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ADVENTURE

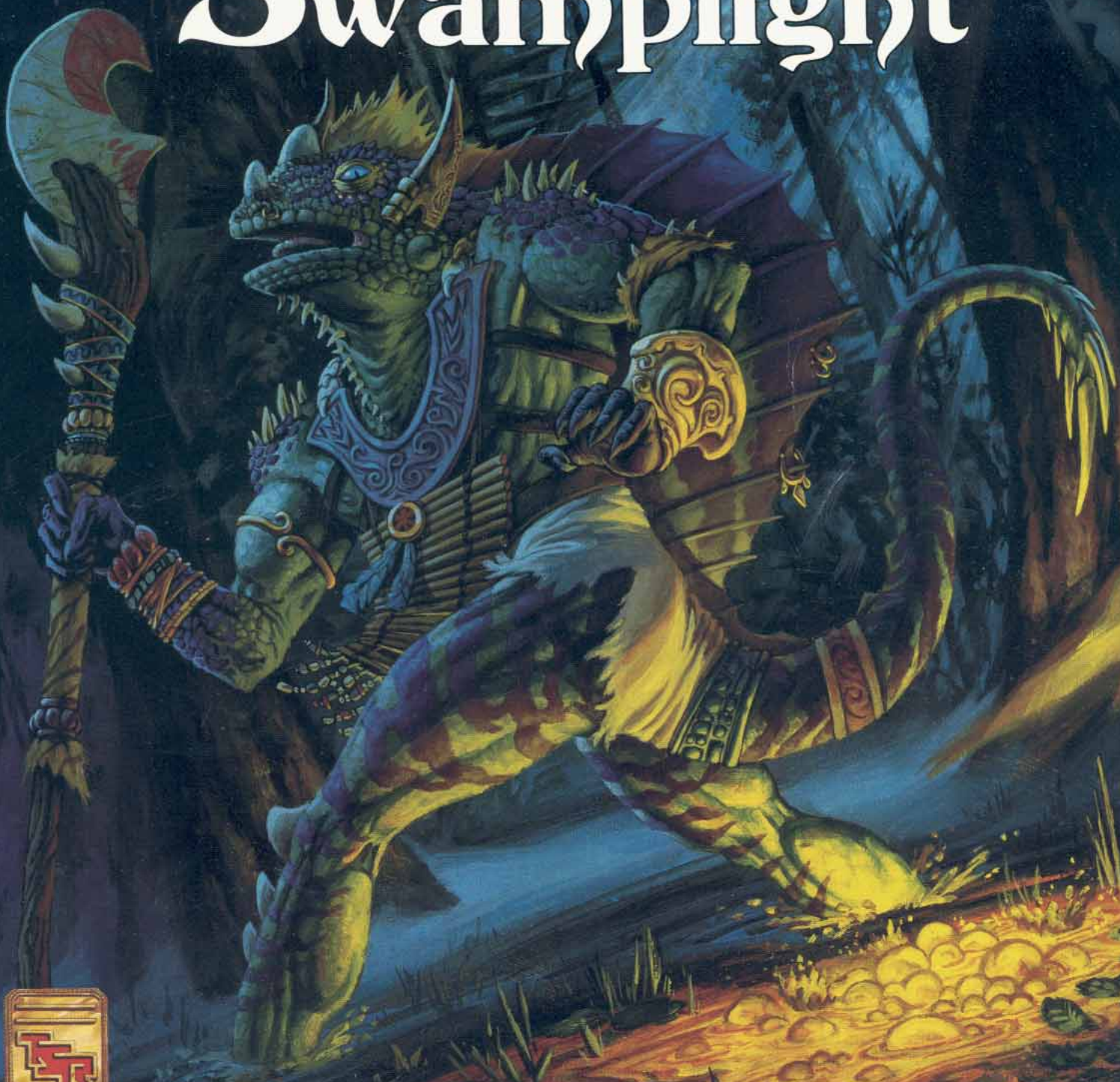
For characters of levels 7-9

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Advanced Dungeons & Dragons[®] 2nd Edition

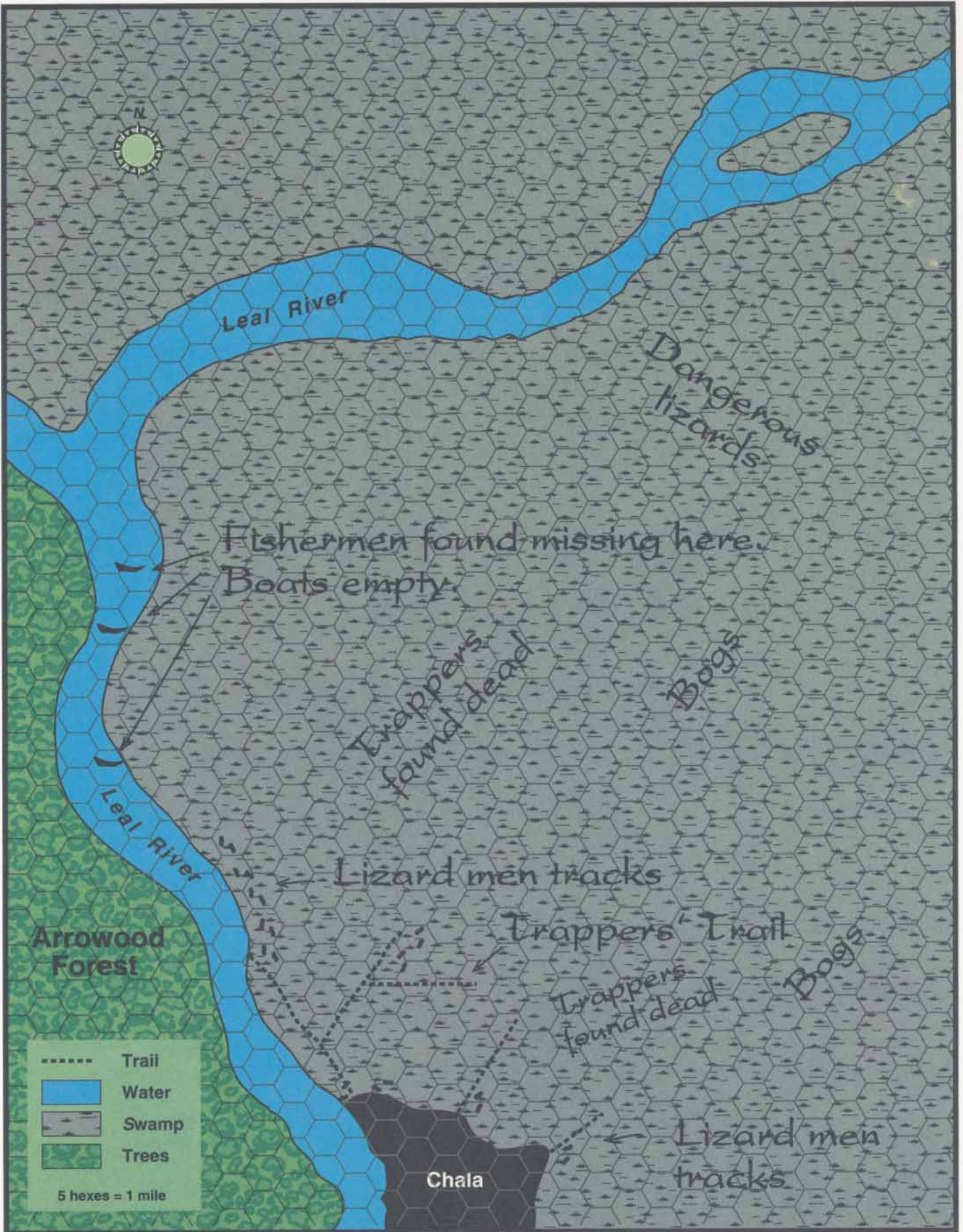
Official Game Adventure

Swamplight



by Jean Rabe

Players' Map





Swamplight

Introduction	1
Adventure Background	2
Running the Encounters	6
A. Living Trees	8
B. Evil Fog.....	9
C. Favorable Fog	10
D. Hunting Party	12
E. Deadly Darters	13
F. False Heroes	14
G. Temple Ruins.....	15
H. Village of the Lizard Men	18
I. Swamplight.....	27
J. Headed for Danger	28
K. Double Danger	29
L. Lair of the Rajah	30
Resolution.....	32

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Swamplight is an adventure designed for experienced characters. This module requires that the PCs have more than strong sword arms and flashy spells. They must think and make careful decisions, as their actions will determine whether good is aided or whether they unknowingly assist the villains in their ultimate, evil goal.

The adventure is suited for player characters of 7th through 9th level. If using this adventure with lower level player characters with little magic, the DM might have to cut back on the number of creatures encountered. For example, if the PCs encounter the algoilds and the animated trees, use fewer trees. Do not lower the number of lizard men in the village of Fen, as the PCs' true goal does not lie in defeating peaceful, neutral creatures.

This adventure easily can accommodate higher level PCs or PCs who have a wealth of magic at their command; simply add to the number of creatures encountered and boost their hit points. The rakshasa rajah could be changed into a maharajah, which is more powerful and has more spells.

Although there is plenty of fighting, *Swamplight* stresses problem solving and role playing. The adventure presented to the players is much more involved below the surface, and in reality things are not the way they seem. Creatures that look like something are indeed something else, and jumping to conclusions could get the PCs in trouble and prevent them from achieving their aim.

Experience points are listed with each creature encountered, so killing monsters will gain the PCs the amount specified. However, the PCs should get additional experience points if they find the real menace in the adventure and defeat it. The amount of experience awarded is left up to the DM.

Adventure Background

For many decades, the city of Chala, nestled on the banks of the Leal River, boasted a prosperous fishing business. The community's life revolved around the wide, slowly rolling river that meandered miles northward into the Blackweed Swamp.

Men trained their sons and daughters to be fishermen and taught them how to trap the large lizards that lived on the banks of the river and in the swamp. The strongest youths were schooled in building flat, maneuverable boats that could easily navigate the shallows and avoid becoming hung up on the massive willow tree roots that edged far into the water. Craftsmen created wondrous lures to catch the biggest of fish that hugged the bottom, and artisans fashioned fine jewelry from polished stones pulled from the riverbed and made boots and other garments from lizard skins.

The city enjoyed lucrative trading contracts with merchants from communities inland and to the south. As the city grew, young men traveled to Chala to seek adventure in the swamp to the north, or to marry and establish gainful river-related careers.

Officials from southern inland cities admired Chala, and many secretly dreamed of running a community as affluent and independent. Some made trips to Chala to study the city's government to learn if there was something other than the river contributing to its fortune.

The people of Chala quickly welcomed these officials, treating them like royal visitors and regaling them with stories of the river and the city's past. The Chalans explained they did indeed owe their happiness to the great Leal, but the river, their good fortune, the prosperous fishing industry, and their fine crafts were all gifts of their god, Tefnut. Indeed, the largest structure in Chala was a temple that honored the god, and inside it rested the community's most valuable treasure—a 1-

foot tall gold and platinum statue of the deity, a beautiful woman with the head of a lion.

To the people of Chala, Tefnut represents the moisture in the atmosphere and is responsible for the rains that keep the river wide and full of life. The interior of her temple smells like the earth after a steady shower. The statue in her image, which was crafted by one of the village elders more than 40 years ago, is worth thousands of gold pieces. The statue's eyes are flawless blue sapphires which nearly match the color of the Leal, and the statue is admired by all those who enter the temple and gaze upon the religious work of art.

Unfortunately for Chala, someone did more than look. Four weeks ago, an acolyte of Tefnut discovered that the statue was missing.

Immediately the council of elders was convened and the village was searched. No sign of the statue was found. The elders feared that the increasing presence of visiting city officials, many of whom had seen the statue, were responsible. While the visiting officials were quickly proven innocent with *detect lie* spells cast by the Tefnut clerics, the elders believed that the officials had related information about the temple and the statue to others in their home communities, tempting listening thieves.

The visiting officials lent their support to finding the statue, not wanting trade between Chala and their home communities soured by the theft. The officials called upon skilled trackers to aid in the search, and they were at last partially rewarded.

