

DUNGEONS & DRAGONS®

Expert Game Adventure

Temple of the Frog

by Dave L. Arneson & David J. Ritchie



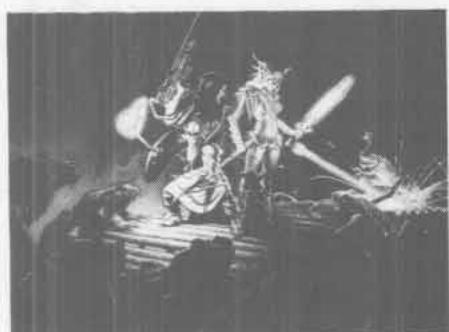
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DM BACKGROUND

Stop! If you are plan to participate in this module as a player, read no further.

This module is the *second* in a series of adventures set in the mythical kingdom of Blackmoor. Blackmoor was the first campaign setting ever created for use in a fantasy role-playing game. The Blackmoor presented in this module is a substantially revised and expanded setting based on material developed for that venerable campaign. In view of this fact, it is perhaps fitting to note that the events, places, and characters resident in Blackmoor exist some 3,000 years *before* those described in any other D&D® fantasy role-playing game material.

The adventure in this module is designed for a party of five to eight player characters (PCs) of the 10th to 14th levels of experience. A balance of character classes will be needed since the PCs will face many problems, each of which may be most easily and effectively solved by a character of a different class. A number of prerolled characters are included for use in the event that there aren't enough PCs of the correct levels and classes available.

Read this entire module before playing. There are some plot elements that won't be fully developed until late in the module, but for which the groundwork must be laid much earlier. If you are not already aware of these elements before play begins, you won't be able to plant clues or build drama as effectively.

Study the maps while reading the area keys in the module booklet. These keys refer to encounter locations by giving first the number of the map on which the area is located and then the area's number (e.g., 2-13). Many of these keys include boxed information that should be read aloud to the players when they enter the area. Unboxed information is provided only as a guide for you, the DM; it is *not* read to the players. While every effort has been made to provide all information needed for play, you may want to add extra details to the boxed descriptions for atmosphere.

These abbreviations are used in the module:

AC = Armour Class; **MV** = Movement Rate; **HD** = Hit Dice or Level; **hp** = current hit points; **#AT** = Number of attacks; **D** = Damage; **AL** = Alignment; **F** = Fighter; **T** = Thief; **M** = Magic User; **C** = Cleric; **OL** = Open Locks; **FT** = Find Traps; **RT** = Remove Traps; **PP** = Pick Pockets; **MS** = Move Silently; **CW** = Climb Walls (Sheer Surfaces); **HS** = Hide in Shadows; **HN** = Hear Noise.

Nonplayer characters (NPCs) are introduced

throughout the text where they are most likely to be encountered. When introduced, their statistics are shown in an abbreviated form with combat and movement adjustments already computed.

And now—welcome to Blackmoor.

THE KING RETURNS

Full 3,000 years before the crowning of the first Emperor of Thyatis, there existed the great Empire of Thonia. Rich and decadent, it ruled much of the civilized world. In the far north of the empire was a vigorous border province called Blackmoor. There, far from the ken of the great wizards of the Thonian capital, men discovered wild magic, stronger than any at the empire's center. By blending this magic with the arts of science, they learned to forge tools of awesome power that would one day give them mastery over the empire of which they had once been only the least part.

But the power of Blackmoorian science was not even a glimmer in the eye of a few sages when Uther Andahar led the Great Rebellion against Thonia and became the first king of the fledgling realm of Blackmoor. The tale of Uther's rebellion and of the vile plot that nearly cost him his new-won crown is told in the *first* module in this series, DA1 (ADVENTURES IN BLACKMOOR). It has no place here. Suffice it to say, that Blackmoor fought and won a prolonged war against the Thonian Empire and a host of other enemies. In the aftermath of that war and even as his old enemies prepared for a *new* assault on Blackmoor, King Uther set about ending the lawlessness that had grown up in the land during the terrible fighting just past.

This was no inconsiderable task. Still only lightly settled after centuries of human habitation, Blackmoor was an area of small baronies and freeholds that lived by trade and the exploitation of mineral and timber resources. As was to be expected of an area still half frontier, life there was hard and dangerous. Settlements were few, and the king's writ often stretched no further than the horizon under the eyes of one of his barons.

A wild and powerful magic permeated the land. The wild magic spawned monsters such as had not been seen inside the empire's borders in centuries. Worse, it also spawned things that had never been seen anywhere else before—gibbering horrors that killed by night, leaving in their wake only smashed timbers and the bloody remains of farm families murdered in their passing. Nor were monsters the only danger. Lawless men also

beset the countryside in the wake of war. Bands of freebooters, many of them deserters from the armies defeated by Uther, roamed the kingdom, living by robbery. If the realm was ever to know peace, monsters and men must both be dealt with.

Unfortunately, Uther had *other* threats about which he must worry. The bitter foes that surrounded his kingdom were not long idle after their defeat. The Skandaharian raiders sent regular and frequent scouting parties into Blackmoor to learn if it might yet be safe to again reave its fat coasts. The bizarre and evil superbeing that called itself the Egg of Coot flooded the realm with his agents and spies. From west of the broad Misaga River, the expanding Afridihi Empire pressed against the young kingdom's borders, often sending raiding parties into the Barony of the Lakes, the province that guarded the fragile western frontier. To the southeast, the Iron Duke, ambitious military governer of what had recently become the Thonian Empire's northernmost province, hatched plots within plots, all designed to weaken Blackmoor. With *these* threats commanding his attention, the king was unable to devote his full energy to the task of cleansing his realm of lawlessness and undoing the damage that inevitably follows in the wake of war.

