

CHALLENGE OF THE FROG IDOL



AN ADVENTURE FOR CHARACTERS LEVELS 3-6

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INTRODUCTION

The Frog Idol has stood in the Black Mire for ages untold – an idol of an ancient and forgotten god who now only manifests through this ancient rock in a forgotten place. However, with the conquest of the dwarven citadel of Kuln by the giants, adventurers have been seen again in the city of Coruvon. And from Coruvon, the Black Mire is always in sight.

This adventure is designed as a site-based adventure setting for a party of characters of levels 3-6 set in the Black Mire west of the city of Coruvon.

This adventure sets up further adventures in Kuln, the fallen citadel of the dwarves and the source of the Ironflow river. However, with rare exception, adventurers should be of significantly higher level before tackling the ancient citadel.

SETTING UP THE ADVENTURE

The party has arrived in the city of Coruvon, most likely following the Ironflow river towards ancient Kuln. Not being complete fools, the party has collected what information they could about Coruvon, Kuln and the areas around both. Each adventurer rolls for one rumour from each of the three rumour tables presented below.



RUMOURS OF CORUVON

1. [T] Coruvon is known as the Swamp Arena - the only entertainment in town is the great arena.
2. [T] Traders and merchants have been leaving Coruvon for better opportunities elsewhere.
3. [T] The prostitutes have taken over as a major power block in town, negotiating directly with the commander of the garrison.
4. [T] The city has a heavy military presence, garrisons against potential attacks from the Giants.
5. [F] The oracle of Coruvon is an evil hag who lures unsuspecting adventurers to their demise in the Black Mire
6. [T] Coruvon's commander of the watch has been stuck here for years - probably punishment for some indiscretion in his past.
7. [T] The hill Coruvon was built on was once the burial mound of a clan of giants.
8. [T] Coruvon has an oracle who can be consulted for large sums of gold, however she occasionally grants free advice to those who do not seek her out.
9. [F] The dead in the swamps around Coruvon rise at night and plague those who live outside the city walls.
10. [F] Beware the Guild of Cuts, a secret halfling brotherhood of assassins. All halflings in the city act as their informants, or killers.
11. [F] There is a secret entrance into the old burial mound in the basement of the arena where undead giants guard their treasures.
12. [T] Come to town well equipped, or well off, because the prices of goods keep rising as the merchants leave.

RUMOURS OF KULN

1. [F] The dwarves still live at Kuln, they've just sealed the mountain fortress off from the rest of the world.
2. [T] Giants killed off the dwarves of Kuln, but in turn have abandoned most of the area and turned their attentions elsewhere.
3. [F] There are aligators made of stone that dwell in the Ironflow, preying upon passing boats.
4. [T] Near the source of the Ironflow, as it enters into the mountains of Kuln, there is an old fortress on the river side that is controlled by lizard men.

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5. [F] Adventurers have looted all of value from the ancient fortress.
6. [T] A few giants remain in Kuln, those who refused to leave after the war of extermination against the dwarves.
7. [T] There are many entrances into Kuln, although few could be considered safe.
8. [T] When the giants show up, it is time to retreat. Only fools would fight those massive creatures. Fools and long-dead dwarves.
9. [F] A great gem in the heart of Kuln turns any blade it touches into a vorpal weapon, but at great cost to the bearer.
10. [T] The dwarven barracks are no longer attached to the main structures of Kuln, and are also free of giants.
11. [T] The last defenders of Kuln turned to their fallen kin for food during the siege, and now haunt the ruins as twisted dwarven ghouls.
12. [F] Beware the gnomes in the nearby hills, they claim to be traders but are in fact foul necromancers and assassins.

RUMOURS OF THE BLACK MIRE

1. [T] The Black Mire is bridged by many ancient causeways, some enchanted, others normal and rotting.
2. [T] Somewhere deep in the Mire are statues of long-forgotten gods, and some of these statues still channel the gods' needs and desires.
3. [F] A dozen black dragons are said to live in the Mire, and they guard their treasures and their eggs fiercely.
4. [T] There are several tribes of lizard men and similar folk within the Mire. They are not friendly to each other either, and some could be fairweather allies.
5. [F] The moss that hangs from the trees in the swamp is poisonous to the touch.
6. [T] "Skeewisss" is lizard man for "We seek no conflict".
7. [T] Leaving the causeways to enter the swamp proper is often a death sentence to unwary adventurers.
8. [T] Years ago a sorcerer was lost in the Mire and now rules a small island of zombies.
9. [F] Giant insects have developed their own society and have built a city in the trees in the very middle of the Mire.
10. [T] The ancient Frog God, who's idol is lost somewhere in the swamp, hates the giants and will aid those who seek to defeat them.



11. [F] Those who enter the Mire and do not bury at least 10 gold pieces somewhere in the mud will be cursed when they leave.
12. [T] The oracle of Coruvon occasionally slips into the Black Mire where she has a second home.

CORUVON, THE SWAMP ARENA



Built on an the Ironflow, Coruvon started as a small military outpost built on a hilltop just East of the massive expanse of swamp known as the Black Mire.

