

KEOI4-02

Hool Goes There?

A One-Round D&D LIVING GREYHAWK[®] Keoland Introductory Module

Version 1.0

by Jay Stypinski

A madman with unspeakable knowledge is missing from the village of Waycombe. Can you stop the would-be plunderers before they unwittingly uncover an ancient horror? A Keoland introductory module for first level characters and the prelude to the Sakatha Returns! story arc.

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.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as 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. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are

carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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, 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

As an introductory adventure, no characters above 1st level are permitted to play. Players who have characters above this level limit should choose another PC or create a new one with which to play this adventure.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

Southern Keoland is plagued by a drought. There has been no rainfall for nearly three months in the Viscounty of Nume Eor. The myriad problems caused by the local drought include ruined crops and invasions from the hungry denizens of the Hool Marsh, driven to the uplands to seek prey. The local militia currently has their hands full dealing with these threats, especially since the Dreadwalkers have left the area.

Two members of the Seekers, an organization devoted to hunting for old sources of magic, decided to take advantage of the militia's preoccupation with the incursion of Hool monsters. Years ago, a group of intrepid adventurers braved the terrors of the Hool Marsh to defeat the vampiric lizard-king, Sakatha. Sakatha's Tomb was swallowed by the marsh. Reasoning that the recent drought might uncover the tomb, the novice Seekers decided to try and find the tomb and unearth its secrets, knowing there was potential to discover powerful magic items since Sakatha was a great sorcerer.

The Seekers' research uncovered only one person who still knows where the tomb sank, a local madman named Stephen DeManis. Stephen was once an unwilling servant of the lizard-king and was driven to complete insanity after being attacked by Sakatha's minions. The Seekers kidnapped DeManis and have convinced the lunatic to show them where the tomb once lay.

Unfortunately for the Seekers, Sakatha has, through means unknown at this time, reconstituted himself and has risen to plague the Kingdom of Keoland once more. Sakatha killed the Seekers, then chased Stephen DeManis down and charged him with bringing word of his return. (This scene was the Epilogue of KEO4-01 *Hope, Entwined*). Sakatha animated the Seekers as zombies. As a further safeguard against those that would enter his tomb, he has placed guards against intruders. These guards are a trio of pseudonatural lizardfolk (see Appendix A) that came from the Dreadwood to worship at the Hool Beacon (as chronicled in the *Death in the Hool* series of modules) but were swayed by Sakatha to serve him instead.

Adventure Summary

Encounter 1: In Waycombe, a walled town at the edge of the Hool Marsh, the PCs hear of Viscount

Jorgos' recession of the bounty on lizardfolk hides at the local inn and farmers lamenting the drought. The PCs should also hear news that a local, Stephen DeManis is missing.

Encounter 2: The PCs journey to DeManis' homestead at the edge of the swamp. At the site, the PCs are attacked by marsh predators driven to the uplands due to the drought and discover signs of a struggle and clues pointing them to the tomb in the marshlands.

Encounter 3: Midway to their destination, the PCs are attacked by another Hool denizen.

Encounter 4: The PCs discover the remains of the Seekers and meet the madman, DeManis.

Encounter 5: Arriving at the temple, the PCs are ambushed by mutated lizardfolk left behind to hide evidence that the tomb has been uncovered.

Encounter 6: On the way back to Waycombe, the PCs are waylaid by a member of the Marsh Grove Tribe of lizardfolk and questioned about their activities in the swamp.

Introduction

The news that Viscount Richart Jorgos rescinded the bounties on lizardfolk hides has reached your ears. Unfortunately, that news reached your ears too late to prevent your journey to the southern County of Nume Eor in search of adventure, treasure, fame and knowledge. Now, a number of disappointed adventurers remain in the distant outpost of Waycombe, hoping to hear of some rumor worthy of interest to their chosen profession.

Waycombe is no longer within the current borders of Nume Eor. Following the Yeomanry's withdrawal from Nume Eor and the Greyhawk Wars, the Dreadwalkers claimed and fortified the town with the aid of the Keoish Army. The walls of the town command a good view of the Hool directly to the south and the Dreadwood some distance to the north. Aside from the obvious military presence that recently fended off an assault from abominations from the Dreadwood, the only place of any interest is the small inn where locals discuss the difficulties caused by the recent severe drought.

