



The Muster of Morach Tor

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FORGOTTEN REALMS LOW LEVEL (1ST-5TH) TEMPERATE MARSHES



Attacks by trolls and giants from the Evermoors have reduced the Riders of Nesmé to a shadow of their former strength, and the First Speaker of Nesmé has taken bold action. To bolster her forces and protect the town, she recruited the Khoroshen, a tribe of lizardfolk living in the low marshes of the Evermoors, only to find that there are limits to how much loyalty money can buy.

"The Muster of Morach Tor" is a D&D adventure designed for four 4th-level characters. The adventure takes place in the town of Nesmé and the wilds of the Evermoors in the FORGOTTEN REALMS.

ADVENTURE BACKGROUND

The iron-mining town of Nesmé sits on the edge of the Evermoors, which have

long been home to scattered gangs of trolls, known in the north as the Everlasting Ones.

In the Year of the Banner (1368 DR), Nesmé experienced a dramatic rise in the number of troll and orc attacks. Although the Riders of Nesmé turned back such attacks time and again, they wreaked havoc with trade and the local mining industry. As the attacks continued into the next year, adventurers hired by Nesmé discovered that fog and cloud giants had moved into the Evermoors, displacing the former inhabitants and shrouding the area in perpetual mist.

In the Year of the Tankard (1370 DR), during the orc invasion of the Frost Hills, Nesmé was sacked and ruined by an army of trolls. The trolls were driven off thanks to the help of a contingent of dwarves from Mithral Hall and Mirabar,

and by the next year, Nesmé had begun rebuilding. The threat posed by the giant tribes of the Evermoors and the still-displaced trolls remained, however, forcing would-be settlers back behind Nesmé's walls.

Since the Year of the Wild Magic (1372 DR), Nesmé has had to rely on its own defenses, as the cities of the Silver Marches have been forced to refocus their forces northward, along the frontier with the newly established Kingdom of Many Arrows. In the face of repeated giant raids and the threat that the trolls might one day regroup, Nesmé's First Speaker, Tessarin "Longtresses" Alaurun, has stretched her finances to pay the Riders of Nesmé and maintain a small force of Uthgardt barbarian mercenaries. Tessarin has also enlisted the help of a local tribe of lizardfolk

called the Khoroshen to defend the watch posts along the low, marshy approaches to the town.

Tessarín's efforts appear to be working. The giants have not attacked for months, her soldiers have reclaimed forts out on the moors, and brave settlers are moving back to abandoned hamlets.

In actuality, giants have left the town alone because they have been busy driving the remaining trolls out of every bog and crag of the western Evermoors. The trolls have made attempts to resist the giants, but they are only able to organize in small bands. In a risky act of betrayal, a Khoroshen named Uhndek persuaded many of the trolls that since they cannot defeat the giants they should instead attack Nesmé, led by Uhndek himself. When Nesmé is conquered, the lizardfolk will claim the fortified town while the trolls take the nearby moors.

Not everything is going according to Uhndek's plan, however. A few days ago, Tessarín sent her aide, Chaver Tegarech, to check on the lizardfolk watch post at a rocky hill called Morach Tor—the same hill where Uhndek plans to gather his troll army. Chaver stumbled upon a meeting between Uhndek and a pair of trolls, at which point he was captured and sent to the mines below Baeniff Tor to be sacrificed.

ADVENTURE SYNOPSIS

Tessarín recruits the PCs to travel to Morach Tor and find out what happened to Chaver. When the PCs arrive, they find that Khoroshen lizardfolk still patrol the swamps around the rotting settlement. The Khoroshen leader, Uhndek, claims that Chaver arrived but returned to Nesmé the next day. Signs that Chaver was taken captive may lead to a fight.

With the help of a *svirfneblin* captive, the PCs travel across the marsh to a flooded mine beneath another rocky hill named Baeniff Tor. To save Chaver, the PCs must defeat the Khoroshen priestess Thaalís and enter the chamber of a sacred giant crocodile.

As the PCs head back toward Nesmé, they encounter the troll army leaving Morach Tor. They can send warning to Nesmé using messenger ravens, or they

can take the shortcut across the marsh to beat the trolls back. If the PCs warn Nesmé in time, the town recalls its soldiers and repels the attack successfully.