Today Coruvon is best known as a classic frontier town – rough and mostly lawless, built up around a gladiatorial arena that has been the primary distraction for the city’s garrisons for the last decade.



With the end of trade along the Ironflow, the city is slowly shrinking as merchants leave for better markets. Most people coming to the city are either the garrison troops, fishers bringing in their harvests, and adventurers and would-be adventurers using Coruvon as a final launching point for the explorations of the Black Mire or the dwarven ruins.

The People of Coruvon

Coruvon is predominantly human, with a visible halfling minority. There are no permanent elven residents, and only a scattering of dwarves who live in quiet shame that they are not either trying to reclaim Kuln or were slain defending it. The primary industries are the maintenance of the garrison hardware, fishing, and the cultivation of a heady (although harsh) form of halfling pipeweed that grows in the wetlands.

The Economy

With the majority of merchants leaving Coruvon for opportunities elsewhere, the majority of trade remaining here is aimed to keep the garrison troops happy and to equip adventurers using Coruvon as a base camp heading for Kuln or the Black Mire. As such, just about everything except for fish, prostitutes and cheap beer and wine commands a higher price here than elsewhere. The aforementioned items can be found at normal prices, and with a bit of work at up to 1/3 off the normal price. However most other goods sell at a premium of 25%, with adventuring gear and weapons other than spears and swords and armour other than leather armor and shields selling at 150% to 200% of their normal prices.

The Red Lanterns

A surprising power block has formed in town in the form of the owners of the various houses of ill repute along the east wall of town. The southernmost block of buildings along the east wall is almost entirely taken up by these businesses. The matrons of the businesses work together to provide a unified front when dealing with the commander of the garrison. For years the commander ignored them, but in the last few years he has started working with them to ensure the stability of the city as the garrison becomes harder to control in the atmosphere of boredom and while watching the richest merchants leave the city, taking their money with them.



The Arena

The centre of social activity in Coruvon is the arena where prisoners are forced to fight for their lives against other prisoners and the occasional beasts from the nearby swamps and river. The arena hosts fights once a week, and during the rest of the week food merchants sell their wares here.

The Garrison

The largest single segment of the population of Coruvon is the garrison troops who guard here against the threat of the giants ever since the fall of Kuln. There have only been sporadic and rare conflicts with anything coming downriver from Kuln, so the garrison troops are generally bored and easily distracted. They provide the policing of Coruvon and generally operate in a hands-off fashion, but occasionally can react to crimes (and perceived crimes) with alarming zeal and violence. Those arrested by the garrison will generally find themselves fighting it out in the arena.

The Alabaster Oracle

The oracle of Coruvon is a remarkable sight, a woman of pure white skin who bears every resemblance to a human female, but who no one would actually say is human. The oracle (who refers to herself only as such) is attended to by six hunched lizard men who do her bidding and occasionally act as her messengers. The oracle is actually a very intelligent and magically prescient Alabaster Living Statue and was once the bride of the Frog God. Shortly after the players arrive in Coruvon she will seek them out for her husband, and will tell them how to find the Frog Idol, as well as her knowledge that the frog has the key to getting past the giants in Kuln.

LIVING STATUE, ALABASTER

Armor Class:	4	No. Appearing:	1-2 (1-4)
Hit Dice:	4	Save As:	C4
Move:	90' (30')	Morale:	8
Attacks:	2 Fists	Hoard Class:	XI, XIV
Damage:	1-8 / 1-8	Alignment:	Neutral

