

KEO2-05



ROYAL RESCUE

A One-Round D&D[®] LIVING GREYHAWK[®]
Keoland Regional Adventure

Version 1

by James Albert and Thomas List

Reviewed by the Keoland Triad

The cousin of the Viscount of Nume Eor has gone missing. Last reports have him headed into the Hool Marsh. The tiny village of Haven is located nearby, and the refuge for half-orcs and half-elves might be able to help find him. A "Death in the Hool" adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Keoland. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

Several tribes of Lizardfolk call the Hool Marsh home. Some of these tribes keep captives taken from the surrounding regions as food and slave labor. These unfortunates enter the Hool Marsh for various reasons but soon found themselves in dire circumstances.

These captives rarely survive long. They are worked until they die and then are eaten by their captors or fed to the pet crocodiles that these tribes train.

One of the current captives is a cousin of Richart Jorgos, the Viscount of Nume Eor. The Viscount hopes that his cousin is still alive within the marsh. The Viscount does not have anyone on his staff with the time or ability to brave the perils of the Hool.

However, near the border of the Hool, the Viscount created a small village named Haven, populated by a majority of half-orcs and half-elves. This village served two purposes for him: it removes from the normal population many half-orcs, while at the same time providing a buffer between his Viscounty and invading creatures from the Hool.

The Viscount has set up a meeting with the Council of Haven in hopes they will have someone within the village who can offer an adventuring party some guidance within the marsh. The Council of Haven can offer them a guide to the Hool Marsh for a small price: the PCs must in return search for three missing half-orcs that they believe are also being held captive by the lizardfolk.

A half-orc druid from Haven leads the adventures to the border of the Hool and points them in a direction to go. He provides them with crudely drawn maps of some locations controlled by the Lizardfolk. They must then go into the Hool and rescue the captives.

Introduction

Adventurers come across a posted notice from the Viscount of Nume Eor asking for help. Details of the job will be explained upon arrival. (Player Handout 1)

Encounter 1

PCs arrive at the capital of Nume Eor. They notice the militia/army doing some heavy training. PCs are escorted into the Viscount's keep.

The Viscount tells the PCs of the problem with the Lizardfolk of the Hool Marsh. He also tells the PCs about his missing cousin, who was last seen heading into the Hool Marsh. Reports claimed that the Lizardfolk were moving/consolidating tribes. He asks the PCs to investigate further. He also suggests the PCs travel to the village of Haven first, as the half-breeds there have firsthand knowledge of the Lizardfolk and can possibly provide a scout.

ENCOUNTER 2

PCs arrive in Haven, a village controlled by half-breeds. Non-half races are viewed with distrust (unlike the rest of

Keoland, where the opposite is true). The village is comprised of mostly Half-Orcs and Half-Elves.

After talking with the town guards, the PCs are either turned away or escorted to the Town leader, Vexander Sangreal, Vex for short.

ENCOUNTER 3

PCs talk with Vex, a half-elf. Vex tells the PCs of Haven's battles with the Lizardfolk. He warns the PCs about the lizardfolk tactics and tells them that a half-orc druid will meet them at the edge of town with more information (Player Handout #2).

He also asks a favor of the PCs: bring back any captives that the Lizardfolk might still have from any of the previous raids. He also requests, if possible, some lizard hide. The half-orcs can turn it into quality gear. If the PCs agree, he will assign a scout to the group.

ENCOUNTER 4

PCs enter the Lizardfolk hunting grounds. What the PCs don't know is that they are being hunted. Combat occurs.

ENCOUNTER 5

PCs go to the Lizardfolk holy grounds. They have two options: sneak around and observe or interrupt the ceremony.

If PCs sneak around, listen and can understand the lizardfolk language, they will drop in on a ceremony. The cleric is asking for fortune and victory in the days to come.

If PCs charge in, a battle will occur.

ENCOUNTER 6

PCs come across a lone Lizardfolk. If attacked he will run. If he is not attacked he will talk with the PCs.

ENCOUNTER 7

PCs go to the main camp of the joined Lizardfolk tribe. There are lots of Lizardfolk around, different symbols on different Lizardfolk, denoting separate tribes. PCs will also notice humans and half-orcs in chains.

PCs should sneak around and rescue the captives and try and catch names and plans. In the main tent, they can find a letter (player handout #3). It is a letter from the Fraternity of the Brazen Blade (LG Gazetteer pg102) telling someone named D' Agaz to step up the operation and to prepare to attack the southern counties of Keoland.

If PCs openly attack the main camp, they are easily overrun, captured and held as prisoners for 1 year.

ENCOUNTER 8 (APL 6 ONLY)

While escaping the Lizardfolk camp, the PCs are assaulted by three giant crocodiles.

ENCOUNTER 9

PCs return to Haven. They can report as much as they wish, depending on what they have done. If they return with the half-orc captives, they are treated like heroes. If they only report that there are captives there, the town is disappointed in the PCs but glad that the captives are still alive.

CONCLUSION

PCs return to the capital and the Viscount. They report their findings and are rewarded and compensated. Much rejoicing.

INTRODUCTION

As you make your way around the cities of Keoland, you happen to notice on numerous billboards a notice from the Viscount of Nume Eor.

Give the players Player Handout #1. This type of introduction takes into account that the PCs are not together. They could be anywhere in Keoland and still have an opportunity to see the letter.

ENCOUNTER ONE – ARRIVAL AT NUME EOR

A very large military presence has been apparent in your travels through Nume Eor. Kimberton, the capital of Nume Eor, is no different. Both men and women, most dressed in peasant's clothes, are being instructed in using longspears. A small group of men dressed in chainmail train with longswords.

Kimberton itself seems to be a town unfinished. Several buildings are little more than just wooden frames with rough shingled roofs. Some older buildings are standing, but they have obviously been repaired recently. In the distance is larger building, apparently still under construction. It is unmistakably the beginnings of a fortified keep. This is where the flyer instructed you to seek employment. Guards restrict your passage outside of the keep.

"Halt and state your business."

If the PCs mention the notice they read, they will be immediately escorted into the keep and its throne room.

If players ask the guards what is going on, they are told that everything will be explained in time. The guards will not discuss the matter any further.

When they arrive into the throne room continue with the following:

The throne room of the partially built keep is far from lavish; instead, it is a rather ordinarily decorated room with a plain but tall chair positioned in the center. The guards tell you to wait here and then leave.

Moments later the side doors open and four men walk through. One man, dressed in simple robes, moves to stand at

the right side of the throne. The other two are dressed in plain but well tailored commoners clothes. The final man, who is dressed in the garb of a noble, takes a seat on the throne itself. He begins to speak.

"I understand you have seen my letter and are interested in learning more. Is this the case?"

When the players agree, he will continue speaking.

If the players feign ignorance, he will call his guards and have them escort the adventures out of the castle. Allow the players to bring in characters who will be interested in the adventure.

"Good. I am Viscount Richart Jorgos. Please introduce yourselves so that I may know to whom I am speaking."

Let the PCs introduce themselves.

"Well met. To the business at hand! Nume Eor is faced with a serious problem along our southern borders. While the Hool Marsh provides us with a natural border and protection from our enemies, it also gives us natural enemies to consider. These are the Lizardfolk. They are a savage humanoid race responsible for the deaths of many Nume Eor citizens who live near the southern borders.

This situation is out of control. I need competent adventurers to go into the Hool Marsh and find out what the Lizardfolk are up to. I have reports from my scouts claiming they are consolidating tribes for an attack. I need to know more: how many, where they will attack, and other information of that nature.