ADVENTURE HOOKS

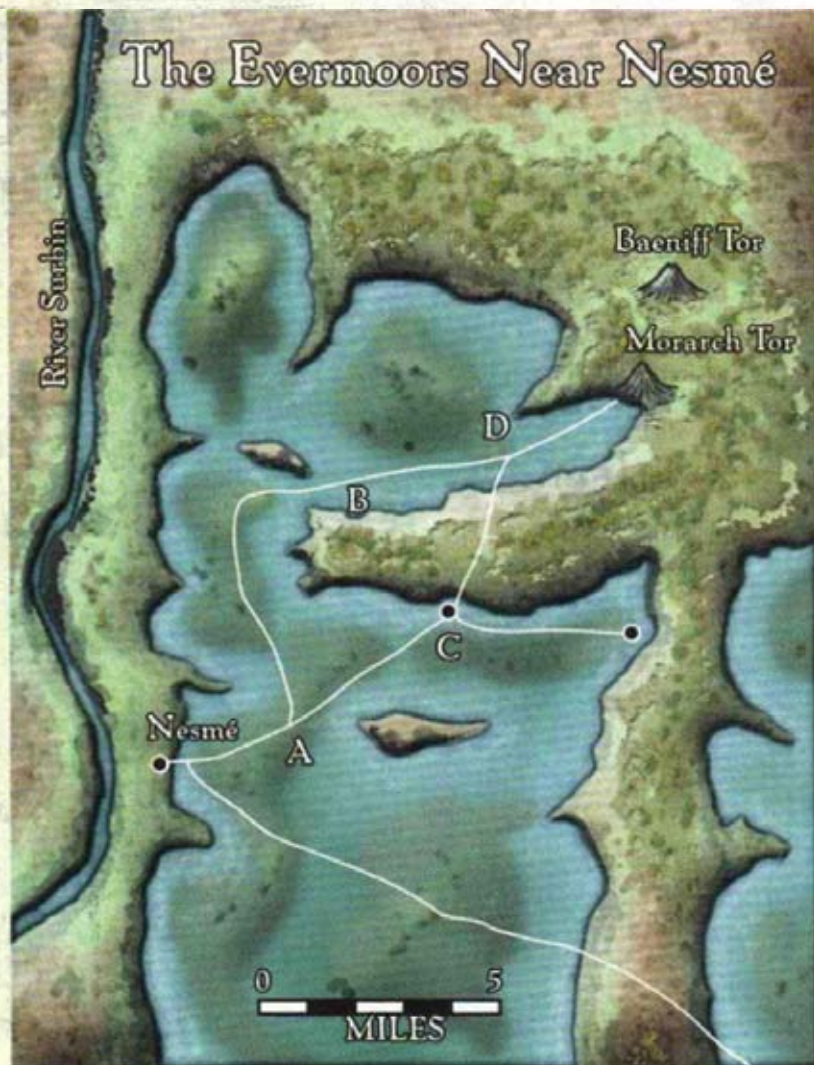
The adventure begins when the PCs arrive at the town of Nesmé and have their audience with First Speaker Tessarín. There are many ways for the PCs to find their way there.

- **Vil'Kenna** (CG female human barbarian 3), an Uthgardt barbarian of the Sky Pony tribe, tells the PCs that she is on her way to Nesmé to join several of her clansmen, who have been hired to hunt trolls and giants in the moors. She's eager for company, and urges the party to travel with her.
- **Rihen Isothe** (N male half-orc aristocrat 3/warrior 1), the illegiti-

mate son of a wealthy human merchant, hires the PCs to escort him to Nesmé to pick up a special family crest sword he's had forged from the town's exceptional steel. When the PCs arrive, the sword's smith explains that Lady Tessarín is looking for adventurers.

CHAPTER ONE: DESPERATE TIMES IN NESMÉ

From the outside, the town looks like a dying stone creature, backed against the banks of the Surbrin in its retreat from the Evermoors. Columns of dark smoke tumble up from behind crumbling stone walls. A barge loaded with lumber and charcoal is docked beside the remains of a fine stone bridge.



Half of the low stone buildings in town are in ruins, creating a maze of thin streets strewn with rubble. Townspeople work elbow to elbow in the smoke, covered in gray ash. The round, four-story Temple of Waukeen rises above this chaotic labyrinth, seemingly untouched by the destruction surrounding it.

Among the townsfolk wander armed men wearing the gray and gold sash of the Riders of Nesmé or the furs of the Sky Pony barbarian tribe. If the PCs inquire about work or ask to see Lady Tessarin, they are directed to the Temple of Waukeen.

Nesmé (small town): Magical; AL NG; 800 gp limit; Assets 78,640 gp; Population 1,966; Integrated (humans 67%, lightfoot halflings 10%, half-elves 8%, shield dwarves 6%, moon elves 5%, rock gnomes 3%, others 1%).

Authority Figure: **First Speaker Tessarin** "**Longtresses**" **Alaurun** (NG female human wizard 13).

Notes: Nesmé is a mining town, with some of the best iron mines in the north lying directly below its streets. When determining the availability of steel weapons and armor in Nesmé, assume it is a small city (15,000 gp limit).

LADY TESSARIN'S REQUEST

When the PCs arrive at the Temple of Waukeen, a wheezing old priest in golden robes leads them up three flights of stairs and through a set of double doors into Tessarin's meeting room.

This room is round, with small glass windows spaced along dark stone walls. The wooden beams of the temple's peaked roof serve as the room's ceiling. Twelve worn chairs sit along the walls, and a long stone table adorns the center of the room. The table is partially covered with stacks of scrolls and books, but a beautifully engraved map is visible in its center.

Tessarin leans over the table, studying the map. She wears a plain blue and tan robe and has tied her long, ash-blond hair back. She greets the PCs quickly but respectfully, then immediately launches into a no-nonsense overview of the situation.

"My aide, Chaver Tegarech, rode north four days ago to visit the watch post at Morach Tor and never returned. That watch post is defended by an allied tribe of lizard-folk called the Khoroshen, but the road to Morach Tor can be dangerous." She grabs a stick of charcoal and places a sheet of paper from a nearby stack over the engraved map on the table. She rubs with the charcoal and a detailed map of the area northeast of Nesmé gradually appears. She then marks Morach Tor on the map, along with two trails leading there, and points a charcoal-stained finger at the shorter route. "Chaver knew the dangers of the direct route through the lowlands, and he was in no hurry. The longer route to Morach Tor along the north road is eighteen miles long. The shorter route to the northeast is twelve miles."