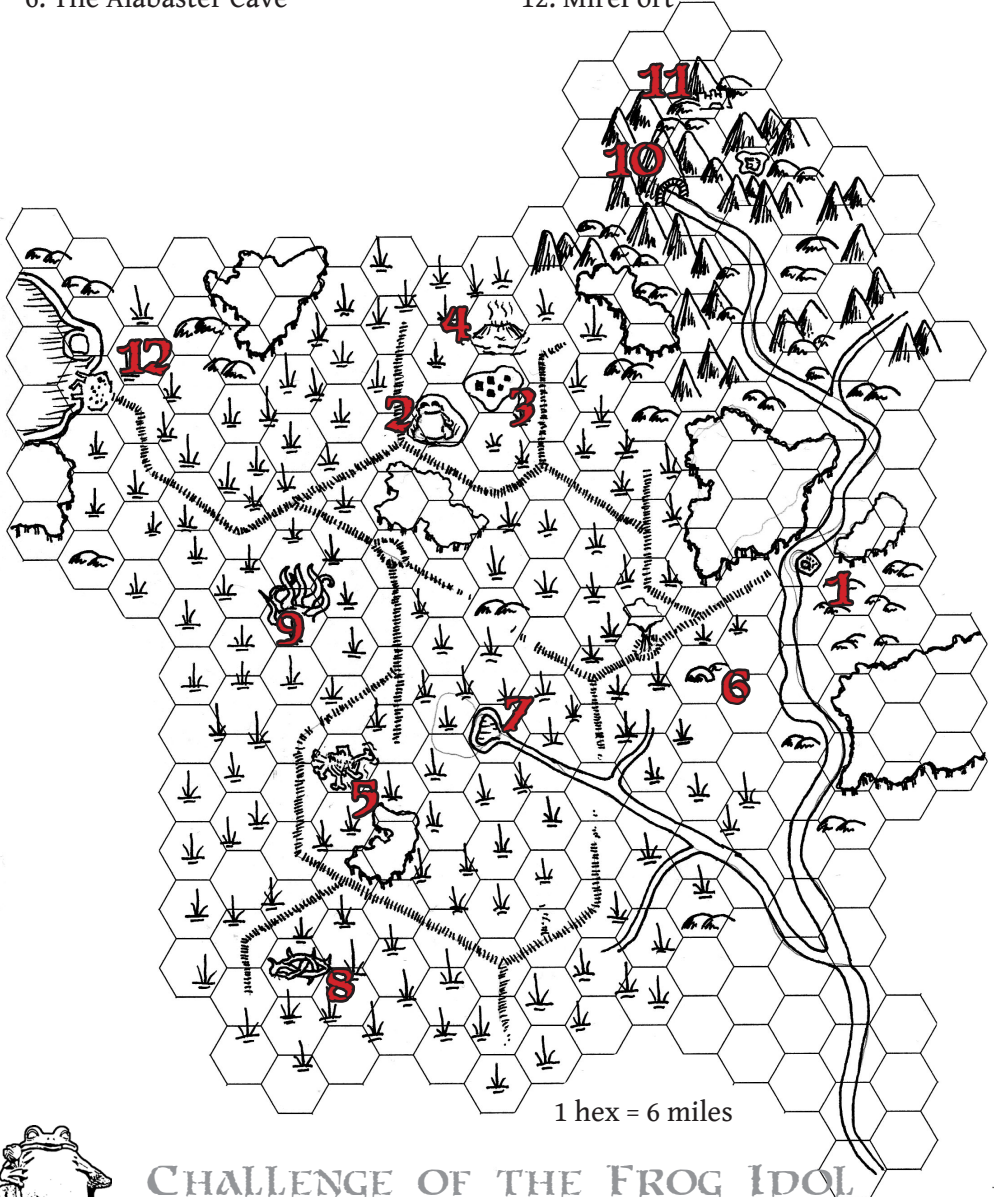
Alabaster living statues can cast spells as a level 4 cleric, with some few showing greater magical powers.



THE BLACK MIRE AND SURROUNDING REGIONS

1. Coruvon, the Swamp Arena
2. Idol of the Frog God
3. Troglodyte Village
4. The Hill
5. The Zombie Float
6. The Alabaster Cave

7. The Nixie Pool
8. Labyrinth of the Rains
9. Heart of the Fruum
10. Fortress on the Ironflow
11. Barracks at Kuln
12. MirePort



1 hex = 6 miles

CHALLENGE OF THE FROG IDOL



THE BLACK MIRE

The Black Mire is a magical swamp dating to the ages-old war between the elven Kale and the rebellious humans. To attract the attention and aid of gods in their war against the Kale, the swamp was created by opening a gate to a dimension of dark waters deep in the earth beneath the location of the current swamp.

As the land liquefied, several alien gods from other realms arrived to stake their claim here. Most are now dead, the rest forgotten. Only three have any real presence remaining - the Frog God, Plures God of Rains, and the Fruum. The Frog God and Plures exist within the Black Mire as statues, hardly able to exert their will in any noticeable way even within the immediate vicinity of their idols. The Fruum, however, was a malevolent entity and survives to this day in the depths of the swamp and remains jealous of the other two gods in his domain.

The Black Mire is criss-crossed with ancient wooden causeways and boardwalks. They were once enchanted by the various gods to last for all time, but as the gods fade away, so does their power. The causeways remain the safest way to traverse the Mire, and those daring to explore off the causeways rarely find the chance to return to their relative safety. The enchantments prevent most hostile creatures from attacking on the causeways, but has little effect on more civilized creatures for whom the causeways were created.

CAUSEWAY ENCOUNTERS (2d4)

1 in 6, check every hex travelled, minimum of 4 checks per day.

2. NPC Party

3. 2d8 Bandits (AC: 6, HD: 1, Mv: 120 (40), Att: 1, Dmg: 1d6, Sv: T1, M: 8)

4. 1d10 Troglydtes (AC: 5, HD: 2, Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d4, Sv: F2, M: 9)

5. 3d4 Lizard Men (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12)

6. 1d10 Troglydtes (AC: 5, HD: 2, Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d4, Sv: F2, M: 9)

7. 2d4 Zombies (AC: 8, HD: 2, Mv: 120 (40), Att: 1, Dmg: 1d8, Sv: F1, M: 12)

8. Ancient Trap



SWAMP ENCOUNTERS (2d6)

3 in 6, check every hex travelled, minimum of 4 checks per day.