The trackers discovered bits of moss in the temple, moss that could have only come from the Blackweed Swamp to the north. Furthermore, outside the temple and at spots along the riverbank, they noticed humanoid, webbed tracks—the footprints of lizard men.

Immediately, a band of adventurers was sent into the swamp to find the lizard men and regain the statue of Tefnut. That was

Adventure Background



nearly four weeks ago and those adventurers, and four other parties who followed them, have not returned.

As the next few weeks passed, fishermen began disappearing, leaving only their empty boats floating on the Leal. The few young men who ventured up the banks of the river and into the swamp in search of their missing fathers also disappeared. Trappers were discovered clawed to death near their traps, yet no animal tracks were seen anywhere within several feet the bodies.

The once-prosperous city was thrown into panic, and the Tefnut clerics began preaching that disaster was at hand because the people allowed the god's statue to be stolen. They warned that if the statue was not recovered, and the lizard men punished, Chala would fall into ruin and the population would die at the hands of the lizard men.

The Real Story

There is much more to the theft of the statue, of course, and Tefnut is not bringing tragedy upon the city. Unbeknownst to the people of Chala, lizard men had nothing to do with the theft.

A small group of rakshasa, lead by an exiled, over-ambitious rajah, has settled in the swamp. They have been feasting off the occasional band of adventurers who traveled through the quagmire in search of excitement and riches, and small hunting parties of lizard men.

The rakshasas sought isolation so they could scheme to regain control of the rakshasa community from which they were banished. However, when they discovered the teeming city of Chala and the lizard men village, they decided the lizard men and the humans would have to leave. To this end, the raksha-

Adventure Background

sas studied both communities and decided to start a war between the two.

The statue of Tefnut was taken by a rakshasa, in the guise of a lizard man, in an attempt to precipitate the conflict. Using spells to hide his presence, the rakshasa sneaked into the lizard men village and placed the statue on top of the village's totem; this would incriminate the lizard men.

If everything works according to the rakshasas' plans, at least one and possibly both communities will be wiped out, and the rakshasas will have their solitude—and plenty of bodies to feast on.

It is into this dangerous and deadly situation the player characters are plunged.

All of the rakshasas in the Blackweed Swamp have adopted the guise of lizard men. This will make it difficult for the PCs to realize what they face until it is possibly too late.

Getting the PCs Involved

There are several avenues to get a group of player characters involved in this adventure, fitting the action nicely into an active campaign.

- The PCs could have simply heard about Chala's misfortune and their own opportunity to make a handsome profit if they recover the missing statue.
- Perhaps the PCs are traveling through the area and come upon the beleaguered river community.
- If the PCs are inland, a government leader sympathetic to Chala's problems could hire them to recover the statue. The leader does not want to lose trade with the river town and will reward the PCs for saving Chala's fishing industry.
- If one of the PCs is a druid, he or she could hear of marauding bands of lizard men who are killing humans and denizens of the swamp.

- If one of the PCs is a cleric to a god from the Egyptian mythos, he or she could have learned of the statue's theft and be asked to lend aid.
- One of the player character's relatives, or perhaps an NPC acquaintance, is living in Chala. The individual contacts the PC and explains the town's woes and need for assistance.

No matter what avenue the DM selects, the adventure should begin with the players' introduction below. It will serve to provide the PCs with a little background information.

Chala is not detailed, as the adventure does not involve moving about the community. It is a sizable river community, with buildings and docks all along the riverside and extending as much as a half-mile away from the river.

Players' Introduction

A grim-faced man approaches and introduces himself as Vant, chief village elder. Behind him are other elders and many citizens of Chala.

"Our city teeters on the brink of disaster," Vant mutters gravely. "Our lives are in jeopardy because the statue of our goddess was spirited from our temple. Trackers say lizard men took the statue, but I believe it was our own complacency that caused it to be ripped from our midst. We did not guard the golden and platinum image of Tefnut."

The chief elder explains about the glories of Tefnut and how the goddess is responsible for the success of their fishing industry. He pauses and glumly adds that since the disappearance of the statue, the goddess has been seeking vengeance—fishermen have not returned, trappers have been killed by unknown causes.

The elder begs you to aid their cause.

Adventure Background

It is up to the PCs whether they agree to aid Chala. If they appear indecisive, Vant suggests that Chala is only the beginning—other cities in the area will be visited by disaster as Tefnut's rage grows. He says even adventurers such as themselves will not be safe. It is better to right the situation now.

Chalans come forth and plead with the PCs to help their cause, promising the player characters what wealth they have stored away in their homes.

Eventually, the PCs should agree. In the event they do not, the rakshasas may disguise themselves as lizard men and attack or kidnap the PCs.

If the PCs tell Vant they will help Chala, he provides more information:

"We know our statue lies in the Blackweed Swamp. Our clerics tell us this. But those who tried to find it have not returned. All we can see in the swamp's murky depths are twinkling lights that dance amid the trees—doubtless the lights carried by the thieving lizard men. You are our last hope," Vant states. "You must recover the statue of Tefnut. Surely a band such as yours will have little difficulty dealing with lizard men. Once the statue is back, we will be redeemed in the eyes of our goddess, and Chala will be saved. We will reward you greatly. We will give you one-fourth of the income from our fishing industry for the next year if you can bring the statue back to the temple."

The chief elder presents you with a map detailing the Blackweed Swamp and the area where the fishermen and the trappers disappeared. He wishes you well and bids you return quickly with the statue. If the PCs ask for assistance, Vant presents them with two potions of *extra healing* and three vials of

sweetwater—all the magic remaining from the temple.

The map Vant presents is the one on the inside front cover. To keep the players from seeing the DM's map on the inside back cover, photocopy the players' map and let them keep it for reference, or bend the cover back to keep your map hidden.

The PCs are encouraged to start the quest right away. However, if they want to ask the elders or citizens questions, the chief elder will not object. Careful questioning will reveal the following information:

- No one saw the thief or thieves. The theft occurred late at night when nearly everyone was asleep. A young man getting his fishing equipment ready for a dawn trip reported seeing twinkling lights floating at the edge of the city. They drifted north into the swamp.
- A patch of moss was found inside the temple. The moss must have come from the Blackweed Swamp. The PCs are welcome to take the moss with them.
- Lizard men tracks were found outside the temple and along the riverbank. Never before had lizard men tracks—or any other humanoid tracks—been noted near Chala.
- Chala residents did not know there were any lizard men living nearby. However, the presence of lizard men does not surprise them. There are a variety of lizard-creatures in the swamp, some of which the citizens trap for food and to fashion boots and other apparel.
- Shortly after the statue disappeared, fishermen were found missing. Their boats were recovered and there was no evidence of a struggle. The bodies of trappers were found mangled, but there were no tracks within several feet of the bodies.

Running the Encounters

Consult the DM's maps as the PCs travel in the swamp. If the characters come near a lettered area, they discover the clues specified by the corresponding letter in the text or encounter the various creatures. Their presence at some of these locations will alert the rakshasas. This is noted in the text.

Sightings of various snakes and lizards from the *Monstrous Compendium*[™] can be sprinkled throughout the trip for variety.

The Rakshasas' Tactics

Once the rakshasas know the PCs are in the swamp, they will attempt to lead the PCs to the lizard men, hoping the PCs or the lizard men will be killed. If the PCs discover the lizard men are not to blame, the rakshasas try to lure them to the hydras in the swamp in an

effort to destroy the PCs. The rakshasas know the PCs cannot return to Chala with word that the lizard men are innocent. If necessary, the rakshasas will attempt to destroy the PCs themselves.

Encounters with and the further tactics of the rakshasas are detailed toward the end of this adventure.

Tefnut's Fury

It is possible the PCs will fall for the rakshasas' plans and attempt to kill all the lizard men in the Blackweed Swamp. Indeed, it is also possible the PCs will defeat the lizard men and the rakshasas, thereby wiping out both good and evil in the swamp.

However, the lizard men are not to blame for Chala's woes, and therefore the PCs will



be penalized for attacking the innocent swamp dwellers.

Tefnut has taken notice of the situation in the Blackweed Swamp and is watching what transpires with some interest. The good-aligned goddess has no plan to interfere directly with what is going on in the swamp. However, she has decided to favor the lizard men of Blackweed, who are now holding her statue in esteem (see the lizard men village section for more information.)

Because of Tefnut's favor, PCs who kill any of Blackweed's lizard men will suffer penalties that likely will not be noticed initially. The penalties begin with saving throws. For every lizard man killed, the offending character suffers a -1 penalty on all saving throws. This penalty is cumulative.

When PCs' saving throws have been reduced to nil, they begin to lose one point from their prime attributes. This penalty is also cumulative.

All attribute scores and saving throws will be returned to full if the PCs realize they are doing wrong and take steps to defeat the true evil in Blackweed Swamp.

PC clerics casting *divination* or *augury* spells can determine that saving throw penalties and attribute losses are caused by the PCs doing wrong deeds.

The DM must keep track of the PCs' actions and the number of lizard men killed to correctly apply any penalties.

Blackweed Swamp

Consult the DM's map when running this scenario to determine where the PCs are traveling. PCs wandering into bogs and quicksand pools could quickly find themselves in trouble.

Quicksand: The "quicksand" in the swamp is more mud than sand. Characters who fall in quicksand immediately find themselves im-

mersed up to their waist and must roll an Intelligence check on 1d20 (rangers pass this check automatically). Failure means the character has panicked, is beginning to sink, and needs help to escape. Success means the character has kept his wits about him and can work to free himself. If this character is unarmored, he can "tread" or carefully swim to firm ground.

Panicked characters can be rescued by being lassoed, by having a branch or pole extended to them, or by having a swimmer enter the quicksand and pull them to safety. Other possibilities can work depending on the cleverness of the players. Panicked PCs sink at a rate of one foot per round. A submerged character remains alive under the quicksand for rounds equal to one-half his Constitution score rounded up. After that time, the character has suffocated.

Bogs: In Blackweed Swamp, these are more deadly than quicksand. The bogs are filled with mud, sand, and tangles of plants and tree roots.

Bogs in the swamp range from 4 to nine 9 feet deep (1d6+3). Characters who fall in a bog might or might not be submerged based on the depth of the bog. They must roll an Intelligence check at -3 on 1d20 (rangers pass this check automatically). Failure means the character has panicked and must be rescued. Characters who are successful with the saving throw can attempt to swim to safety at a -3 proficiency penalty because of the weeds and roots. Characters can be rescued with the methods suggested under "quicksand." Characters who are submerged or who cannot swim can hold their breaths for one-half their Constitution score rounded up before they are considered drowned. Characters in heavy armor or who are heavily loaded down cannot swim in a bog.

Running the Encounters

Tracking In the Swamp

PCs with the Tracking proficiency are probably going to try to locate lizard men tracks or other prints in the swamp. Tracking in the swamp is difficult because of the soggy ground, bogs, and quicksand.

However, tracking is impossible. Assign -2 to -4 penalties to Tracking proficiency checks, depending on where the PCs are. Tracks they can find include: lizard men, large lizards, jaguar, basilisk, bear, giants, boars and wolves. The swamp is not a likely home for all of these creatures. However, some of the tracks were left by the rakshasas with the *boots of varied tracks*.

There is no way the PCs follow tracks directly to the rakshasas. Rakshasas are spirits and do not leave any tracks they don't want to.

A. Living Trees

The leafy canopy is so thick here that little light filters through. What light does, streams down between black branches draped with moss and vines. Small lizards dart about massive roots that sink into ponds of unknown depths.

The scene is at once beautiful and frightening, and the air is still. Not even the sounds of birds or insects are present to keep you company.

As you survey the scene, movement catches your eye. You had to look twice to be sure what you saw. A tree is moving. No, several trees. They seem to be closing in on you.

The trees have been animated by a small group of algooids who are distressed at the increasing presence of men in the swamp (the adventurers looking for the statue). The last band through this area killed half of the algooid

colony. These algooids have decided to kill the men before any more harm comes to themselves.

The algooids begin their assault by animating willow, cypress and oak trees, and using the plants to kill the humans. When eight or more of the trees have been killed, the algooids join the fray. They fight to the death.