The First Lady offers the PCs 500 gp and two *potions of invisibility* if they can return Chaver safely to Nesmé. If a

PC asks for the potions ahead of time and makes a DC 15 Diplomacy check, Tessarin hands them over.

Tessarin is willing to answer a few specific questions, but she is very busy and can't spend much more time with the PCs. She has no horses for the party, but gives them as much food as they require and provides a room at the House of the Wise Unicorn. If the PCs succeed on a DC 10 Gather Information check around town, they learn any of the information regarding the town's history from the Adventure Background or its description.

CHAPTER TWO: INTO THE EVERMOORS

An old stone road slopes up from the town onto the hills of the high moors. Steep streambeds and small plateaus of tall grass and bare rock cover the moors for miles



before fading into the gray mist on the eastern horizon.

The road winds through the moors and passes a few small sheep ranches that eventually give way to destroyed farmsteads, razed down to their foundations.

A. THE FORK AT THE RIDGE

The old road from Nesme splits around a large rocky ridge. Though both roads are rough and overgrown, the northern road appears less so.

Chaver took the longer road to the north. With a successful DC 19 Survival check, a PC with Track can locate horse tracks along that road that are only a few days old. This trail can be followed all the way to the watch post at Morach Tor.

B. ABANDONED HAMLET (EL 4)

The road passes through what was once a small hamlet. The shattered and weathered remains of barns and low stone fences are just rough reminders of what may have once been a pleasant place to live.

Creatures: A wounded and angry female troll rummages in the ruins of this town. She was attacked by giants and got lost on her way to Morach Tor.

Wounded Troll: hp 31 (max 60 hp, 29 points fire damage), CR 4 due to wounds; *Monster Manual* 247.

C. THE SHORTCUT

Four miles from the fork, the north-east road curves eastward toward the abandoned village of Hethridge Drop. A smaller stone road breaks off to the north and slopes down to the edge of the swamp. This smaller road is the shortcut to Morach Tor, and winds through the marsh from one reed-covered island to another, crossing the collapsed remains of rotting wooden causeways.

D. APPROACHING MORACH TOR

The rocky peak of Morach Tor is visible from where the shortcut across the marsh valley meets the main road, almost two miles away. As the PCs get closer, they

see a watch post at the peak and might be spotted by the Khoroshen lizardfolk stationed there.

CHAPTER THREE: MORACH TOR

1. WATCHPOST (EL 2)

A flight of wooden stairs and a ladder lead up to a wooden platform near the peak of the tor. A much longer staircase leads down the slope to a group of buildings rising out of the foggy marsh.

As they approach, the PCs see three lizardfolk carrying clubs and javelins emerge from a small building in the settlement below. They move along a wooden walkway for a few steps before jumping off into the swamp, swimming quickly north.

Creatures: This watch post contains two lizardfolk. They are members of a group of Khoroshen calling themselves the Viperkin, after the snake-embossed shields they carry. All of the Viperkin at Morach Tor are loyal to Uhndek and know about his plans to lead the trolls. They are unwilling to talk, directing the PCs to Uhndek if they have any questions. The Viperkin and most of the Khoroshen speak only Draconic.

As soon as the Viperkin notice the PCs (Spot +10), they shout to let Uhndek know that they have visitors. If attacked, unsuccessfully intimidated, or threatened with physical harm, the Viperkin fight back while yelling warnings to Uhndek.

All of the Viperkin carry two *goodberries* each, given to them by Uhndek. The magic of these berries lasts for two days after the PCs arrive at Morach Tor.

Lizardfolk (2): hp 11 each; *Monster Manual* 169.

2. WALKWAY (EL 6)

The few remaining buildings of Morach Tor rise above the marsh on stilts and are connected by a series of wooden walkways. A few sections have collapsed into the water, and the far end slopes down into the swamp. The remains of submerged, roofless buildings are visible beyond.

Damp fog and years of rain have covered the planks and supports with slippery algae. The DC of Balance and Tumble checks increases by 2 on the walkways, and a DC 7 Balance check is required to run or charge. The marshland below and around the walkways is a deep bog (*Dungeon Master's Guide* 88). Climbing out of the bog onto the walkway is a full-round action that requires a DC 15 Climb check and provokes attacks of opportunity. The entire settlement is covered in thin fog.

Creatures: When he hears the call from the watch post, the Khoroshen druid Uhndek uses his rune of *barkskin* (included in his stat block) and emerges from the building at area 3 to greet the PCs on the walkway. During the day, three Viperkin are also on the walkway. At night, one Viperkin patrols the walkway while the other two rest in area 5.

Uhndek is a short, stocky lizardfolk. He is protected by well-made crocodile-hide armor. He wears a thong necklace strung with giant crocodile teeth carved with runes, and his crocodile companion, Dross, lounges in the swamp just below the walkway. Uhndek's spear is called *Semuanya's Fang*. Generations of Khoroshen druids have strung it with finger bones from a variety of humanoid creatures and carved hundreds of runes into its shaft.

Uhndek plans to personally lead the troll attack on Nesme and has instructed many small bands of trolls to meet him at Morach Tor. He's gained the support of Thaalís, the tribal priestess, by promising her many sacrifices for Kheshebik, the giant crocodile kept at Baeniff Tor. He's sincerely eager for news from Nesme, as he wants to make sure the situation hasn't changed.