2. 1d6 Dryads (AC: 5, HD: 2, Mv: 120 (40), Att: special, Sv: F4, M: 6)
3. 1d4 Large Crocodiles (AC: 3, HD: 6, Mv: 90 (30), Att: 1, Dmg: 2d8, Sv: F3, M: 7)
4. 1d3 Insect Swarms (AC:7, HD: d3+1, Mv: 60 (20), Att: 1, Dmg: 2, Sv: NM, M: 11)
5. 1d4 Giant Leeches (AC: 7, HD: 6, Mv: 90 (30), Att: 1, Dmg: 1d6 blood suck, Sv: F3, M: 10)
6. 3d4 Lizard Men (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12)
7. 1d2 Giant Catfish (AC:4, HD: 8+3, Mv: 90 (30), Att: 5, Dmg: 2d8/1d4/1d4/1d4/1d4, Sv: F4, M: 8)
8. 1d10 Troglodytes (AC: 5, HD: 2, Mv: 120 (40), Att: 3, Dmg: 1d4/1d4/1d4, Sv: F2, M: 9)
9. 1d8 Crocodiles (AC: 5, HD: 2, Mv: 90 (30), Att: 1, Dmg: 1d8, Sv: F1, M: 7)
10. 1d4 Trolls (AC: 4, HD: 6+3, Mv: 120 (40), Att: 3, Dmg: 1d6/1d6/1d10, Sv: F6, M: 10(8))
11. 1d8 Draco Lizards (AC: 5, HD: 4+2, Mv: 120 (40), Fly: 210 (70), Att: 1, Dmg: 1d10, Sv: F3, M: 7)
12. 1d2 Treants (AC: 2, HD: 8, Mv: 60 (20), Att: 2, Dmg: 2d6 / 2d6, Sv: F8, M: 9)

Ancient Traps

The causeways were created for the worshippers of the forgotten gods of the Black Mire and the occasional magical ward against the elves remain to this day. When an ancient trap is rolled on the encounters, one of the ancient wards has been triggered. A portion of the causeway suddenly glows brightly in the form of a magical rune. Roll 1d6 for the effect of this trap:

1. Any elves or half elves must make a saving throw versus paralysis or be hurled d6x20 feet into the swamp. Roll immediately for an encounter on the swamp encounters table.
2. If there are any elves or half elves in the party, a cloud of sleeping gas is released. Everyone within 40 feet must save versus spells or be rendered unconscious for 1d6 hours.
3. The ward emits a loud keening noise, akin to a shrieker, and the local



wards against hostile creatures stop working temporarily. Roll 1d6 - on a 1-2, roll for a causeway encounter. On a 3-4 roll for a swamp encounter. On a 5-6, roll for both a causeway and a swamp encounter.

4. A wall of fire blocks the causeway here for 4 hours. Crossing the wall of fire deals 1d6+3 damage. Going into the swamp will of course require a roll on the swamp encounter table.
5. All non-elven humanoids within 100 feet gain the benefits of a bless spell for 2d6 hours.
6. If there are any elves or half elves in the party, a single magical energy bolt is formed and strikes at a random target (not necessarily the elf) for 2d6 damage but can be dodged with a save versus wands.

IDOL OF THE FROG GOD

In this hex the causeway has a burned image of the Frog God's idol with a rune beneath it. The rune reads "east" in the language of troglodytes. Due east of this point, about 500 yards from the causeway, is an island in the swamp which holds the idol of the Frog God from sinking into the Mire.

The island itself is guarded by a clan of troglodytes (see the next entry for the so called troglodyte village) who have been warned by the idol to not interfere with the adventurers as they approach. The party will most likely spot (and smell) the trogs hiding in the area watching them approach, but the trogs will avoid a fight at all costs at this time (unless the adventurers attacked the village).

When the party approaches the ten foot tall idol, it speaks to them of a race of giants whom it used to battle ages ago on another world. It will aid them against the giants, but only if they in turn help it. It was once wed to a beautiful woman, and seeks the treasures of their engagement. These are an iron rose and his basket of amber. In trade for these artifacts, he will grant the party another item, one that will allow them to defeat the giants within their own home.

How does the Frog Idol speak? That's up to you and the feel you and your players like. It can be telepathic, it could use a magic-mouth style effect, or the statue itself could animate and begin discussing events with the party directly.



Of course, the idol does not know the locations of the items, but a clever party could use magics, or consult a sage in Coruvon, or go to the Frog God's wife, the Alabaster Oracle, who will aim the party towards the three items - the zombie master has the iron rose, the basket is used as a boat by the nixies, and the amber is in a swampy labyrinth dedicated to the Idol of the Rains - she can give the rough positions of these locations, generally within a hex or two.

Once the three objects have been returned to the Frog God and set in front of his idol, he excretes a stone amulet in his shape. The wearer of said amulet gains the ability to create an invisibility 10' radius effect at will centred on himself that is only effective against ogres and giants within the citadel of Kuln and the immediate vicinity (actual limits are of course up to the DM and are subject to what would be most fun).

