

YEOI-06

COLD BLOODED

A One-Round D&D LIVING GREYHAWK®
Yeomanry Regional Adventure

Version 1

by Kevin Freeman

In the year that has passed since the discovery of the Tomb of Tchelopotok, a number of other historical finds have been uncovered in its vicinity. However, a team of archaeologists has disappeared deep in the Hool Marshes while exploring the site. Can you find the team before the swamp claims them forever? An adventure for characters level 4-8.

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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 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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 rule books 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.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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.

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old **APLs**, assume that the **APL** multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Modifier
Destitute	0gp	-2
Poor	1gp	-1
Common	3gp	0
High	50gp	+1
Luxury	200gp	+2

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his

community that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

DM'S INTRODUCTION

THE DUSTDIGGER COLLEGE

A Dustdigger, formally trained at the Academy of Lore (informally known as the Dustdigger College) in Loftwick is a scientist, archaeologist, and treasure hunter in the most classic sense. The region of Oerth occupied by the present-day Yeomanry was one of the earliest lands settled by ancient Suel travelers (among others), and remnants of their ancient civilizations litter the Yeoman landscape. Dustdiggers wish to collect, record, and preserve the artifacts of these lost cultures in an effort to learn about their history. They also wish to keep such treasures out of the hands of those who would exploit them. As such, they require intelligence, cunning, and fighting prowess to complete their tasks.

The Hool Marshes: The Hool Marshes are dreary, foreboding marshlands filled with quaking mires and bottomless pools. It serves as a natural boundary between the Yeomanry and the Hold of the Sea Princes to the southeast. It is a wild land that is claimed by neither, and travelers through its murky waters are a rarity. The Hool is home to countless humanoids and monsters, including a number of renegade cults.

One year ago, the Tomb of Tchelopotok was discovered deep in the Hool Marshes by a band of brave adventures. Since the discovery, a number of Yeoman officials, including a handful of Dustdiggers, have returned to the site and studied its intricacies, relying on the information given to them by the aforementioned adventurers. As the archaeological work continued, more structures were discovered, including a temple and a number of residences. In fact, an entire ancient lizardfolk village is in the process of being revealed as vegetation is cleared and standing water is drained. A number of artifacts are uncovered with each passing day, and both the local archaeologists and the Dustdigger College are excited about these new discoveries.

The prospects of learning about this newly-discovered civilization is an enticing one, and both the Dustdigger College and the Yeoman government have given the project a great sum of money to ensure that it continues. A constant stream of artifacts is carried from the site to Newick, and then shipped to Loftwick to be researched and investigated. Eventually, the items will be displayed at the Yeoman museum, adjacent to the state assembly.

However, the archaeological team has not been heard from for nearly two weeks, and all efforts to contact them have failed. Fearing the worst, the Dustdigger College asks the PCs, the only other people familiar with

the site, to return to the environs of the Tomb of Tchelopotok and search for the missing people.

Not only did news of the discovery of the Tomb of Tchelopotok spread to the “civilized” regions of the Yeomanry, but also to the deeper, wilder reaches of the Hool Marshes, where things better left unspoken dwell. In particular, information about it has reached the ear of S'sara, a yuan ti pureblood who resides in an abandoned guard station near the border of the Hold of the Sea Princes. Being a historian of sorts, she is aware that Tchelopotok was a powerful and revered Yuan-ti shaman who meant a great deal not only to his fellow yuan-ti, but also to his lizardfolk followers. As such, in the eyes of S'sara, the site should be considered sacred, and a despoiling of the tomb by the humans should be considered sacrilege. She gathered Hissarath, her halfblood consort, and a small lizardfolk tribe to reclaim the tomb in the name of her own people.

The group attacked the archaeological team, killing most of them. The few survivors, including the Dustdigger Cyndiria, await a worse fate, as they have been informed that they will be the main course of a feast to celebrate the liberation of Tchelopotok's tomb. It is up to the PCs to save the survivors and defeat S'sara before it is too late.

ADVENTURE SYNOPSIS

The PCs are summoned by a herald from the Dustdigger College who tells them that a high-ranking Dustdigger, Olan Demeter, would like to meet with them to discuss the Tomb of Tchelopotok. The PCs meet Olan in Newick, the nearest large settlement to the Hool Marshes. There, he asks the PCs about their previous adventure, and informs them of the missing archaeological team. From there, he asks the PCs if they would be willing to retrace their steps into the Hool Marshes and attempt to discover what has happened to the missing team.

The PCs are sent to Bogspur (again, in the case of some of the PCs) to secure boats for the journey. The townsfolk are rather unfriendly, and the PCs have no luck finding transportation. Fortunately for them, they stumble upon Marceaux, a bayou halfling, who has been following the PCs ever since they entered the outskirts of the Hool. He introduces himself as a healer and herbalist, and offers to rent the PCs canoes for a moderate fee.

Assuming the PCs agree to rent the boat from Marceaux, They must traverse the fetid marshes in order to reach the archaeological site. Upon reaching their destination, the PCs must search the various buildings and other sites to gather clues about the fate of the PCs. A number of traps must be avoided if the PCs are to gather ample information. Soon after they head toward where the clues lead, the PCs are set upon by a group of S'sara's lizardfolk who hope to ambush them.

Ultimately, the clues lead the PCs to a nearby crypt where S'sara and her consort live. The PCs must explore the crypt, defeat the Yuan-ti, and rescue the survivors. Upon finding the remaining members of the

archaeological team, however, the PCs discover that the team is very sick and in need of medical attention. Whatever disease they have contracted is quite degenerative, and many of them are unable to move on their own. The PCs must find a way to transport all of the members of the archaeological team back to Newick before they succumb to the disease.

Without immediate assistance, a number of the Dustdiggers die. However, Marceaux is familiar with the disease and its symptoms should the PCs think to ask him. On the way back to Marceaux's cottage, the PCs are attacked by a hungry troll who sees the sick passengers as an easy meal.

Marceaux agrees to provide an antidote for the ailing people, but he asks for two things in return: that the bayou halflings be given official recognition by the Yeomanry government and that they cover the costs of his preparing the antidotes. If his terms are met, he administers the cure to the archaeologists (and any PCs who may be sick).

Upon the PCs return to Newick, the Dustdigger College is grateful for the PC assistance, and may offer membership to any qualified PC.

PLAYER INTRODUCTION

Note: The DM should find out which of the PCs have played in “Masking the Truth,” the prequel to this adventure. If a particular PC has not played in it, assume that she is following one of the PCs who have. If none of the PCs have visited the Tomb previously, the DM should adjust this accordingly.

The adventure begins in the city of Newick, the largest town within a day's walk of the Hool Marshes. It is a frontier town of approximately 1,500 townsfolk, with both a small militia garrison, and a thriving merchant's quarter. Allow the PCs to purchase or sell any equipment they desire, with the only restriction being they are limited to buying only standard equipment. Prices are equivalent to those in the *Player's Handbook*.

When the PCs have finished their shopping, the adventure can begin. The DM should start by asking each of the PCs where they might be. It is up to the players as to whether or not they are together. Regardless of their location, each PC receives a summons with a similar message, so the DM does not have to do each PC's summon separately. Read or paraphrase the following to the PCs. Adjust it for each PC depending upon where each is.

You hear a knock at your door. The muffled voice of a young boy immediately follows the knocking. Lord (or lady) (insert PC's name here), “I have an urgent message for you!” the voice says.

Assuming the PC opens the door, continue.

The door opens to reveal a young male human, approximately 12 or 13 years of age. He wears common clothes of cotton and linen. In his hand is a rolled piece of parchment, sealed with

wax and marked with an official seal of some sort. He hands it to you and speaks. His voice cracks, revealing his awkward age.

"I was instructed to give this to you, milord. It's a message from the Dustdigger College. I am to await your answer." He stands in the doorway patiently.

The sealed letter is a message from Olan Demeter, a high-ranking Dustdigger who currently is stationed in Newick. Give Player Handout #1 to the players at this time. He requests the PC's assistance in finding a lost group of archaeologists who disappeared near the site of the Tomb of Tchelopotok. Given some of the PC's adventures in or near the area, he decides they will be a fine choice to return to the site. Assuming the PCs agree to meet Olan, go to Encounter 1: A Return Engagement.