UHNDEK CR 5

Male lizardfolk druid 4

NE Medium humanoid (reptilian)

Monster Manual 169

Init -1; **Senses** Listen +2, Spot +2

Languages Common, Draconic, Druidic, Giant

AC 20, touch 9, flat-footed 20

hp 36 (6HD)

Fort +6, **Ref** +4, **Will** +7

Spd 20 ft.

Melee +1 spear+7 (ld8+4/x3) and

bite +4 (1d4+1) or

2 claws +6 (1d4+2) and

bite +4 (1d4+1)

Ranged javelin +3 (ld6)

Base Atk +4; **Grp** +6

Druid Spells Prepared (CL 4, melee touch

+6, ranged touch +3)

2nd—*animal messenger*, *barkskin*, *bull's strength*, *faming sphere* (DC 14)

1st—*cure light wounds*, *entangle* (DC 13), *faerie fire*, *obscuring mist*

0—*cure minor wounds*, *guidance*, *light*, *mending*, *resistance*

Abilities Str 15, Dex 8, Con 12, Int 12, Wis 15, Cha 13

SQ hold breath, resist nature's lure, spontaneous casting (*summon nature's ally* spells), trackless step, wild empathy +4, woodland stride

Feats Inscribe Rune (FORGOTTEN REALMS Campaign Setting 36), Multiattack, Persuasive

Skills Bluff +3, Concentration +10, Intimidate +3, Knowledge (nature) +14, Survival +13 (+15 aboveground natural environments), Swim +5

Possessions +1 *hide armor*, +1 *spear*, 3 javelins, *cloak of resistance* +1, crocodile teeth with runes of *barkskin*, *cure light wounds*, *resist energy*, and *lesser restoration* on sinew necklace, 4 *goodberries*, key to chest in area 3

Dross, crocodile animal companion: hp 22, *Monster Manual* 271.

Lizardfolk (3): hp 11 each; *Monster Manual* 169.

Development: If the PCs ask Uhndek about Chaver, he says that the man spent the night at Morach Tor a few days ago, then headed back toward Nesme. If the PCs ask about the lizardfolk who were leaving when they arrived, he says they were going to Baeniff Tor, where the tribe is performing a ritual in praise of their god, Semuanya. If the PCs ask for help searching for Chaver, Uhndek promises to send out his other soldiers as soon as they return from Baeniff Tor.

If it is late in the day, Uhndek invites the PCs to spend the night in area 4. If he catches them searching other areas of the settlement, he warns them to stay in area 4 for their own safety. Uhndek and his warriors attack any PCs caught

snooping, heading towards Baeniff Tor, or intimidating other lizardfolk. If the party doesn't leave promptly the next morning, Uhndek and his warriors attempt to capture them rather than risk having them present when the trolls arrive.

The Viperkin fight to the death, bull rushing PCs off the walkway into the swamp, where Uhndek's crocodile companion waits to attack them. Uhndek hangs back and uses his spells after casting *bull's strength* on Dross. The Viperkin in area 1 hear any fighting and arrive at the bottom of the stairs after three rounds. If any of the PCs uses electricity, the shocker lizard in area 5 jumps through a window and attacks them.

If the fight goes badly for Uhndek, he casts *obscuring mist* to cover his escape and hides in the swamp, swimming back to Morach Tor later to meet the gathering trolls. If the PCs are defeated, the Khoroshen stabilize any that are dying using spells and *goodberries*, then bind them with woven reeds (Escape Artist DC 26) and carry them on Grimham's raft to area 8 at Baeniff Tor.

3. UHNDEK'S QUARTERS

This building's roof is patched but solid. Fresh, muddy marsh plants are piled in one corner, and a lantern hangs from a peg in the eastern wall, just above a sturdy wooden table. A large birdcage dangles from the ceiling, and the room smells of fish and burning oil.

This is where Uhndek sleeps and plans. If he is not out on the walkway, he is in here. Thin leather maps on the table chart this region of the Evermoors, and the birdcage contains three large black ravens. A successful DC 12 Handle Animal or Knowledge (nature) check reveals that they are a breed used as messengers. A message or item weighing a few ounces can be attached to the leg of one of these birds, which delivers it directly to Nesme in just over an hour.

Treasure: A locked wooden chest in the southwest corner contains 220 gp that Tessarin paid the Khoroshen. It also contains a gold bracelet worth 40 gp and a silver moonstone ring worth 80 gp. If

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anyone examines the ring closely, they notice the initials "CT" scratched on the inside of the band.

Heavy Wooden Chest: Hardness 5; hp 10; Break DC 15; Open Lock DC 26.

4. NEAR BARRACKS

Reeds and fresh mud cover the floor of this room, and the roof is open to the sky in places. Broken javelins and two clubs with loosely lashed heads stand in one corner.

Khoroshen warriors live in this building, though all of its residents are currently at Baeniff Tor. The Khoroshen also kept Chaver here after his capture. A successful DC 15 Search check reveals a series of bloody scratches low on the eastern wall behind some reeds, making the letters "CT" and "BT." An arrow points from CT to "BT." Chaver scratched them with his fingernails while he was tied up, after overhearing his guards discussing moving him to Baeniff Tor.