Also, on a more personal note, my cousin, Frederik Tannen, ventured into the Hool Marsh with a group of militia to investigate. That was almost two weeks ago. No one has heard from or seen them since. I want you to find out what happened to him and his party—as a personal favor to me. What do you say?"

The PCs are sure to have questions about that Lizardfolk. However, the Viscount really has nothing more to add regarding the Lizardfolk. He does not know anything more about them except what every citizen of Keoland has heard of them. He insists they are nothing but vicious, demon-worshipping savages who will kill and eat anything, especially humans.

The men with the Viscount are three of his trusted advisors. The man in robes is Nolan Yarbrough, a Suel/Flan who has been named the Viscount's mage. One of the other men is a tall and thin half-elf named Cyrikkan Lomack, and he acts as the Sheriff of Nume Eor. The last man is an Oeridian/Flan human, Kradok Russhold, who is older than the others and who acts as the Viscounty's magistrate in the name of Richart. They will not introduce themselves or be introduced unless the PCs ask.

Most PCs will probably ask for compensation. While the Viscount will be disheartened that they won't do it for free, he will offer 50 gp to each PC upon their return with information. If that is not enough, he will also tell them that anything they find they can keep. If that still isn't

enough, he will dismiss the PCs and the adventure is over. He may be desperate, but he's not stupid.

Once the PCs agree, continue.

"I am very pleased that you have agreed to help. I have one last bit of information to offer you. I have created a village; it is called Haven, near the Hool Marsh. It is the very first line of defense against the Lizardfolk. I suggest you go there and ask to speak with the city leader, Vex. He should be able to provide you with more detailed information about the Lizardfolk. The town of Haven has dealt with the lizardfolk before and might be able to tell you more about their tactics.

Oh, and this village Haven, it was founded by a half-orc as a refuge for his people. It houses many half-orcs and half-elves. May the gods smile upon you."

Here, the PCs are escorted out of the castle and given directions to Haven. The PCs are free to shop in the city for whatever provisions they need at PHB prices. Once they begin travel to Haven, proceed to Encounter 2.

Encounter 2 – Arrival at Haven

At a fast march, it is a half-day's travel to Haven through increasingly damp and humid conditions.

At the village of Haven, there are no walls surrounding it. Based on your previous experiences, it cannot possibly be a village; it is just not big enough to be.

The wooden buildings look relatively new. A few acres of land look like they are being worked. A great many half-orcs and half-elves move about the village. Every now and then a human or a halfling can be spotted, but they are relatively scarce. There are no dwarves anywhere to be seen.

Three armed figures approach from the village: a half-elf carrying a long sword, being flanked by two half-orcs wielding great axes. They stop about 30 feet from you and the half-elf speaks aloud, "Why would you enter Haven?"

If there are any half-orcs or half-elves in the party, the half-elf will direct his comment to them in either elven or orcish.

Since the PCs don't wear the heraldry of the Viscount, the villagers of Haven will be very suspicious of them. It is their nature to fear others not of their kind, since that is how they have always been treated. Once the PCs state their business, they will be escorted to the town center. The following text assumes that the PCs are neither half-elves nor half-orcs. It also assumes that none of the PCs are residents of Haven. If they are, adjust the text accordingly.

The half-elf leads you into the village with the two half-orcs close behind. You see mothers grab their children and run into nearby buildings. They quickly close their doors and shut their windows.

Most of the men look at you with anger and suspicion. A few of them spit on the ground as you pass, but they never look away.

The half-elf points to a building at the town center and tells you to go inside.

If the party declines, the guards escort them back out of the village. They wait until they are far enough away that they can no longer see them before turning back into town.

If the party does go inside, continue to Encounter 3.

Encounter 3 – A Meeting in Haven

Instead the building, the town's main meeting hall is a relatively small one. The first room serves as the reception area, with a double door that leads into a larger room.

In this room, a semi-circular table is situated in the middle.

Seated on one-side of the table are three imposing half-orcs, and on the opposing side sit three equally tough looking half-elves. Between the two groups stands a rather regal half-elf.

"Greeting adventures. I am Vexander Sangreal, but please, I would prefer you call me Vex. I am told the Viscount sent you? You must have something very important to discuss with me. Might I inquire as to what?"

Let the PCs explain why they are there.

"I see. Have you ever fought with the Lizardfolk?"

Let the PCs answer.

"I see. Well, let me tell you this. Everything you think you've heard about Lizardfolk is true. They are savage and vicious. Yet these aren't stupid animals. They have tactics that they use, especially in their home terrain.

But I'm getting ahead of myself. To help you is to help the Viscount, but what about us? We can offer you information and a scout, if you agree to help us. We too have lost people to the Lizardfolk. If you can agree to look for and bring home these captives then we will help you. What say you?"

If the PCs do not agree to help then continue with the following:

"I'm sorry that we could not come to an arrangement. Since the Viscount told you we would help you, we shall. Our help is as follows. The Hool Marsh is south of Haven, one day's journey. Look for the large swamp area. Oh, and watch out for crocodiles. Good luck."

The PCs are then quickly escorted out of the town center and out of town.

If the PCs agree to help Haven, continue with the following:

"Good. Very well, we will provide you with a scout, Kolden Bloodreaver, a druid. Kolden will escort you to the edge of the Hool Marsh and provide you with a map he has created based on his travels.

As for the tactics of the Lizardfolk, most of them fight with their natural weapons and some use weapons stolen and looted from past enemies. They are very adept at setting snares and traps in their natural surroundings. You should also consider keeping the weight you carry to a minimum. Firstly, because you will easily sink into the marsh and never come back up again. Secondly, they've been known to push enemies into the water where they are clearly the better fighter.

One last note: if you can, bring back some lizard hide. It is a valuable commodity to us and we'd be willing to discuss payment for it if you can return some. Good luck.

If the PCs mention that they have met or heard of lizardfolk who are not evil, Vex will momentarily lose his temper:

"Lizardfolk know nothing but hatred and death. They will ask no mercy, and you can wager your life that they will give none." His voice finally drops back to normal volume. "My apologies. But this talk of friendly lizardfolk is rubbish."

The PCs are then escorted out of the town center. If the PCs want to ask questions, they are not given the time to do so. Remember that the village is run by half-orcs and half-elves. All of their lives they have treated as second-class citizens at best. Here in Haven, the tables are turned and every race except for half-orcs and half-elves are treated in that manner until they have proven themselves as friends of Haven.

The PCs are escorted to the edge of town, by the southern entrance. There, Kolden is waiting for them.

The guard stops everyone and points to a Half-Orc wearing lizard-hide scale mail. "Kolden, these are the ones you are to bring to the marsh," one of the guards says.

Kolden nods and then looks at you. "I have other things to do than sit here and care for you like whelps. What do you need of me?"

When playing Kolden, remember that he is a half-orc who has been pushed around by humans his entire life. He also has a natural dislike for any dwarves that he may be guiding as well. In fact, he dislikes almost everyone. He is leading them because he has been told to, not that he wants to.

If the PCs ask about the village, refer to Appendix 1. If they ask about the map, Kolden will give them a crudely drawn map that he has created (Player Handout #2).