The algooids attack by pounding with their fists. On a roll of 19 or 20, algooids inflict their maximum of 10 points of damage per attack and stun their victim for 1-4 rounds.

Blunt weapons inflict normal damage on algooids. However, edged weapons have no effect unless they are +2 or better. Further, these magical edged weapons inflict only half damage on the algooids.

The spells *lower water*, *part water* and *destroy water* inflict 1-6 points of damage per level of the spell caster (maximum 10d6). Other spells, except fire-based and electrical-based ones, work normally.

Algooids (6): AL CN; AC 5; MV 6; HD 5; hp 25, 27, 28, 36, 37, 40; THAC0 15; #AT 2; Dmg 1-10/1-10; SA Stun; SD Immune to edged weapons less than +2, immune to fire and electrical attacks; Sz M (5'-7'); ML 11; XP 420 each.

Animated willow trees (4): AL Nil; AC 8; MV 3; HD 6; hp 30, 35, 36, 42; THAC0 15; #AT 2; Dmg 1-10/1-10; SA Nil; SD Nil; Sz H (18'-22' tall); ML 11; XP 270 each.

Animated cypress trees (2): AL Nil; AC 6; MV 3; HD 7; hp 54, 47; THAC0 14; #AT 2; Dmg 1-10/110; AL Nil; SD Nil; Sz G (30'-40' tall); ML 11; XP 270 each.

Animated water oaks (6): AL Nil; AC 7; MV 3; HD 6; hp 29, 30, 36, 37, 40, 41; THAC0 15; #AT 2; Dmg 1-10/1-10; SA Nil; SD Nil; Sz H (18'-25' tall); ML X; XP 270 each.

Running the Encounters

After the battle, if the PCs search the bases of trees in the area, they discover a huge cypress tree with a hollowed-out trunk. Inside the wet trunk are the possessions of the other adventurers the algooids defeated: bones enough for three skeletons (although the adventurers died a little less than a week ago, the denizens of the swamp stripped them), two suits of studded leather armor (in poor condition because of the water and moss), a long sword, a two-handed sword, a small shield, a ruined leather pouch containing silver-plated thieves tools), a ruined canvas sack with 21 coppers, 12 silvers and a 150 gp pearl, and a damaged leather backpack containing 30 feet of rope, a full wineskin and a book. Although most of the pages have been ruined because of the water, a few are still partially legible. The book appears to be a diary, and the following passages can be read. Each paragraph represents a separate entry.

"Hosky, Stile and myself have been wandering in this gods-forsaken swamp for three days now. We have caught a few glimpses of lizard men—hunting parties I believe. When we tried to track them, we only managed to get ourselves lost. I know between the three of us we could take on a dozen lizard men. We just have to be able to catch up with them. They move so quickly through the swamp."

"The fourth night out we saw a pair of ghostly lights flickering between a pair of cypress trees. Lanterns maybe. They were too uneven to be the eyes of something. Good thing for us. Would have followed them, except Hosky twisted his ankle after falling into a bog. He can't move too well now."

"We're tired and low on food. In the distance, probably about a mile to the north-east, we can see a stream of smoke rising through the trees. Must be a campfire or a cooking fire. Maybe the home of the lizard men, maybe something else. We're going to investigate. Hopefully the smoke will lead us to the lizard men. If not, we'll have to turn back and get more supplies."

"We're sopping wet and about a quarter-mile from what looks like a village. Thatched houses, movement. Stile says he sees lizard men tracks. Well, this must be it."

"Tefnut be praised. The village elders will be so happy!"

If the characters cast *speak with dead* on the skeletons, they learn that the trio discovered a lizard men village (but can't give good directions because they got lost again before they died). In the center of the village, they saw a totem pole with the gold and platinum statue of Tefnut on top. There seemed to be a couple dozen lizard men—too many for them to tackle. They decided to turn back and get help. They were killed by moving trees and patches of moss (the algooids).

B. Evil Fog

Wisps of fog curl about the bases of willow trees, seemingly caressing the damp bark. The fog nearly covers the ground, evidence that the earth is warmer here than the air. Moss grows up the sides of the trees and stretches outward on the bottom branches.

Running the Encounters

Black birds perch high in the branches, squawking in high-pitched tones. The scene is eerie and dismal.

The moss on the trees is the same type that was found in the temple of Tefnut in Chala. PCs with the Herbalism proficiency who make a successful proficiency check notice the moss. PCs with the Agriculture proficiency have a -4 penalty to notice the moss. Druid PCs who roll less than their Wisdom on 1d20 also note that the moss is the same type found in the Chala temple.

After the PCs have been in this area for several minutes, the fog becomes thicker to the north, reducing visibility and setting the mood for the next encounter. This is a result of a *fog cloud*.

A quartet of fog giants, working for the "lizard king," patrol this section of the swamp to make sure that nobody trespasses further north. The giants, one of whom placed the *fog cloud*, are allowed to keep all valuables collected from the bodies of slain trespassers. In exchange, the "lizard king" and his followers have promised to leave the giants alone. The "lizard king" killed one of the giants' brethren earlier as a demonstration of his power to guarantee their cooperation. Further use of a *potion of giant control* on the largest of the fog giants cemented the relationship.

The giants fight until only one remains, then he attempts to escape.

The giants' tactics are simple: surround the PCs, using the fog for cover. Three of the giants begin their assault by throwing rocks. The third giant, using his pinky *ring of spell storing*, casts *web*, anchoring the strands to the tree. He follows that attack with *slow* and *telekinesis*. He saves *solid fog* to help cover an escape. The giant has no qualms about using all the spells in the ring, as he assumes he can get other such treasures from dead adventurers.

Fog giants (4): AL NE; AC 1; MV 15; HD 14; hp 80, 84, 86, 100; THAC0 7; #AT 1; Dmg 1-10 or by weapon (3-18 +11); SA Rock hurling (2-20 points of damage); SD 45% chance to catch large weapons hurled at them; Sz H (24' tall); ML 14; XP 7,000 each.

These giants have an 80% chance to blend into the fog, giving their foes a -5 penalty to surprise rolls. The giants' keen senses make it difficult to surprise them: they gain a +2 on their surprise rolls.

Each giant has a sack strapped to his waist with four rocks for hurling. In addition, the largest giant also has a *ring of water walking* on one little finger and the *ring of spell storing* on the other with the spells *wall of fog*, *solid fog*, *web*, *telekinesis* and *hold person* mentioned above.

If the characters defeat the giants and search the bodies, they find a total of 450 gp and 240 sp on the bodies of the three smaller giants. Searching the body of the larger giant reveals the two rings as well as 100 gp, 25 sp and three emeralds worth 1,000 gp each.

Questioning any captured giants reveals that they are currently working for the "lizard king," a very powerful lizard man who wanders the swamp alone or with two attendants. The giants have been directed to kill all trespassers. The giants know nothing about a gold and platinum statue.

If the PCs fight the giants at all, even if they kelly them all, the rakshasas will be alerted to the PCs' presence. See the rakshasa section at the end of this module for more information.

C. Favorable Fog

Fog blankets the ground, covering the pools of stagnant water and hiding the hundreds of insects that flit all about. In

Running the Encounters



places, tendrils of fog curl about the trunks of cypress and willow trees, like a snake coiling. Little light filters down here, as the canopy is so dense.

The air feels heavy, oppressive, and the humidity is uncomfortable.

As you move on, a booming voice cuts across the tableau.

"Little men. What do you want in our swamp, little men? If you are not careful, you will die here. Many dangers hide in the swamp." A large head pokes out from behind a thick cyprus tree. It is a giant! Behind him, you see the forms of four more.

The voice belongs to the leader of a fog giant band. These five giants, of good alignment, do not associate with the giants at point B on the map. The quintet is aware

of increased activity in the swamp and are bothered by the deaths of lizard men and humans.

The leader has a terrible sense of foreboding and believes something dreadful will happen in Blackweed Swamp. The giants want to talk to the PCs. Of course, depending the PCs' actions, the giants may not get a chance.

If the PCs attack the fog giants, they fight back, hurling rocks until the PCs close to melee. These giants fight to the death in defense of the swamp.

Fog giants (5): AL NG; AC 1; MV 15; HD 14; hp 73, 84, 88, 90, 94; THAC0 7; #AT 1; Dmg 1-10 or by weapon (3-18 +11); SA Rock hurling (2-20 points of damage); SD 45% chance to catch large weapons hurled at them; Sz H (24' tall); ML 14; XP 7,000 each.

Running the Encounters

These giants have an 80% chance to blend into the fog, giving their foes a -5 penalty to surprise rolls. The giants' keen senses make it difficult to surprise them: they gain a +2 on their surprise rolls.

If the PCs do not attack the giants, the quintet comes forward to talk. The giants want to know where the PCs are from and why so many humans have been entering Blackweed Swamp. They don't object to the presence of humans, but they don't like the humans killing the peaceful lizard men. Of course, one of the giants will admit that he witnessed a trio of lizard men killing a group of trappers, but it is possible the lizard men were provoked. The lizard men have never bothered the fog giants.

If the PCs question the giants, they can learn the following.

- The village of lizard men is to the northeast, where the river forks. The lizard men are fishermen and trappers.
- The lizard men have a new totem—a shiny piece of gold and silver (these fog giants have not seen platinum and did not get close enough to see that the piece was a woman with a lion's head). The ornament was added sometime within the past month.
- The giants occasionally trade with the lizard men village, especially when hunting is poor for them. The fog giants have become very fond of the giant catfish that the lizard men catch and they pay for them with coins and other valuables.
- One of the lizard men that wanders the swamp, usually alone, is a lizard king. He wears ornate clothes and commands magic. The giants are certain he is formidable and have stayed away from him.
- In addition to the lizard men, Blackweed Swamp is filled with evil fog giants, large lizards, very, very large lizards, snakes of various sizes, and blinking lights. The fog giants have never gotten close enough to

the lights, which they believe are faeries—or lanterns. When the giants have reached the area where the lights were, they found only the tracks of lizard men.

The giants encourage the PCs to leave the lizard men alone, as the lizard men belong in the swamp and the PCs do not. The giants will not help the PCs find the lizard men, nor will they guide them anywhere in the swamp. However, if the PCs have acted kindly to the giants, one of them offers to *heal* an injured character. The giant places a *peript of wound closure* on a PC, saying the magical item was really too small to be used by a giant. This offer is not made if none of the PCs appear hurt.

If the PCs fought and killed the giants, they recover a total of 200 gp, 140 sp, a gold, copper and amethyst bracelet worth 3,400 gp, and the *peript of wound closure*.

D. Hunting Party

There are several "Ds" on the DM's map. In each one of these sections a lizard men hunting party is searching for food, and there are plenty of lizard men tracks all around. The lizard men are ignoring small birds and lizards in preference to finding such things as giant constrictors, giant owls, giant lizards, fire lizards, and jaguars.

The lizard men are being quiet, so they do not scare their prey. Because of their stealth, and because they know the swamp so well, the PCs can only discover these hunting parties by successfully following the lizard men tracks or by using the following nonweapon proficiencies: Alertness, Hunting, or Trailing. Of course, PCs who can cast *Speak with Animals* or *Speak with Plants* can also locate the lizard men.

If the PCs find the hunting party, describe the band, their weapons and their actions. It appears that the lizard men are tracking something (game). The lizard men will not attack

the PCs unless the PCs attack or threaten them. These lizard men are tolerant of other creatures so long as they do not scare away the game in the swamp.

The PCs must be able to speak lizard man or use spells to converse. The hunting bands do not know other languages. If the PCs successfully talk to the lizard men, they can learn the following. If the PCs capture and question the lizard men, they also learn the following information, but in bits and pieces that are laced with threats.