THE TROGLODYTE VILLAGE

The village in this hex is home to 60 troglodytes, a quarter of whom are warriors with normal stats for their kind, the rest having but one hit die. In addition to these troglodytes there are a number of strange mutant trogs in the village - one massive bloated one (treated as an ogre), one with four legs, another who's very bones have burst through his skin as mighty blades and spurs (natural attacks deal d6 damage instead of d4).

The truly disturbing thing to the observant human is that most of the female troglodytes resemble slimy, stinking human women more than actual troglodytes. In fact, the whole village is mutated, debased humans lead by the frog cult. They purposefully have their children mutated up on the hill north of town to show that they are not trying to elevate themselves to a higher station than their forgotten deity.

THE HILL

The top of this hill is a small caldera, with foul acrid steam venting forth. Around the rim of the caldera are a series of cages made of bones, several of which contain the skeletal remains of troglodytes, most with both an adult and a fetal trog.



Currently there are three cages with living trog females in them. One of them appears even more human than the typical trog female from the village (she just has a higher charisma than her fellows). Pregnant trogs are left here in the cages for three days and then brought back to the village. The strange caldera steam causes birth defects that are pleasing to the Frog God, and the young are born as troglodytes, but will not breed true reverting back to human in a few generations.

THE ZOMBIE FLOAT

This island isn't so much an island as a collection of decomposing undead crocodiles and other swamp life that has been built up into an island. It will be first encountered in this hex, but will then travel one hex per day in a random direction (the direction is determined randomly each day), although obviously it will remain in the swamp and will avoid running aground. The floating zombie island can actually engage in combat, and cannot be turned by a cleric.

The island is populated with rotting swollen zombies and moss-covered skeletons, all under the command of the zombie master. The zombie master himself is a powerful and insane human who is beginning to look like one of his servants.

Zombie Master (AC:6, HD: 6, hp: 32, Mv: 90 (30), Att: 1, Dmg: 1d6+1, Sv: M6, M: 8). The zombie master can cast the following spells each once per day: Animate Dead, Confusion, Bestow Curse, Hold Person, Water Breathing, Levitate and Hold Portal. He wields a bone **staff +1**.

He will defend the island from the roof of his house by casting levitate initially and then confusion on his enemies. He will then target specific foes with bestow curse and hold person if he can. If threatened credibly, he will descend into the shaft in his house and into the undead dungeon in the island, scrambling to area 4.

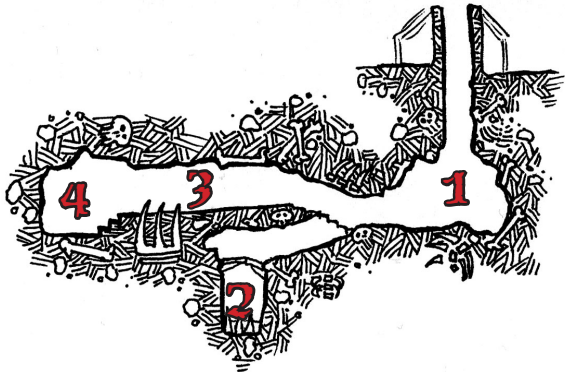
The Undead Dungeon

The walls, floor and ceiling of the dungeon are a mix of mosses, roots and bodies. Hands will reach out and grab or slow down anyone but the zombie master passing through here. Movement rates are quartered. Each 10' section of passage can be turned by a cleric as a 4 HD ghoul. If



turned, the passage ceases to attempt to slow the party. If destroyed by a turning attempt, the passage widens by five feet, and again it will not impede the progress of the adventurers.

1. **Entry Chamber.** A chimney leads up to the surface, up through the middle of the main support pillar of the zombie master's home. This chamber contains a trio of **wolf ghouls** (AC: 5, HD: 3, hp: 13, 19, Mv: 120 (40), Att: 1 bite, Dmg: 1d8 + paralysis, Sv: F3, M: 10).
2. **Oublette.** This side passage ends at a pit trap. If the passage has been turned, then it triggers on a 1-4 in 6. If the passage has been destroyed by a turning attempt then the pit trap is no longer covered. Otherwise it automatically opens when the first person steps on it and immediately snaps shut again. The pit is 10 feet deep and is lined with bony spikes that are partially submerged in a couple of feet of fetid water. A saving throw against wands will avoid the spikes (otherwise they deal 1d8 damage).
3. **Bony Trap.** Massive bone spikes thrust up from the floor when the pressure plate here is sprung (2 in 6 chance for each character walking past the trigger). This is a mechanical trap, not powered by the undead. The blades attack as a 10 HD monster and deal 2d8 damage.
4. **The Iron Rose.** If the zombie master sticks to his plans, he will make his final stand here, in front of the massive iron rose. The iron rose is also guarded by a pair of **wights** (AC:5, HD: 3, hp: 11, 15, 18, Mv: 90 (30), Att: 1, Dmg: level drain, Sv: F3, M: 12). The iron rose is a 10 foot tall reproduction of a living rose, thorns and all. It weighs 300 pounds and is incredibly awkward and bulky. In tight confines (like the halls here if they haven't been destroyed by clerical turning) this gets even worse, almost immobilizing those who try to drag it out.