ENCOUNTER 1: A RETURN ENGAGEMENT

The Dustdigger consulate is located in the heart of town, near the city square, and in the same building as the office of the Grosspokeswoman for the city, Melinda Wendolene. As the PCs approach, read or paraphrase the following:

The Office of the Grosspokesman beckons you as you approach. It is a sturdy, two-storied stone structure located near the center of town. Two banners flap in the steady breeze, one on each side of the large double door of reinforced wood. One is white with the familiar red spears, signifying the Yeomanry. The other is a deep royal blue, cut through the center with a stripe of white and emblazoned with a disk or red. Two guards, armed with breastplates and spears, stand next to the door, one under each banner. A series of six marble stairs lead up to the door.

PCs may use the Knowledge (Local—Yeomanry) or similar skill (DC 10) to identify the second banner as that of the city of Newick. Allow a basic intelligence check, also at DC 10, for those who do not possess such skills.

You pass through the doors and enter a large plain room with a single desk and a number of small benches. An elderly man approaches you, and beckons you to follow him up a set of stone stairs in the rear of the room. You follow him up to a narrow hallway, with doors on either side. The man stops and faces a door on the left and knocks.

"Enter," a voice says from behind the door.

The man then opens the door and motions you to enter. Inside is a small yet well-furnished room that appears to be an office of some sort. There is an elegant darkwood desk, plush chairs, and oil lamps. A bookshelf lines one wall. On its shelves are not only books, but also a plethora of interesting knickknacks and items, most of which you can't identify.

Three people are in the room. One is a tall, broad man in Yeoman livery. He displays the crest of an officer in the militia. The second is a thin, middle-aged woman with raven-colored hair, dressed in simple, yet elegant robes. The third, a fair-complexioned man with hair the color of silver and sparkling blue eyes, stands behind the desk. He is the first to speak.

"Ah, at last you've arrived. I am Olan Demeter. I'm glad you've come. Allow me to introduce my companions. To my left is Captain Gariland Oshcott, officer-in-charge of Newick. And to my right is Grosspokeswoman Melinda Wendolene. Please, be seated."

Note: PCs who have played in *A Rogue Rescue* may be familiar with the Grosspokeswoman. She will recognize these PCs and, assuming they completed the earlier mission (and received the influence point) she reacts very favorably to their arrival.

"By now I am certain that you are wondering why you are here. Well, I will spare you that task. As many of you are aware, the remnants of an ancient civilization were found at the Yeoman frontier in the outlying areas of the Hool Marshes. The primary find was a tiered pyramid that was the tomb of an unknown priest. After its discovery, we sent a team of Dustdiggers and other experts to map and catalog them."

"As they researched the region, they found other structures, similar in age and design to the original tomb. An entire village was being removed from the foliage that hid it. They sent back all sorts of artifacts, including shards of pottery, idols, fertility statues, and other trinkets, some of which you see on the shelves behind me. The dig continued for several months, and the information gathered from the site has been priceless in our efforts to learn who the inhabitants of the village were."

Allow the PCs to interject here. Some of them who took part in *Masking the Truth* may wish to add to or embellish Olan's story.

"We fear, however, that the team's luck has taken a turn for the worse. They have not sent a runner to us in nearly a month, and attempts to scry the site have failed. We are lacking in able-bodied people to search for the lost team, and the people we do have would be ill-prepared for the dangers that the Hool hides."

"Given the previous experience in this region that some of you have, we have summoned you here to ask if you would be willing to retrace your steps and assist us in finding our team."

At this point, allow the PCs to ask Olan questions that they may have about the people, the site, or the mission. He has yet to visit the site personally, but he can give a basic idea of what sort of structures can be found in the region. He also can give an idea of what each structure's purpose was. He knows that Cyndiria Longshadow heads the archaeological team at the site, and that she is in charge of seven other people.

At this point, Captain Oshcott steps forward. *"This is a matter of Yeoman security, friends. There could be any number of reasons why they can't be contacted: maybe it's disease, or swamp denizens, or foreign agents, or ancient magic. I have no idea, but we want you to find out. As such, I am activating any of you who are in the militia. Those of you who are not are welcome to accompany them, and you will be compensated accordingly. You will be furnished with any supply you might need for the trip."*

Non-militia PCs will be offered a wage equivalent to what hired mercenaries would be given in similar

circumstances. In this instance, they will be offered 25 gp each. This cannot be negotiated.

Militia members who object to their activation are dealt with harshly by Captain Oshcott. He reminds them of what the duties of the militiaman entail, and that it would be a “disservice” if they were to refuse this assignment. Further protests will lead to Oshcott stripping the objectionable PC from the ranks of the militia and excusing him from the room. For these players, the adventure is over.

Note: If none of the PCs is active in the Yeoman militia, the DM should alter this scene accordingly.

Olan again speaks, all the while smirking at the Captain’s sternness. “What we desire from you, friends, is that you head into the Hool Marshes toward the Tomb of Tchelopotok and discover the fate of the team. If, by chance, they are the victims of foul play, you are authorized to use any means necessary to see their safe return to Newick. Will you do it?”

Allow the PCs time to discuss the proposition with one another. Of course, Militia members will have little choice in the matter. Assuming they agree, read further.

Olan seems quite pleased with your decision. I’m glad you’ve taken on this task. I am certain that the Dustdigger College, as well as the Council, will look favorably upon your actions. I will let Madam Grosspokesman brief you further.”

With this, he walks behind his desk and sits. On queue, Grosspokeswoman Wendolene smiles at you warmly and speaks.

“I have little to add really, Olan. Only this: keep your wits about you. I know some of you have been to the Hool before. But the swamp’s a fickle place. It will swallow the careless, the weak, and the self-doubting. Be none of these things! Bring our people back!”

With this, Captain Oshcott directs them toward the local barracks, where they are supplied with food, waterproof blankets and tents, insect repellent, and any other mundane items the PCs suggest, within reason. Oshcott reminds PCs that all goods taken are Yeoman property, and should be returned once the mission is over. He tells them to head southward, toward the small hamlet of Bogspur, which is the Yeoman town closest to the Hool Marshes. He also gives them 10gp to secure the use of watercraft once they reach Bogspur.

Once the PCs have finished supplying themselves, move forward to Encounter 2: The Town that Time Forgot.

ENCOUNTER 2: THE TOWN THAT TIME FORGOT

The PCs are assumed to have begun their journey southward toward the hamlet of Bogspur to secure the use of watercraft. The ground gets increasingly soft and muddy the closer the PCs get to the isolated town.

Bogspur is a small thorp of about 80 hardy souls. They make their living by fishing, hunting frogs, and catching and

skinning the occasional alligator or crocodile. There is one tiny, leaky tavern, the Frog Bog, a poorly-stocked mercantile, and little else. The primary goal for the PCs is to rent a boat or other watercraft. However, this proves to be all but impossible.

Entering the small village of Bogspur, you are greeted with nervous stares. A pair of teenage boys skin an upturned crocodile, but stop and stare at you as you pass; women send their children into the house at your approach; unkempt men shake their heads in disgust as you approach. All of the friendliness you have grown accustomed to in typical Yeoman villages is clearly absent here.

There is a simple reason for the villager hostility. They place the blame for the death of Turnipseed, a fisherman and guide, squarely on the shoulders of adventurers who came into town some months earlier looking for a guide to lead them to the Tomb of Tchelopotok. The prospect of losing another villager to PCs with similar goals is not something the town wishes to do. Any attempts to find adequate watercraft in Bogspur fails, no matter how much money the PCs offer.

Note: The villagers have good memories. If any of the PCs had played in *Masking the Truth* and Turnipseed was killed, the villagers distinctively remember each PC who was a part of the first expedition. The DM should play this out to the fullest. NPCs in Bogspur who were friendly to PCs in *Masking the Truth* are now silent and distant. They provide no assistance to the PCs, save for the occasional insult or comparison to “bayou monkeys.”

When the PCs give up or attempt to find alternative methods for entering the swamp (building their own raft, for example), read or paraphrase the following:

As you prepare to find another way to continue your mission, you are approached by a diminutive chap—a halfling. However, he looks like no halfling you’ve seen before. His hair is wild and unkempt; he is dressed in dirty leathers and smeared with mud, and his body is covered with strange talismans that dangle from his belt, his hair, and everywhere in between. You see chickens’ feet, bits of crystal and glass, glyphs drawn on dried animal skin or stone, and many other trinkets.

The halfling smiles at you and says “Alo, friends. Ya seem to be havin a spell o bad luck. Perhaps I can gives ya a hand.” He extends his hand to you.

“Da name’s Marceaux.”