He knows the following information:

- 1) The Lizardfolk have been consolidating the nearby tribes. Although the Lizardfolk themselves are not stupid, this does not seem like normal behavior for them. He believes that someone else is helping the Lizardfolk. As to whom that is, he couldn't guess.
- 2) Their holy ground is dedicated to Sess'Innek. Often prisoners are sacrificed there before a battle in an attempt to appease and seek the favor of their demon god.
- 3) The lizardfolk hunting ground is another place where prisoners are used. They will be set out in the swamp as bait, and when the denizens of the Hool come to eat them, the lizardfolk attack. Rarely do they care whether the bait lives or dies.
- 4) Their main camp has several tents in it. The northern tent is the biggest and will probably have information the PCs will want to find.
- 5) When trying to rescue prisoners, the PCs should sneak around the camp and sneak the captives out at night. Running into the camp and trying to kill

everything is not a wise idea. It will most likely lead to their capture and probably their gruesome deaths.

- 6) When traveling in the swamp near Haven, it's a good idea to remove all armor heavier than studded leather. Otherwise the PC's are going to sink and have a hard time moving.

The edge of Hool Marsh is less than an hour's journey to the south. The marsh itself stretches as far as the eye can see in all directions.

"Follow the map I gave you as best you can. I will wait here for your return. Try to die bravely, not like dwarves."

From here the PCs have three choices as to where to go. They can go to the hunting ground (Encounter 4), the holy grounds (Encounter 5) or the main camp (Encounter 6 and 7). Which ever they choose, proceed to the accompanying encounter. When they decide to go to the main camp (encounter 7), proceed to encounter 6 first.

DM Note: Please note who is going into the Hool Marsh with medium or heavy armor on. If players have not taken the advice offered about carrying a heavy load, they will risk death from drowning in the Hool waters. All characters, regardless of load carried, move at one-third their normal movement rate. Also, those in medium and heavy armor will need to make Reflex saves every 10 minutes (DC 10 for medium, DC 15 for heavy). Success means they catch themselves from sinking while failure means that they begin to sink into the marsh.

Those that fail their saving throws will need help getting out. Within 5 rounds, they will go underneath the water. PCs that attempt to rescue their sinking comrades will need to make Strength checks (DC 15 for medium, DC 20 for heavy) to pull the sinking PCs free. Please note the drowning rules in the Dungeon Master's Guide page 85 for anyone that goes under the water. If any PCs are foolish enough to enter the swamp in medium or heavy armor, spare them no mercy.

Also, at least once during their travels, and more if you feel it appropriate, roll on the Hool Marsh Danger chart (Appendix 3).

Also note that resting and recovering in the Hool is next to impossible. Use the Hool Special Encounter chart (Appendix 4) if the PCs attempt to rest for more than an hour.

Encounter 4 – The Hunting Grounds

[Judge's Note: If the PCs skip this encounter and go right to rescuing the prisoners, they will be hunted later by the same hunting party below as they flee with the prisoners back toward Haven. If they travel to the Hunting Grounds, they will find only bones of past bait.]

After some rough travel through fetid water and marshland, the place where the map designates the hunting grounds can be seen. The light from the sky

diminishes to scattered rays as it breaks through the thick foliage. While the marsh grows thicker, the sounds of wildlife are quickly becoming quieter. The water here is still, rising above solid ground by at least 18 inches. The reeds, rushes, and other swamp vegetation are quite thick.

Have each PC make Listen checks (DC 20). Success means they can hear quiet footsteps moving all around them.

Only PCs who hear the sounds may make a Spot check (DC 15). Success means that those PCs are not surprised when the Lizardfolk attack. Those that do fail are considered surprised for the first round. Unless you are in an adjacent square to an enemy, there is one-half concealment (20% miss chance) from the thick vegetation.

Any familiars or animal companions that are used as scouts are in danger of getting attacked. This will certainly mean the PCs aren't surprised, but it may mean bad things for the animals. Airborne reconnaissance by familiars or companions will show that there is danger everywhere. Unless the creature can specifically communicate telepathically and convey complex messages, then the master will just get warnings of danger everywhere and no specific threats of lizardfolk.

Tactics: The Lizardfolk (these from the Foulwater tribe) will try to attack from a position of surprise. At higher APLs, they will use flanking, especially the rogue lizardfolk at APL 6. At lower APLs, they may try to grapple and hold PCs underwater, especially spellcasters.

APL 2 (EL 2)

➤ **Lizardfolk (2):** CR 1; Medium-Size Humanoid (Aquatic Animal); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 natural]; Atks +2/+2 melee (1d4+1, 2 claws), +0 melee (1d4, bite); +1 ranged (1d6+1, javelin); AL NE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills and Feats: Balance +4, Jump +7, Swim +9; Multiattack

Possessions: 2 javelins each, silver trinkets and jewelry.

APL 4 (EL 5)

➤ **Lizardfolk (5):** CR 1; Medium-Size Humanoid (Aquatic Animal); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 natural]; Atks +2/+2 melee (1d4+1, 2 claws), +0 melee (1d4, bite); +1 ranged (1d6+1, javelin); AL NE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills and Feats: Balance +4, Jump +7, Swim +9; Multiattack

Possessions: 2 javelins each, silver trinkets and jewelry, nets (-4 ranged touch attacks).

APL 6 (EL 7)

➤ **Lizardfolk Hunters Rog 1 (6):** CR 2; Medium-Size Humanoid (Aquatic Animal); HD 2d8+4 + 1d6+2; hp 21; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+5

natural, +3 Dex]; Atks +3 melee (1d4+2, 2 claws), +1 melee (1d4+1, bite); +4 ranged (1d6+2, javelin); AL NE; SV Fort +4, Ref +6, Will +0; Str 14, Dex 16, Con 14, Int 9, Wis 10, Cha 10

Special Abilities: Sneak Attack (+1d6)

Skills and Feats: Balance +4, Jump +7, Swim +8; Tumble +8; Multiattack, Improved Initiative.

Possessions: 2 javelins each, silver trinkets and jewelry, nets (-4 ranged touch attack).

Developments: Under no circumstances will Lizardfolk prisoners reveal any information. It would take magical compulsion to do so, and they know very little anyway. They know that their leaders are working with humans, and they know that Sess'Innek is calling on them for a great war against the humans to the north.

Encounter 5 – Holy Grounds

[Judge's Note: If the PCs skip this encounter and go right to rescuing the prisoners, they will later stumble across this ritual while retreating back toward Haven.]

Following the map, as best as possible, the holy grounds of the native Lizardfolk can be seen. The foliage gets noticeably thinner, denoting that there is a clearing coming up.

The PCs might choose to slow down or stop here, or at least move forward with some stealth. If they do so and scout the area, they will notice a ceremony in progress.

A small mound of moved earth has been placed at this location. On top of this mound stands a lizardfolk holding a dagger and wearing odd animal bones and fetishes. At his feet lies a human, apparently unconscious. Atop the mound also stands another lizardfolk holding a large shield and carrying a greatclub.

PCs can make a Listen check (DC 11) to hear. Unless they speak Draconic, they cannot understand what is being said. Anyone that successfully makes the Listen check and can speak Draconic hears the following:

"Great Sess'Innek, bless us with the strength and fortune in the days to come when we, your children, will venture out of our lands to seek revenge on those who have hurt us. We ask this as your children, who without your help would not be capable.

Bless our claws and teeth so that we may rip the flesh from our enemies with ease. May we drink their blood from their still dying bodies in your honor. We ask this not as your servants, but as your chosen. We shall sacrifice many in your honor, great Sess'Innek. We will leave the fields with half-torn bodies till the grass is red with their blood in your honor.