Once the zombie master has been killed, there is a frenzy of activity in the swamp waters just off the island. A pair of **giant catfish zombies** (AC: 8, HD: 9+3, hp: 32, 48, Mv: 90 (30), Att: 1, Dmg: 2d8, Sv: F4, M: 12) have gone berzerk without their creator and will attack anyone leaving the island. Over the next month the island will slowly disintegrate into the Black Mire.

If the rose was the last of the items needed for the Frog God, the Fruum will notice the party and will attempt to interfere with their return.

THE ALABASTER CAVE

This raised dry land on the edge of the Mire is home to the Alabaster Oracle when she is not in Coruvon. The first time the party arrives here she will be here, although there is only a 25% chance that she will be on future visits. The Alabaster Oracle and her two sisters (AC: 4, HD: 4, hp: 24 each, Mv: 90 (30), Att: 2, Dmg: 1d8 / 1d8, Sv: C4, M: 8) live here along with a dozen hunched **lizard men** (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) who act as their servants and guards.

In the secret room at the back of the cave, there is a chest containing 8,000 sp, 1,000 gp and three **potions: healing, longevity and greater mage blood** (this potion is not consumed, it is smashed on the ground when casting a spell, making the saving throw against that spell 2 points more difficult).

NIXIE POOL

The waters of the Mire become deeper here, in a thousand yard wide pool surrounded by mangroves and full of lilies. The pool is home to three dozen **nixies** (AC: 7, HD: 1, Mv: 120 (40), Att: 1, Dmg: 1d4, Sv: E1, M: 6). Sitting in the middle of the pool is their boat, a massive magical wicker basket (8 feet long by 6 feet wide, weighing 125 pounds) that belongs to the Frog God.

If the party is friendly to the nixies and want the basket, then they will have to provide a replacement boat that they can use to entertain non-swimming guests. Taking the basket by force will mean fighting the



nixies and the **giant bass** they can summon to aid them (one bass per nixie) (AC: 7, HD: 2, Mv: 120 (40), Att: 1, Dmg: 1d6, Sv: F1, M: 8). They are also capable of casting one charm person per 10 nixies present each combat round.

The nixies keep some of their treasure on the basket boat (2,000 sp, and a silver necklace set with sapphires worth 1,400 gp), but the rest is hidden in a small cave 80 feet down in the pool (7,000 cp, 1,000 gp and a +1 shield).

If this is the last of the items needed for the Frog God, the Fruum will notice the party's activities finally and will attempt to interfere with their return.

LABYRINTH OF THE RAINS

A soggy mass of thorns has erupted from the soil here. The thorns are dense enough that they prevent visibility and mobility through them, and the constant dampness of the Mire combined with the strangely persistent rains here keep them from being burned. They could be hacked through (each 5 foot by 5 foot section of thorns has 50 hit points), but doing so will take ages. Far easier to follow the labyrinth to find the centre.



The labyrinth is patrolled by a total of a dozen **throgrin** carrying six javelins each (AC:6, HD:3, Mv: 120 (40), Att: 2 or 1, Dmg: 1d3/1d3 or 1d6, Sv: F3, M: 10). Each turn a group of d2 throgrin will be encountered on a roll of 1-2 on a d6.

In the centre of the labyrinth is a black and green stone idol of Plures, forgotten god of rains. The 12 foot tall idol resembles a mossy and overgrown dodecahedron (representing the 12 types



of rain that Plures approves of) with a depression on top. The depression is full of rain water and contains four massive chunks of amber, each roughly the size of a human head.

If anyone disturbs the amber, the remaining throggrin attack. Also, anyone touching the amber while it is still in the pool on top of the idol of Plures will be subject to a Bestow Curse. Until removed it will always rain where the subject is (although not indoors and not ridiculously localized). If this is the last of the items needed for the Frog God, the Fruum will notice the party's activities finally and will attempt to interfere with their return.

THE FRUUM

Of the three gods in the Black Mire, the Fruum is the only one who actually manifests physically beyond a stone idol. The Fruum managed to link itself to the gate that drew the waters into this world, and can still draw some power from it's home dimension. The Fruum in turn has become part of the Black Mire itself - a massive tendrilly malevolent organism who would much rather be just about anywhere else.

The Fruum manifests itself as clusters of giant tentacles that rise from the Mire to attack its foes. While the Fruum essentially has unlimited numbers of these, it takes time and effort to mobilize the various parts of itself into action. Once the Fruum has awakened to the players, replace the 5 result (Lizard Men) on the causeway encounter table and the 7 result (Giant Catfish) on the swamp encounter table with a Fruum attack. Also, whenever an ancient trap is triggered on the causeway, it will always usher forth a Fruum attack within 1d4 rounds.