Encounter One

The Robin's Breast

Waycombe's sole inn is located on the far side of the village. The streets are nearly deserted. There are no shops to speak of, and no children or pets roam about the streets.

The small establishment, known as the Robin's Breast Inn, is nearly as deserted as the streets. The few customers appear to be local farmers. Behind the bar, a portly older human appears busy cleaning mugs and listening to his customers' complaints about the drought. In fact, the conversation is dominated by lamenting of poor net fishing in the Ardo River and the poorer crops. As you enter, the innkeeper brightens visibly and calls to you, "Greetings, good travelers! What can I get you?"

The innkeeper is William Brightboy. He is happy to have anyone spending coin in the Robin's Breast, as the locals have very little to spend due to the drought. He is very loquacious, and will tell anyone who responds to his efforts to make conversation of the history of the inn as well as the strange goings-on lately.

Brightboy purchased the inn from a fellow named Busby several years ago, after the original Robin's Breast Inn was burned down by hobgoblin mercenaries employed by the Scarlet Brotherhood during the occupation of southern Keoland. He renamed his acquisition after his original property and the inn appears to enjoy moderate success.

William will also express concern that a certain customer has not been by for several days. If asked, William will tell the PCs that "Old Stephen", a crazy hermit who lives outside of town, usually comes in for a bottle of dwarf spirits every other day, but he hasn't been by in several days. The other locals will just roll their eyes and mutter into their cups, and Brightboy, abashed, will try to change the subject.

A successful Gather Information will be needed to get more information out of Brightboy or any of the locals.

DC 5: "Old Stephen" is Stephen DeManis, a crazy old man who lives in a hut at the edge of the Hool Marsh. The road leads from Waycombe south to his homestead.

DC 10: There is speculation that one of the Hool monsters probably ate him. Since the waters began

drying up locally, several creatures have ventured into the uplands looking for prey. Several herd animals have also gone missing, and one farmer found his prize hog completely drained of blood!

DC 15: The local militia is mostly out patrolling the edge of the marsh. They are the only ones defending Waycombe since the Dreadwalkers left. Hopefully they can deal with these creatures.

DC 18: The Viscount rescinded the bounty on lizardfolk for fear that the good ones might be accidentally killed by overzealous bounty hunters. Like they aren't all evil, man-eating savages!

DC 20: Stephen DeManis is a crazy, dangerous lunatic. He had evil dealings with strange sorts before the invasion, and Waycombe will be better off if he's not found.

The obvious hook is for the PCs to investigate DeManis' whereabouts. Should they report what they find at his home to William Brightboy, he will express concern and ask whether the PCs will search for him in the Hool.

Creature: William Brightboy and six local farmers/fishermen, Human (Os), Commoners1 (hp 5 each).

Troubleshooting: if the players seem reluctant to pursue DeManis, the innkeeper will (when out of earshot of the patrons) offer the PCs each 5 gp and a free room the next time they find themselves in Waycombe. "DeManis is a good customer," he explains, "and worth the money if you save him from any trouble and get him back into my inn. And if he's dead... well, let me know, so I can stop stocking this rotgut dwarven ale that only DeManis drinks."

Encounter Two

What's Missing Here?

The road south of Waycombe leads to the edge of the Hool Marsh and the home of Stephen DeManis. As you travel down the road, you note that the grasslands are yellowed, and the reeds are brittle, a clear indication of the effects of the recent drought.

Approaching the tiny hut by the edge of the dried up marshlands, you quickly determine that all is not well. The wooden door hangs on its peg hinges and the hut itself is dark with no sign of "Old Stephen" in sight.

See the Judge's Map of the DeManis home, located at the end of this module. A Listen check (DC 15)

will reveal a twittering inside the hut. Anyone entering the 20' x 20' cabin will be attacked by four stirges nesting in the rafters. These creatures have left the marsh seeking prey. *The stirges cannot be spotted by peering in through the windows.*

APL 2 (EL 2)

Creatures: Stirges (4) (hp 4 each); see MM, p. 236.

After the stirges have been dealt with, the PCs may search the hut. A DC 5 Search will reveal signs of a struggle – the bed has been overturned, a broken liquor bottle and broken fishing rods litter the place. A DC 10 Track check of the muddy floor will show that a barefoot human was attacked by three booted humanoids. A DC 15 Search will reveal a loose floorboard.

