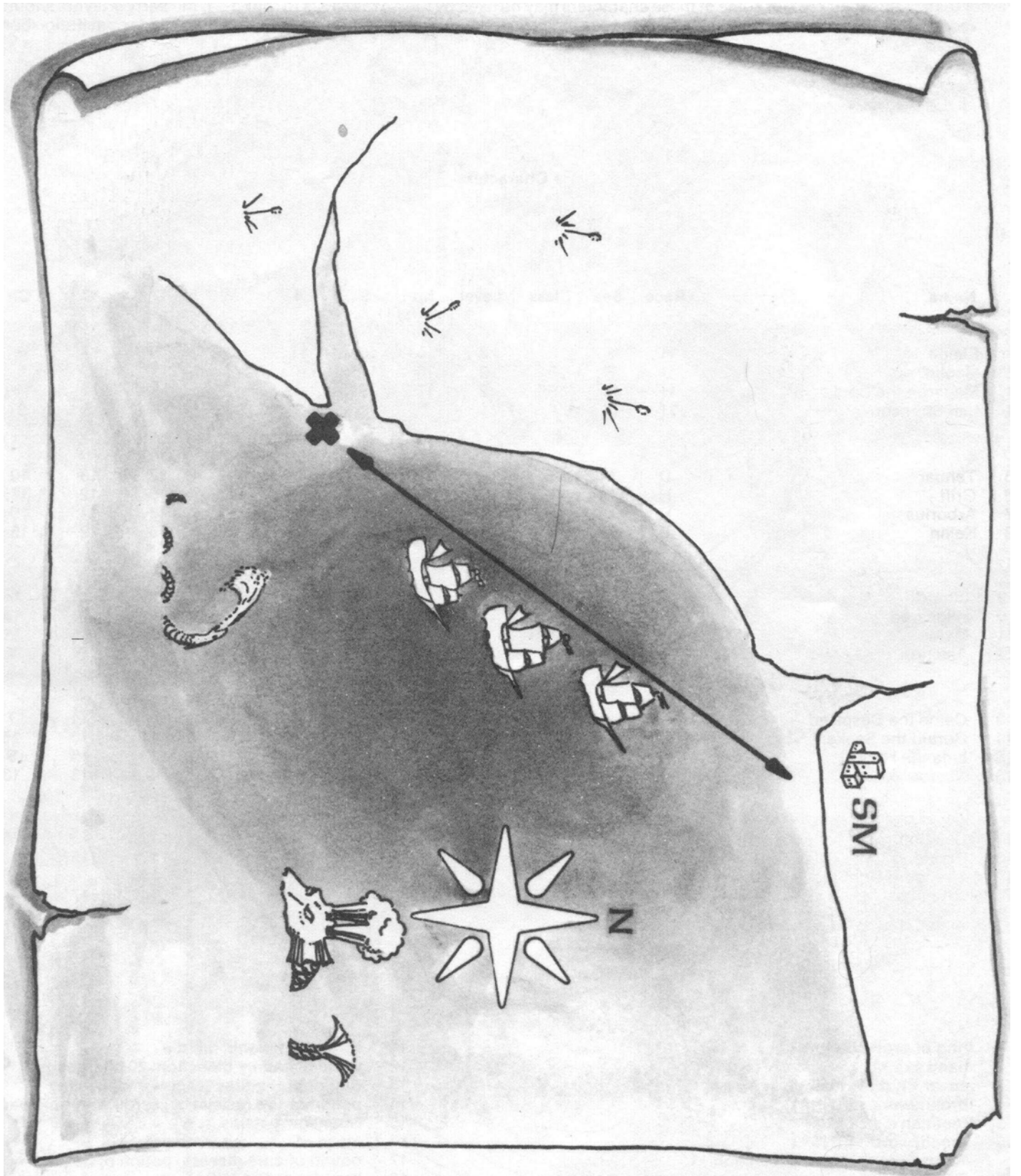
CHARACTER ROSTER

The tables on this page list 20 characters and suggested magical items for those characters. Players may use these characters rather than create their own, or some of these characters may be used by the DM as NPCs to round out the party. Players should be allowed to equip their characters as usual, and choose their own characters' alignment. Hit points listed include constitution bonus.

Characters

Name	Race	Sex	Class	Level	hp	S	I	W	D	C	Ch
1 Elaine	H	F	F	2	15	16	11	12	15	14	10
2 Geolin	D	F	F	2	16	16	10	8	11	15	9
3 Megaron the Bold	H	M	F	2	17	16	9	12	15	14	13
4 Leif Sternson	H	M	F	1	7	17	8	7	16	13	8
5 Tenbar	D	M	F	1	13	17	11	12	12	18	10
6 Griff	H	M	P	1	7	17	9	13	10	12	17
7 Arborius	H	M	R	2	17	15	13	14	13	14	10
8 Kellin	E	M	F/Mu	2/2	11	13	15	8	16	12	15
9 Elmorth	E	F	Mu	2	8	9	15	12	12	15	14
10 Hilgaared	H	F	Mu	1	3	9	17	15	17	14	12
11 Mylor	H	M	Mu	1	3	9	16	10	12	11	15
12 Astenon	H	M	I	1	4	13	15	8	17	9	7
13 Caine the Despised	E	M	C/Mu	2/1	7	10	17	15	14	14	7
14 Gerald the Seeker	H	M	C	2	11	12	13	17	11	10	15
15 Lida the Holy	H	F	C	1	7	8	10	18	13	15	9
16 Nestor	H	M	C	1	5	15	11	17	9	13	13
17 Caledon	H	M	D	2	10	11	10	16	12	13	15
18 Radric	D	M	F/T	2/2	12	13	9	8	17	15	10
19 Theodore Dobbins	1/2	M	T	2	7	8	14	7	18	10	15
20 Grummash	1/2	M	T	1	8	15	13	10	14	17	8