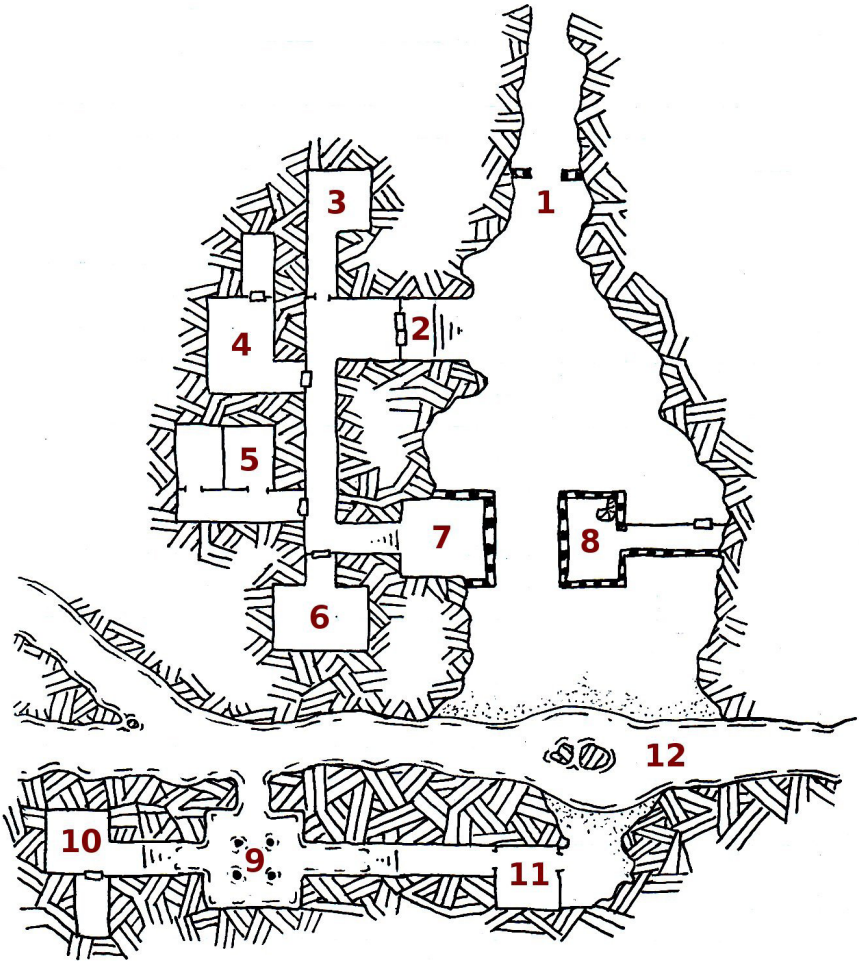
Fruum Attack (AC: 7, HD: 9, hp: 45, Mv: 60 (20), Att: 9 tentacles, Dmg: 1d6 (x9), Sv: F9, M: 10). Unless the central mass can be attacked (it hides under the swamp water, often beneath the causeway), the tentacles must be attacked directly. Each tentacle has 5 hit points. Once a tentacle has hit in combat, it will constrict and do 1d4 damage every round automatically. Each tentacle that hits also reduces its victim's armor class and chance to hit by 1.

The Fruum is insane and inhuman and cannot be reasoned with. All it



cares about is that the other remaining gods in the Black Mire remain inferior to it. It will be the last god of the Black Mire.

THE FORTRESS ON THE IRONFLOW



Deep under the mountains by the ruined dwarven citadel of Kuln, the Ironflow river was once used as a water source for the inhabitants, a means of travel, and to power the mighty bellows of the forges.

Shortly after the river goes underground, it passes a river fortress on the right and the ruins of another small dwarven construction on the left before forking and heading deeper.



Since the destruction of the citadel of Kuln at the hands of the giants, this fortress has fallen into the hands of a few ogres and their lizardmen flunkies.

The ground and walls here are of finely hewn or natural stone (depending on the area – natural at the beach and caverns, and finely hewn dwarven workmanship in the finished areas), with a thin sandy beach on both the north and south shores.

Wandering Monsters

1 in 6 chance each turn

1. Ogre from area 7
2. 1-3 lizardmen (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12)
3. 1-2 giant gecko lizards (AC: 5, HD: 3+1, Mv: 120 (40), Att: 1, Dmg: 1d8, Sv: F2, M: 7)
4. 1 horned chameleon lizard (AC: 2, HD: 5, Mv: 120 (40), Att: 2, Dmg: 2d4 / 1d6, Sv: F3, M: 7)
5. 1-4 giant oil beetles (AC: 4, HD: 2, Mv: 120 (40), Att: 1 + special, Dmg: 1d6, Sv: F1, M: 8)
6. 1-2 giant bats (AC: 6, HD: 2, Mv: 30 (10), Fly: 180 (60), Att: 1, Dmg: 1d4, Sv: F1, M: 8)

1. **Guarded Entrance.** The tunnel beyond this point leads into the depths, eventually connecting to the destroyed citadel. At this point a choke point has been built in the passage, with 4 foot tall walls with battlements on each side of a ten foot gap. The ogres always assign at least **2 lizardmen** (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) to guard this point, with orders for one to run to area 8 if there is an emergency. Travel beyond this point will result in encountering a team of four alert stone giants watching for intruders. This encounter is supposed to convince the party that they need the help of the Frog God to continue into Kuln, but who knows, some parties will just forge ahead and succeed regardless. However, the citadel of Kuln is beyond the scope of this adventure, so throw in your favourite megadungeon as needed.