Under the floorboard is a small chest. However, anyone reaching for the chest will trigger a scything blade trap hidden under the floor.

APL 2 (EL 1)

Scything Blade Trap: CR 1; mechanical, location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

The chest itself is unlocked, but is also trapped. The chest may be safely opened by lifting the lid just enough to reach one's hand inside. Once this is done, pressing a stud on the interior of the chest disarms the trap. Otherwise, a spring-loaded crossbow bolt will fire at the PCs opening the chest.

APL 2 (EL 1)

Basic arrow trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20, Disable Device DC 20.

The chest contains a hundred Keoish lions (gold pieces), three potion bottles (*potions of cure light wounds*) and a map detailing the route to an island some fifteen miles into the Hool. (*Player Handout #1*).

Should the PCs search outside, a DC 10 Search will reveal that a humanoid was dragged towards the marsh and then lead three booted humanoids along the dry mud flats to the south. A DC 5 Track check will enable the PCs to follow these tracks towards the location shown on the concealed map (Player's Handout #1). Note the PCs will need to make three DC 5 Track checks to follow the trail the entire 15 miles to the old temple.

Treasure: 100 gp and three *potions of cure light wounds*.

Encounter Three

Welcome to the OHCE*

*OHCE= Obligatory Hool Crocodile Encounter

Following the trail of humanoid footprints in the dried mud, you hear the incessant buzzing of gnats in your ears and the whine of mosquitoes nearby. Stagnant pools of water do little to feed what must have been a thriving wetlands complex before the drought. The rushes are cracked and dry and the fallen fronds break beneath your tread as you journey deeper into the wilds of the Hool Marsh.

Allow the PCs to make Spot checks. Anyone making a DC 24 Spot check will see two eyes and a snout sticking out of the stagnant pond twenty feet from the trail and will not be surprised when the twelve-foot crocodile attacks.

With surprising speed, a large reptile charges from the ponded water and barrels towards you and your companions!

The crocodile is starved from the dearth of prey in the swamp caused by the drought and will attack on sight. Treat its initial attitude as Unfriendly but apply a –1 circumstance penalty to any Wild Empathy checks to change its reaction due to the animal's hunger. Should the PC throw the crocodile any foodstuffs, adjust the modifier to a +1 circumstance bonus.

APL 2 (EL 2)

Creature: Crocodile (1) (hp 17); see MM, p. 271. Note that the creature has less than normal hit points, and suffers a –1 circumstance penalty to hit and damage due to starvation.

Treasure: Lodged in the crocodile's stomach are six garnets worth 100 gp each and an *amulet of natural armor* +1.

Encounter Four

All the Pretty Buggies...

After dealing with the crocodile, you follow the trail through the dry marsh beds. Suddenly, the quiet hum of insects is broken by a cracked voice, which breaks out in song.

"They all thinks I'm crazy, so they say,

But they long gone and I'm on my way!

They'll go to join me master in his tomb,

And me, I'm safe as a babe in the womb!"

A tattered figure runs toward you, weaving drunkenly through the high reeds and laughing hysterically. He is clad in green and brown rags, and his shock white hair is matted with wet leaves. He waves spasmodically and scampers forward. "Here you are! More friends who aren't ugly bugs!"

The man is Stephen DeManis. Years ago, Stephen was *dominated* by Sakatha and served the Lizard King as a spy in Waycombe. Never mentally stable, Stephen led the party of adventurers that managed to slay the Lizard King in his tomb. He fled when Sakatha's minions fired crossbows at him, driven even crazier by the apparent betrayal. Since Sakatha's death, Stephen's mind has deteriorated further and he now believes the Seekers are his new friends.

The Seekers managed to persuade Stephen to take them to see Sakatha's tomb. However, the party was attacked by lizardfolk when they reached the old temple. The Seekers were killed and re-animated as zombies by a lizardfolk shaman. Only Stephen escaped and has been leading the slow-moving zombies on a merry chase through the Hool.

Stephen will stop and talk to the adventurers, referring to the unruly snakes in his hair and spouting other nonsense.