- Lizard men do not like humans, but they tolerate them. They would prefer if the humans would stay out of Blackweed Swamp, as the human trappers who come into the swamp cut down the available game.
- The lizard men rarely leave the swamp, although occasionally scouts are sent to observe the city on the river to make sure the humans there are not planning anything harmful to the lizard men.
- The lizard men community has acquired a new ornament for the village totem. The glittering statue of gold and silver (they don't understand the difference between silver and platinum) was a gift of the lizard men's god.
- The PCs cannot have the statue. It belongs to the lizard men now. Taking it would bring doom upon the village.
- There is only one community of lizard men in Blackweed Swamp, although this hunting band knows that small groups of lizard men live scattered here and there in the swamp; these lizard men are not civilized and prefer the wilds to village life.
- The hunting band has been out for two days now, and have not caught much more than giant snakes. Hunting has not been too good lately. Perhaps, if the PCs went away, the hunting would improve.

These lizard men will not take the PCs to their village, nor will they give the PCs direc-

tions. Humans are not welcome in the village and the PCs would be much safer if they stayed far away. If the PCs make it clear they are going to the lizard men village, the hunting party orders them from this land and offers to escort them to the southern edge of the swamp. If the PCs refuse to leave, the lizard men follow them, attacking if the PCs attempt to enter the village.

It is possible for the PCs to convince a hunting party that they need to speak with the village leader. Use some judgment here. If the PCs make a unified, convincing case, half of the hunting party will escort the PCs to the village and the other half will continue to search for game. Refer to the village section if the lizard men take the PCs there.

These lizard men each carry a spear, a large waterskin, a sack of dried fish, a hunting knife, and several empty sacks. A few large leather sacks contain three dead giant constrictors. The lizard men carry no valuables.

Lizard men hunting party (14): AL N; AC 5; MV 6, Sw 12; HD 2+1; hp 10 each; THAC0 19; #AT 1; Dmg 1-6 (spear) or 1-2/1-2/1-6; SA Nil; SD Nil; Sz M (7' tall); ML 14; XP 65 each.

E. Deadly Darters

The air is fetid with the scent of death. Looking about, you see the bodies of six lizard men. They have not been dead long, probably not more than a day or two.

If the PCs examine the bodies, they find no trace of wounds made by edged or blunt weapons. However, there are bite marks over much of the bodies and it is obvious something has been eating them. PCs with the non-weapon proficiencies of Hunting or Animal Lore realize that most of the bites are very

Running the Encounters

recent. Careful searching reveals that each body has small fangs embedded in the legs.

The party of lizard men was killed while tracking a pair of fire lizards through a darter lair. The darters were quick to kill the lizard men.

If the PCs spend more than a few rounds in this area, the darters attack.

Darters prefer to attack from a distance, firing a poison-covered fang. Victims struck by a fang must save vs. poison or become paralyzed for 4-16 rounds. Darters can fire 16 fangs per day, one fang per round, for an effective distance of 10'.

The darters feast on immobilized victims, sucking their blood and causing 1-6 points of damage. These darters will take no more than three drinks from any downed PC victims, becoming full and wandering away.

There is nothing of value in the darter lair.

Darters (24): AL N; AC 8; MV 3; HD 1; hp 4 each; THAC0 19; #AT 1; Dmg 1-2; SA Paralyzation; SD Nil; Sz T (1'-2' long); ML 16; XP 120 each.

F. False Heroes

The shrill cry of a crow cuts through the damp air, sending smaller birds flying and tiny lizards scampering into the water.

"Who's there?" A hoarse voice demands.

"Identify yourself!" another one shouts.

You do not see the speakers, but you can tell they are nearby.

The speakers are a pair of rakshasas, using their *ESP* abilities to pull familiar images from the PCs' minds. The rakshasas will adopt the forms of NPCs the characters have associated with, and will use a plausible excuse for being in the swamp—looking for the statue in the hope of claiming a reward or trying to save

Chala from the lizard men threat.

The two "adventurers" explain that they have been in the swamp for nearly a week and have seen several bands of lizard men hunting parties. They fought one such party that contained more than two dozen lizard men. The battle was fierce, and in the end the adventurers won—but not before two of their number died. The pair states they buried their friends to the west in the swamp.

The adventurers have decided they want nothing else to do with the lizard men, even though they know the Tefnut statue is in the lizard men village. The pair is simply too tired and too shocked over the death of their friends. However, they will offer to draw a map showing the location of the lizard men village and will describe the layout of the buildings.

Further, the pair reports on the number of lizard men in the village to give the PCs an idea what they are up against. Of course, the rakshasa "adventurers" underestimate the population so the PCs will not be scared off.

The pair intends to leave the swamp now, and will not act as guides to the village. In truth, they intend to discreetly follow the PCs to make sure they go to the lizard men village.

If the PCs become suspicious of the "adventurers," the pair drop their guise, revealing lizard men forms. They use *entangle* and *invisibility* to cover their escape. They try to avoid using other spells, as they do not want the PCs to realize they are something other than lizard men. The rakshasas do not want to confront the PCs at this point, as they are hopeful the PCs will attack the lizard men village.

No matter what the outcome of this encounter, the entire rakshasa party will now know of the PCs' presence.

Rakshasa (2): AL LE; AC -4; MV 15; HD 7; hp 37, 38; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA Illusions, spells; SD +1 or better weapon to hit; ML 15; XP 4,000 each.

Running the Encounters

Rakshasas have a form of ESP that allows them to take the form of someone familiar to their victims; they must drop the illusion when they attack. They are only hit by weapons of +1 magic or better, and weapons of less than +3 inflict only half damage. A hit by a blessed crossbow bolt will immediately kill a rakshasa. They are immune to all spells lower than 8th level. Their spells are cast at 7th level. Rakshasa #1 wizard spells: *Enlarge, grease, protection from good, spider climb*
Priest Spells: *Cure light wounds, entangle, faerie fire*
Rakshasa #2 wizard spells: *Dancing lights, protection from good, spook, ventriloquism, detect invisibility, invisibility, whispering wind, fly*
Priest spells: *Cure light wounds x2, invisibility to animals*

G. Temple Ruins

Through the dense underbrush, you see what you believe is a stone building—or part of one anyway. The structure looks old and in disrepair. Vines cling to the cracked stone walls and crumbling columns.

If the PCs come closer, they can tell that the building is immense. It is probably centuries old, and it does not look inhabited. There is a bog near it. It will be challenging for the PCs to reach the building because of the bog, which is 6 feet deep. However, if they brave the terrain and enter the building, refer to the half-page map. Although large, the building, which was once a temple, has only three rooms.

The temple was built centuries ago to a long-forgotten snake god named Hisst.

1. Making your way through the bog you reach the collapsing steps. Small lizards

steps and head toward what used to serve as the front door. Only bits of rotted wood hang from frames. Beyond the doors is darkness.

2. Entering the building, a chill races up and down your spines. It is cool in here, unnaturally so it seems. This main room is immense—and empty. Not even the remains of furniture can be seen. The walls glisten with moisture and display worn mosaics. The floor, too, seems to have patterns and designs in it, and appears just as wet as the rest of the room.

Hisst was a LN god, and the very structure of his temple radiates his alignment. PCs who are not lawful neutral, neutral or neutral good suffer a -2 penalty to all combat rolls and saving throws while inside.

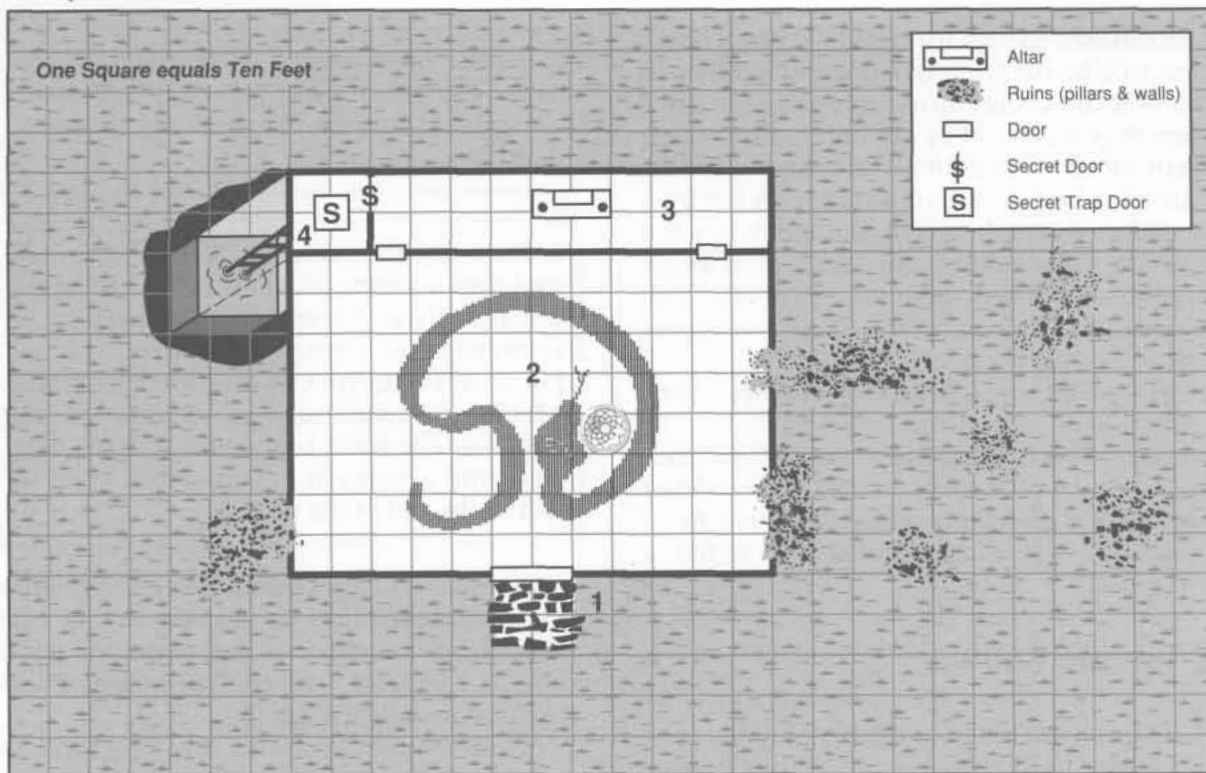
To see the wall mosaics, the PCs have to move farther into the room, which makes them accessible to the gray ooze, which initially appears to be nothing more than glistening stone on the floor.

Gray ooze (3): AL N; AC 8; MV 1; HD 3+3; hp 24, 26, 27; THAC0 17; #AT 1; Dmg 2-16; SA Corrodes metal; SD Immune to spells and fire- and cold-based attacks; Sz L (12'); ML 10; XP 270 each.

If the PCs defeat the ooze and scrape it away from the patterns on the floor, they find a tiled image of a snake with ruby eyes coiled about a crystal plate set into the floor. The plate and tiled snake radiate magic. If the plate is removed from the floor and/or the ruby eyes of the snake pulled out, the dweomer fades. Replacing the items will not restore the magic. Further, taking the plate is considered an affront to the god Hisst. A PC who

Running the Encounters

Temple Ruins



removes the plate will suffer a -1 penalty to all combat rolls, saving throws, and ability checks for 72 hours.

The plate, although crystal, is as strong as metal. It is worth 800 gp. The ruby eyes are worth 2,000 gp each.

The plate is an offering device to Hisst. Any time a gem or piece of jewelry is placed on the plate, the item disappears and the offerer is allowed to ask a question of the god. The magic still works, even though none of Hisst's worshipers remain alive.

If one of the PCs places a gem or item of jewelry on the plate, he or she hears inside their head, "what question do you have of the great and mighty Hisst?" Four such sacrifices can be made each day, resulting in four answers. Hisst replies to each question in a sentence of no more than 12 words. The answers are cryptic. For example, if the PCs ask where

the statue is, the god would reply something like, "Surrounded by many with scaly hides, who are far beneath it."

Hisst is aware of all activities in the swamp, so careful questioning here could be beneficial to the PCs. However, questioning should not reveal an answer containing the word "rakshasa." Hisst would consider these creatures "evil-spirit lizard men."

3. A soft glow pervades this room. No doubt it is the luminous fungus and moss growing on the walls that are responsible for the light. Mosaics on the floor show masses of writhing snakes, all coiled about green-skinned men and women. In the center of the room, on an altar, are bones.

The bones are not the remains of a sacrifice.

