

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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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 wergild 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 wergild demanded can be approximated). The chief will be prepared to negotiate the wergild 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 wergild 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 koalinth, 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 per cent 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 (AC5; 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 **loun 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 man 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 man 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

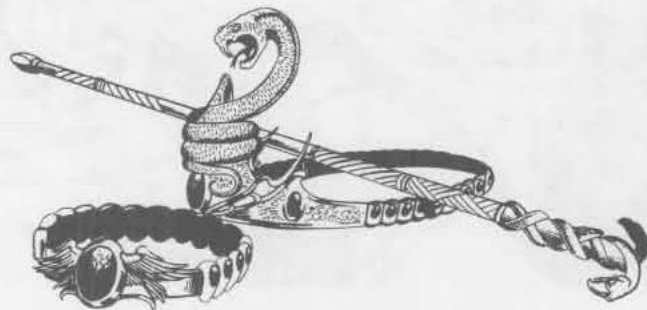
Note that the only access to this room is via a secret door which is clearly visible to the occupants of area 27, in addition to which any character reaching the secret door must have somehow dealt with the gate (see area 27). Note too the trap which is immediately inside the door — 10 feet square of 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.

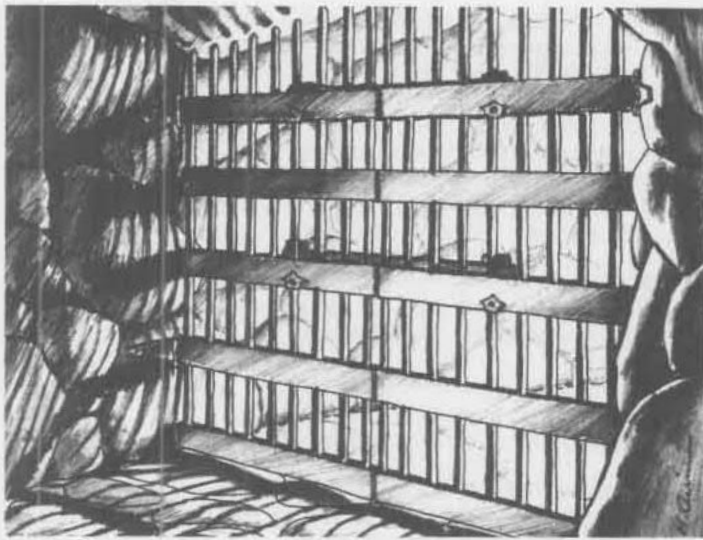
Then deal with the trap — its disarming etc. if it is detected and the characters' fate if it is not. When the characters are able to see the room more clearly, give them this description:

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.

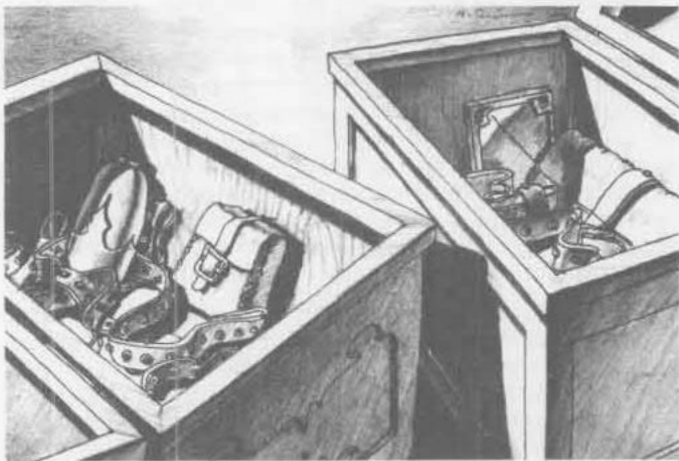
In the south east corner is an armchair which has been crudely, but seemingly comfortably, upholstered.

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 weregild.

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"* — Tyrone 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-foot 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.