If treated kindly (DC 10 Diplomacy check), Stephen will invite the adventurers to meet his "other friends" and volunteer to take them to Sakatha's temple. He will identify Sakatha as the "Great Lizard King who promised his faithful believers that he would someday return!" A few moments later, the party will see the following:

As DeManis' inane ramblings continue, he is interrupted by the sound of booted feet crashing through the dried rushes. A pair of sluggish human forms move towards you, their pallid skin and vacant eyes causing you alarm. "There they are!" Stephen shouts joyfully, pointing at the shambling figures. "My new friends are here!"

The three zombies appear out of the high reeds twenty feet from the trail. They attack until turned or destroyed.

Although the corpses were stripped of their equipment, one has a waterproofed roll of parchment concealed in his bloodied shirt that can be found with

a DC 10 Search check. The parchment contains a copy of "The Ballad of Sakatha". (See *Player Handout #2*).

If the zombies are destroyed, Stephen will be momentarily saddened, but will again renew his offer to take the PCs to see his Master's temple. Whether or not Stephen accompanies the party, they can follow the trail or the map to the old temple.

APL 2 (EL 1)

Stephen DeManis: Human Commoner 3; CR 2; Medium Humanoid; HD 3d4+3; hp 10; Init +1; Spd 30 feet; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger); SA -; SQ -; AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 12, Con 12, Int 12, Wis 6, Cha 8.

Skills and Feats: Profession (Fisher) +4, Survival +3, Swim +6; Self-sufficient, Simple Weapons Proficiency, Track.

Human Commoner Zombies (2) (hp 16 each); see MM, p. 266.

Encounter Five

Tomb of the Lizard King

Continuing through the dried-out swampland, you can see a large stone platform resting in a sunken, bowl-like depression. A few marble columns reach towards the overcast sky, and three great stone steps lead up towards the stone dais. This must be your destination!

If Stephen DeManis is with the party, he will loudly announce, "That's where my good friend Sakatha lives! I wonder if he's still sleeping?!"

The adventurers may also make Listen checks, DC 15. Anyone succeeding will hear the sounds of digging as they approach the depression, which will abruptly stop if Stephen calls out. If Stephen is not with the party, or does not have an opportunity to shout, the lizardfolk will not have a chance to hide in the pools. If Stephen does call out, anyone succeeding at the initial Listen check can make a second Listen check, DC 10. A success indicates that they heard splashing.

Carefully making your way into the shallow depression, you are able to pass through the knee-deep mud before ascending the stone steps. Upon reaching the top of the platform, you see it spans roughly sixty feet wide and a hundred feet long. Broken marble columns lie on either side, some

fifteen feet from the edge of the platform. An altar juts out from the stone surface approximately ninety feet from the steps. From your viewpoint, you can also see three pools of algae-covered water in a triangular formation in front of the altar.

Whether or not the PCs can see the mutated lizardfolk depends on their and Stephen's actions. If the lizardfolk were not alerted by Stephen's shouting, they will be standing behind the altar and charge to attack immediately upon seeing anyone ascend the steps. However, if Stephen announced the group's presence, each lizardfolk mutate will be hiding in a pool, preparing to attack if anyone should approach the altar. In that case, the lizardfolk will attempt to initiate a grapple to try and pull hapless PCs into the water and drown them.

The lizardfolk are misshapen monsters, mutated by the powers of the nearby Dreadwood. The judge is welcome to be creative and describe their horrific appearances (useless third arm, second mouth, etc.) but the mutations will have no in-game effects.

Once the lizardfolk are defeated, the party can explore the grounds of the ancient temple. Behind the altar lies a large stone sarcophagus. The lizardfolk were attempting to bury it beneath some broken flagstones. The sarcophagus is covered with ornate designs carved into the stone. These etchings depict a large lizardfolk wearing a crown and wielding a trident vanquishing various foes, including humans, giants and elves, either with the weapon or with fire or lightning shooting from his clawed hands. The only object within the sarcophagus itself is a wooden stake.

APL 2 (EL 5)

Creatures: Pseudonatural Lizardfolk (3) (hp 11 each); see Appendix A.

IMPORTANT COMBAT NOTE: The true strike ability granted by the pseudonatural template is applicable to one ATTACK, not one set of attacks, and is usable only once per day.

Treasure: One of the lizardfolk wears a jeweled medallion worth 850 gp.

Encounter Six

Faced with the knowledge you have gained, you hurry to make your way out of the Hool and back towards Waycombe. The journey is not difficult, and the silence that pervades the mud flats has returned. The sky remains overcast, but then a patter of rain begins. Lightning crashes overhead

and the rain begins to fall harder. Another lightning flash reveals a figure standing in your path - a tall, reptilian humanoid holding a staff decorated with feathers and bone fetishes.