Running the Encounters

Rather, the last Hisst priest died in this room, collapsing on the altar from starvation. He refused to give up his religion. His spirit still haunts this room, and he will communicate with any PC who comes within 1 foot of the altar. His spirit is a unique form of undead, described below. If a PC approaches the altar, read the passage below.

You feel tingly all over—and warm. It is a pleasant sensation. A voice inside your head speaks in friendly, relaxing tones.

"Hisst will care for you," the voice relates. "Hisst cares for all those who walk the wet, humid lands. Revel in Hisst's generosity.

"Fellow swamp dweller, do you know the ways of Hisst?"

If a PC answers yes, the spirit of the priest leaves him or her alone—not wanting to expend energy on someone already converted. However, if the PC answers no, the spirit attacks. If more than one PC is within 1 yard of the altar, the spirit attacks each in turn. To attack, the spirit must rise from its bones as a ghostly figure. This priest has chosen the form of a striking snake. The spirit cannot move more than 40 feet from the altar, nor can it be turned.

Fervent spirit (1): AL LN; AC -2; MV 12; HD 8; hp 64; THAC0 13; #AT 1; Dmg Nil or 1-10; SA Spells; SD Hit only by +1 or better weapons; Sz M (6' tall); MR 25%; ML 14; XP 5,000.

Spells: *charm person, enthrall, hold person, ray of enfeeblement, suggestion, confusion, forcecage, and demand*

Each time the fervent spirit successfully strikes a target, it releases one of its spell effects. It can use each spell once during an

incarnation. If the spirit is being attacked, it can strike and cause physical damage rather than a spell effect.

The spirit's goal is to force the PC or PCs to stay in this room, where he can expound for all eternity on the teachings and blessings of Hisst. To that end, the spirit's charms, commands, and other spells will be to order the affected character or characters to stay.

Killing a fervent spirit is only a temporary matter, as the spirit will reform again in another incarnation in 4d4 rounds to begin his assault once more. The only way to put the undead to rest is to reduce it to 0 hit points or less and bury its bones.

A secret door from this room leads to the final chamber of the temple. The door is not locked or trapped and is easy to spot (+2) to all attempts. However, because the stones have shifted during the past many decades, it will require a combined Strength of 34 to open the door.

4. The room beyond smells dank. Obviously no one has entered this area in a very long time. It is dark, and the black moss that clings to the walls and ceiling makes the place feel gloomy and oppressive.

The PCs will need a light source here. The room is devoid of furnishings and creatures. Characters searching for secret doors can find a trap door in the floor. Opening the door reveals a rotted wooden ladder that descends into water.

The wooden ladder will not support more than 60 pounds at one time. Anyone using the ladder who weighs more than that will fall 20 feet into the water below, suffering 1d6 points of damage. After one fall, the ladder is broken.

The chamber below has 10 feet of stagnant water in it. PCs braving the fetid water and

Running the Encounters

searching the bottom can find the priests' treasure in rotting chests: 11,300 cp, 2,400 sp, a pearl necklace worth 1,200 gp, and a *staff of the serpent, adder*, with 10 charges.

Characters who enter the stagnant water are also subject to catching a disease because of the germs and parasites. PCs in the water must save vs. poison at a -2 penalty (in addition to any other penalties they might have picked up in the temple) or they catch a debilitating disease. This disease slowly saps their vitality; PCs so affected suffer a temporary loss of one point of Strength and Constitution per day until a *cure disease* is cast on them. PCs who reach 0 Strength and/or 0 Constitution die.

There are no other chambers and nothing else of value on this level.

H. Village of the Lizard Men

To reach the village of Fen, the PCs have to cross the river. There are places where the river is only 5 feet deep, so it is possible for the PCs to simply ford it.

Refer to the map for the layout of the village. The map includes only the major buildings; the thatched homes of the various lizard men families surround these buildings and are not detailed. The text below corresponds to descriptions and contents of the important buildings.

The village has a population of 168. However, because of the number of hunting and fishing parties, only approximately 90 lizard men will be in the village at any given time.

The village of Fen began more than 300 years ago when a group of lizard men decided to create a settlement similar to the human hamlets along the river. Tired of wandering, they wanted a base from which to fish and hunt. The original layout of Fen matched the nearest human community, which no longer exists.

Through the decades, the village expanded and the buildings became more elaborate and sturdy—and remained hidden from the human settlements. Though the lizard men could tolerate humans, they had no desire to associate with them. The original settlers of Fen considered humans too chaotic and unpredictable.

As the village grew, the lizard men established a form of government based on wisdom and goals rather than brawn. The rulers were chosen by the adults in the community, and they led until they were too old or their plans began to harm the village.

Today, the lizard men of Blackweed Swamp remain a relatively peaceful people, but they are not tolerant of other races or creatures which ruin their hunting and fishing or threaten the village. They still avoid the humans, including the fishermen and trappers from Chala. They do not believe the humans hunt or fish wisely, taking in fish that are spawning and trapping lizards that have not reached maturity.

Of the 90+ lizard men present in the village at any given time, the majority will be adults. Use the following statistics. Note that these lizard men have average and above average intelligences.

Lizard men (50): AL N; AC 4; MV 6, Sw 12; HD 2+1; hp 11 each; THAC0 19; #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-6; SA Nil; SD Nil; Sz M (7' tall); ML 14; XP 65 each.

These lizard men use shields and hurl barbed darts (3 per round, 1d4 damage). In addition, they carry clubs which cause 2d4 points of damage.

Ten of these lizard men act as sentries, patrolling the outside of the village and keeping the community safe. If any trespassers or dangerous creatures are noticed, the sentries blow horns, alerting the village.



Lizard men, young (29): AL N; AC 5; MV 6, Sw 12; HD 2+1; hp 8 each; THAC0 19; #AT 3; Dmg 1-2/1-2/1-6; SA Nil; SD Nil; Sz M (4'-7' tall); ML 14; XP 65 each.

The young lizard men will fight if the village seems in jeopardy. They carry spears which cause 1d6 points of damage.

Lizard men patrol leaders (10): AL N; AC 4; MV 6, Sw 12; HD 2+1; hp 17 each; THAC0 19; #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-6; SA Nil; SD Nil; Sz M (7' tall); ML 14; XP 65 each.

The patrol leaders each carry a shield, long sword and two spears. They throw their spears before closing in to melee.

Lizard man subleader (1): AL N; AC 2; MV 6,

Sw 12; HD 4; hp 32; THAC0 17; #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-6; SA Nil; SD Nil; Sz M (7' tall); ML 14; XP 120.

The lizard man subleader carries a *long sword* +2, *shield* +2 and two spears. He throws his spears at obvious spell casters before closing to melee.

Lizard man leader (1): AL N; AC -1 (bracers and shield); MV 6, Sw 12; HD 6; hp 42; THAC0 15; #AT 1 or 3; Dmg by weapon or 1-2/1-2/16; SA Nil; SD Nil; Sz M (7' tall); ML 14; XP 270.

The lizard man leader stays out of melee if possible. If forced to fight, however, he uses the same tactics as his subleader. He wears *bracers of defense* AC5, carries a *shield* +1, and uses a *long sword* +2, *black dragon slayer*.

Running the Encounters

Lizard man lesser shaman (1): AL N; AC 4; MV 6, Sw 12; HD 3 (P3); hp 16; THAC0 18; #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-6; SA Spells; SD Nil; Sz M (7' tall); ML 14; XP 175.

Spells: *cure light wounds, entangle, charm person or mammal*

This shaman carries a shield, *spear +1, mace +1*, and barbed darts for throwing. In melee, he casts *entangle* and *charm person or mammal* before hurling darts and his spear and closing for melee.

Lizard man greater shaman (1): AL N; AC 4; MV 6, Sw 12; HD 5 (P5); hp 25; THAC0 15; #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-6; SA Spells; SD Nil; Sz M (7' tall); ML 14; XP 650.

Spells: *command, cure light wounds, faerie fire, hold person, heat metal, silence 15' radius, cure disease*

The head shaman prefers to stay in the background where he can cast spells. His preferred magical assault begins with *silence, 15' radius* on an obvious spell caster, followed by *heat metal* on a fighter in armor, *faerie fire* on as many enemies as possible and *hold person* and *command* on a fighter.

Lizard man acolyte (1): AL N; AC 4; MV 6, Sw 12; HD 2 (P1); hp 12; THAC0 18; #AT 1 or 3; Dmg by weapon or 1-2/1-2/1-6; SA Spells; SD Nil; Sz M (7' tall); ML 14; XP 175.

Spells: *cure light wounds x3*

Spy (rakshasa in lizard man guise) (1): AL LE; AC -4; MV 15; HD 7; hp 38; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA Illusions, spells; SD +1 or better weapon to hit; Sz M (7'); ML 15; XP 4,000.

Wizard spells: *dancing lights, protection from good, spook, wall of fog*

Priest Spells: *curse, command, faerie fire*

The rakshasa is a spy in the village, accepted as a newcomer desiring a home. He has been posing as a budding shaman while he spies for the rajah. His goal is to make sure the lizard men fight any humans who come from Chala and nearby communities. To that end, he has been sowing seeds of discontent with the village's youths by suggesting that the humans want to fight the lizard men and eventually destroy the village.

If, during the course of the PCs' time in the village, there is a fight between the PCs and the lizard men, the rakshasa will hide and observe the outcome.

If the PCs kill the entire village of lizard men, the rakshasa flees to inform the rajah that the humans must be killed immediately before they return to Chala.

If the lizard men kill the PCs, the rakshasa spy is satisfied and notifies the rajah that one more band of adventurers from Chala has been eliminated.

If, however, the PCs talk with the lizard men and learn they are not the cause of Chala's woes, the rakshasa spy leaves the village immediately and reports to the rajah. There, the rakshasas put into motion plans to kill the PCs. Refer to the rakshasa section for more information.

The rakshasa spy is convincing in his guise as a lizard man. Virtually the only way the PCs can locate him is by casting *know alignment*. This will only tell the PCs he is evil; it will not reveal his true nature. If the spy believes he is in jeopardy, he will use his abilities in an attempt to escape.

Entering The Village

When the player characters near the village of Fen, read the following:

Through the moss-draped trees you see a village. It rests at the fork in the river. Thatched buildings and some buildings made of stone sit in the center of a clearing in the swamp. Farther out from the clearing you see smaller thatched buildings along the bases of the trees. A few of the thatched buildings are built in the trees along the lowest branches.

Milling about the buildings in the clearing are lizard men. You can see a few dozen. Some of them are small for lizard men, about 4 feet in height. Obviously children, they scamper about playing a game. In the middle of the clearing stands a totem. It is the trunk of a large tree, and it has lizard visages cut into it. Garish colors are painted on the faces. What catches your attention is what rests atop the totem—an ornament of gold and silver.

The PCs will have to move closer to see what the ornament is—the statue of Tefnut. If they get too close, the lizard men sentries are alerted to the PCs' presence and sound a horn. If this happens, all the lizard men in the village grab weapons and prepare for a possible confrontation.

Note, however, that the lizard men in the village do not start such a confrontation. The lizard men will not start a fight unless they are pushed into it.

Determine what the PCs are doing. It is possible they might decide to position themselves and attack. If this is the course they take, the lizard men rally to protect the village and fight to the death.

If the PCs attempt to enter the village peacefully, the lizard men allow them in—provided the PCs keep their weapons sheathed. In this case, the PCs will be escorted to the lizard man leader.

Attacking the Village

This could be a deadly move for the PCs. While the lizard men are not their equals as fighters or spell casters, they have considerable numbers on their side.

The first wave of lizard men to attack will be the adults. If 20 or more of the adults fall, the youths consider the village in jeopardy and join the melee.

The shaman attempt to stay out of melee at first, using their spells to help the lizard men fighters.

The leader stays out of melee until the very end.

If the PCs are defeated, the lizard men capture any survivors and release them, weaponless, into the heart of the swamp. The lizard men tend to their wounded and return to life as usual.

If the lizard men are defeated, the PCs are free to search the main buildings and question any surviving lizard men. Refer to the Lizard Men Information section for what the PCs can learn.