Marceaux is a bayou halfling. Bayou halflings are wilder, less civilized halflings who make their home in the Hool Marshes and its environs. They live in tree houses and houseboats in the swamps and make their living through hunting, fishing, brewing, and crafts. They have a number of small settlements throughout the marshes, and despite their rather dangerous surroundings, Bayou Halflings are a relatively content people. However, they are mostly shunned by the local human townsfolk, who consider them bad luck, swamp spirits, or even demons who blight crops and steal children. A PC with Knowledge:

Yeomanry may know some of the rumors and superstitions about Bayou Halfings (DC 15).

Assuming that he isn't met with outright hostility (which could have devastating effects later in the adventure), Marceaux tells the PCs that he has some boats that the PCs may rent, assuming that they return them when they are finished. He has 4 canoes, each which will hold 4 people plus their gear, which he will rent for 3gp each (he can be talked down to 2gp each, if the PCs wish to bargain). If the PCs agree to his terms, he leads them to his home, which is a two-hour walk from Bogspur.

Along the way, the PCs may learn that Marceaux is an herbalist and healer of his village, Attakapas, which is another 30 minutes to the south. He is familiar with many of the local flora, fauna, and diseases found in this region, which will become important near the end of this adventure.

Upon securing the use of the canoes, move on to Encounter 3: Abandoned Posts.

ENCOUNTER 3: ABANDONED POSTS

This chapter assumes that the PCs have left the relative safety of Bogspur and/or Marceaux's home and have entered the Hool Marshes. The description of the Hool Marshes is left to the imagination of the DM. However, any PC who fails to use the insect repellent supplied in Newick is stung by a number of biting insects. Bitten PCs must make a Fortitude save (DC 14) or suffer the harmful effects of Hool Cough, a parasitic infection that attacks a person's respiratory system. Affected characters lose 1d3 Strength, Constitution, and Dexterity until cured.

PCs who adequately have prepared for such circumstances are assumed to have succeeded the Fortitude checks automatically. Furthermore, PCs who take precautions after being infected are allowed another Fortitude save (DC 12) 24 hours later. Success negates the effects further, unless precautions are neglected once again. Those who fail their second saving throw, and those who continue to ignore the effects, remain infected throughout the entire adventure. It is assumed that the illness is cured once the PCs return to Newick.

When the PCs reach open water, they must paddle in their canoes until they reach their destination. The water is too deep in most places to allow for walking. The DM should let the PCs make the occasional Search or Spot check, although there is nothing in particular to look for. This is merely to keep the players on their toes. If the PCs are purposefully looking for trouble, you can have them encounter a pair of hungry crocodiles, although no XP will be given for that encounter.

The remaining half-day's canoe ride through the Hool Marshes to the site of the Tomb of Tchelopotok passes by uneventfully. As the PCs arrive, read or paraphrase the following. DMs again should adjust some of the provided text if none of the players has played in the previous adventure, *Masking the Truth*.

Retracing your steps to the site of the Tomb of Tchelopotok is not as difficult the second time around. You see familiar landmarks that guide you toward your destination. The stinging insects and smell of rotting vegetation are still equally unpleasant, but knowing where you're going, at least to some extent, makes the journey a little more pleasant. The thought of becoming lost in this fetid swamp is not something you embrace warmly.

As you pass between a number of small "islands"—nothing more than small mounds of grassy earth jutting out of the stagnant water—you see the familiar sight of the ziggurat before you. Square and three-tiered, it stands like an ever-watching, ever-unchanging guardian of the swamp.

While the pyramid remains relatively unchanged since your last encounter with it, the surrounding environment is quite different. Trees and other foliage have been cut and removed, revealing other structures you had not noticed during your previous visit. Wooden stakes, tied with loops or colored ribbon, dot the newly excavated earth in various places. It is obvious that someone—probably the archaeological team that you seek—as been working here.

When the PCs beach their canoes and approach the camp, they can observe more features. Refer to Map #1 for a general layout of the site.

Camp: At one end of the dig area is a cluster of small tents. However, they have been toppled and torn to shreds. In the center of the tents, which are arranged in a rough semicircle, are the remnants of a cooking fire, complete with pots, pans, and other utensils. They are similarly strewn about, suggesting that someone, or something, has gone through both the tents and the utensils in a random, violent fashion.

While the lizardfolk have taken most items of value from the camp during their raid, the haste of their pillaging has left a few items. A successful Search check (DC 20) while investigating the ruined tents reveals a magnifying glass (value 100gp), a merchant's scale (value 2gp), 3 one-ounce vials of ink (value 8gp each), and 20 sheets of parchment (value 2sp each). This search also uncovers blood spatter on some of the tent canvas.

Dig Site: This is the primary work area for the archaeologists at the present time. They are uncovering the ruins of a building some 300 feet from their camp. The area is a pit about 4 feet deep and approximately 15 feet square. The site is littered with a number of tools, including shovels, brushes, chisels, and hammers. A PC with the Profession: archaeologist skill may (DC 10) realize that archaeologists usually are a little more careful with their tools. At the bottom of the pit are a number of small barbed darts and a crude spear with a stone point. A wilderness lore check (DC 20) will reveal that the darts are of lizardfolk origin. Furthermore, an Alchemy check (DC 18) will reveal faint traces of a sleep poison on its tip.

Unexplored Buildings: These are structures that the dig team has yet to excavate and explore. The exterior of each of these buildings are covered with carved glyphs and icons of lizardfolk and other swamp denizens. They are still sealed and would take considerable work to open. Most of these buildings are various types of residences and hold nothing of value to either the PCs or the Dustdiggers.

There is a 1 in 6 chance that any unexplored structure examined by the PCs will have an exterior door trapped with a spring-loaded dart trap.

✂ **Dart Trap:** scything blade, +8 melee, 1d4 damage; Search (DC 22); Disable Device (DC 20).

Spawning Pool: Besides the Tomb of Tchelopotok, this was the first building exposed and explored by the team. The door is slightly ajar. The inside walls of the single-room structure are covered with a crumbling fresco depicting lizardfolk in various poses of leisure. In the exact center of the room is an approximately 12-foot square hole about 4 feet in depth. The Dustdiggers have concluded that this was a spawning pool or bath or some sort.

In the northwest corner of the building is a battered copper helmet decorated with shells and mother-of-pearl. It would fetch approximately 100gp on the open market. However, the archaeologists will notice its departure and ask if one of the PCs have it. Hesitance (or failure) of the PC to return it will result in that PC not receiving the Influence Point at the end of the adventure. It is up to the DM to determine particular circumstances of this scenario.

The Tomb of Tchelopotok: This three-tiered ziggurat has been explored and catalogued thoroughly. All artifacts have been collected and all traps have been removed. If the PCs desire to explore the pyramid, describe a series of abandoned rooms with little significance. Colored tags and chalk numbers and letters are located virtually everywhere. If asked, one of the Dustdiggers indicates that these markers represent locations of interest to the college. Furthermore, a majority of the items retrieved from the Tomb currently are located at the University Museum in Loftwick.

Muddy Tracks: Around the archaeologists' camp are a number of areas where the earth is soft and muddy. Several of these muddy patches are lined with footprints. Characters with the Tracking feat may be able to learn a number of facts about the tracks, depending upon the level of success of the Tracking check. It is assumed that a successful check also reveals all of the clues of lower DC.

DC 10 The tracks belong to bipedal humanoids with clawed, reptilian feet. There also appear to be "tail trails" where creatures' tails have dragged through the mud.

DC 15 The tracks are heading in a northeasterly direction.

DC 20 The tracks belong to approximately eight beings and are about two weeks old.

DC 25 The depth of the tracks reveals that the humanoids are quite heavy, or were carrying heavy weights. (In fact, the lizardfolk were carrying the unconscious bodies of the archaeologists.)

Following the tracks takes the PCs to ancient structure still partially covered by dense foliage. This structure happens to be a crypt where a significant portion of the ancient village's common residents was buried. Should a party not have a character with the Tracking feat, the PCs will have to discover the crypt by chance. If and when the PCs follow the tracks, go to Encounter Four: Ambush!

Crypt: This location is fully described below in Encounter Five: Tomb Raiding.

Hidden Structure: This location is fully described in Encounter 6: Scales of Justice.

ENCOUNTER 4: AMBUSH!

When the PCs follow the tracks, read or paraphrase the following:

The trail of muddy footprints leads approximately 100 yards to the north and east of the archaeologists' camp. They lead directly to a low, flat building that is partially camouflaged by the surrounding swamp foliage. The structure is small, perhaps 30 feet square. A closed door can just be made out among the trees. The building is otherwise unadorned.