He steps forward, his hand outstretched.

Assuming the PCs do not immediately attack, the lizardfolk druid will begin speaking in heavily accented Common. If he is attacked, he will wild-shape into a blue heron and fly off into the rain.

"Issss it true? Hasss Sssakatha returned?"

Should the adventurers speak the truth, the lizardfolk druid will introduce himself as Rassshssk of the Marsh Grove Tribe of lizardfolk. (Note: Rassshssk first appeared in KEO2-05 *Royal Rescue*).

Rassshssk will explain that his tribe was once allied with the Kingdom of Keoland against the vile sahuagin nearly twenty seasons ago. The revived worship of the demon Sssen'ek among the lizardfolk forced his tribe to flee south. Now, he fears that so many of his people have turned to darkness it will be easy for Sakatha to regain control of what was once his mighty empire. He urges the adventurers to report what they have discovered to the Keoish authorities right away. Rassshssk also advises the adventurers to leave the swamp before the waters rise again.

Rassshssk will also offer a token of the Marshgrove Tribe to any PCs wishing to accept it. This stone-carved medallion depicts a lizard with a forked tongue extended. Any member of the Marshgrove Tribe will recognize the bearer as an ally.

Conclusion

Making your way back from the Hool towards Waycombe, you are startled to see what appears to be a contingent of armed men near the abode of Stephen DeManis. You are hailed as six of them, on barded mounts, head in your direction. The riders halt about fifty feet from the PCs and shout, "Put away your arms and approach, by order of Viscount Richart Jorgos!"

A successful Knowledge, Nobility/Royalty check, DC 10, reveals that these men are dressed in the livery of the Viscount. Assuming that the PCs do not attempt to flee or attack, the riders will bring them to the Viscount.

The Viscount is a gregarious and friendly man with an affable demeanor. He is very close to his subjects and often travels among them and works alongside them. He is no stranger to hard work; he has large hands and broad shoulders. Jorgos is very unlike

many of the scheming and conniving nobles in the Kingdom of Keoland. He is also a cautious man and has his advisors detecting evil, alignment and magic.

If Stephen DeManis is with the party, the Viscount will order him taken into custody, but that he is “treated gently.”

Jorgos will politely question the PCs about what they discovered. He will reveal only that he heard of DeManis’ disappearance and grew concerned, as the old man is one of several people that the Kingdom keeps an eye on in these troubled times. He will thank the PCs for their information, study each of them in turn, as if memorizing their faces, and ride away with his entourage.

PCs that try to flee or attack the guards will be dealt with expeditiously and without quarter as suspected Seekers or worse. PCs that cooperate with the Viscount will receive the *Favorable Notice of Viscount Jorgos*.

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 (objectives plus role-playing) to each character.

Encounter Two

Defeat the stirges: 60 xp

Defeat or endure the scything blade trap: 30 xp

Defeat or endure the arrow trap: 30 xp

Encounter Three

Defeat the crocodile: 60 xp

Encounter Four

Defeat the zombies: 30 xp

Encounter Five

Defeat the pseudonatural lizardfolk: 150 xp

Story Award

Inform Rassshsk about the Tomb: 30 xp

Inform Viscount Jorgos about the Tomb: 30 xp

Discretionary role-playing award

Up to 30 xp

Total possible experience:

450 xp

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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two

C: 100 gp; M 75 gp

Encounter Three

C: 600 gp; M: 1,000 gp

Encounter Five

C: 850 gp

Total Possible Treasure

Total: 438 gp per PC

Special

Token of the Marshgrove Tribe: For revealing the information you discovered about Sakatha's Tomb to Rasshssk, the druid provided you with a stone token. When dealing with the Marshgrove lizardfolk tribe, the PC may exchange this token for a +1 circumstance bonus to any Charisma based skill check (except Intimidate checks).

Favorable Notice of Viscount Richart Jorgos: The PC has come to the favorable attention of the Viscount of the County of Nume Eor. How this will affect the PC in the future remains to be seen.

Items for the Adventure Record

No item access is granted in this Introductory Module.