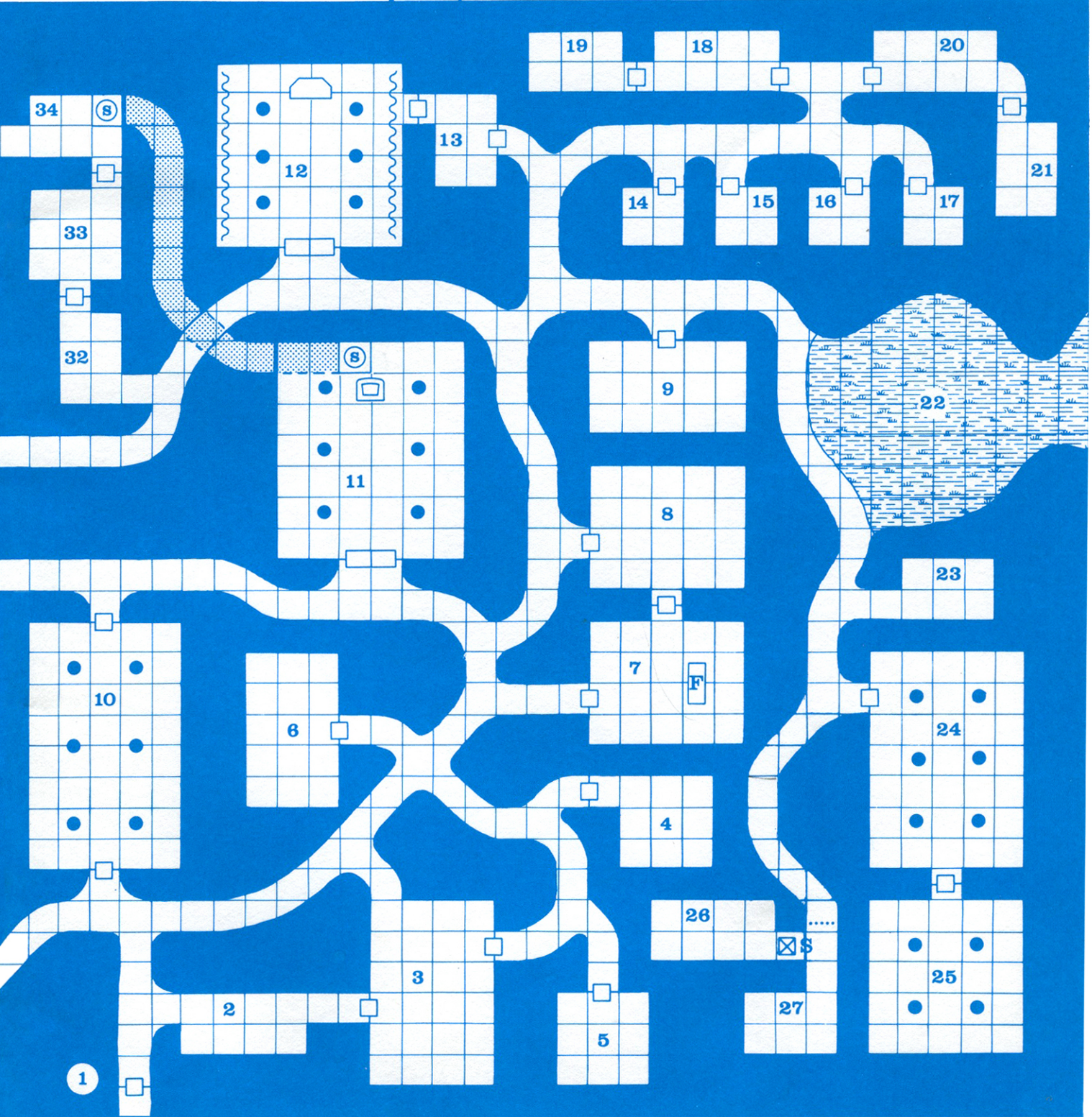
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|----|---|----|--|
| 1 | ring of protection +1 | 11 | scroll with magic missile |
| 2 | hand axe +1 | 12 | wand of enemy detection, 20 charges |
| 3 | spear +1, plate mail +1 | 13 | ring of protection +1, potion of healing |
| 4 | broadsword +1 (NSA) | 14 | potion of fire resistance, scroll with hold person |
| 5 | footman's pick +1 | 15 | No magical items |
| 6 | broadsword +1 (NSA) | 16 | mace +1 |
| 7 | 10 arrows +1, ring of protection +1 | 17 | potion of cure disease, potion of healing |
| 8 | Elfin chainmail, scroll with knock, wand of magic detection, 35 charges | 18 | broadsword +1 (NSA) |
| 9 | scroll with read magic, unseen servant | 19 | ring of feather falling, potion of speed |
| 10 | scroll with dancing lights, shield | 20 | leather armour +1 |



Danger at Dunwater

SCALE: 1 SQUARE REPRESENTS 10 FEET

	DOORS	SWAMP	SECRET PASSAGE
	SECRET DOORS	FIRE-PIT	ALTAR
	STAIRS	PILLAR	CURTAINS
	WATER	THRONE	GATE
	SECRET TRAP DOOR	TRAP	





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TSR Hobbies, Inc.
POB 756
Lake Geneva,
WI 53147

TSR Hobbies (UK) Ltd.
The Mill, Rushmore Road
Cambridge CB13AD
United Kingdom