2. **Fortress Doors.** The entrance to the main fortress construction is on a landing at the top of 10 feet of stairs. These massive double



doors are heavy wood with metal banding decorated with dwarven runes. Attempts to open these massive portals are at -1.

3. **Lizardman Barracks.** 6 lizardmen (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) are in this room, and there is bedding for another 5. A locked wooden chest under a pile of clean bedding contains 1,000 gp. There is a 50% chance that one of the lizardmen in the room has the key, otherwise one of the two posted to area 7 has it.
4. **Ogres' Chambers.** A pair of vicious ogres, Durgal and Rock, live in this chamber. Rock is currently in area 7. **Durgal** (AC: 5, HD: 4+1, hp: 33, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10) keeps a large sack with 1,000 sp and 1,000 gp on her belt at all times (she doesn't trust her mate with the gold). The door to the room to the north is locked and contains the rest of their treasure and a single insane **dwarf** (AC: 5, HD: 3, hp: 18, Mv: 90 (30), Att: 1, Dmg: 1d8, Sv: D3, M: 11) that is kept as entertainment and as a "guard" for their remaining loose treasure of 7,000 cp and 1,000 sp.
5. **Lizard Storage.** The door to these two rooms is locked. The first room has 1 trained **giant gecko** (AC: 5, HD: 3+1, Mv: 120 (40), Att: 1, Dmg: 1d8, Sv: F2, M: 7), the second is empty.
6. **Lizardman Leaders Quarters.** The leaders of the lizardmen live here. Currently 3 lizardmen (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) are in residence, with 500 gp.
7. **Guard Tower.** One lizardman (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) leader is posted here on his **horned chameleon** mount (AC: 2, HD: 5, Mv: 120 (40), Att: 2, Dmg: 2d4 / 1d6, Sv: F3, M: 7) along with **Rock** (AC: 5, HD: 4+1, hp: 34, Mv: 90 (30), Att: 1, Dmg: 1d10, Sv: F4, M: 10), the second ogre. The lizardman keeps 500 gp in a saddlebag on his lizard mount. The tower is 20 feet above the floor of the cave, with battlements on the walls. The occupants watch areas 1, 8 and 12 from here.
8. **Keep Tower.** 2 lizardmen (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) are posted on the tower top, 15 feet above the floor of the cave. The ground floor of the tower has 1 lizardman (AC: 5, HD: 2+1, Mv: 60 (20), Att: 1, Dmg: 1d6+1, Sv: F2, M: 12) in it and a spiral staircase up to the tower roof. The door to this keep is unlocked.
9. **Flooded Chamber.** This 30 foot square chamber is now under the water level. Four columns in the centre of the chamber are cov-



ered in a thick algal slime. Under the slime, carvings on the columns show scenes of dwarves worshipping. This can contain a clue for accessing a secret chamber in a temple deeper in the ruins of the destroyed citadel.

10. **Chapel.** The abandoned chapel of the dwarven god of rivers and waterworks lies in ruins here. A single **giant gecko** (AC: 5, HD: 3+1, Mv: 120 (40), Att: 1, Dmg: 1d8, Sv: F2, M: 7) is crawling along the ceiling, looking for an easy meal.
11. **Antechamber.** 6 **giant oil beetles** (AC: 4, HD: 2, Mv: 120 (40), Att: 1 + special, Dmg: 1d6, Sv: F1, M: 8) live on the beach and the antechamber of the dwarven chapel. The antechamber contains a few stone benches built into the walls and some moldy and tattered vestments hanging from stone hooks.
12. **The Ironflow.** The Ironflow river is 16 feet deep at this point, with the cavern ceiling another 60 feet overhead. 40 feet up one of the natural stone columns in the middle of the river is a single **giant gecko** (AC: 5, HD: 3+1, Mv: 120 (40), Att: 1, Dmg: 1d8, Sv: F2, M: 7), trained by the lizardmen and on his way to the chapel to hunt for beetles.

CONTINUED ADVENTURES

Several locations on the map of the Black Mire remain undescribed in this adventure, and many more can be added. Obviously, the big adventure here is the ancient dwarven citadel of Kuhn, a true megadungeon if you are looking for such an adventure. Otherwise, the citadel can be broken up into smaller areas such as the Barracks and the fortress on the Ironflow. This can be explained as the results of the damage from the giants conquest.

Coruvon itself can be host to many sessions of urban adventures, especially if the party gets involved in the politics of the red lanterns and the weary commander of the garrison.

Additional locations for this setting may appear on my blog - in fact, the map of the dwarven barracks of Kuhn is already there.

<http://rpgcharacters.wordpress.com>



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