Keeping the Peace

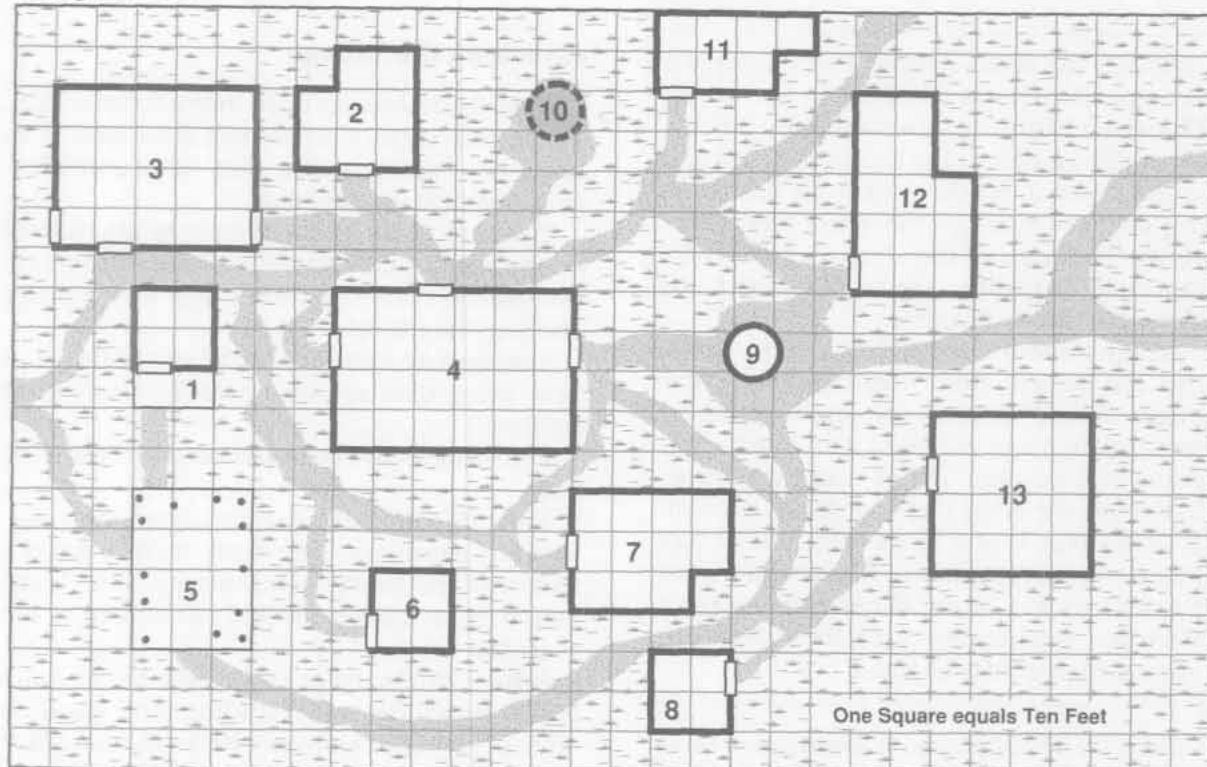
If the PCs enter the village peacefully, they are escorted by each building and past the totem to the leader's hut. If they speak lizard man, they can pick up bits and pieces of the information presented in the Lizard Men Information section. As the group passes the totem, describe the statue of Tefnut on top; now that the PCs are closer they can identify the statue as being made of platinum and gold. If the PCs ask the lizard men escorts about the statue, they reply simply that it is a gift of their god.

If at any point while walking in the village the PCs take the statue, the lizard men attack, considering the PCs' actions blasphemy.

Eventually, the PCs are escorted to the lizard man leader where they are given food,

Running the Encounters

Village of Fen



water and are allowed to rest and ask more detailed questions. Refer to the leader's building in the text below.

1. School: This large thatched building has a wooden porch with three benches on it. It is well maintained, and the trim around the windows and doorway is painted a deep green. Inside the building are several more benches, evenly spaced. They face a large, ornately-carved chair at the front of the room.

During the day, 20 of the lizard men youths will be in this building. They are taught by one of the oldest lizard men in the village. The youths learn about the swamp and its creatures, the history of Fen, and are taught the rudiments of Common. Only the youths and a few of the elders know the Common tongue, as teaching it is a new practice. Most of the adults speak only lizard man.

2. Armory: This building is made of stone and wood, and has a thatched roof. It is well maintained, and has a sturdy wooden door. Two lizard men are always stationed on the porch of this building to make sure the village's youths do not get inside and play with the weapons. The building has three small rooms. The largest is where weapons and shields are repaired, and there is frequently up to four lizard men in here working on the arms. A second room is for the storage of weapons in good condition, and the third is for the storage of shields.

There are a total of 230 spears, 180 clubs, 700 barbed darts, 10 long swords, 8 short swords and 4 maces. In addition, there are 95 large wooden shields, 10 small wooden shields, 12 large metal shields, and 3 small metal shields.

3. Sup Hall: This building is similar in building materials to the armory. Large ferns grow on either side of the building's front door, which is always open. The building has two side doors and several windows.

Although most of the lizard men eat at home with their families, many of the young lizard men like to eat and socialize here. This hall is also used for village meetings and religious activities.

Several large, ornately carved cedar tables and benches fill the room. The tables are clearly old, and the tops are worn and covered with small grooves made by the claws of the lizard men. These tables once filled the main room of the temple of Hisst. However, decades ago lizard men appropriated them, along with other furnishings.

At meal times there are 3d8 lizard men here. Otherwise, only 1d6 lizard men are present.

4. Worship Hall: The exterior of this building makes it stand out from the rest of the structures in the village. The hall is made of ebonwood, a charcoal black wood that only grows far to the north of here. Decades ago stands of ebonwood trees stood in Blackweed Swamp. However, the Fen lizard men cut the trees down and used them in the construction of the hall.

Even the floor and roof of the hall are made of ebonwood. When wet, which is often in the swamp, the building shines like an onyx gemstone.

One of the lizard men shaman can be found inside the hall at any given time paying homage to the god Semuanya. In fact, the acolyte sleeps in an area at the back of the hall.

The furnishings are simple, yet elegant—large chairs and polished wooden benches—and all of them supplied by the temple of Hisst.

A crudely painted image of the lizard men's god is on the floor of the hall.

If the PCs are not hostile to the lizard men, and if it appears any of them are injured, they will be brought to the temple and *healed* by the shaman. Any PC so cured will be asked to make a donation of a weapon or item of value to the community.

5. Training Hall: This structure consists of several posts, the trunks of long-dead ebonwood trees, and a thatched roof stretched over them. Inside, the village's youths are taught how to fight with their claws and teeth, how to use swords, spears, and other weapons, and how to defend themselves against various creatures and men.

During the day, 2d12 youths and two patrol leaders will be here.

If the PCs have been cordial to the lizard men and stop at the hall, they will be asked to give a fighting demonstration. The patrol leaders ask two of the PCs to fight each other with the flats of their blades to demonstrate human (or demihuman) combat techniques. If the PCs do not comply, the youths hiss at them and brand them cowards.

If the PCs agree, following their demonstrations, one of the patrol leaders asks to fight one of the PCs bare-handed. If a PC agrees and wins, the students cheer and quickly accept the PCs. If a PC refuses to participate, the students hiss. The use of magic in any fight is frowned on; PCs caught using magic will be hissed at and shunned by the students and the patrol leaders.

6. Lesser Shaman's Hut: This is perhaps the simplest structure in the village of Fen. It is no more than a thatched, one-room hut. The shaman elected to live modestly, taking over the fisher's storage and giving the fishermen the abode he inherited.

There is a 50% chance the lesser shaman

Running the Encounters

will be here, unless the PCs already encountered him at the worship hall.

7. Greater Shaman's Hut: One of the more impressive homes in Fen, this lizard man's building is decorated on the outside with iron candelabra, worn tapestries, and brass plates, all hammered into the wooden walls. These items were taken decades ago from the temple of Hisst, and the greater shaman at that time decided to put some of the objects outside his hut as evidence that the lizard men's god Semuanya is greater.

The shaman's greatest treasure is hidden behind a false stone in the wall—his *beads of divination*. There are six beads in a small box. Swallowing one is the equivalent of casting a *divination* spell.

There is a 50% chance the greater shaman



will be here, unless the PCs already encountered him at the worship hall or leader's home.

8. Subleader's Hut: Similar in size to the greater shaman's hut, this structure has the skulls of animals ringing it.

There is only a 25% chance the subleader will be here at any given time. He is usually found at the leader's home or the hunter's hall.

9. Totem: Perhaps the most impressive piece of woodcraft in the village, the totem rises 20 feet above the marshy ground.

The faces of lizard men are carved into the polished post and it is evident that parts of the post are newer than others. Each visage, which will not seem much different to the PCs, is the face of a Fen leader. When the current leader dies, his visage will be carved and placed on top of the totem. There are currently 16 faces in the totems. All of the faces have paint on them, with the oldest faces at the bottom having worn and cracked paint.

On top of the totem rests the gold and platinum statue of Tefnut. When it was discovered on top of the totem one morning, the greater shaman convinced the leader and the rest of the village that it was a gift from the lizard men's god and that it held some significance that must be discovered.

The lizard men have not yet discovered that significance. They will not allow the PCs to take the statue unless the PCs can prove that the lizard men's god did not put it there. They want to know just who put the statue on the totem. That will likely mean the PCs will have to uncover the rakshasas' plot and share the information with the lizard men of Fen.

If the PCs attempt to steal the statue and are seen by any lizard men, the entire village moves to attack. See the Village Population section earlier.

10. Well: When Fen was built, the first settlers constructed a sturdy stone well because the human village they patterned Fen after had one.

There is no bucket and rope for the well, and it is filled with fetid marsh water.

11. Fisher's Storage: Formerly the lesser shaman's home, this wooden and thatched building with a hole in the roof contains a variety of weighted nets and spears. This is the equipment used by the lizard men assigned to fish for the community. In the center of the room is a stone oven where some of the fish are smoked to keep longer.

12. Hunter's Hall: Much more impressive on the inside and out than the fisher's storage, the hunter's hall is filled with the skulls of animals. The floor of the building is covered with the skins of jaguars and large lizards. The wall opposite the entrance has the skin of a young black dragon hanging on it.

At any given time there are 1d10 lizard men in here swapping amazing hunting stories.

If the PCs have been accepted by the lizard men, and they come to this building, they will be asked to share their own hunting stories. The lizard men will not converse with them unless the PCs comply. In turn, the lizard men will relate their stories—which are much grander than the PCs', regardless of whether they are true.

13. Leader's Home: A wooden porch circles this building. Vines and mosses cling to the walls, making it impossible to tell what the building is made of without scraping the plants away.

The building is made of wood and stone and is the oldest one in Fen. It was originally created as a meeting hall, and as the village grew, it was passed into the hands of Fen's leader. Being invited to the building is con-

sidered an honor.

There is a 50% chance the leader will be here at any given time. Otherwise, he is wandering about Fen. If the leader is here, there is a 25% chance the subleader and the greater shaman will be here also.

The leader is middle-aged for a lizard man and is a veteran fighter. He is wise, slow to anger, and quick to defend the village and any lizard men in it.

If the PCs have been cordial, he will agree to meet with them on his porch.

Lizard Men Information

If the PCs did not act hostile toward the lizard men, they can gain the following information through questioning.

If the PCs attacked the village, won, and question survivors, they will learn bits and pieces of the following information.

- The village of Fen has been at this juncture of the Leal River for many generations.
- During that time, the lizard men have never started a fight against the human settlements or against the goblins who lived in the swamps decades ago.
- However, the lizard men have no qualms about attacking people who first attack them or who menace the village or their hunting and fishing.
- Fen's leader, subleader, and a few of the patrol leaders spy on Chala from time to time just to make sure the community is staying peaceful.
- Fen's layout is based on a human community the lizard men founders observed generations ago.
- There are patches of living swamp (algoids) and moving trees. These things are dangerous and should be avoided. The subleader can show the PCs on their map the location of these trees.
- Fen residents accept the presence of hu-

Running the Encounters

mans near the swamp, but they do not think humans know how to trap and fish properly. They consider the humans wasteful and foolish.