5. FAR BARRACKS (EL 2)

This room has one small window in each wall, and its floor tilts down into a few inches of water to the north. Three leather bags lie among the muddy mess on the floor, and the dessicated head of a small crocodile hangs above the western window.

This is where most of the lizardfolk warriors rest when they're not out patrolling the swamp. The warriors keep a pet shocker lizard here, and it views this place as its home. If the PCs enter the building without a lizardfolk escort, the shocker lizard attacks. At night, two of the Viperkin from area 2 rest here.

Shocker Lizard: hp 14; *Monster Manual* 224.

Treasure: The leather bags contain dried fish, 12 torches, and 76 gp.

6. LARDER

Just outside the doorway of this building is a wooden landing stacked with large

leather sacks. The inside of the building also contains large bags, as well as a bloody wooden table in the center of the room. A few pieces of a large animal hang from the ceiling. Most of the southern wall is open to a wooden dock that runs alongside the building, and a crude raft is docked beside it. A patchwork curtain covers the entrance to another room to the west.

The meat hanging from the ceiling is from Chaver's horse. If the PCs make any noise in this room or open the curtain to area 7, they attract the attention of Grimham.

7. GRIMHAM'S ROOM

Pebbles cover the floor of this small room. The single window on the western wall has been boarded over.

Creatures: A *svirfneblin* named Grimham lives here in the dark. He was captured by the Khoroshen after wandering up into Baeniff Tor from the Underdark, and sleeps during most

of the day before preparing food for the Khoroshen at night. He is allowed to go out on his raft to gather food and has learned his way around the swamp. Grimham stays and serves the Khoroshen because he knows no other way to return to the Underdark except through BaeniffTor.

Grimham: AC 16 (no armor); hp 7; kukri +1 (1d4/18-20); *Monster Manual* 132.

Development: If the PCs defeat all the lizardfolk at Morach Tor or change Grimham's attitude from unfriendly to friendly, he tells them that the Khoroshen made him take Chaver to BaeniffTor on his raft. If they promise to help him get back to the Underdark, he agrees to guide them to BaeniffTor.

CHAPTER FOUR: BAENIFF TOR

Flowing water carved the natural caverns of BaeniffTor on its way down into the Underdark. The ceilings of these caverns are 10 to 20 feet high and thick with stalactites.

Mineshafts: Ancient miners dug slanting mineshafts to reach caverns at different levels. A typical mineshaft is 5 feet wide and 6 feet high.

Water: Water constantly flows into the mines through area 4 and makes its way to area 7, then down to area 10 and into the Underdark. Any areas designated as flowing water are rough flowing water (*Dungeon Master's Guide* 92). The constant sounds of water rushing and falling throughout the mines increases the DC of any listen checks by 5.

Light: Lizardfolk need light to see, so at BaeniffTor they cultivate colonies of a tiny cousin of the fire beetle. Thousands of them cling to the damp ceilings of the mineshafts and caverns, providing shadowy illumination unless otherwise noted. Damaging spells destroy all the beetles within their area of effect.

1. SWAMP APPROACH

The swamp ends abruptly against the high, rocky cliffs on the southeast side of BaeniffTor. A dry, wide cave slopes up into the hill.

If the PCs approach BaeniffTor on foot, they arrive on the dry patch of ground to the south of the cave and must cross 40 feet of deep bog to reach it. If the PCs arrive by raft, they can punt right up to the entrance. If Grimham is with the PCs, he stays outside until the way to the Underdark is clear. Any PC who succeeds on a DC 16 Spot check notices the water entrance at area 4. PCs approaching the cave may be spotted by the Viperkin in area 2.

2. CAVE ENTRANCE (EL 4)

Creatures: Four Viperkin lizardfolk keep watch over this entrance. When they spot the PCs they raise an alarm, prompting the two lizardfolk in area 3 to investigate before running to warn the others. If the PCs get within 20 feet of the entrance, the Viperkin attack with javelins.

Lizardfolk (4): hp 11 each; *Monster Manual* 169.

3. DRY CAVERN (EL 2)

Damp sacks, fish spitted on javelins, and two small wooden kegs are scattered about the floor of this cavern.

This is where most of the lizardfolk that come to BaeniffTor sleep and store their supplies. Two lizardfolk rest here. If they see the PCs, they run to warn the lizardfolk farther in. The bags contain insects and small amphibians from the swamps, and the kegs contain 6 gallons of ale that went bad years ago. 12 javelins sit on the floor.

Lizardfolk (2): hp 9 each; *Monster Manual* 169.

4. WATER ENTRANCE

The PCs can enter BaeniffTor through this mineshaft instead of through area 2. The shaft is completely filled with water flowing down to area 5.

5. AUDIENCE CAVERN (EL VARIES)

Murky, chest-high water fills most of this large cavern, except for a small raised area to the north. A dry tunnel slopes up to the south, while submerged mineshafts exit to the east and west.