If the PCs are following the tracks, they lead directly to the door. Clever PCs who circumnavigate the building before entering (which could require some time due to the thick vegetation) see that part of its back half has collapsed and is partially underwater. In fact, a sinkhole opened up a few years ago, taking some of the structure with it. The hole subsequently filled with water. Assuming the PCs are following the tracks, they will be unable to tell this initially from their perspective.

However, before the PCs reach the crypt, they are set upon by a group of lizardfolk warriors laying in wait. A successful Spot check versus the lizardfolk's Hide (assume one roll for the entire group) will reveal the attackers as they hide in the underbrush. DMs can then adjust the flavor text accordingly.

As you approach, a number of large, reptilian humanoids reveal themselves among the dense foliage. Some are armed with stone-tipped spears and tortoise-shell shields, while others wield strange, hollowed tubes that they hold to their mouths. The largest hisses a challenge to you, and then they attack!

APL 4 (EL 5)

➤ **Lizardfolk** (6): CR 1; Medium-sized humanoid (reptilian); HD 2d8+2; hp 11 each; Init +0; Spd 30 ft.; AC 15 (touch 10, flatfooted 15) or 17 (touch 10, flat-footed 17); Atks +2 melee (1d6+1/x3, halfspear) or +1 ranged (1d3+poison, blowgun* dart); 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 +4, Jump +7, Swim +9; Exotic Weapon Proficiency (blowgun), Multiattack

Possessions: Half are armed with halfspears and large shields (AC 17), and half are armed with blowguns and 10 darts (AC 15). The darts are coated with a mild sleep poison (Fortitude save (DC 10) or lose consciousness for 1 minute). The poison evaporates after 1 hour. Each lizardfolk also carries 9sp and 8gp.

APL 6 (EL 7)

➤ **Lizardfolk** (10): hp 11 each, use stats above.

APL 8 (EL 9)

➤ **Lizardfolk** (10): hp 11 each, use stats above.

➤ **K'sith, Lizardfolk Adp4** (1): CR 5; Medium-sized humanoid (reptilian); HD 2d8+4d6+9; hp 32; Init +0; Spd 30'; AC 15 (touch 10, flat-footed 15); Atks +4 melee (1d6+1/x3, halfspear) or +3 ranged (1d3+poison, blowgun* dart); AL N; SV Fort +2, Ref +4, Will +6; Str 13, Dex 10, Con 13, Int 9, Wis 14, Cha 10.

Skills and Feats: Alchemy +5, Balance +4, Concentration +8, Jump +7, Swim +9, Wilderness Lore +4; Exotic Weapon Proficiency (blowgun), Multiattack, Toughness.

Possessions: Halfspear, blowgun and 10 darts, 9sp, 8gp. The darts are coated with a mild sleep poison (Fortitude save (DC 10) or lose consciousness for 1 minute). The poison evaporates after 1 hour.

Spells Prepared (3/3/1; base DC = 12 + spell level): 0—cure minor wounds, guidance (x2); 1st—bless, obscuring mist, sleep; 2nd—invisibility.

*Blowgun is a weapon that appeared the article “The Right Tool for the Job,” that appeared in *Dragon* #275. That weapon is reprinted in Appendix A.

Once the lizardfolk are defeated, proceed to Encounter 5: Tomb Raiding.

ENCOUNTER 5: TOMB RAIDING

Note: Unless otherwise noted, the ceiling heights are 10 feet and the rooms are unlit throughout the entire crypt. Doors are wooden, with metal reinforcements, and approximately 8 feet tall.

The exterior door is rigged with a bell (stolen from the Dustdiggers) that will ring if the door is opened. However, the bell can be detected and removed with successful Search and Disable Device checks, respectively.

➤ **Bell** (EL 0): Alerts inhabitants to the presence of intruders. Search (DC 20), Disable Device (DC 10)

Failure to deactivate the bell brings the guards from room G2 in 1d3+1 rounds.

G1. Entry Chamber

This small, square room is unadorned, save for bits of stone and rock that are scattered upon the chamber's floor. Only two features are worth mentioning. Two doors, one barely hanging onto its hinges, one shut and in better condition, await on the wall directly across from you. On the floor in the center of the room is a 10-foot square open pit. Its bottom is hidden by murky water.

The pit was a trap in this room that was triggered long ago by a lizardfolk scout. The water in the pit is about 2 feet deep. The unfortunate scout's bones are submerged beneath the water. There is nothing else of interest in the room. As mentioned above, the two lizardfolk guards from area G2 arrive in 1d3+1 rounds if the front door bell is rang.

➤ **Pit Trap:** 10-foot deep, 1d4 damage (reduced due to water); Search (DC 0); Disable Device (N/A).

G2. Guard Room

It is difficult to tell for what this room might have been used when this village was occupied. The floor is covered with rubble and loose stones. A finely-crafted wooden table and chair, out of place in this environment, sit in the corner of the room. Two lizardlike humanoids, similar to the ones you encountered outside, spring forth as you enter!

The table and chair were plundered from the archaeologist's camp and placed in this chamber for the guards. They belong to Cyndiria, the officer in charge of the excavation. On the open market, they would fetch 200gp on the open market. However, Cyndiria certainly would appreciate their return.

ALL APLS (EL 3)

➤ **Lizardfolk** (2): CR 1; Medium-sized humanoid (reptilian); HD 2d8+2; hp 11 each; Init +0; Spd 30'; AC 17 (touch 10, flat-footed 17); Atks +2 melee (1d6+1/x3, halfspear); 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 +4, Jump +7, Swim +9; Multiattack

Possessions: Halfspears, large shields, 9sp, 8gp.

If the PCs encounter these guards in area G1, this room will be unoccupied.

G3: Preparation Room

This room is in total shambles. The entire back half of this room apparently has broken off from the rest of the structure and crumbled into the stagnant pool that lies beyond. As such, you have a clear view of the surrounding swampland from your vantage point.

There are only two in tact features of the room remaining. The first is a large stone slab that rests in the center of the room. Its surface is about 4 feet higher than the floor. The second feature is a staircase to your right that descends into darkness.

The back half of this chamber fell into a sinkhole that opened up a few years ago. Its remnants rest at the bottom of the brackish pond that lies in its wake. Should a PC decide to explore the pond, proceed to area G6. This room was originally designed as a preparation room for the recently deceased. Upon the slab bodies were embalmed and mummified so that they would remain preserved in the crypt below. The staircase descends to that crypt, area G5. Otherwise, this room is empty, as S'sara and the lizardfolk have plundered it.

PCs examining the swampland from this room may discover another structure hidden in the foliage behind the stagnant pool (Area H). A Search check (DC 20) is necessary to make this discovery. This is where the yuan-ti currently lair. Its contents are described in Encounter 6: Scales of Justice.

G4: Unexplored Room

This room, near the entry chamber, remains unplundered. S'sara and the lizardfolk have been unable to get beyond the door, which is swollen with moisture and held fast. Breaking the door requires a successful Strength check at DC 23. The door is wide enough for one person to assist the primary "basher." If the PCs decide to "take 20" to break down this door, there is a 25% chance that noise will attract the attention of the Yuan ti in area H. In this case, they investigate in 1d4+6 rounds. Using magical means, such as a *knock* spell, will not alert the yuan ti.

If the PCs succeed in bypassing the stuck door, read or paraphrase the following:

The door bursts forth to reveal a small, cramped room that smells of mildew. A green, slightly-luminescent mold grows in patches on the walls and ceiling, and chunks of rubble are scattered along the room's floor. Nestled against the far wall is a stone table, upon which sits a number of terracotta jars, many of them broken. Under the table is a wooden chest, swollen by age and moisture.

This room was used as a storage facility and meditation chamber for the priests performing the mummification rituals in area G3. Most of the terracotta jars are filled with sand, broken shells, and other mundane items or are empty (having held water, wine, or other material that has evaporated with time). However in one of the smaller jars is a thick paste that acts as a *potion of cure moderate wounds* when rubbed on the skin.

The chest, approximately 2 feet by 3 feet by 2 feet in size, is locked (DC 20 to open) and trapped with a spring-loaded scything blade that attempts to maim would-be thieves. The judge should consult pages 74-75 of the *DUNGEON MASTER's Guide*. Inside for the full effects of disease on a character, the chest is a statue of a lizardfolk god carved of obsidian (value 250gp) and a wavy dagger dipped in silver (40gp). The contents are wrapped in an amazingly preserved bolt of fine silk (value 100gp).