- A group of young Fen lizard men believe the humans are to blame for the poor hunting in the swamp. Not only are they trapping lizards that are immature, but they are scaring away the larger game. These youths wish the Fen leader would take some forceful action against the Chalans.
- A few of the lizard men have witnessed strange things in the swamp lately—lights that dance just above the ground, then disappear, and pairs of lizard men who avoid Fen.
- The pairs of lizard men have traveled northwest and have avoided any attempts to talk to Fen hunting parties. Perhaps if the humans of Chala have had some trouble with lizard men, it is with that rogue band.
- The small statue on top of the totem was placed there as an omen by the lizard men's god.
- Nearly the entire community knows about the ruined temple in the swamp. It was dedicated to some lowly human snake-god, who was not as powerful as the lizard men's god. The temple was in disrepair before Fen was born. They will provide directions to the ruins.
- The greater shaman could perhaps help the PCs. He has powerful magic at his control and will use it to aid them in their quest—if it means they will get out of the swamp sooner and leave the lizard men alone.
- There are dangerous creatures in the swamp, including a dragon that breathes flames (a pyrohydra.) The lizard men can give precise directions to the "dragon."

If the PCs ask the greater shaman's help, he explains that the magic he employs is indeed powerful, and very costly. He returns to his

home, brings forth two of the *beads of divination* and offers to swallow them for the party in exchange for a magical donation to him.

Do not go easy on the PCs here. The shaman wants one permanent magical item for each bead swallowed. He will not accept potions or scrolls. If the PCs make the donation, he will swallow the beads, or allow them to.

If the PCs are careful with their questions, they could learn about their foes and how to prepare to face them.

If the PCs have been cordial to the lizard men in the village, they will be invited to stay the night. They can sleep in the Sup Hall. The lizard men want them to leave in the morning, as they believe it is not good for the youth of the village to have too much contact with humans. In the morning, the PCs will be provided dried fish and fresh water and sent



on their way. The lizard men will not act as guides for the PCs.

I. Swamplight

There are several "I"s marked on the DM's map. This is because the will o' wisps move around between several locations. The PCs can encounter the will o' wisps more than once if the creatures are left alive following a melee. The PCs should not encounter the wisps more than three times. It is most appropriate to use these encounters at dusk or in the evening.

The foliage thickens, blotting out the light from the stars (or sun) overhead and throwing the swamp into a murky gloom.

Peering through the heavy underbrush you see the soft glow of three lights. It is difficult to tell how far away they are. They move along, roughly at eye level, and they are bobbing slowly. After a few moments you can tell they are moving away from you.

If the PCs do not go to the lights (which are, of course, the will o' wisps), the lights come to them.

The will o' wisps work for the rakshasas in an unusual agreement. The wisps keep trespassers from getting into rakshasa territory, preferably by steering them to the lizard men, and the rakshasas pay them with gold and jewels. The will o' wisps are not entirely happy with the arrangement, as they would rather the rakshasas find another swamp to live in. However, they believe working for the evil spirits is safer than working against them.

If the trespassers do not follow the wisps to the lizard men, or to the hydras if they already have been to the village, the wisps attempt to lead them into bogs or quicksand. If this fails,

the wisps attack. The will o' wisps believe they are still fulfilling their bargain with the rakshasas by keeping trespassers away. The wisps prefer to kill any humans, taking whatever treasure they find and not worrying about sharing it with the rakshasas.

Prior to any melee, the will o' wisps turn out their lights, leaving themselves invisible. Repositioning themselves, they attack in an effort to gain surprise.

Will o' wisp (3): AL CE; AC -8; MV Fl 18 (A); HD 9; hp 45, 46, 48; THAC0 11; #AT 1; Dmg 2-16; SA Special; SD Special; MR Only the spells *maze*, *protection from evil* and *magic missile* effect a wisp; Sz S (2'); ML 17; XP 3,000 each.

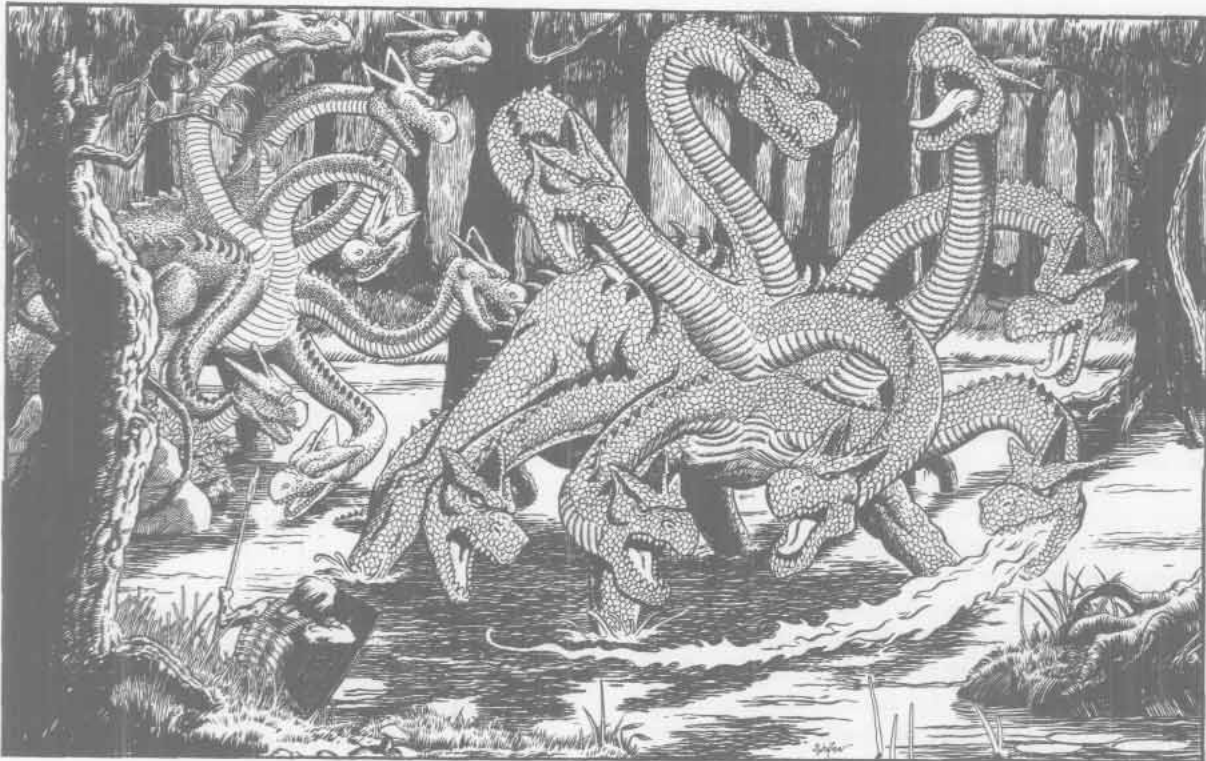
If the wisps fight the PCs, after two rounds one of the wisps breaks away from combat and flies to warn the rakshasas that experienced adventurers are in the swamp. This third wisp is considered out of the rest of the combat.

If the PCs manage to bring the two remaining wisps down to five hit points or less, the will o' wisps beg for mercy, offering the PCs treasure "or something much more valuable." If the PCs agree, the wisps give them their choice. If the PCs decide to take the treasure, they receive a *dagger +1*, *cloak of protection +1*, *potion of rainbow hues*, *potion of flying*, *potion of clairvoyance*, black pearl bracelet worth 1,500 gp, jade bracelet worth 450 gp, and a small velvet bag containing 30 gold pieces (the gold pieces are very old and are worth double their face value to a collector).

If the PCs ask for "something much more valuable," the wisps tell them:

Lizard men are what you seek, if you are searching for what brings woe to the humans who live near the swamp. But

Running the Encounters



lizard men they are not. Your adversaries are far more powerful than the man-lizards that dwell in the village of Fen. Their skin is but a mask. Your adversaries are evil incarnate.

Kill them and you'll free the swamp. But the killing shall not be an easy thing, and you could be the ones who die.

Look to the grove of dead willows. They are nearby.

The will o' wisps will provide no more information, no matter how persistent the PCs are. The wisps fear the rakshasas and worry that even giving that little bit of information could spell their own doom.

If the wisps relayed information hinting at the rakshasas' whereabouts, the PCs will not encounter the wisps again. The wisps have

decided to leave for safer territory.

No matter the outcome of this encounter, the rakshasas know about the PCs' presence and will send a false lizard men hunting party, as detailed at letter "F," to lure the PCs to the lizard men village or the hydras. If the PCs already killed the false adventuring party at F, use another party of the same strength, but with a different selection of spells.

J. Headed For Danger

If the PCs did not attack the lizard men village, and discovered the lizard men were not responsible for the raid on Chala, the rakshasa spy or the false hunting party will try to lead the PCs here.

Once close enough to rouse the hydra, the rakshasas will use their abilities to escape, leaving the PCs to deal with the monster.

It is also possible the PCs will discover the hydra themselves, simply by wandering in the swamp.

This hydra begins with eight heads and can attack with up to four of them against a single foe. For every eight points of damage the hydra suffers, one of its heads is assumed to be cut off. For every head that is cut off, two more grow to take its place, up to a maximum of 12 total heads. The heads regrow in 1-4 rounds. The only way to avoid the regeneration is to quickly burn the stump. Attacks against this hydra's body have no effect; all of its heads must be cut off simultaneously to kill the hydra.

The creature's combat tactics are simple—fight to the death.

The hydra has no treasure, as it was taken by the rakshasas weeks ago.

If the PCs search the hydra's territory and make a successful Tracking proficiency roll, they discover lizard men tracks. A second successful check indicates there were two lizard men.

Lernaean hydra (1): AL N; AC 5; MV 9; HD 8; hp 64; THAC0 12; #AT 8; Dmg 1-10; SA Extra heads; SD Extra heads; Sz G (30' long); ML 9; XP 3,000.

K. Double Danger

When the PCs survive the attack of the hydra, the rakshasas become concerned that the rajah's plans could be dashed. They next attempt to lead the PCs to the lair of something even worse. The rakshasas are certain this will end the threat of the PCs without dirtying their own claws to finish off the heroes.

As in the other hydra encounter, it is possible the PCs will encounter these creatures simply by wandering in Blackweed Swamp. They may elect to come here if they heard of

the fire-breathing dragon from the lizard men in Fen.

Hydra (1): AL N; AC 5; MV 9; HD 9; hp 72; THAC0 12; #AT 9; Dmg 1-10; SA Nil; SD Nil; Sz G (30' long); ML 10; XP 2,000.

This hydra has nine heads and can attack with up to four of them against a single foe. For every eight points of damage the hydra suffers, one of its heads is assumed to be cut off. Attacks against the hydra's body have no effect unless the damage inflicted is equal to the creature's original hit points; all of its heads must be cut off at once to kill the hydra.

Pyrohydra (1): AL N; AC 5; MV 9; HD 8; hp 61; THAC0 12; #AT 8; Dmg 1-10; SA Nil; SD Nil; Sz G (30' long) ML 10; XP 3,000.

This hydra has eight heads and can attack a single foe with up to four of them. Each head can breathe a gout of flame twice a day that is 5 feet wide and 20 feet long. The flame causes 8 points of damage (save vs. breath weapon for half damage). Heads which breathe flame cannot bite that round. For every eight points of damage the hydra suffers, one of its heads is assumed to be cut off. All of its heads must be cut off to kill the hydra. All attacks against this hydra's body have no effect unless the damage equals the creature's original hit points.

If the PCs defeat the hydras and search around their lair, they discover a wealth of treasure. Taking it out of the swamp is another matter, however, as there is a lot of it. The treasure includes: 20,000 cp, 15,000 sp, a shattered tiara worth 300 gp, a broken silvered long sword with pearls in the pommel worth 400 gp, a small box filled with three vials (*potion of healing*, *potion of clairaudience*, *poison* (class G)), three scroll tubes (one empty, one with the wizard spells *magic missile*, *friends*, *unseen servant*, and one with the

Running the Encounters

priest spells *bless*, *protection from evil*, *magical stone*), a crossbow with silver inlaid designs worth 300 gp, a dozen quarrels (three of them *quarrels +1*), and a beautiful cherry wood long bow worth 90 gp, a dozen arrows, (two of them *arrows +1*).