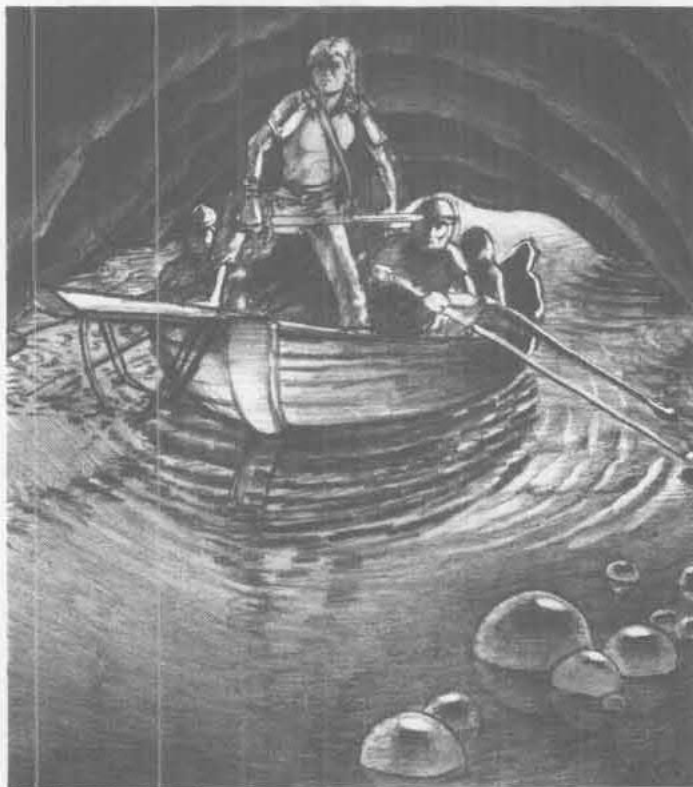
This is a large sea-cave, roughly circular and about 70 feet in diameter. It connects to the sea via a passage, perhaps 15 feet across at its widest point, whose roof is at most five feet above the highest sea-level. It also connects to what is presumably another cave via a 30 feet wide passage in the 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.

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.

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.

- 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 werewolf 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 werewolf 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 werewolf 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: AC 4; MV 6"/12"; HD 7; hp 44; #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 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 SALT MARSH). 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.

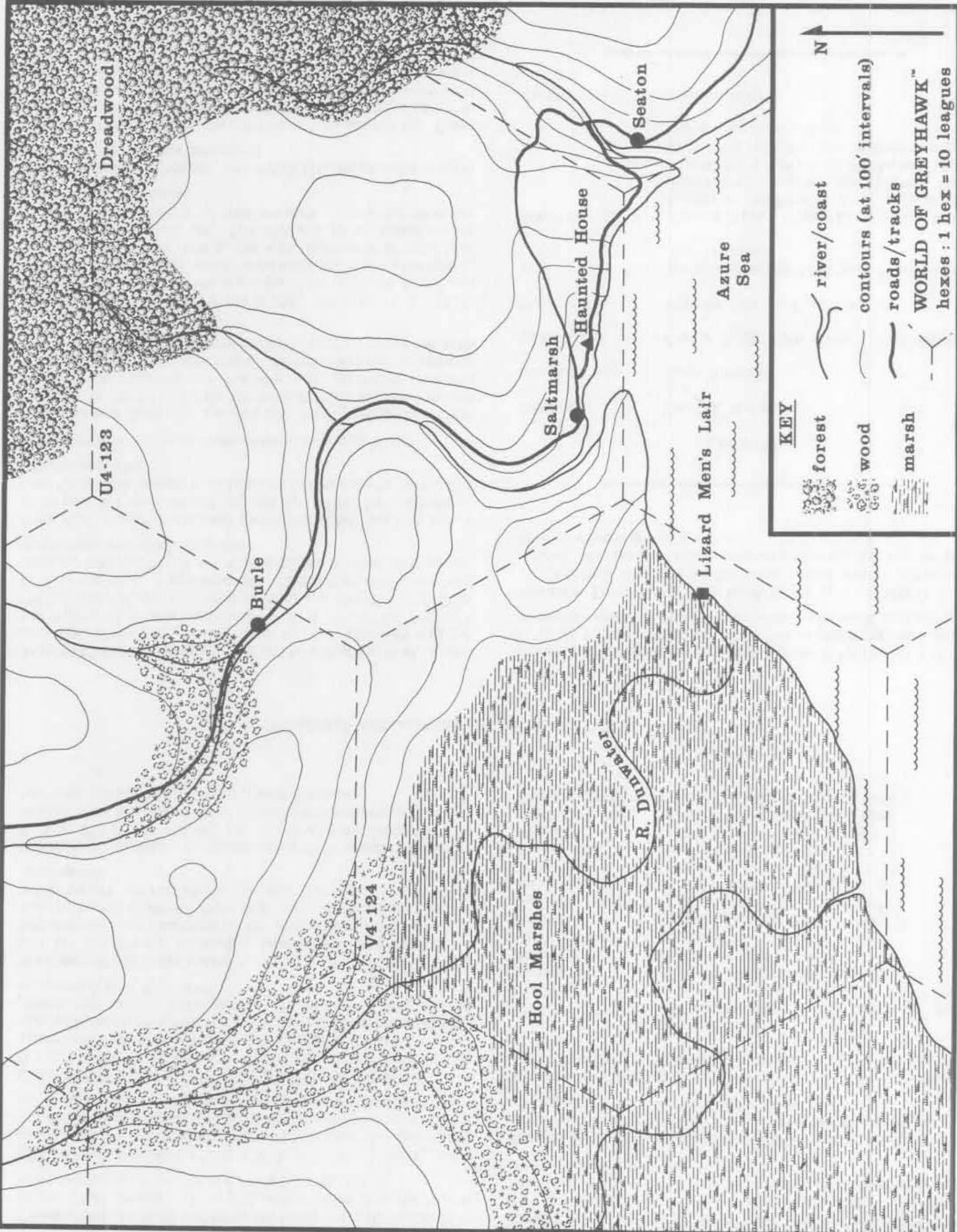
EXCISE OFFICERS: If the party elect to accept the Town Council's offer of an excise cutter to take them to the Lair, this will be manned by two part-time excise officers who will fight hard and assist the party as best they can. The two officers whose characteristics appear below are the two who assisted 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
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Production:	Graeme Morris, Don Turnbull
Art:	Dave de Leuw, Jim Holloway, Harry Quinn, Tim Truman
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Cartography:	Graeme Morris