✂️ **Diseased Blade Trap:** scything blade, +10 melee (2d4 damage) + shakes disease (Fort save to resist [DC 13] incubation 1 day, 1d8 Dex damage); Search (DC 25); Disable Device (DC 22).

G5: Burial Room

Descending the staircase, you behold a macabre scene. This room is obviously a crypt of some sort. The walls of this room are lined with stone shelves—open-ended sarcophagi—stacked four high. Most of the compartments appear to hold mummified bodies, although it is difficult to tell what sort of bodies from your perspective. There is a noticeable decline in the slope of the floor, and, in fact, the back half of the room is submerged by murky water. This pitch in the floor probably came from the same event that collapsed the upper level of this structure. A number of objects, including parts of various mummies, float on the surface of the water.

This underground level suffered damage from the sinkhole, causing the back half of the room to drop approximately four feet. Water from the swamp has seeped through the damaged back wall, creating the stagnant pool at the back of the room. The lizardfolk already have ransacked this room, and a number of the mummies (which are lizardfolk themselves) have been torn to shreds by them, as a closer inspection of the bodies will reveal.

The lizardfolk have pilfered most of the valuables that may have been on the dead. However, one item has been missed: in the mouth of one of the mummies is a gold scarab ornamented in jade. It is worth 100gp, but is trapped. Anyone picking up the scarab will push a sensitive pressure plate that triggers a poison needle trap. Once the trap has been triggered, the mechanical scarab opens up to reveal a beautiful white pearl (worth 200gp). That the poison has lasted this long is amazing.

✂️ **Scarab Trap:** poison needle, 1 damage + poison (DC 14, 1d6 Con initial and secondary); Search (DC 25); Disable Device (DC 25).

A search of the pool will reveal nothing of value.

G6: UNDERWATER RUINS

As mentioned earlier, a significant portion of the building has toppled into a relatively new sinkhole, which subsequently has filled with water, creating a murky pool approximately 70 feet in diameter. The water

is quite deep—40 feet at its deepest point—and the slopes of the sinkhole are quite steep.

In order to explore this pool fully, PCs probably will have to have some sort of assistance with water breathing, as the depth is too great to explore with but a breath of air. Gill, the silver trident from *Masking the Truth*, would be one such option, but others certainly exist. As the water is quite muddy, PCs may have difficulty seeing under the water as well.

At the bottom of the pool are piles of slime-covered rubble, mostly consisting of toppled walls from the crypt. However, exploration of this pool can be rewarding to diligent players. Among the submerged rocks are 91sp, 114gp, and an ivory statue of a jaguar valued at 400gp.

ENCOUNTER 6: SCALES OF JUSTICE

Reaching this building (Area H) requires the PCs either to swim across the brackish pool or hack their way through dense vegetation. The latter choice will take 20 minutes and alert the building's inhabitants of the PCs arrival (unless they take preventive means, such as the use of a *silence* spell). The building itself is approximately 30-foot square. Its ceiling is a domed hemisphere, rising to a height of 20 feet at its summit. Despite its age, the exterior of the building is intact and undamaged. A closed stone door serves as the only entrance to this chamber.

While the door is not trapped, careful PCs will notice that a trap of some sort was here at one time. A deep hole in the stone wall reveals the remains of a spear trap that was triggered upon opening the door (Search DC 20 to find). The trap was triggered long ago and any spears have long rotted away. The hole audibly clicks when the door is open.

If the yuan ti are aware of the PCs arrival, read or paraphrase the following. You may have to alter this if the PCs encounter the yuan ti in the crypt (Area G).

You open the door to total darkness. In fact, the darkness is so thick you cannot see one foot into the awaiting room.

This darkness is the effect of a *deeper darkness* spell cast by S'sara upon a chair in the room. The yuan ti will use their Blind fighting ability to their advantage to combat the PCs. If the PCs hesitate to enter, S'sara casts *entangle* on the surrounding vegetation in hopes of trapping a PC or two in front of the open doorway. They then will pepper those PCs with arrows so long as they remain within the confines of the *entangle*. So long as the darkness exists, the yuan ti will not leave the room unless a *fireball* or other area of effect spell is cast within it. If the PCs have the ability to dispel the darkness, or should they cover the chair with a cloth or similar item, you may read or paraphrase the true description of the room below.

Compared to the rest of the ruined settlement, the inside of this building is quite elegant. Lush carpets decorate the floor; frescoes, some still quite well-

preserved, line the walls and work their way up to the domed ceiling. A number of fine pieces of furniture, including a divan, chair, screen, and table, sit atop the carpets. There are no signs of dust and rubble anywhere inside this building.

Give the PCs the appropriate descriptions of the yuan ti once they have the ability to see the creatures.

Inside the room are two creatures. One, a female, appears human and would be quite attractive were it not for her snake-like features—reptilian eyes, pointed teeth, and a forked tongue. The other appears more snake than human, with a snake head, human torso and arms, and a snake's body and tail. Both are armed and armored, and hiss a challenge.

APL 4 (EL 7)

🐉 **S'sara, yuan ti Pureblood** (1): CR 5; Medium-sized monstrous humanoid; HD 6d8; hp 30; Init +5; Spd 30 ft; AC 17 (touch 11, flat-footed 16); Atks: +6/+1 melee (1d6/18-20, scimitar) or +7/+2 missile (1d8/x3, longbow); SA Spell-like abilities, psionics; SR 16; AL NE; SV Fort +2, Ref +6, Will +9; Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills and Feats: Concentration +9, Knowledge (history) +9, Knowledge (Arcana) +9, Disguise +3, Hide +7*, Listen +15, Spot +15; Alertness, Blind-fight, Dodge, Expertise, Improved Initiative.

Spell-like abilities: once per day S'sara can cast any of the following as an 8th level sorcerer (DC 13 + spell level): *animal trance*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, *suggestion*.

Psionics (Sp): at will, S'sara can produce the following effects: *detect poison*, *alternate form*, *chameleon power*, *produce acid*, *aversion*. See page 190 of the *Monster Manual* for more information.

Possessions: studded leather armor, large wooden shield, scimitar, longbow with 10 arrows and 10 +1 arrows, pearl earrings (80gp).

Appearance: S'sara appears relatively human, save for her forked tongue, reptilian eyes, pointed teeth, and scaly patches.

🐉 **Hissarath, yuan ti halfblood** (1): CR 5; Medium-sized monstrous humanoid; HD 7d8+7; hp 42; Init +5; Spd 30 ft; AC 19 (touch 11, flat-footed 18); Atks: +10/+5 melee (1d6+2/18-20, masterworks scimitar) and +4 melee (1d6 + poison, bite) or +8/+3 missile (1d8/x3, composite longbow); SA Spell-like abilities, psionics; SQ SR 16; AL CE; SV Fort +3, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

Skills and Feats: Concentration +11, Knowledge (history) +9, Knowledge (Arcana) +9, Disguise +3, Hide +8*, Listen +15, Spot +15; Alertness, Blind-fight, Dodge, Expertise, Improved Initiative.

Spell-like abilities: once per day S'sara can cast any of the following as an 8th level sorcerer (DC 13+spell level):

animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion.

Psionics (Sp): at will, S'sara can produce the following effects: *detect poison, alternate form, chameleon power, produce acid, aversion.* See page 190 of the *Monster Manual* for more information.

Poison (Ex): a successful bite attack deals 1d6 Con initial and secondary, DC 14 to resist.

Constrict (Ex): Hissarath deals 1d6+3 points of damage with a successful grapple check against size medium or smaller creatures.

Possessions: masterworks scimitar, breastplate, large wooden shield, composite longbow with 20 arrows

Appearance: Hissarath has the following features, as per page 191 of the *Monster Manual*: snake head, no legs, snake tail.

APL 6 (EL 9)

☛ **S'sara, yuan ti Pureblood Drd2:** CR 7; Medium-sized monstrous humanoid; HD 8d8; hp 43; Init +5; Spd 30ft; AC 17(touch 11, flat-footed 16); Atks: +7/+2 melee (1d6/18-20, scimitar) or +8/+3 missile (1d8/x3, longbow); SA Spell-like abilities, psionics; SR 16; AL NE; SV Fort +5, Ref +6, Will +12; Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills and Feats: Concentration +13, Knowledge (history) +9, Knowledge (arcana) +9, Disguise +5, Hide +7*, Listen +15, Spot +15; Alertness, Blind-fight, Dodge, Expertise, Improved initiative, Point blank shot.