There are no lizard men tracks immediately next to the hydras' lair. However, checking farther away from the lair the PCs find more lizard men tracks and the tracks of basilisks.

Finding the Rakshasas

Eventually, if the PCs put the clues together, they will come close to the rakshasas' territory. Of course, they might still believe they are dealing only with lizard men, which could be their downfall.

If the rakshasas know the PCs have learned the Fen lizard men are innocent and that the PCs could not be killed by the hydras and will o' wisps, they will deal with the adventurers themselves. They begin by sending a party of "lizard men" to meet the PCs before the PCs come upon the rakshasa lair. This is to protect the rajah. Initially, these "lizard men" act affable to the PCs, hoping to strike when the heroes' guard is down.

Rakshasas have a form of ESP that allows them to take the form of someone familiar to their victims; they must drop the illusion when they attack. They are only hit by weapons of +1 or better, and weapons of less than +3 inflict only half damage. A hit by a *blessed* crossbow bolt will immediately kill a rakshasa. They are immune to all spells lower than 8th level. Their spells are cast at 7th level.

Two of the rakshasas have *boots of varied tracks*.

The "lizard men" begin their assault with spells, including *protection from good*, *hold person*, *faerie fire* and *entangle*. They continue their assault, then close for melee.

If the rakshasas are victorious, the rajah will

continue with his plans to have the lizard men and humans exterminate themselves; then he will own the swamp.

If it appears the PCs will win the battle with the rakshasas, two fight to the death while the third attempts to escape to prepare the rajah. Captured "lizard men" reveal no information. However, it should be obvious to the PCs these are not lizard men. Using *speak with dead* could confirm just what these creatures are and reveal their plans for eliminating the humans and lizard men. This information should not come easily, as the dead rakshasas will not want the rajah's plans ruined.

Rakshasa (3): AL LE; AC -4; MV 15; HD 7; hp 35, 38, 42; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA Illusions, spells; SD +1 or better weapon to hit; ML 15; XP 4,000 each.

Rakshasa #1 wizard spells: *enlarge*, *grease*, *protection from good*, *spider climb*

Priest Spells: *cure light wounds*, *entangle*, *faerie fire*

Rakshasa #2 wizard spells: *dancing lights*, *protection from good*, *spook*, *ventriloquism*, *detect invisibility*, *invisibility*, *whispering wind*, *fly*

Priest spells: *cure light wounds x2*, *invisibility to animals*

Rakshasa #3 wizard spells: *burning hands*, *color spray*, *detect magic*, *magic missile*, *blur*, *fog cloud*, *web*, *hold person*, *suggestion*

Priest spells: *entangle*, *pass without trace*, *protection from good*

L. Lair of the Rajah

If the PCs have followed the leads, or simply wandered to this spot, they will face the two most powerful rakshasas in Blackweed Swamp. If the PCs fought the three rakshasas above, and one escaped to warn the ruhk and rajah, the pair will be expecting guests.

This is a very deadly encounter, and if the

Running the Encounters



PCs are not careful and prepared, they could easily die.

These spirits are crafty and will use their magical items to their best effect and their *ESP* power to pull a familiar form from the PCs' minds. No matter the form taken, the rakshasas will appear convincing and will attempt to lull the PCs into a false sense of security, then striking when the moment is right. They can use their illusion spells, such as *spectral force*, to help convince the PCs. Possible stories include:

- The PCs' friends were searching the swamp for the lizard men. They haven't found them, but they've discovered living trees and a hydra.
- They were spirited here by some great lizard man shaman. He seems to have abandoned them in the swamp to die.
- They have no idea how they got here, and

they remember very little about the past few days.

Other plausible stories can certainly be concocted based on specific events that have occurred thus far.

If the PCs seem to buy the NPCs' stories, the rakshasas wait for positioning and evaluate the PCs' strengths and weaknesses. However, if the PCs do not seem to believe their story, the rakshasas drop their guise immediately and begin casting spells. The rakshasas think they have little to fear from the PCs because the rakshasas are immune to most spells.

As in other encounters, these rakshasas appear as lizard men when in their real forms—however, they are dressed in fine, brocade robes sprinkled with ornate bead work.

Resolution

Greater rakshasa, ruhk (1): AL LE; AC -5; MV 18; HD 8+16; hp 60; THAC0 11; #AT 3; Dmg 1-6/1-6/2-10; SA Illusions; SD +2 or better weapon to hit; ML 17; XP 7,000.

Magical items: *dust of disappearance* (2 uses), *spear +3*, and a *potion of giant control*

Wizard spells: *Audible glamor*, *chill touch*, *dancing lights*, *ventriloquism*, *Melf's acid arrow*, *mirror image*, *summon swarm*, *lightning bolt*, *spectral force*

Priest spells: *Cure light wounds*, *invisibility to animals*, *pass without trace*

Greater rakshasa, rajah (1): AL LE; AC -5; MV 18; HD 8+16; hp 73; THAC0 11; #AT 3; Dmg 1-6/1-6/2-10; SA Illusions; SD +2 or better weapon to hit; ML 17; XP 7,000.

Magical items: *Robe of blending*, *javelin of lightning*, and a *potion of fire breath*

Wizard spells: *Color spray*, *dancing lights*, *phantasmal force*, *unseen servant*, *darkness 15' radius*, *detect invisibility*, *web*, *fly*, *spectral force*, *fireball*, *improved invisibility*, *ice storm*

Priest spells: *Animal friendship*, *command*, *detect magic*, *faerie fire*, *pass without trace*, *charm person or mammal*, *heat metal*, *silence 15' radius*, *speak with animals*, *trip*, *cause disease*, *curse*, *stone shape*

The rakshasas have a form of ESP that allows them to take the form of someone familiar to their victims; they must drop the illusion when they attack. They are only hit by weapons of +2 or better, and weapons of less than +4 inflict only half damage. A successful hit by a *blessed* crossbow bolt will immediately kill a rakshasa.

The ruhk casts his spells AT 9th level, the rajah at 11th. Both are immune to all spells lower than 8th level.

Spell Assault

The rajah begins by casting *fireball* on the greatest number of PCs possible. He does not care if the ruhk is caught in the effect, as the ruhk is immune to the spell. This *fireball* causes 11d6 points of damage, save for half. At the same time the ruhk casts *lightning bolt* on as many PCs as possible, for 9d6 points of damage, save for half.

In subsequent rounds, the rajah casts *ice storm*, *heat metal*, *web* and others as appropriate; the ruhk casts *summon swarm*, *Melf's acid arrow* and others.

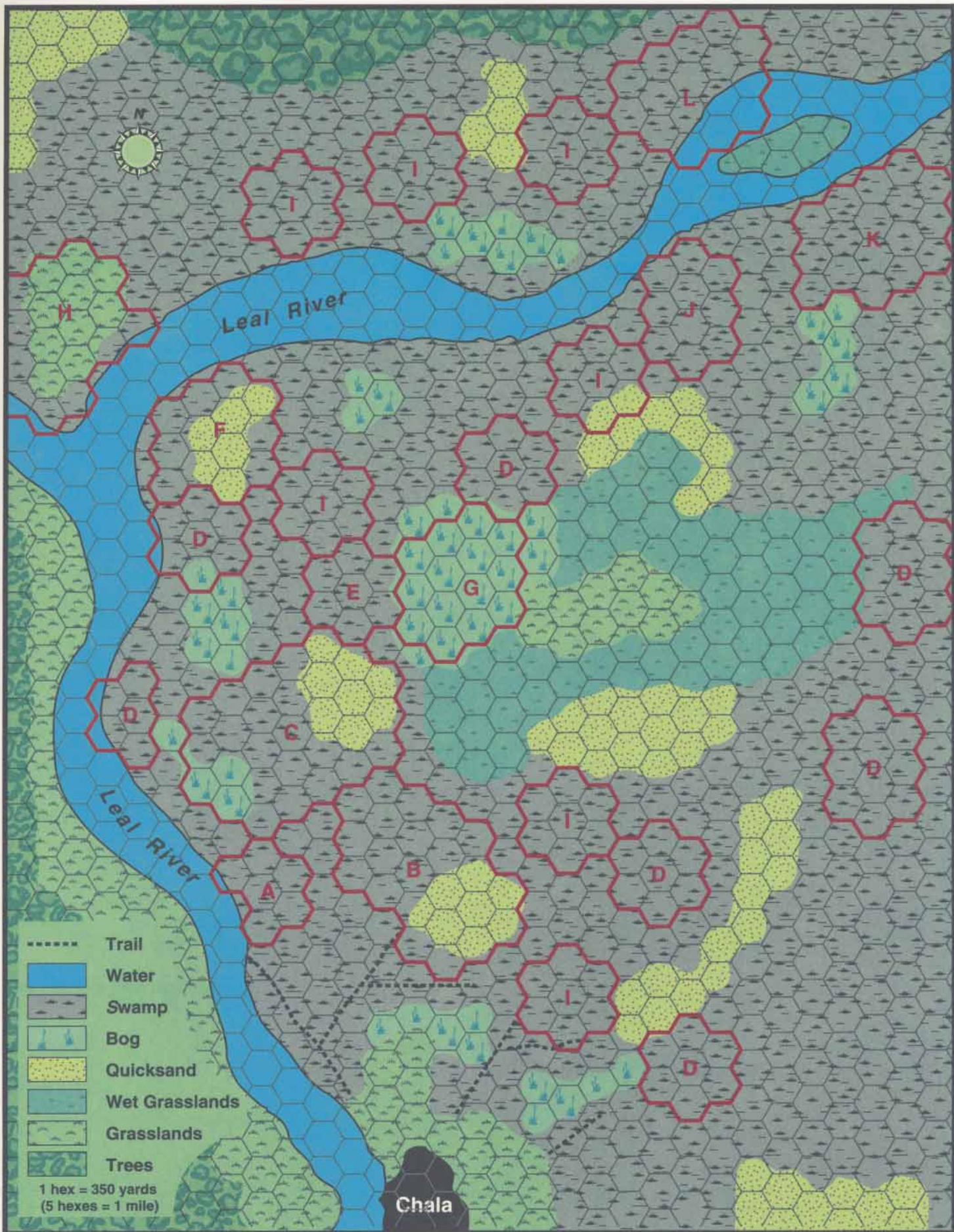
If the PCs defeat the rakshasas, they can search the area and find the lair, an underground cave in the most stable ground they've seen in the swamp. The rakshasas' lair is filled with the bones of human and lizard men victims, and treasure: 10,245 cp, 2,300 sp, a silver necklace worth 800 gp, sapphire ring worth 1,400 gp, a brass belt buckle decorated with black pearls and engraved with the words, "I Fight For Glory," worth 850 gp, gold ring worth 210 gp, *gold ring of feather falling*, and a *phylactery of faithfulness*.

Resolution

If the PCs return victorious to Chala, they will be hailed as heroes. If the PCs regained the statue, the people will cheer and begin making plans to take gifts to the lizard men village. The Chalans want to make peace with their neighbors and apologize for any wrong thoughts.

As promised, the PCs will be rewarded with a share of the city's profits. It is up to the PCs if they want to accept the award.

DM's Map



Swamplight

by Jean Rabe



The city of Chala, nestled on the banks of the Leal river, has prospered for generations. But now the city faces misfortune, pestilence, and decay, because the icon which brought it prosperity has been stolen. All the clues suggest that the sacred object was carried into the heart of nearby Blackweed Swamp. But who, or what, would commit such a crime? Whoever is responsible, the statue must be recovered, at any cost.

Are there heroes who can face the horrors of the swamp and reclaim the precious statue? Are they clever enough to unravel a scheme far more sinister than simple theft?

Or will they, like others before them, be lured into the clutches of some terrible evil inhabiting the gloomy marsh and disappear forever?

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