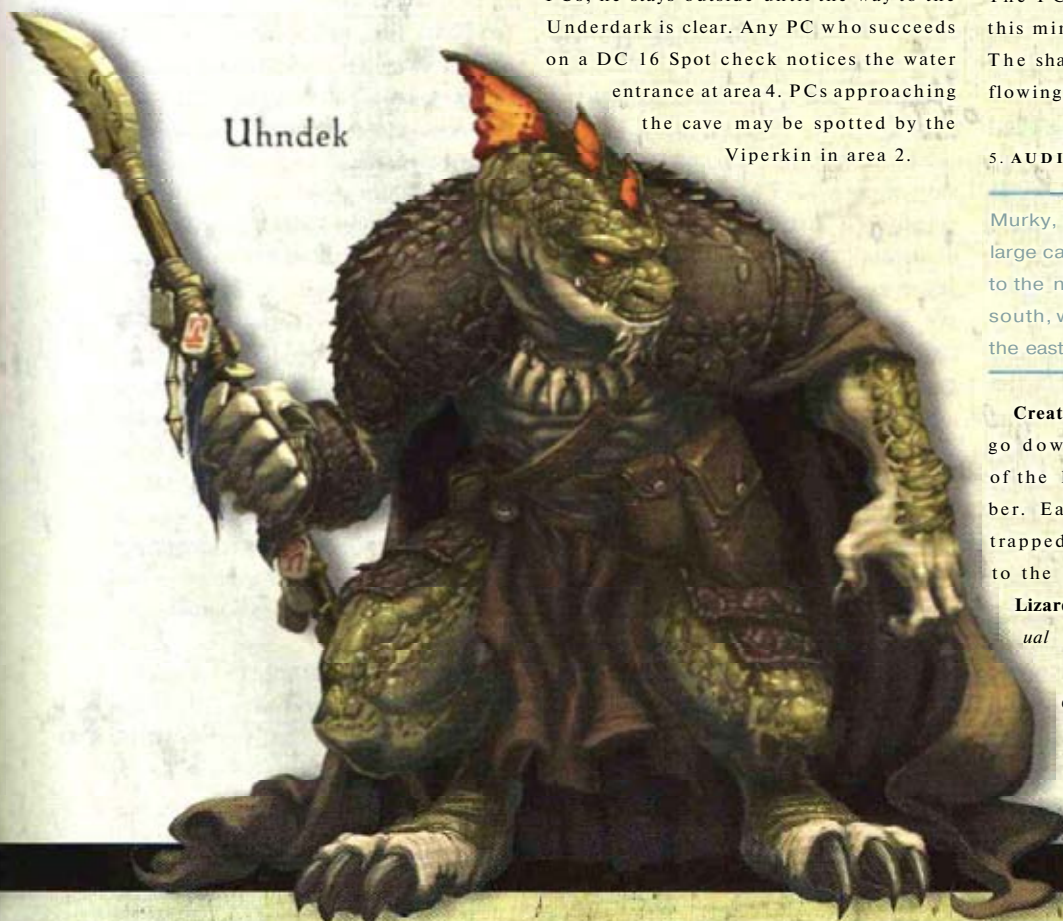
Creatures: After they watch Chaver go down the whirlpool in area 7, most of the lizardfolk return to this chamber. Each lizardfolk only fights if it is trapped and can't get past the PCs back to the swamp.

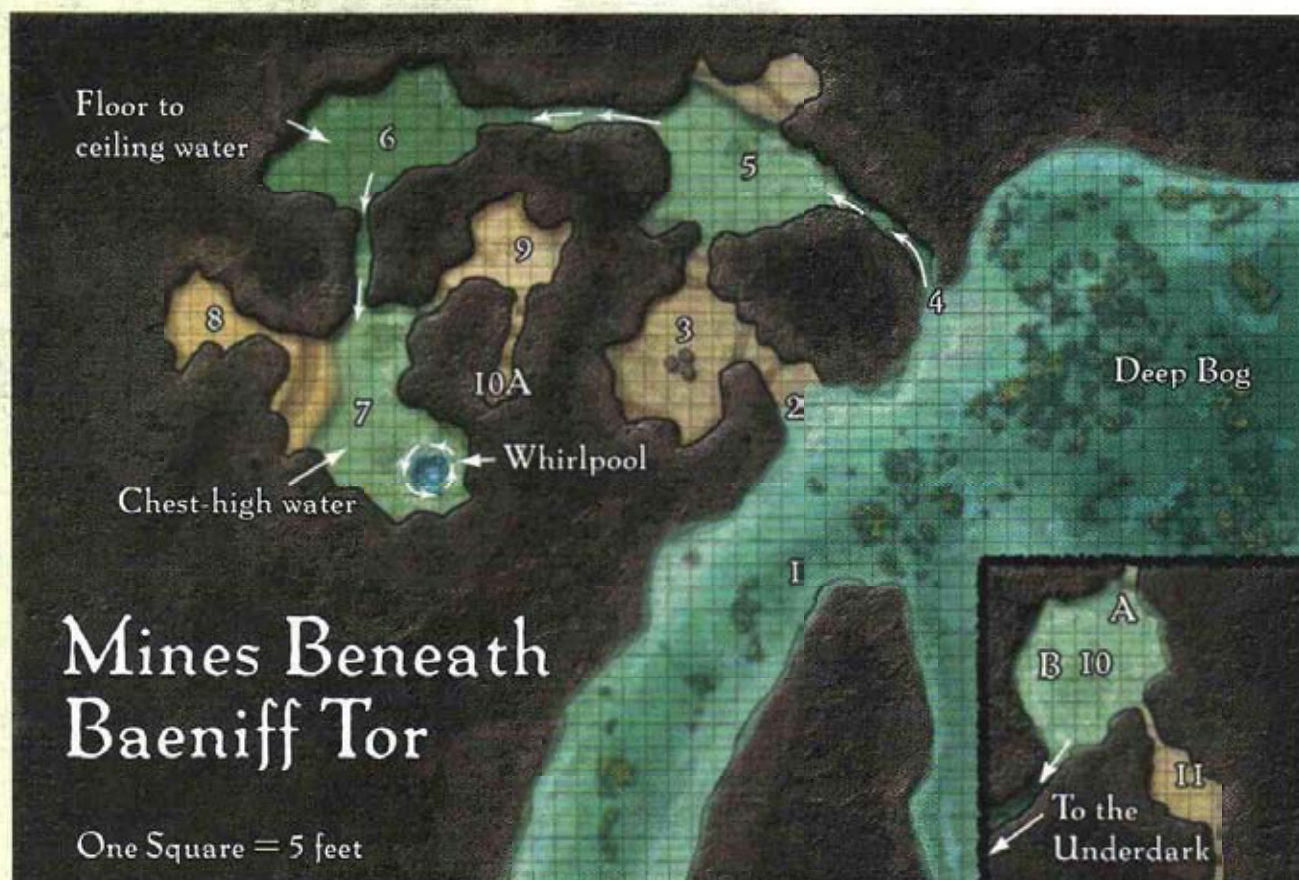
Lizardfolk (8): hp 9 each; *Monster Manual* 169.