Spells Prepared (4/3; base DC = 14 + spell level): o—*detect magic, flare, resistance (x2); 1st—cure light wounds, pass without trace, summon nature's ally I.*

Spell-like abilities: once per day S'sara can cast any of the following as an 8th level sorcerer (DC 13+spell level): *animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion.*

Psionics (Sp): at will, S'sara can produce the following effects: *detect poison, alternate form, chameleon power, produce acid, aversion.* See page 190 of the *Monster Manual* for more information.

Possessions: studded leather armor, large wooden shield, scimitar, longbow with 10 arrows and 10 +1 arrows, pearl earrings (80gp).

Appearance: S'sara appears relatively human, save for her forked tongue, reptilian eyes, pointed teeth, and scaly patches

☛ **Hissarath, yuan ti halfblood Rgr2:** CR 7; Medium-sized monstrous humanoid; HD 7d8+2d10+9; hp 60; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atks: +13/+8 melee (1d6+2/18-20, masterworks scimitar) and +5 melee (1d6 + poison, bite) or +10/+4 missile (1d8/x3, composite longbow); SA spell-like abilities, psionics; SQ spell resistance 16; AL CE; SV Fort +6, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

Skills and Feats: Concentration +11, Knowledge (history) +9, Knowledge (arcana) +9, Disguise +3, Hide +8*, Listen +15, Spot +15; Alertness, Blind-fight, Dodge, Expertise, Improved Initiative, Weapon Focus (scimitar).

Spell-like abilities: once per day Hissarath can cast any of the following as an 8th level sorcerer (DC 13+spell level): *animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion.*

Psionics (Sp): at will, Hissarath can produce the following effects: *detect poison, alternate form, chameleon power, produce acid, aversion.* See page 190 of the *Monster Manual* for more information.

Poison (Ex): a successful bite attack deals 1d6 Con initial and secondary, DC 14 to resist.

Constrict (Ex): Hissarath deals 1d6+3 points of damage with a successful grapple check against size medium or smaller creatures.

Possessions: masterworks scimitar, breastplate, large wooden shield, composite longbow with 20 arrows

Appearance: Hissarath has the following features, as per page 191 of the *Monster Manual*: snake head, no legs, snake tail.

APL 8 (EL 11)

☛ **S'sara, yuan ti Pureblood Drd4:** CR 9; Medium-sized monstrous humanoid; HD 10d8; hp 50; Init +6; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atks: +9/+4 melee (1d6/18-20, scimitar) or +11/+6 missile (1d8/x3, longbow); SA Spell-like abilities, psionics; SR 16; AL CE; SV Fort +6, Ref +8, Will +13; Str 11, Dex 14, Con 11, Int 18, Wis 18, Cha 16.

Skills and Feats: Concentration +15, Knowledge (history) +9, Knowledge (Arcana) +9, Disguise +7, Hide +9*, Listen +15, Spot +15; Alertness, Blind-fight, Dodge, expertise, improved initiative, Point blank shot, Rapid shot.

Spell-like abilities: once per day S'sara can cast any of the following as an 8th level sorcerer (DC 13+spell level): *animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion.*

Psionics (Sp): at will, S'sara can produce the following effects: *detect poison, alternate form, chameleon power, produce acid, aversion.* See page 190 of the *Monster Manual* for more information.

Spells Prepared (5/4/3; base DC = 14 + spell level): o—*detect magic, flare (x2), resistance (x2); 1st—cure light wounds, faerie fire, pass without trace, summon nature's ally I; 2nd—barkskin, produce flame, summon nature's ally II*

Possessions: studded leather armor, small wooden shield, scimitar, longbow with 10 arrows and 10 +1 arrows, pearl earrings (80gp).

Appearance: S'sara appears relatively human, save for her forked tongue, reptilian eyes, pointed teeth, and scaly patches

☛ **Hissarath, yuan ti halfblood Rgr4:** CR 9; Medium-sized monstrous humanoid; HD 7d8+4d10+11; hp 74; Init +5; Spd 30 ft.; AC 19 (touch 11, flat-footed 18); Atks: +14/+9 melee (1d6+3/18-20, masterworks scimitar) and +6 melee (1d6 + poison, bite) or +12/+6 missile (1d8/x3, composite longbow); SA spell-like abilities, psionics; SQ spell

resistance 16; AL CE; SV Fort +7, Ref +7, Will +10; Str 16, Dex 13, Con 13, Int 18, Wis 18, Cha 16.

Skills and Feats: Concentration +11, Knowledge (history) +9, Knowledge (Arcana) +9, Disguise +3, Hide +8*, Listen +15, Spot +15; Alertness, Blind-fight, Power attack, Dodge, Expertise, Improved initiative, Weapon focus (scimitar).

Spell-like abilities: once per day Hissarath can cast any of the following as an 8th level sorcerer (DC 13+spell level): *animal trance*, *cause fear*, *deeper darkness*, *entangle*, *neutralize poison*, *suggestion*.

Psionics (Sp): at will, Hissarath can produce the following effects: *detect poison*, *alternate form*, *chameleon power*, *produce acid*, *aversion*. See page 190 of the *Monster Manual* for more information.

Poison (Ex): a successful bite attack deals 1d6 Con initial and secondary, DC 14 to resist.

Constrict (Ex): Hissarath deals 1d6+3 points of damage with a successful grapple check against size medium or smaller creatures.

Possessions: masterworks scimitar, breastplate, large wooden shield, composite longbow with 20 arrows

Appearance: Hissarath has the following features, as per page 191 of the *Monster Manual*: snake head, no legs, snake tail.

Note: This could be an exceedingly difficult combat for unprepared players. Furthermore, should S'sara use some of her +1 arrows, the DM should mark this accordingly on the cert.

While both S'sara and Hissarath are formidable fighters, they are quite intelligent. If the battle goes poorly for them, they remind the PCs that the PCs do not know the location of the captured archaeologists, and that they will never find them without the help of the yuan ti. If the PCs agree, the yuan ti give the location of the prisoners in exchange for their freedom. Once the yuan ti have been dealt with, the act of recovering the prisoners should be easy. However, if the yuan ti are killed before they reveal the location of their prisoners, the PCs will have to find them themselves. This task is left up to the DM should it arise.

The furniture and other trinkets in the room are valued at approximately 300gp for the lot. These are items that have been accumulated by the yuan ti over time, and do not belong to the archaeologists.

The Prisoners

The Dustdiggers are being held some distance from their worksite. The yuan ti have placed them in a bamboo cage suspended over a large pool of quicksand about ½ mile from their lair. The cage is attached to a huge magnolia tree via a thick chain. S'sara will reveal their location truthfully if she is pressed to do so. Doing this requires a successful Tracking check (DC 15). Creative PCs may think of other clever ways to find the prisoners. Spells such as *locate object*, *speaking with animals*, and *whispering wind*

all can contribute to the captives' recovery. The DM should reward forward-thinking PCs in this instance.

The prisoners are filthy, hungry, and very ill. All of them have contracted Hool Cough (see Encounter 3) and currently are in the advanced stages of it. Of the twelve people originally stationed at the site, only four remain. The remaining eight were either killed in the initial skirmish, eaten by the lizardfolk, or dead due to advanced Hool Cough. Of these four, only two of them are capable of moving on their own.

Any PC with the Healing skill can tell (DC 10) that they are in poor shape, and without immediate attention they would surely die. If the PCs decide to go back to Newick, half of the Dustdiggers die unless suitable cures are found (from the likes of a *cure disease* spell, for example). More immediate relief can be found from Marceaux, the bayou halfling.

Of the four survivors, one is Cyndiria Longshadow, the Dustdigger from *Masking the Truth* who is in charge of the team. She will be grateful for their rescue and insists that the PCs immediately escort them to Newick. She can tell the PCs about everything that has happened to the Dustdiggers to this point.

Once the PCs have decided where to go next, head to Encounter 7: Muckdwellers.

ENCOUNTER 7: MUCKDWELLERS

This chapter has the PCs making the trek from the Tomb of Tchelopotok to Marceaux's home to either return the canoes, seek assistance for the sick archaeologists, or both. A two-hour ride takes the PCs to his cottage.

At approximately the halfway point of their journey, read or paraphrase the following:

The northern fringes of the Hool Marshes are incredibly inhospitable. Clouds of gnats buzz around your eyes and ears, making it difficult to concentrate. The open, stagnant water is interrupted occasionally by small, overgrown islands or by gigantic cypress trees. Strange, unidentifiable sounds from all directions further discomfort you. To make matters worse, paddling is boring, repetitious work which makes it more difficult to forget about where you are.