Appendix One: Monsters and NPCs

Pseudonatural Lizardfolk: CR 2, Medium Humanoid (Reptilian); HD 2d8+2 (11 hp); Init +0; Spd 30 ft. (6 squares); AC 15 (+5 natural) (flat-footed 15, touch 10); Base Atk/Grp +1/+2; Atk Claw +2 melee (1d4+2); Full Atk 2 claws +2 melee (1d4+2) and bite +0 melee (1d4); SA *true strike*; SQ Acid and electricity resistance 5, alternate form, hold breath; AL N; SV Fort +1, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

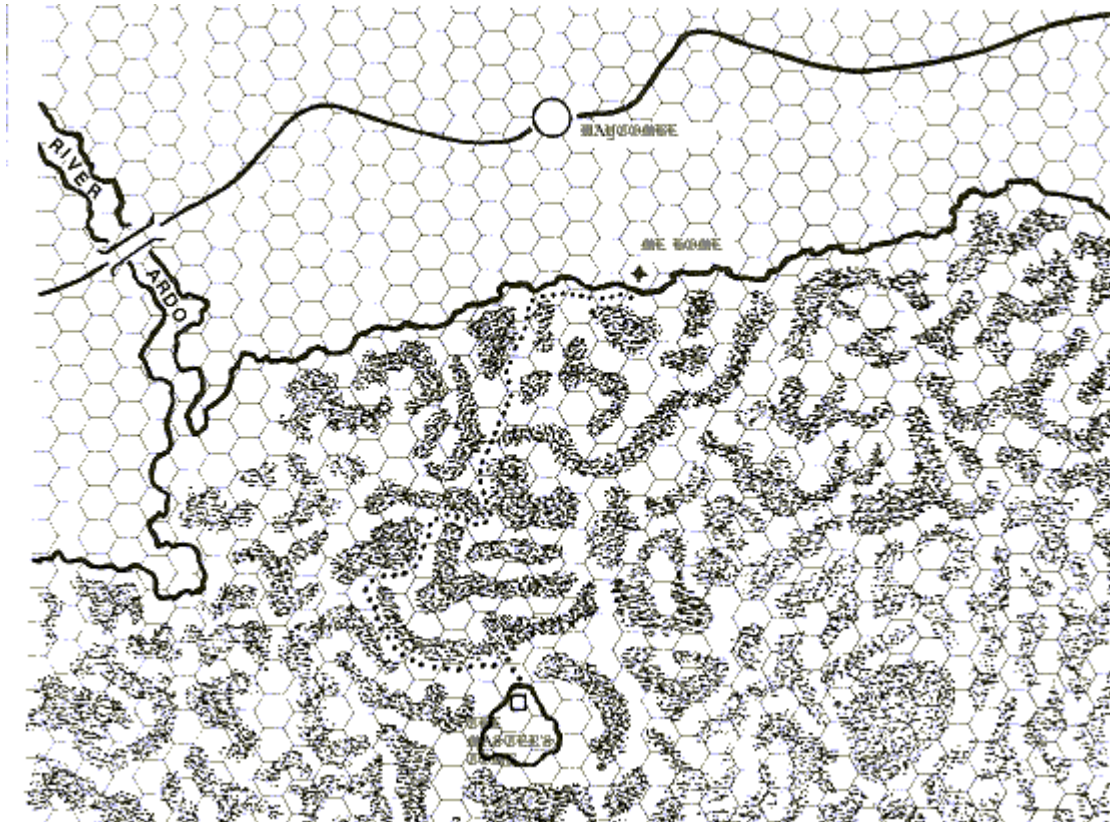
Skills and Feats: Balance +6, Jump +7, Swim +6. Multiattack.

Alternate Form (Su): At will, as a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass (or other appropriately gruesome form as determined by the DM). All of its abilities remain unchanged despite its alien appearance. Other creatures receive a –1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