6. FLOODED CAVERN

This cavern is flooded to the ceiling and is completely dark.

Uhndek





Mines Beneath Baeniff Tor

One Square = 5 feet

7. SACRIFICE CHAMBER (EL 5)

Water flows into this natural cavern from the north, covering the eastern half and draining through a small whirlpool to the southeast. A dry patch of higher ground to the west contains a short section of an ancient stone column, which appears to be on fire. The walls near the column are decorated with hanging jewelry and a suit of armor.

This is the chamber where Thaalís sacrifices her victims to Kheshebik, the giant crocodile the lizardfolk worship as an avatar of Semuanya. The Khoroshen bind the sacrifices with reeds and throw them into the whirlpool, which drains into area 10. A previous priest of Semuanya cast *continual flame* on the stone column.

Creatures: If the PCs enter this chamber unannounced, two Viperkin stand in the water 10 feet west of the whirlpool and Thaalís stands on the burning column, chanting praise to

Semuanya. If Thaalís has been warned of the PCs' approach, she instead hides with the Viperkin just around the corner in the dry area. She has cast *magic fang* on herself and drunk her *potion of resist energy (electricity)* 10.

Thaalís wears armor made from the skin of previous Kheshebik crocodiles, reinforced with bits of plate and chainmail. Her exposed scales are green and yellow, and many of them are pierced from underneath by crocodile teeth, creating spikes all over her body. The tip of her tail is missing, and she has a large scar on the left side of her face. Her club has a fine steel head and its shaft is covered with crocodile vertebrae.

THAALÍS CR4

Female lizardfolk cleric 3 (Semuanya)
NE Medium humanoid (reptilian)
Monster Manual 169
Init-1; Senses Listen +4, Spot+3
Language Draconic
AC 17, touch 9, flat-footed 17

hp 36 (5 HD)

Fort+5, Ref+3, Will +5

Spd 30 ft.

Melee mwk club +7 (1d4+4) and

bite +4 (1d4+1) or

2 claws +6 (1d4+3) and

bite +2 (1d4+1)

BaseAtk +3; Grp +6

Special Atks rebuke undead 5/day (+2, 2d6+5), rebuke reptiles and snakes 5/day (+2, 2d6+5)

Combat Gear: *potion of magic fang*, *potion of resist energy (electricity)* 10

Cleric Spells Prepared (CL 3)

2nd—*hold animal*D (DC 14), *sound burst* (DC 14), *spiritual weapon*

1st—*bless*, *comprehend languages*, *cure light wounds*, *magic fang*D

0—*cure minor wounds*, *detect magic*, *light* (x2)