Furthermore, the groaning and complaining of the sick passengers does little to sooth your already-frazzled nerves. They are dying, and currently there is very little that you can do about it.

At this time, allow the PCs to each attempt a Spot check (DC 30). Success allows the PCs to see the creature while it is still submerged in the water. If the PCs fail the check, read or paraphrase the following.

Suddenly, there is a giant splash of water in front of you. Rising out of the water is a mottled-green, 9-foot tall humanoid brandishing claws and teeth menacingly. Without warning, it lunges toward you!

The creature is a troll. At higher tiers, further trolls are hidden under the water. The water is four feet deep here, preventing dwarves, gnomes, and halflings from fighting effectively from the ground. Fighting from the canoe is a difficult prospect as well. A PC using a melee weapon of a size category larger than him must make a Reflex save (DC 10) or fall into the water on a failed attack. A similar Reflex save also must be attempted if the troll strikes a PC in a canoe. Missile weapons can be used without error in canoes.

APL 4 (EL 5)

🔥**Troll** (1): hp 63; see *Monster Manual* page 180.

APL 3 (EL 7)

🔥**Troll** (2): hp 63 each; see *Monster Manual* page 180.

APL 4 (EL 9)

🔥**Troll** (4): hp 63 each; see *Monster Manual* page 180.

Assume that the surviving Dustdiggers have an AC of 10 and 4 hit points each. As such, there is a definite possibility that any strikes by the trolls on them could be of the killing sort.

The trolls' lair is on a small island about 50 feet from the ambush point. It is a filthy affair reeking of waste, and bones are strewn about haphazardly. A careful search of the lair reveals a small black pearl valued at 300 gp. Tied to a tree near the lair is a black bear which the troll, already full from a recent meal, captured for future consumption. A PC druid may attempt to transform this bear into an animal companion via *animal friendship*, assuming she is of sufficient level to charm the bear. The cert for the black bear should be given out at this time in this case.

🐻**Black Bear** (1): hp 19; see *Monster Manual* page 193.

ENCOUNTER 8: BAYOU RESCUE

This chapter finds the PCs returning the canoes to Marceaux's cottage and attempting to find a cure for the afflicted Dustdiggers.

Marceaux's cabin stands on a wooded hill and is surrounded by shallow, stagnant water. As you approach, you see him tending to a nearby vegetable garden. He waves at you, and seeing your distress, trots down the hill to meet you.

If the PCs have treated Marceaux well in previous encounters, he will offer to help save the stricken Dustdiggers. Marceaux has the ingredients necessary to concoct an antidote for Hool Cough, but it will take him some time to make them. It takes him one hour per dose.

PCs with Alchemy can make skill checks (DC 15) to assist Marceaux and reduce construction time to 30 minutes each, regardless of the number of PCs assisting.

As the Dustdiggers are in the advanced stages of the disease, each will have to make a Fortitude save (DC 8) for each full hour they have to wait before being administered to. Assume the Dustdiggers have a total Fortitude modifier of 0, save for Cyndiria, who is +2. Failure to do so means death for the unfortunate archaeologist. If they declare so, PCs with Healing can monitor the Dustdiggers while Marceaux makes the potions. A successful PC Healing check (DC 15) will allow a Dustdigger a second Fortitude check to resist the disease.

The DM should play up the tension in this scene, as Marceaux and the PCs scramble to save the archaeologists. The PCs also will have to prioritize who gets administered first.

If the PCs ask, Marceaux has three vials of antitoxin that he would be willing to sell to the PCs for 50 gp each. If the PCs are particularly friendly and good-natured to him, he can be talked down to 40 gp each.

The surviving Dustdiggers are very grateful for the assistance of both the PCs and Marceaux. If no Dustdiggers survive, Marceaux volunteers to accompany the PCs back to Newick and back their story up to the Grosspokeswoman and her entourage.

CONCLUDING THE ADVENTURE

Upon reaching Newick, Cyndiria reports to Grosspokeswoman Wendolene and Olan Demeter. These two officials are delighted that the PCs are successful in their mission (assuming that they are), and promise that the Dustdigger College will not forget their contribution. Award the PCs the Influence Point from the Dustdigger College at this point.

Note: It is entirely possible that one or more PCs may have met the qualifications for Dustdigger membership and desire to become a part of this. Olan Demeter is willing to grant this. To become a Dustdigger, a PC must have at least three influence points from the Dustdigger College. These must be possessed by the PC himself and not used by others. A separate cert will be provided to these PCs.

Similarly, if a PC who is a member of the Yeoman militia has gone above and beyond the call of duty expected by a militiaman, Captain Gariland Oshcott grants them a field promotion. Provide the Field Promotion: Sergeant certificate to the deserving PC. Only one PC should be given this award.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Treating the dignitaries with respect	25xp
Defeating the lizardfolk ambush	100xp
Overcoming the scythe trap without damage	25xp
Voluntarily returning the copper helmet	50xp
Overcoming the scarab trap without damage	25xp
Defeating the yuan ti	200xp
Each Dustdigger that survives	25xp
Defeating the troll menace	100xp
Total experience for objectives	650 xp
Discretionary roleplaying award	0-75 xp

Total possible experience 725 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more

than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter 3

- Magnifying glass (50gp), a merchant's scale (value 1gp),
- 3 one-ounce vials of ink (4gp each),
- 20 sheets of parchment (1sp each),
- Ancient helmet (100gp).

Encounter 4

- halfspears (5sp each),
- large shields (3.5gp each),
- blowguns (2gp each),
- blowgun darts (1.5gp per 10), 9sp and 8gp per lizardfolk.
- Jeweled scarab (50gp);
- black pearl (100gp).

Encounter 5

- *Salve of cure moderate wounds*: This terra cotta jar contains a thick white paste with the consistency of watery mud. It smells strongly of ammonia; If the entire contents are rubbed on the skin, it acts as a *potion of cure moderate wounds*, healing 2d8+3 hit points of damage. The salve can be used in smaller doses, however. If desired, the possessor may treat it as 2 *potions of cure light wounds*, healing 1d8+1 hit points per dose.
- obsidian statue (112.5gp),
- silver dagger (20gp),
- bolt of silk (50gp),
- 91sp,
- 114gp,
- ivory statue (200gp).

Encounter 6

- Various pieces of furniture (300gp),
- leather armor (5gp),
- scimitar (7.5gp),

- masterwork scimitar (315gp): This elegant scimitar is hewn of fine steel. Its pommel is carved in the likeness of a curled-up snake. This non-magical scimitar adds a +1 bonus to all 'hit' rolls.
- 2 composite long bows (50gp each),
- 10 arrows (2.5sp),
- 10 +1 arrows (400gp): These slim, delicate arrows are carved from the finest wood and decorated with colorful parrot feathers. The steel tips are razor sharp. These magical arrows give a +1 bonus to all attack and damage rolls when fired. There are 10 arrows total.
- breastplate (100gp),
- small wooden shield (1.5gp),
- large wooden shield (3.5gp),
- pearl earrings (80gp)

Encounter 7

- small black pearl (300gp)

Encounter 8

- The chance to buy up to three vials of antitoxin: This glass vial contains a thick, brownish liquid that smells slightly of honey. It has a similarly sweet taste. Drinking the contents of this vial gives a +5 alchemist's bonus on all Fortitude saving throws against poison for 1 hour.

Conclusion

- Influence point with the Dustdigger College: This point will be useful in future encounters with Yeoman Dustdiggers, whose college is headquartered in Loftwick. They remember what your character did, and may be willing to help you in the future. This influence also can be useful should you desire membership in the Dustdigger College for yourself at some point.
- Field Promotion: Sergeant: Due to your exemplary performance above and beyond the call of duty, you have been given a field promotion to the rank of Sergeant in the Yeoman Militia.

PLAYERS' HANDOUT #1

My Dear Friends,

Since your discovery of the Tomb of Tchelopetok in the Hool Marshes, the Dustdigger College has been hard at work uncovering the secrets hidden within the tomb. In addition, my companions have uncovered a number of other structures in the region—most of which we suspect were erected during the same era as the Tomb.

Alas, I dread to inform you that the archaeological team in charge of the excavation has not reported for nearly two weeks. As treacherous as the Hool is, we fear the worst, but hope for the best.