We ask all this in your honor. We are your children and your chosen."

The PCs can watch for longer if they wish. The religious ceremony will take 10 more minutes to finish unless interrupted. At the end of the ceremony, the Lizardfolk cleric will kill the human unless he is stopped. If the ceremony has been completed (except for the sacrifice) and the PCs attack, the cleric will stab the human (not a

coup de grace) who was at 0 hit points for 3 points of damage. The human is Richart Jorgos' cousin, Frederik Tannen.

The Lizardfolk cleric is conducting a religious ceremony dedicated to Sess'Innek, demon lord and god of the evil lizardfolk. Based on the APL, there will be another lizardfolk acting as a bodyguard during the ceremony. If the players attack them stealthily, they may gain a surprise round because of the Lizardfolk's concentration being directed elsewhere. The cleric, while performing the ceremony, does not get a chance to detect stealthy PCs—only the bodyguard does.

If the battle takes place with neither side gaining surprise, the lizardman bodyguard will challenge one character in individual combat, if not by speaking, then by using gestures and hissing. He will first challenge half-orcs who look like warriors, then humans who look like warriors, then any half-orc, then any human. The lizardfolk cleric has already cast *Bull's Strength* on his bodyguard earlier in the day at APL 4 and 6.

APL 2 (EL 4)

➤ **Lizardfolk Clr 2:** CR 3; Medium-Size Humanoid (Aquatic Animal); HD 5d8+5; hp 33; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17) [+5 natural, +2 large steel shield]; Atks +4 melee (1d10+1, greatclub); SA Spells, Chaos and Evil domains; AL CE; SV Fort +4, Ref +4, Will +6; Str 13, Dex 10, Con 13, Int 10, Wis 16, Cha 12

Skills and Feats: Balance +4, Concentration +6, Jump +5, Knowledge (Religion) +3, Swim +5; Multiattack, Toughness

Possessions: greatclub, scroll of silence (caster level 3), potion of fly, holy symbol of Sess'Innek (mummified crocodile claw).

Spells Prepared (4/3; base DC = 13 + spell level): 0—[guidance, resistance, light, mending] 1st—[protection from good*, obscuring mist, command, bless]

*Domain spell. Domains: [Chaos (see PH); Evil (see PH)].

➤ **Lizardfolk (1):** CR 1; Medium-Size Humanoid (Aquatic Animal); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 natural]; Atks +2/+2 melee (1d4+1, 2 claws), +0 melee (1d4, bite); +1 ranged (1d6+1, javelin); AL NE; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

Skills and Feats: Balance +4, Jump +7, Swim +9; Multiattack

Possessions: 2 javelins.

APL 4 (EL 6)

➤ **Lizardfolk Clr 4:** CR 5; Medium-Size Humanoid (Aquatic Animal); HD 6d8+6; hp 39; Init +0; Spd 20 ft.; AC 21 (touch 10, flat-footed 21) [+5 natural, +2 large steel shield, +4 hide armor +1]; Atks +5 melee (1d10+1, greatclub); SA Spells, Chaos and Evil domains; AL CE; SV Fort +5, Ref +5, Will +7; Str 13 (16), Dex 10, Con 13, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +4, Concentration +10, Jump +5, Knowledge (Arcana) +1, Knowledge (Religion) +4; Multiattack, Combat Casting, Toughness

Possessions: greatclub, hide armor +1, scroll of silence, potion of fly, holy symbol of Sess'Innek (mummified crocodile claw).

Spells Prepared (5/4/3 base DC = 3 + spell level): 0—[guidance, resistance, light, mending, virtue] 1st—[protection from good*, divine favor, protection from good, command, bless] 2nd—[shatter*, spiritual weapon, hold person, bull's strength]

*Domain spell. Domains: [Chaos (see PH); Evil (see PH)].

Lizardfolk Ftr 2: CR 3; Medium-Size Humanoid (Aquatic Animal); HD 2d8+4 + 2d10+4; hp 31; Init +2; Spd 30 ft.; AC 19 (touch 10, flat-footed 17) [+5 natural, +2 large steel shield, +2 Dex]; Atks +10 melee (1d10+5, greatclub); AL NE; SV Fort +5, Ref +5, Will +0; Str 13 (16), Dex 14, Con 14, Int 10, Wis 10, Cha 8

Skills and Feats: Balance +6, Climb +7, Jump +12, Swim +12; Multiattack, Power Attack, Cleave, Weapon Focus: greatclub

Possessions: masterwork greatclub.

APL 6 (EL 9)

➤ **Lizardfolk Clr 7:** CR 8; Medium-Size Humanoid (Aquatic Animal); HD 9d8+18; hp 66; Init +0; Spd 30 ft.; AC 23 (touch 10, flat-footed 21) [+5 natural, +2 large steel shield, +4 hide armor +1]; +2 Dex]; Atks +7 melee (1d10+1, greatclub); SA Spells, Chaos and Evil domains; AL CE; SV Fort +7, Ref +5, Will +8; Str 13, Dex 15, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +4, Concentration +12, Jump +5, Knowledge (Religion) +4, Swim +5; Multiattack, Combat Casting, Toughness

Possessions: greatclub, javelin, potion of fly, wand of cure light wounds (10 charges), scroll of silence, holy symbol of Sess'Innek (mummified crocodile claw).

Spells Prepared (6/5/4/3/1; base DC = 3 + spell level): 0—[guidance x2, resistance, light, mending, virtue] 1st—[protection from good*, divine favor, obscuring mist, command, cause fear, bless] 2nd—[shatter*, spiritual weapon, bull's strength, hold person X 2] 3rd—[magic circle against good*, contagion, blindness, dispel magic] 4th—[unholy blight*, poison, divine power].

*Domain spell. Domains: [Chaos (see PH); Evil (see PH)].

➤ **Lizardfolk Ftr 5:** CR 6; Medium-Size Humanoid (Aquatic Animal); HD 2d8+6 + 5d10+18; hp 70; Init +2; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+5 natural, +4 large steel shield +2, +2 Dex]; Atks +13/+8 melee (1d10+7, greatclub); AL NE; SV Fort +7, Ref +7, Will +1; Str 16 (20), Dex 14, Con 16, Int 10, Wis 10, Cha 8

Skills and Feats: Balance +8, Climb +9, Jump +12, Swim +12; Multiattack, Power Attack, Cleave, Weapon Focus: greatclub, Weapon Specialization: greatclub

Possessions: masterwork greatclub, potion of haste, large steel shield +2.

Developments: If the PCs are able to rescue Frederik Tannen, they must bring him with them. Leaving him alone and injured in the swamp for more than 1 hour will mean his certain demise. They can bring him closer to the Lizardfolk camp, and he can survive two hours on his own. If they fail to rescue him and he is sacrificed, woe to Keoland!

Encounter 6 – The Lone Lizard

Allow the PCs Spot checks (DC 15). Those who make it notice a lone Lizardfolk sitting the distance.

The main camp, as shown on your map, sits in the distance. However, a lone figure appears to you off in the distance to the left. He is sitting cross-legged in the marsh water, and next to him sits a large bird. After a few moments, the bird takes flight.

This encounter is set up as a strict role-playing one. If he is attacked, he will run straight for the main camp. If approached, he will take a defensive stance but will try to talk with the PCs. He speaks Common but will not initiate conversation unless asked in Common. He speaks Draconic for purposes of who can talk to him. The bird (a pelican) was actually a high-level lizardfolk druid who was getting a report from the lone lizardfolk on the activities of the other tribes.