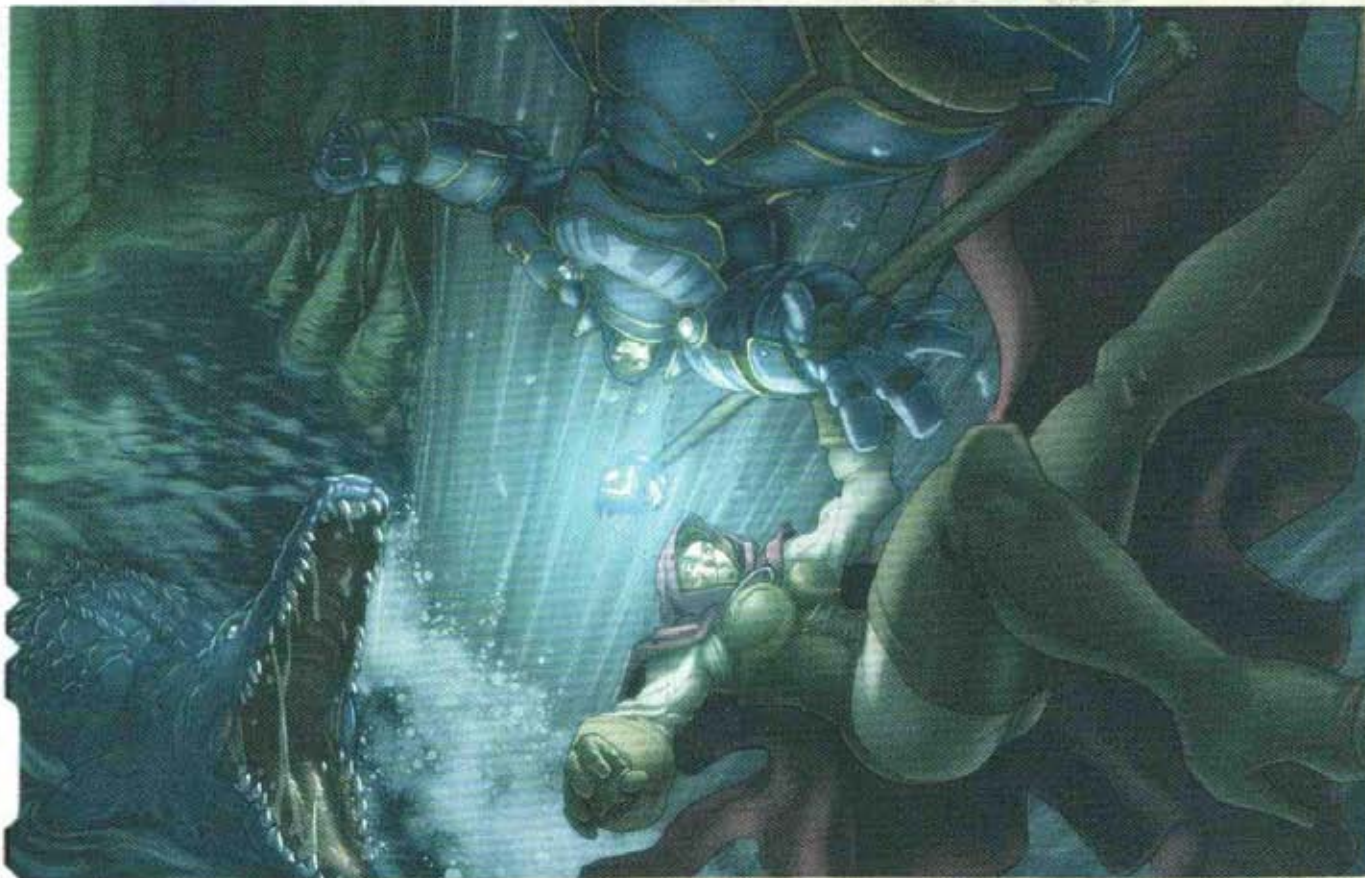
D Domain Spell; Domains Animal, Scalykind

Spell-Like Abilities (CL 3rd)

1/day—*speak with animals*

Abilities Str 17, Dex 8, Con 14, Int 8, Wis 14,

Cha 14



SQ hold breath, spontaneous casting (inflict spells)

Feats Brew Potion, Multiattack

Skills Balance +3, Concentration +7, Jump +12, Listen +4, Spot +3, Swim +12

Possessions combat gear, masterwork studded leather armor, masterwork club, coral-handled masterwork dagger worth 400 gp, *ring of counterspells* containing *hold person*

Lizardfolk (2): hp 11 each; *Monster Manual* 169.

Tactics: The Viperkin attack with javelins as soon as they see or hear the PCs. Thaalís moves into the water for cover and casts *sound burst*, followed by *spiritual weapon*. If the battle goes poorly, Thaalís jumps down the whirlpool into area 10B, likely taking no damage due to her Jump skill, and casts *hold animal* on Kheshebik, releasing the crocodile to attack pursuing PCs once she reaches area 11.

Treasure: The items hanging from the wall of the cave belonged to sacrificial victims and include a gold comb worth 350 gp, a necklace of rose quartz worth

1,100 gp, a suit of Small masterwork full plate armor, and Chaver's silver belt buckle, worth 150 gp.

8. HOLDING AREA

The western wall of this small cavern contains metal spikes driven into cracks to hold metal rings in place. Ropes and braided reeds hang from some of these rings. The smell of waste and death is strong.

This is the cavern where the Lizardfolk kept Chaver until he was thrown into the whirlpool in area 7. A pile of Chaver's less-valuable belongings sits along one wall, including a bloody leather vest and a tiny painting of his young daughter inside a silver locket worth 30 gp.

9. THAALIS'S CHAMBER

Mineshafts from the west and south slope up to this small, dry cavern. A small mat of woven reeds is the cave's only furnishing.

This austere chamber is where Thaalís meditates and prepares herself before sacrifices. A narrow passage to the south slants down to Kheshebik's lair.

10. KHESHEBIK'S LAIR (EL 4)

Water pours through a hole in the high ceiling at the western end of this large, round cavern, flooding all but a small patch of ground to the east. A mineshaft slopes up out of the room to the north, and two narrow passages exit to the south.

This cavern, where Kheshebik has spent his entire life, is completely dark and filled with the sound of splashing water. Any creature falling through the whirlpool hole in the ceiling drops 20 feet to land at location 10B, but takes damage as if they fell only 10 feet because of the shallow water. The passage to the southwest is filled with water flowing downwards, and creatures failing three successive swim checks are sucked in, eventually ending up in an Underdark