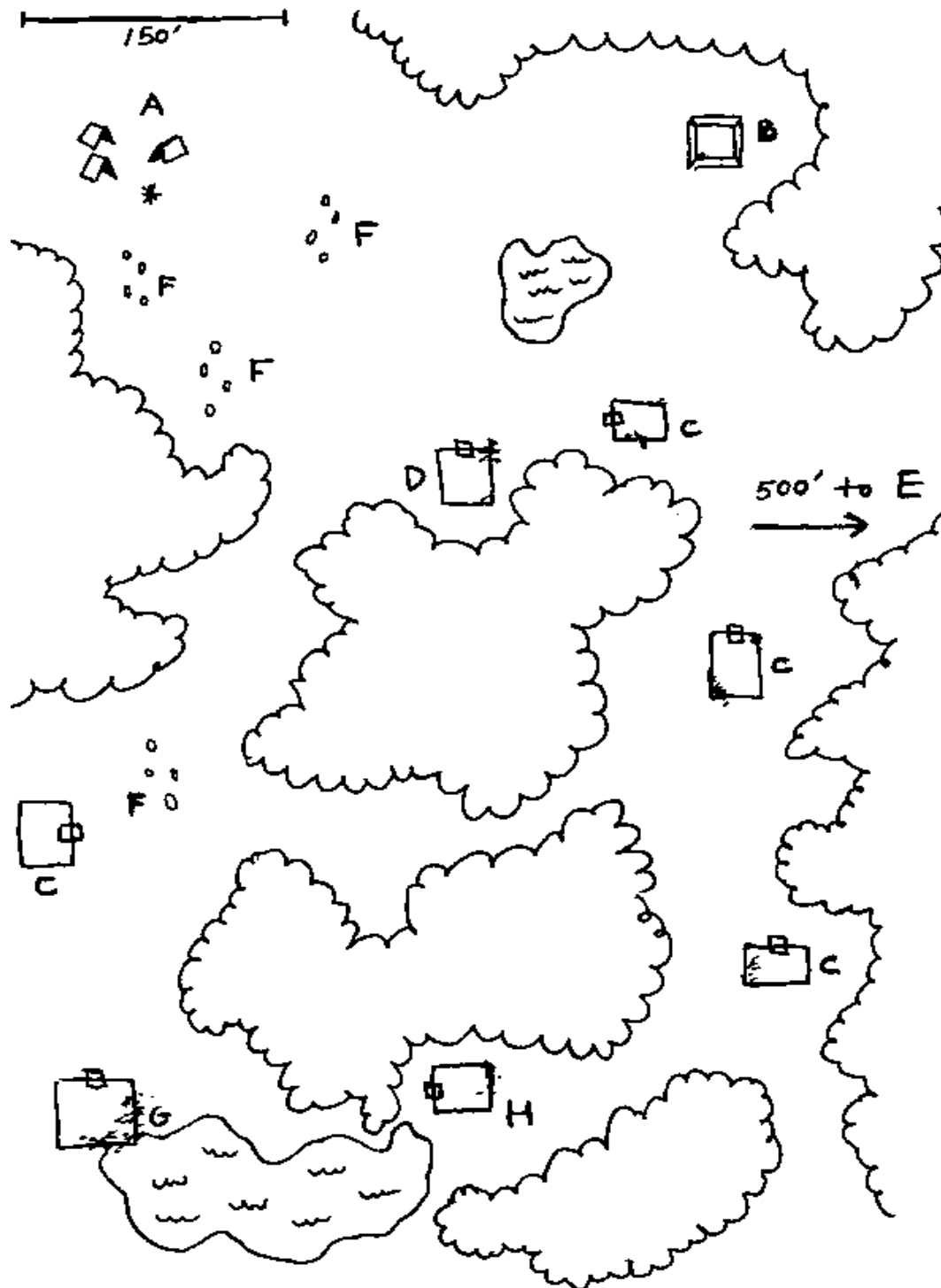
The Dustdigger College thanks you for your previous service, but we request another from you. We ask that you assist us in finding out what has happened to the team. As you played a pivotal role in the discovery of the tomb in the first place, we feel your knowledge of the local region will be most useful in this endeavor.

I beseech you to meet me at the local Dustdigger Consulate, near the town square. There I will give you more details about this expedition. I hope to see you there.

Olan Demeter

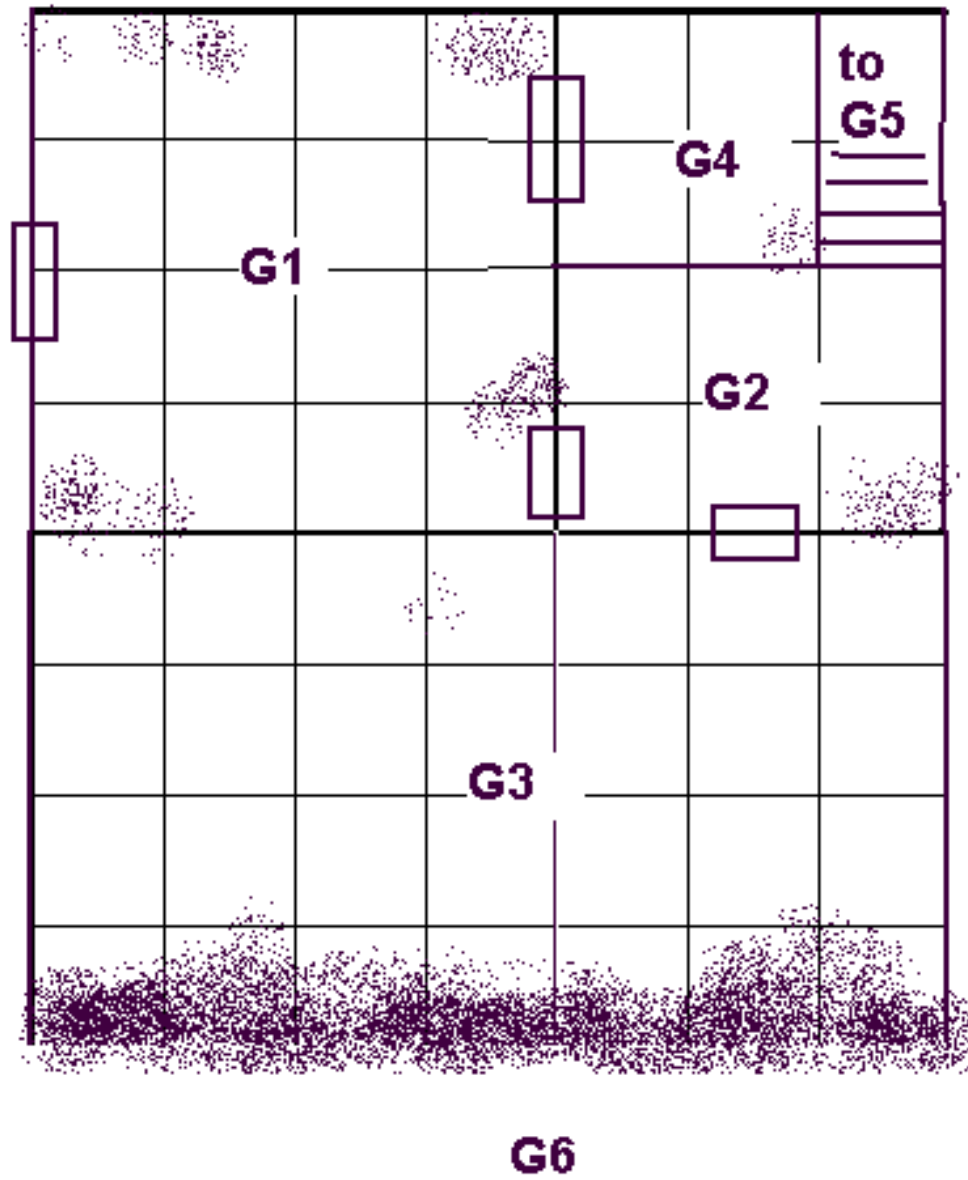
Dustdigger Liaison, Newick

MAP #1: THE ARCHEOLOGICAL SITE



Map #2: The Crypt (Area G)

(1 square = 5')



APPENDIX A: BLOWGUN

EXOTIC WEAPON RANGED

Large

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Blowgun	20 gp	1d3	x2	10	2 lb	Piercing
Darts (10)	1 gp	--	--	--	1/2	--

Blowgun: The blowgun is most often used by primitive tribes to deliver poison to an unfortunate target.

This weapon requires two hands to use. Loading a blowgun is a move-equivalent action that provokes an attack of opportunity.

The blowgun has a maximum range of five range increments.

Reference: "The Right Tool for the Job," by Andy Collins appearing in *Dragon* issue #275, pages 42-45.

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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