The lone Lizardfolk stands and holds his arms out at his sides. He utters something in a language most of you understand (Common). “No hurt, pleasssse. No fightssss.”

He doesn't want to fight and will offer information to the PCs if they promise to leave him alone so he can head home and continue his spying duties. Here's what he knows:

- He is Rassshssk. He lives with the Deathcroak tribe, but he is really a member of the peaceful Marshgrove tribe, sent to spy on what is happening here. His tribe is peaceful, but fears what is happening with the three demon-worshipping tribes putting aside their normal warfare and joining forces.
- There are three tribes of Lizardfolk in the main camp: Foulwater, Fleshroast and Deathcroak.
- He is heading back to camp.
- The tribes came together about 2 months ago at the request of some humans.
- The Deathcroak tribe used to worship Orcus, but now they worship Sess'Innek like the other tribes.
- The humans belonged to some kind of brotherhood or something. They wore symbols. He's not sure what the symbols mean, but they looked like nine swords in a star shape, points outward (Knowledge: Religion check [DC 15] to recognize the symbol of Kelanen).
- The main camp has two tents of interest. One tent, the northern one, has flags flying above it. This is

where the humans and the tribal leaders meet to talk. The southern tent, usually has guards on it, is where they keep the prisoners.

- Right now there are three half-orc prisoners being kept in the tents. All the other prisoners have been killed or eaten or sacrificed. The three half-orcs are only being kept for information purposes.

Encounter 7 – The Main Camp

Several tents and a few huts rest on dry land where the foliage has been cut away. While most of the tents look very similar to each other, two of them stand out from the rest. One, on the north, is the biggest and has flags atop it with no symbols. The other, at the south, has two Lizardfolk standing guard by the entrance flaps.

Nearly fifty Lizardfolk are scattered about. Many have different symbols etched into their hide. Three different symbols are most prevalent spread amongst the Lizardfolk.

Three other humanoids move about the camp. They are half-orcs. The three half-orcs are eventually brought into the southern tent. The guards, a few moments later, step out of the tent and head back into the middle of the camp.

Ask the PCs what they are doing. If they decide to rush into the camp they will probably be overrun and become prisoners themselves. See Appendix 2 for what is currently present in the camp. They are not tiered. The adventure is a rescue mission, not a search and destroy mission. If the party in its entirety is all brought unconscious, then they will be held captive for 1 year of real time game play, and then they will be ransomed back to Haven with no equipment. The adventure is over.

If the PCs wait until night, when most of the camp is asleep, then they will stand a better chance of surviving. The PCs will need to sneak about the camp. Getting to the two tents on the north and south will be relatively easy. They can come out of the foliage and sneak in under the tents from the back.

When sneaking about, all PCs must make Move Silent checks. Anything below a DC 5 will attract attention; use stats from an Encounter 4 hunting party every time someone fails. Remember Armor Check penalties for those carrying heavier than light loads or heavier than light armor.

The Northern Tent

Inside the northern tent are a table, two chairs, a chest and a bed with a single sleeping Lizardfolk. If the PC or PCs do not make their Move Silent checks (DC 10), they awaken him. The chest is locked and is only trapped at APL4 and 6. When the chest is open, however, the noise of the rusty hinges will wake him up, and he will attack the burglars. His weapon and shield are inside the chest, though, so he will fight with his claws. The PCs will get a round of surprise.

Developments: For every 10 rounds the battle rages, one group of lizardfolk will come to see what the problem is. Use the hunting parties from Encounter 4 as the Lizardfolk patrol that arrives.

APL 2 (EL 4)

👉 **Lizardfolk Lieutenant Ftr3:** CR 4; Medium-Size Humanoid (Aquatic Animal); HD 2d8+4 + 1d10+2; hp 24; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 natural]; Atks +8/+8/+5 melee (1d4+3, 2 claws; 1d4, bite); AL NE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 10, Con 15, Int 10, Wis 10, Cha 10

Skills and Feats: Balance +6, Jump +9, Swim +11; Multiattack, Power Attack, Cleave, Weapon Focus: Claws

APL 4 and 6 (EL 6)

👉 **Lizardfolk Lieutenant Ftr 5:** CR 6; Medium-Size Humanoid (Aquatic Animal); HD 2d8+6 + 5d10+15; hp 60; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 natural]; Atks +10/+10/+8 melee (1d4+5, 2 claws; 1d4+3 bite); AL NE; SV Fort +7, Ref +4, Will +1; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 10

Skills and Feats: Balance +6, Climb +7, Jump +12, Swim +12; Multiattack, Power Attack, Cleave, Weapon Focus: Claws, Weapon Specialization: Claws.

The chest is locked (DC 17) and trapped (**APL 4 and 6 only for the trap**):

👉 **Poisoned Arrow Trap:** CR 2; +5 ranged (1d6/×3) plus spider venom poison (1d4 Str/1d6 Str); Fort save resists (DC 14); Search (DC 20); Disable Device (DC 20).

Inside the chest there is a note (Player Handout #3), a potion of Cure Light Wounds, a masterwork greatclub, a large steel shield and several gold coins (see Treasure Summary for amount).

The Southern Tent:

Inside the southern tent are 3 half-orcs. The half-orcs are members of the village of Haven. Provided that the PCs get into the tent and leave with the captives stealthily out the way they came, they can get out easily. If they go through the front door, there are two guards (use stats from Encounter 4 – APL 2). The captives are manacled at the hands and feet. An Open Lock check (DC 16) will allow them to be freed.

The PCs can get out of the Lizardfolk without incident as long as they try to leave stealthily (assume a Listen check of DC 10 for the Lizardfolk).

Now all that lies between you and safety is a few miles of Hool Marsh.

Encounter 8 – Croc Attack (APL 6 Only)

The prisoners are in terribly shape. All are malnourished, exhausted, and shaken. Even magical healing will not help much, since all four freed prisoners have severe damage to their ability scores. They are able to walk on their own, but they can't run and can't fight. They will be of no help when the giant crocodiles attack. A Spot check

is required (DC 18) or the crocodiles will get a surprise round.

Tactics: The PCs will be on a 15-foot wide strip of land, with deep water (15' deep) on both sides. The crocs will be hiding in wait in the marsh next to the land. Taking 10, the crocs have a hide of 22 versus the PCs Spot checks.

The prisoners slow your trip back to Haven. They have been treated poorly by the lizardfolk and are badly in need of rest. They can walk, but much more than that is too much strain. A bumpy log in front of you suddenly darts toward you.

APL 6 (EL 7)

👉 **Giant Crocodiles (3):** hp 59 each, see Monster Manual pg. 195.

Encounter 9 – Return to Haven

Note here that if the PCs return with the half-orcs, the entire village looks upon the PCs as friends and are treated as such. If they do not have the half-orcs, the same view of the PCs is taken as was exhibited earlier.

As Kolden leads you back into Haven, Vex is standing at the entranceway waiting for your arrival.

If the party has the Half-Orcs with them he says:

“We cannot thank you enough for what you have done for us. Please, we do not have much to give except our gratitude. Please stay a night and rest. Were you able to bring with you any lizardfolk or crocodile skins back for us?”

If the answer is yes, he responds:

“Though we cannot pay for these in gold, we can offer to make for each of you a set of boots. Tonight we shall provide you with a meal and a clean place to sleep. Tomorrow, you will be given fresh mounts for your return journey to Kimberton. If you wish to purchase these special boots at a discount (1750gp instead of 2000gp, you must return to us in a week's time.”