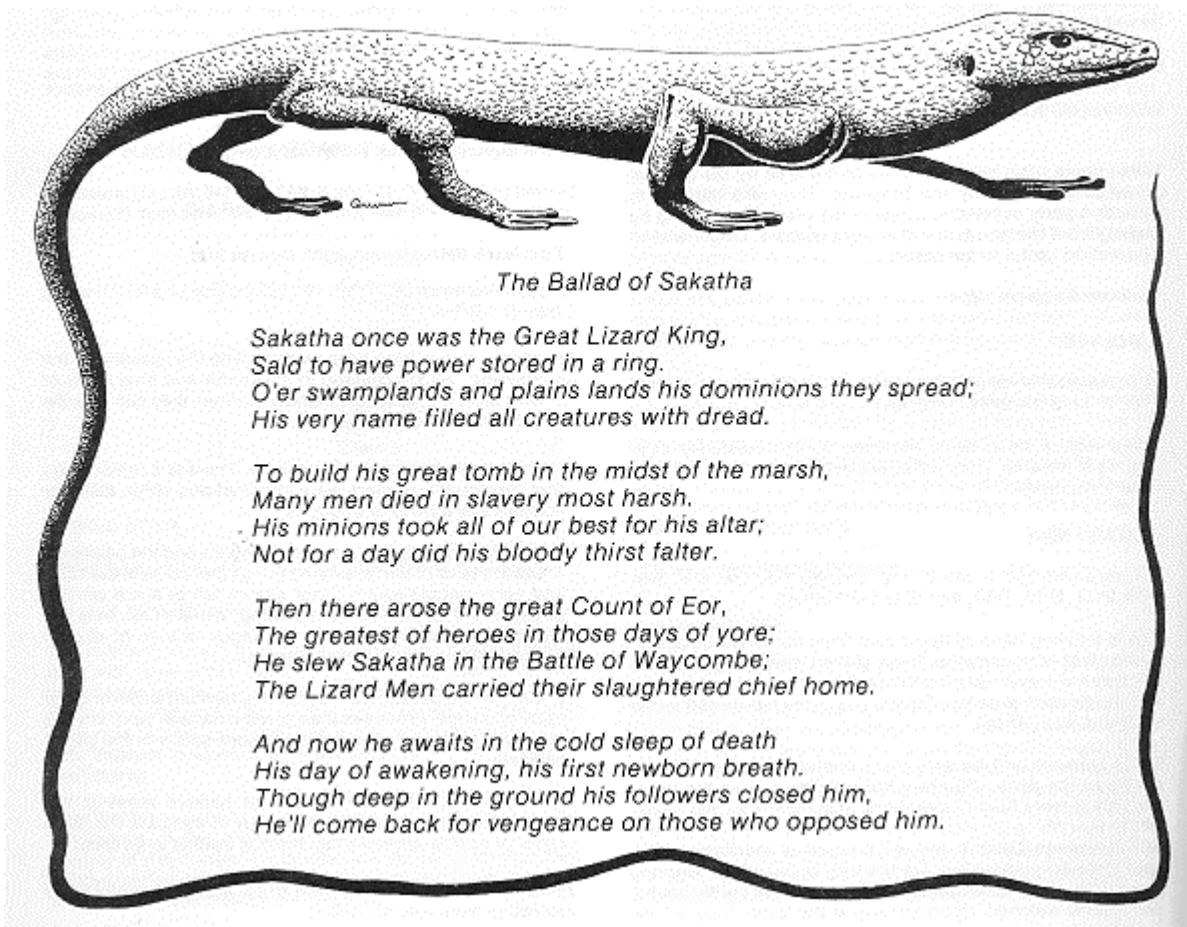
Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning (see page 304 of the *Dungeon Master's Guide*).

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll, as the spell *true strike*.