KEY

	forest
	wood
	marsh
	river/coast
	contours (at 100' intervals)
	roads/tracks
	WORLD OF GREYHAWK™
	hexes : 1 hex = 10 leagues

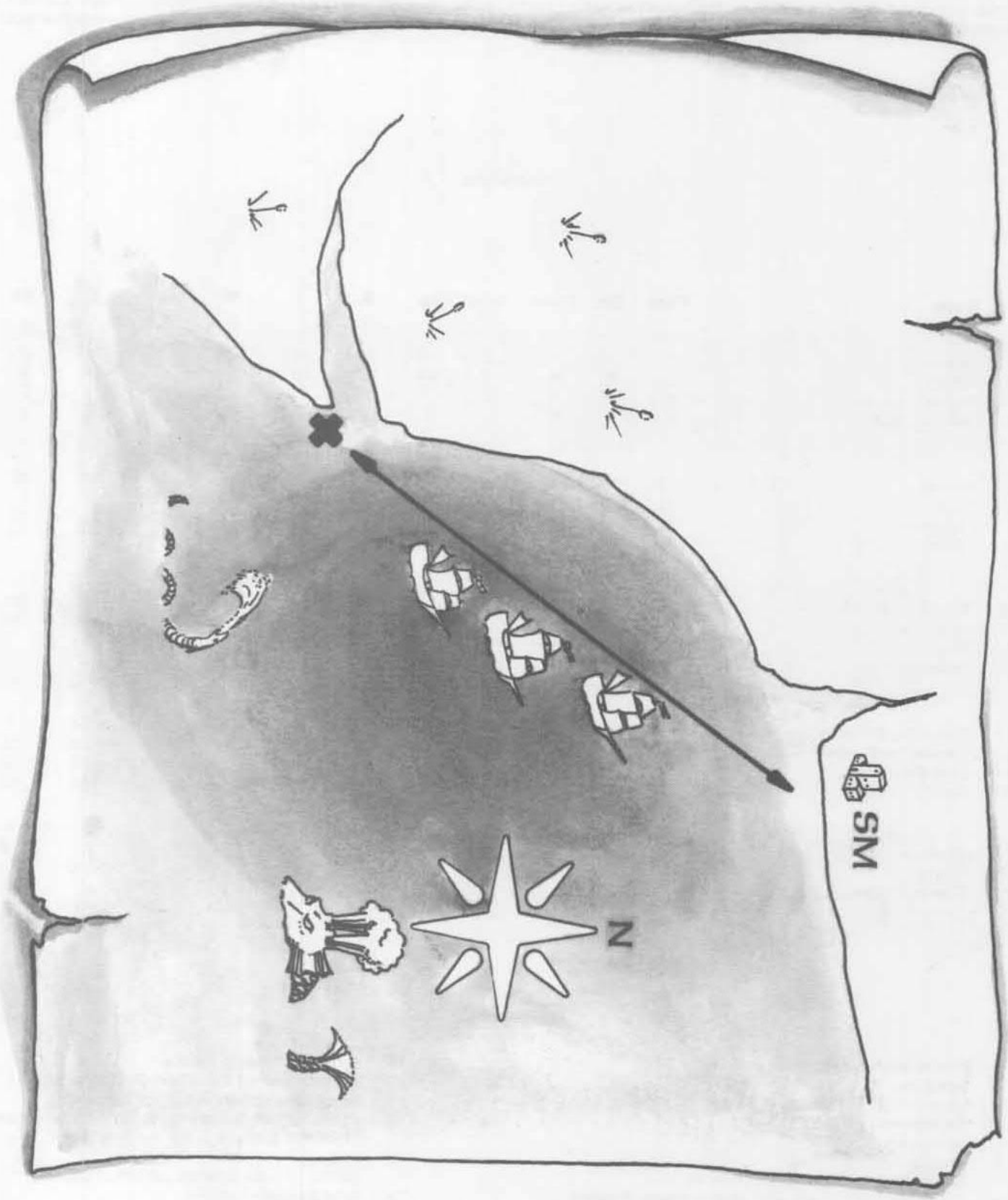
CHARACTER ROSTER

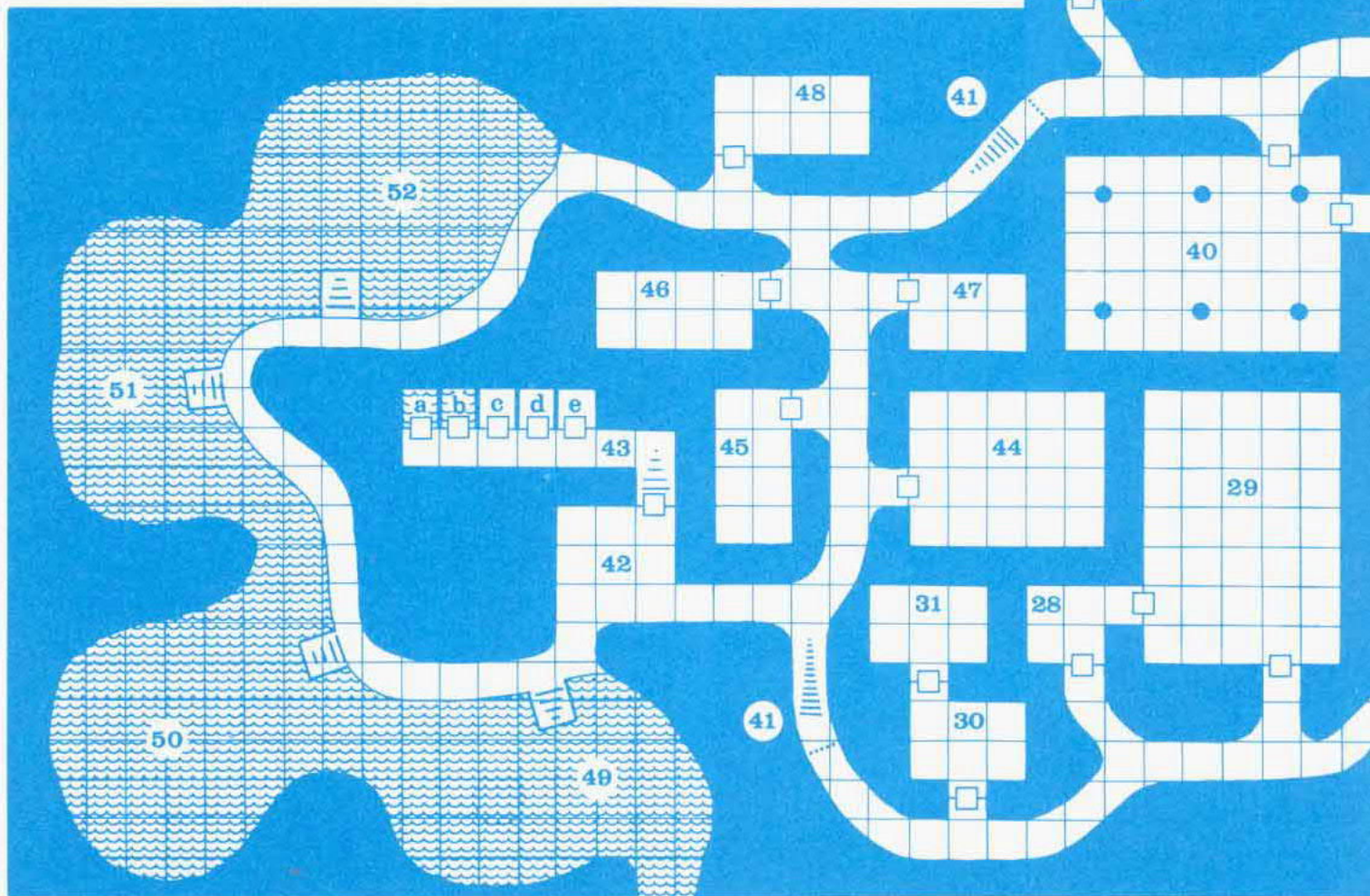
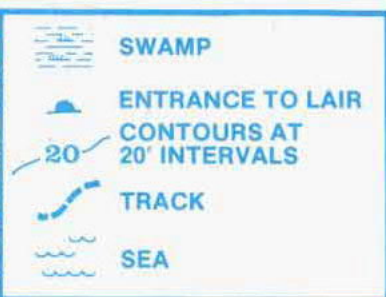
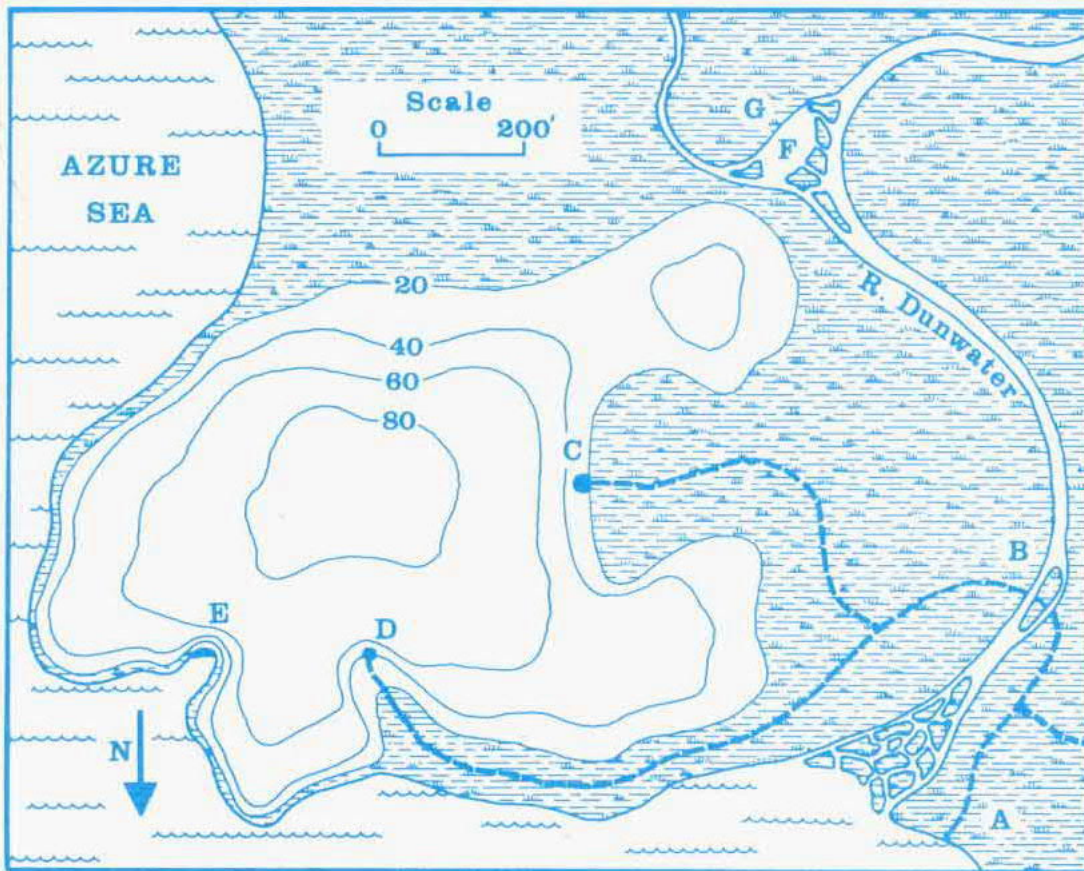
The tables on this page list 20 characters and suggested magical items for those characters. Players may use these characters rather than create their own, or some of these characters may be used by the DM as NPCs to round out the party. Players should be allowed to equip their characters as usual, and 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 Elmoth	E	F	Mu	2	8	9	15	12	12	15	14
10 Hilgaard	H	F	Mu	1	3	9	17	15	11	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	½E	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	½	M	T	2	7	8	14	7	18	10	15
20 Grummash	½O	M	T	1	8	15	13	10	14	17	8