If the answer is no, he responds:

“That is a shame. Tomorrow, we shall provide you with fresh mounts for your return journey to Kimberton. Tonight you will rest and have a hearty meal.”

If the party does not return with any Half-Orcs with them, he says:

“I am glad to see that you rescued the cousin of the Viscount. What of the captive half-orcs?”

Let the PCs answer.

“Of course, it is just like always. Be gone from our village. You obviously have more pressing matters to attend to in Kimberton.”

The PCs are then escorted out of the village with not even a grunt of thanks.

Conclusion – Return to the Viscount

At Kimberton, the Viscount waits for you in the throne room, where Frederick and Richart Jorgos embrace. Richart then turns to you and speaks,

“I cannot thank you enough for the safe return of my cousin. I offer you a free meal and board for the next two days while you rest. Please tell me what you have found out.”

The PCs should explain what they saw and if they have the letter, turn it over to the viscount.

The Viscount takes the letter and turns to his aid. They look over the letter with interest.

“I thank you again. This is very important information. I fear that this is not yet over. I am sure we will hear again from the Fraternity and the lizardfolk. You may be needed again, but for now, go with my blessing.”

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter Four

Defeating Lizardfolk	
APL 2	60 xp
APL 4	150 xp
APL 6	210 xp

Encounter Five

Defeating Lizardfolk	
APL 2	120 xp
APL 4	180 xp
APL 6	240 xp

Encounter Seven

Defeating Lieutenant	
APL 2	120 xp
APL 4	180 xp
APL 6	180 xp

Defeating Trap (APL 4 and 6 only)

APL 4	60 xp
APL 6	60 xp

Encounter Eight (APL 6 only)

Defeating Giant Crocodiles	
APL 6	210 xp

Encounter Nine

Returning all four prisoners safely

APL 2	30 xp
APL 4	30 xp
APL 6	30 xp

Total possible experience

APL 2	330 xp (300 max)
APL 4	600 xp
APL 6	930 xp (900 max)

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

ENCOUNTER FOUR: THE HUNTING GROUND

L: Hunting Party Loot	
C: Silver Trinkets	
APL 2: L: 0 gp; C: 20 gp	
APL 4: L: 0 gp; C: 50 gp	
APL 6: L: 0 gp; C: 90 gp	

Encounter Five: Holy Grounds

L: Loot from Cleric and Bodyguard

C: Silver Trinkets

M: Magic from Lizardfolk

APL 2: L: 0 gp; C: 10 gp; M: *potion of fly* (Value: 112 gp per character), *scroll of silence*: (Value: 22 gp per character)

APL 4: L: 0 gp; C: 20 gp; M: *potion of fly* (Value: 112 gp per character), *scroll of silence*: (Value: 22 gp per character), *hide armor +1* (Value: 175 gp per character)

APL 6: L: 30 gp; C: 30 gp; M: *potion of fly* (Value: 112 gp per character), *scroll of silence*: (Value: 22 gp per character), *hide armor +1* (Value: 175 gp per character), *potion of haste* (Value: 112 gp per character); lg. *steel shield +2* (Value: 625 gp per character)

Encounter Seven: The Main Camp

L: Loot from Lieutenant (Shield and Club)

M: Potion of Cure Light Wounds

APL 2: L: 22 gp; M: 8 gp

APL 4: L: 22 gp; M: 8 gp

APL 6: L: 22 gp; M: 8 gp

Conclusion: Return to the Viscount

C: Gold Coin Reward

APL 2: C: 50 gp

APL 4: C: 50 gp

APL 6: C: 50 gp

Total Possible Treasure

APL 2: 200 gp

APL 4: 400 gp

APL 6: 600 gp

All APLs (Certed Items)

Influence Point – Viscount Richart Jorgos of Nume Eor is relieved that you have rescued his cousin. This point may be redeemed at a later date. If you use this influence point at a later date, the judge should place an X over this text and initial it.

Boots of the Tropics: These boots allow a wearer to shrug off the long-term affects of heat and humidity. The boots keep the wearer cool even in the most severe heat, preventing her from taking damage from exposure to heat, as if she were affected by an *endure elements (heat)*. Caster Level: 5th; Prerequisites: Craft Wondrous Item, *endure elements*; Market Price: 2,000 gp; Frequency: Regional

APPENDIX 1

The Village of Haven

County: Nume Eor

Population: 222 (48% Half-Orc, 48% Half-Elf, 2% Human, 2%Halfling)

Government: Town Council & Town Mayor

Religions: Trithereon, Kord

Founded: 531 CY by Alexander "Grogard" Bloodreaver and Eldritch Bloodreaver

Life in Haven:

When you first arrive in Haven you will think it nothing more than an backwater village. There are no fortifications, no walls and no big city guard. The buildings in town are being rebuilt as new ones are being put up. Most of the buildings are small houses, but a town center and a jail stand as well.

A six-person town council, consisting of three half-orcs and three half-elves, runs the town. To oversee day-to-day activities, the council chose a mayor, a Half-Elf by the name of Vexander Sangreal.

Most commoners in Haven spend their day working hard to build the town. They build and rebuild houses, farm the land and fight off the Lizardfolk of the Hool Marsh. Life is tough in Haven, but one day it will be worth the effort.

Religion:

As in all of Keoland, religion doesn't play a major role in Haven's society. The two major religions in Haven are Trithereon and Kord. Trithereon plays the role of mentor to the citizens of Haven. It was through his teachings of self-preservation that people began to follow him. Kord plays the role of teacher to the citizens. Through his teachings of strength, the citizens of Haven have worked harder to accomplish their goals.

Racial Interaction:

Haven is said to be the town of tolerance, and it is just that. Anyone who feels oppressed are wants to make a new start in life is welcome in Haven, but every rule has an exception. Old hatreds run deep though, as no dwarf is allowed to live in Haven. Most dwarves claim to kill Half-Orcs on sight and it is because of this mentality that dwarves are not allowed to live in Haven. Even a dwarf passing through Haven is looked on with disgust and treated like how most people treat Half-Orcs.

While most are allowed sanction within Haven, until they become a citizen of Haven, they are treated as second-class people, just as Half-Orcs and Half-Elves are treated everywhere else.

Laws (These are in addition to the laws of Keoland):

1: Never strike another Half-Orc or Half-Elf, we are brothers and sisters. As such, we should fight together, not against each other.

2: Always help out a fellow Half-Orc or Half-Elf who is in trouble. We are all in the same predicament.

3: Within the walls of Haven, there will be no fighting unless it is in defending the village from external attack.

4: All Half-Orcs and Half-Elves are welcome, their way of life and outlook does not matter.

5: Every citizen of Haven must make a contribution to the village itself. To prove our worth, we must have something of substance to show for it. (ex. Armorer, Weaponsmith, Cobbler, Bookmaker etc.)

6: All Gods are welcome within the walls of Haven. None shall defile the temples. Doing so will bring the wrath of the god of vengeance upon thee, for he embodies and protects us.

7: Dueling is illegal within the walls of Haven. We need everyone alive, not dead. If a problem arises seek the local authorities. The parties responsible will be brought before the council. The Council will, at the end of each month, hold the arena fights to settle matters. No fights between Half-Orcs or Half-Elves will ever be to the death.

8: Crimes will not be tolerated within the walls of Haven.