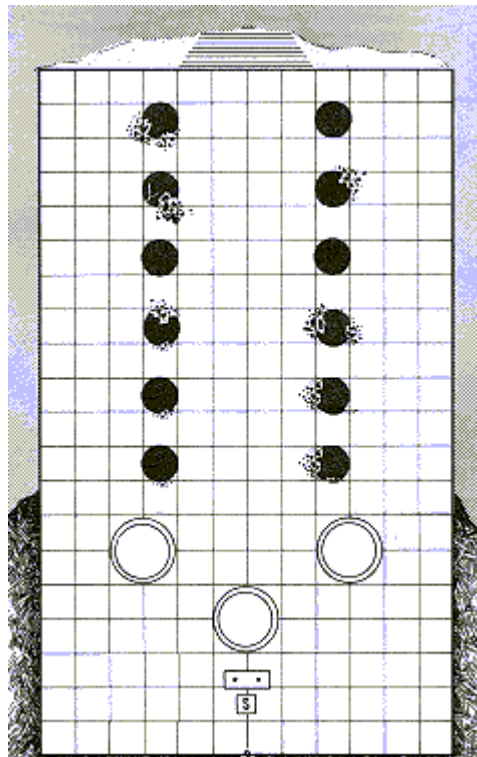
Players' Handout #1



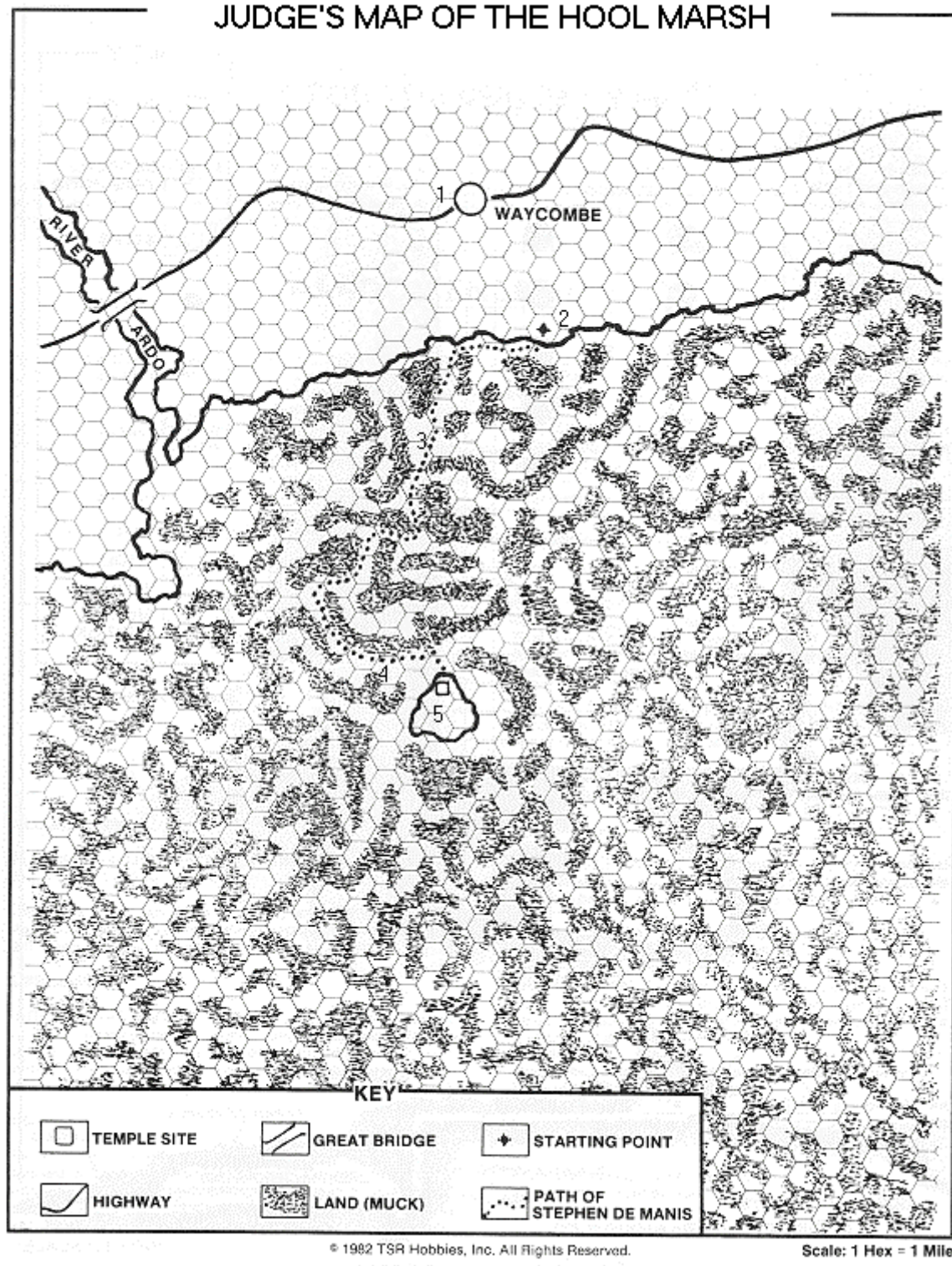
Players' Handout #2



Judge's Map of the Temple Area



JUDGE'S MAP OF THE HOOL MARSH



Judge's Map of Stephen DeManis' Home