- | | | | |
|----|---|----|--|
| 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 |

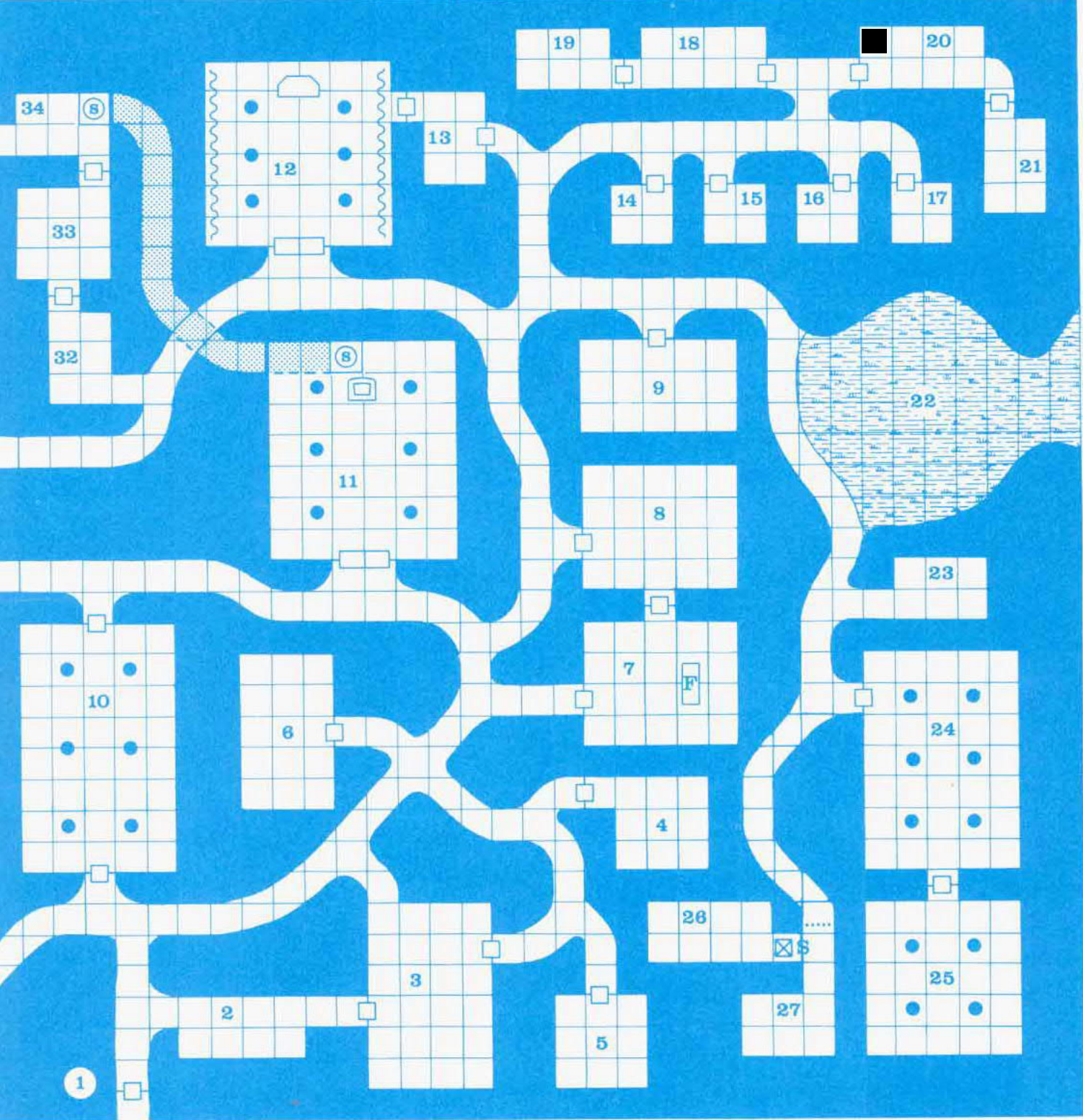




Danger at Dunwater

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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