Crime	Prison Term	Fine
Petty Theft	1 year	50 gp
Grand Theft	10 years, Hard Labor	500 gp

Rape	Life	100 gp
Murder	Death	Seizure of all wealth and Assets
Treason	Death	Seizure of all wealth and Assets
Arson	10 years	Pay for Damage Caused
Fraud	5 years	Lose of one Hand
Assault	6 months	100 gp
Blackmail	1 year	50gp

9: Animals, Mounts, Pets and Familiars: The sole responsibility lies with the master. All animals, etc, must be licensed and have a tag identifying the owner.

Lizardfolk Ftr 5 (8): see Deathcroak Tribe above
Lizardfolk Clrg: see Deathcroak Tribe above

APPENDIX 2

NOTE: The Monter Manual errata changes the weapon used by a normal lizardfolk from greatclub and shield to morningstar and shield.

Deathcroak Tribe:

Lizardfolk Hunters (20): see Monster Manual pg 128.

Lizardfolk Ftr 5 (4): CR 6; Medium-Size Humanoid (Aquatic Animal); HD 2d8+4 + 5d10+10; hp 53; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 15) [+5 natural, +2 Dex, +2 large shield]; Atks +10/+5 melee (1d8+5, morningstar); +7 ranged (1d6+3, javelin); AL LE; SV Fort +7, Ref +6, Will +1; Str 16, Dex 14, Con 14, Int 9, Wis 10, Cha 10

Skills and Feats: Balance +6, Jump +8, Swim +11; Multiattack, Weapon Focus: Morningstar, Combat Reflexes, Weapon Specialization: Morningstar

Lizardfolk Clrg: CR 7; Medium-Size Humanoid (Aquatic Animal); HD 8d8+8; hp 48; Init +4; Spd 30 ft.; AC 15 (touch 10, flat-footed 15) [+5 natural]; Atks +8/+3 melee (1d10+1, greatclub); SA Spells, Plant and Water domains; AL NE; SV Fort +7, Ref +6, Will +9; Str 12, Dex 10, Con 12, Int 10, Wis 17, Cha 14

Skills and Feats: Balance +4, Concentration + 8, Knowledge (Arcana) +3, Knowledge (Religion) +7, Jump +4, Swim +4; Multiattack, Combat Casting, Improved Initiative, Extend Spell, Power Attack

Possessions: greatclub, wooden holy symbol of Sess'Innek.

Spells Prepared (6/5/5/4/2/1; base DC = 3 + spell level): 0—[guidance, resistance X 2, light, mending, virtue]; 1st—[protection from good*, divine favor X 2, protection from good, command, bless;] 2nd—[magic circle against good*, spiritual weapon, darkness, hold person X 2, inflict moderate wounds] 3rd—[animate dead*, blindness, dispel magic, inflict serious wounds, prayer;] 4th—[unholy blight*, divine power, greater magic weapon;] 5th—[dispel good*, righteous might].

*Domain spell. Domains: [Chaos (see PH); Evil (see PH)].

Foulwater Tribe:

Lizardfolk Hunters (25): see Monster Manual pg 128.

Lizardfolk Ftr 5 (2): see Deathcroak Tribe above

Lizardfolk Clrg: see Deathcroak Tribe above

Fleshroast Tribe:

Lizardfolk Hunters (15): see Monster Manual pg 128.

APPENDIX 3

Hool Marsh Danger Chart

For every three hours the PCs are traveling in the swamp, roll a d20 on the Danger Chart below. For every character that can make a TRAINED Wilderness Lore check (DC 20), add one to the die roll, although a 1 is still a 1 no matter what. Treat duplicate rolls in a one-week time span as no encounter:

1	Quicksand (see below)
2-4	Swamp gas (see below)
5-7	Poisonous plant spores (see below)
8-10	Mosquito swarm (see below)
11-13	Fungal infection (see below)
14-16	Heat rash (see below)
17-19	Nothing happens.
20	PCs find fresh water and edible plants

Quicksand – The lead character walks into a pool of quicksand. Roll a d20. This number, cut in half, is the number of rounds that a character has before being totally submerged. A roll of 1 means instantly submerged. If the character that fell takes any action, cut the time in half again. Characters may throw a rope to the endangered character or use other means to secure her. A simple Strength check of DC 10 by the rope holder will get the character out. Once a character is submerged, use the rules of holding breath to see how long the character can survive. Only a secured character jumping into the quicksand can rescue a submerged character.

Swamp Gas – Character walk through an area of volatile swamp gas. The marsh bubbles up in this area, and the stench of the gas is overwhelming. Any open flames left exposed for 2 rounds will explode as per the Fireball spell (5d6). Characters breathing the gas for more than 10 rounds must make a Fort save (DC 15) each round or fall unconscious. The gas dissipates after 3 minutes.

Poisonous Plant Spores – The spores of a plant have recently been released into the air. Roll randomly to see what character is affected. The spores get into the nose and throat of the character, causing itching, sneezing, and difficulty breathing (impossible to move silently). For the next 24 hours, the PC suffers a –2 Constitution penalty. A Fortitude save (DC 18) will avoid the Constitution penalty, but not the other effects.

Mosquito Swarm – The PCs are attacked by mosquitoes. Each character must make a Fort save (DC 12) or be infected with malaria. While the onset of the disease is slow, the long-term effects are deadly. A character who fails the save takes no immediate damage. Note the malaria on the adventure cert.

Fungal Infection – The damp and fetid swamp has brought a fungal infection to the characters. Roll randomly to see what character is affected. That character must first make a Fort save (DC 15). A failed save means the character has succumbed to a rapid fungal infection. The character must, before taking any action requiring a roll, make a Will save at DC 13. Failure means the character is at –2 on all rolls for the next 10 minutes due to a distracting itch. A successful Heal check (DC 15) can relieve the infection in 24 hours.

Heat Rash – Roll randomly to choose a character. That character's skin becomes red and itchy from the heat. Any skills rolls involving careful concentration suffer a –1 circumstance penalty from the discomfort.

APPENDIX 4

Resting within the hostile spaces of the Hool Marsh is next to impossible. Too many predators seeking a meal will investigate the party. If a party does try to rest, consult below:

1 hour into resting – Any PCs on duty will hear sounds in the distance. The sounds will be loud splashes. The sounds of movement will get closer and closer, and then stop.

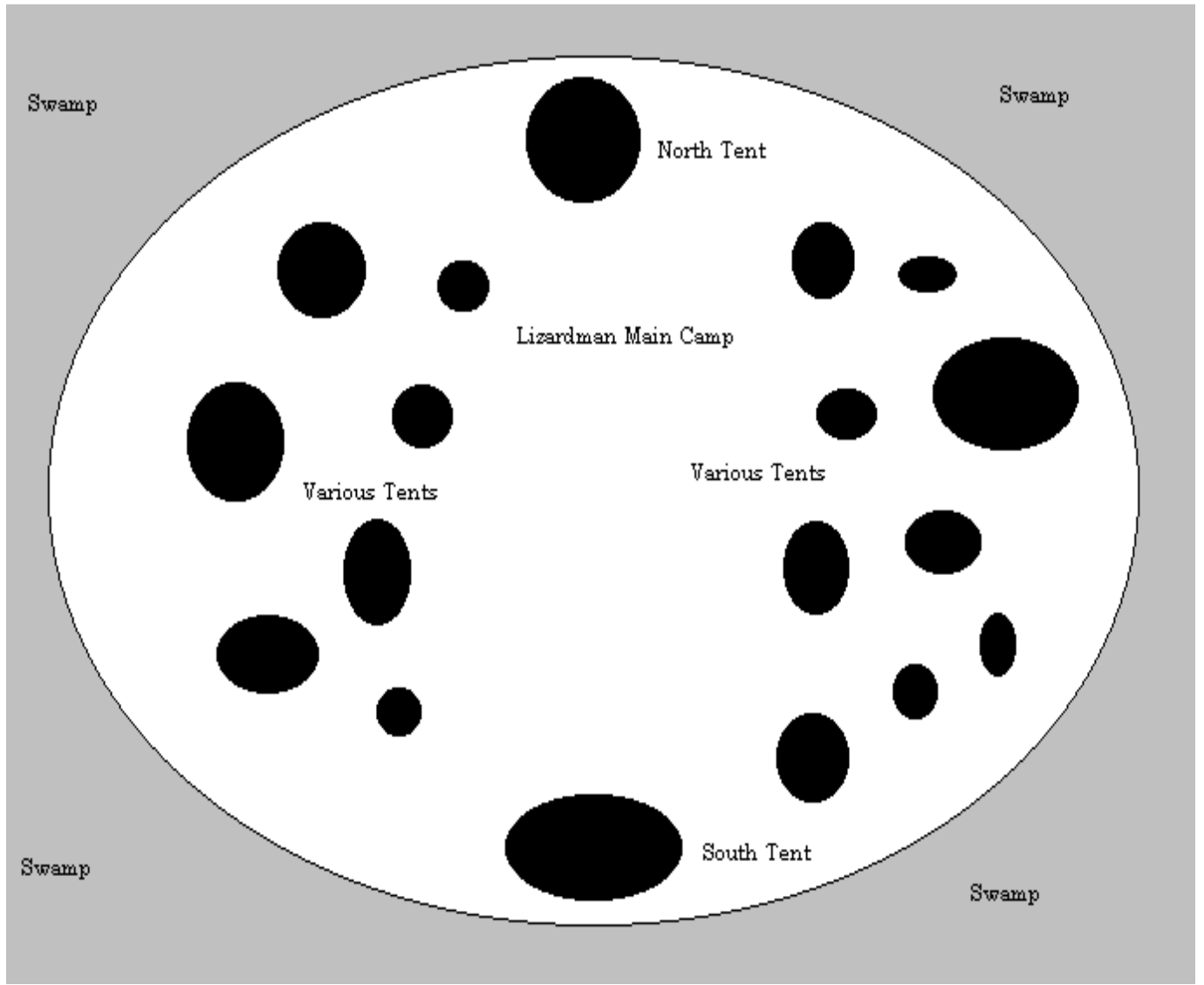
3 hours into resting – 4 crocodiles will attack (see the Monster Manual for details).

6 hours into resting – 5 giants wasps will attack (see Monster Manual for details)

8 hours into resting – 3 swamp trolls will attack (see Monster Manual for details)

If this does not dissuade the party from trying to rest, then continue harrying them with more and more encounters. The only time PCs should be able to find solace in the swamp is if they take extraordinary means or come to a place in the swamp where swamp denizens dare not enter. These latter places will be named explicitly in any Hool modules.

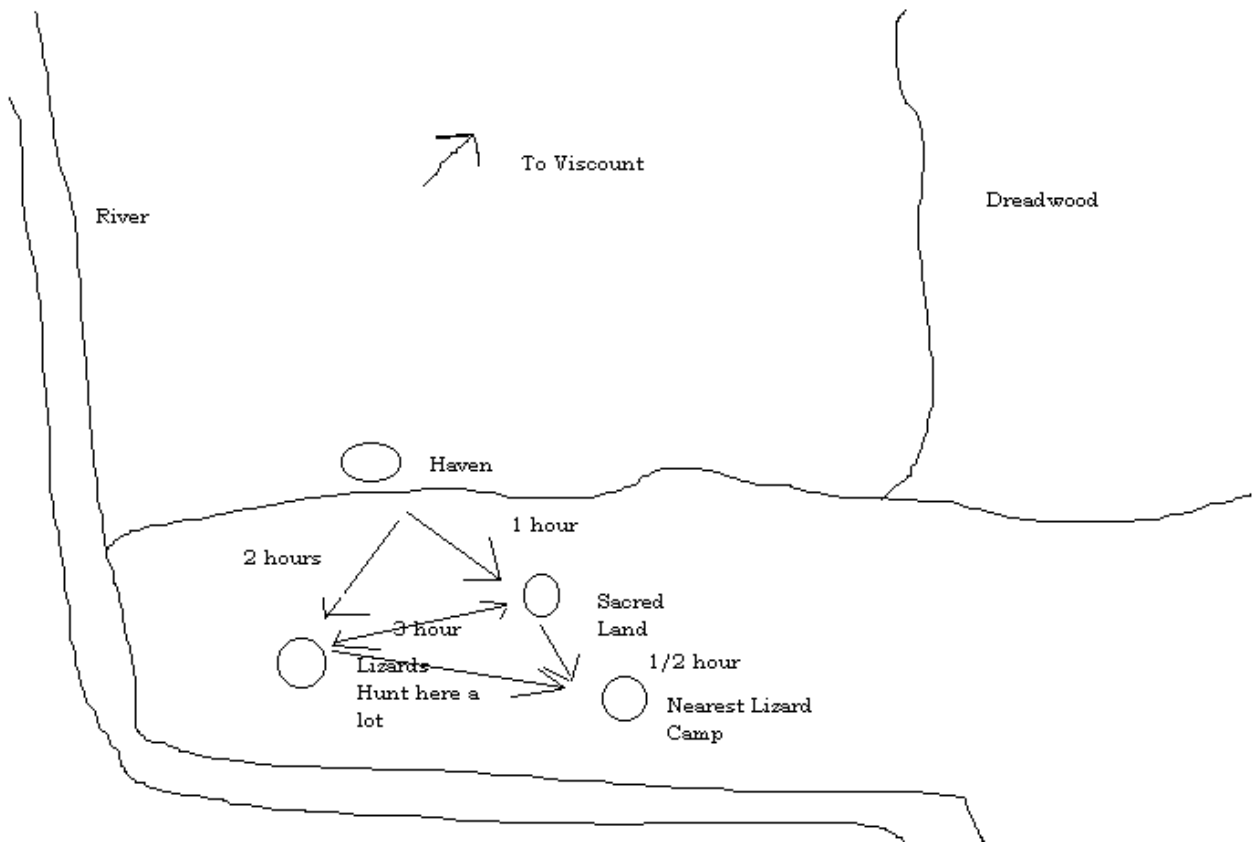
DM'S HANDOUT #1



Adventurers Wanted

The Viscount of Nume Eor, Lord Richart Jorgos, is in need of a group of competent adventurers for a mission of utmost importance. Any brave souls who think they have the skills to serve the Viscount, Keoland, and the greater good are invited to Kimberton, the capital of Nume Eor. Please present yourself at the gates of the Viscount's keep.

Player Handout #2



Player Handout #3

(Written in Draconic)

D'agaz,

Consolidate the nearby tribes and start training them for the upcoming attack. The Keolandars will never expect an organized assault coming from the Hool. I hope the men we sent have proven useful with the plans. More will be coming next months as we near the beginning of the operation. Good luck,

Daene Corazon

FRATERNITY OF T

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.