Though severely handicapped, Uther had two important resources in his campaign against banditry and terror: the King's Companions and The Fetch.

Among those who served Uther were a few remarkable individuals called *the King's Companions*. Knights, mercenaries, rogues, idealists—the Companions were all manner of men. Having joined Uther during the early days of the Great Rebellion, by its end, they had become his trusted lieutenants. Among the Companions were some of the best generals and warriors in the North—and all were fanatically devoted to Uther and his cause. Many now ruled new baronies created for them by a grateful king, and they were energetic in hunting down those who violated the king's law.

Uther's *second* advantage in his campaign of pacification was an elderly gentleman named Fletcher William—and an organization that was much more than it seemed. As Keeper of the Peace at the University of Blackmoor, Fletcher William controlled a staff of 40 full-time bailiffs and 40 student auxiliaries whose salaries were paid by the university. Only a handful of these individuals were actually employed keeping the peace at the university, though. The rest operated under Fletcher William's direction as

undercover agents of Uther and his Regency Council. Fletcher William and his few score talented agents were highly successful in thwarting the enemies of the realm, and those few persons in the know referred to the elderly Keeper of the Peace as The Fetch in tribute to the seemingly supernatural skills he exhibited as Blackmoor's chief spook. The Fetch's agents were often called in when local authorities failed to eliminate outlaw bands. Using their proven techniques of infiltration and sneak attack, The Fetch's agents almost always succeeded where others had failed.

Using his two great advantages, the king was able to overcome all obstacles and bring the first faint glimmerings of a new peace and prosperity to the land. For the first time in centuries, men had real hope that the savagery that had characterized the North since it was first colonized might be coming to an end. Then Uther was abducted by agents of the Iron Duke, and, in the year that it took to locate and rescue him, the land reverted to its former state. The king returned to his throne to find all of his work undone and the kingdom in worse straits than ever. Undaunted by this setback, he rolled up the royal sleeves and once again set about bringing peace to the land. Even as he did so, disaster struck from a totally unexpected quarter.

THE LADY VANISHES

When Han Aleford, Baron of the Lakes died fighting for Blackmoor against the empire, the accession of his daughter, Rissa, was opposed by those who felt that a woman barely out of her minority could not hope to rule the frontier fief of a frontier realm. But Rissa Aleford soon proved her critics wrong. Having been trained in the arts of war by none other than the Great Svenny, foremost of the King's Companions, she could out-ride, out-shoot and out-fight half the barons of the realm and most of the soldiers of her fief. More importantly, she was an avid learner who had absorbed from Svenny, Uther, and her father most of the principles of command in peace and war. In fact, she was uniquely fitted to lead the barony that guarded the realm's western frontier against the depredations of the implacable Afridhi. Within six months of her accession, young Rissa had won the hearts of her soldiers and become one of Blackmoor's foremost leaders.

In truth, the Barony of the Lakes needed the strongest and steadiest possible hand upon its tiller. If Blackmoor was a frontier, then the Barony of the Lakes was practically a wilderness. For a hundred miles east of the

Misauga and south of the Amber Channel, the land was cut by sluggish winding creeks, dotted with stagnant lakes and overgrown by dense pestiferous fens. Within this tangled wilderness, armies could disappear without a trace, and small outlaw bands could hide almost indefinitely. This was the Great Dismal Swamp, the area for which the young Baroness of the Lakes was responsible to Uther. Throughout this untamed land, she must enforce the king's writ and offer what protection she could to a handful of major settlements and several score other dwelling places—some so small as to be nameless.

Even in the best of times, it required constant patrolling to contain the local bandits and hunt down the monstrous life forms that struggled out of the swamps to prey on humankind. With the Afridhi threat to the frontier on the rise, the times were hardly calm. Once the needs of border security were met, few soldiers were left for the vital swamp patrols. The situation demanded the utmost skill and cunning, and even Rissa's considerable talents were challenged by it. Almost all of her time was spent in the field, hunting down Afridhi raiders or local bandits.

Meanwhile, the bandit threat continued to grow, becoming exceptionally severe along the banks of Loch Gloomen, on the barony's

southwest frontier. Here, entire villages were disappearing, as large bands were now not only robbing but also abducting the populace. There was evidence that a single group was behind these mass abductions.

When 25 of Rissa's subjects disappeared from the village of Burrit, the baroness determined to personally follow the trail of the raiders and finally bring them to book. With a company of soldiers, she tracked them across the Big Muddy and almost to the banks of the Root River. There, her party was ambushed by a vastly superior force. When the melee was over, Rissa and her personal guard were prisoners. Two men escaped. The others were dead.

A week after the baroness plunged into the wilderness, a single survivor reached the settlement of South Pim with the news that Rissa was taken. Like wildfire, the word spread. When it reached Uther at Blackmoor, the king was devastated. It was not just that Rissa was a valued lieutenant. The loss was more personal. Though none knew it, the young king had long been enamored of his baroness. Were it not for the fact that she cherished a youthful infatuation for Uther's liegeman Svenny, Uther would have long since pressed his suit. Since Svenny seemed oblivious of the lady's affection, though,



DM BACKGROUND

Uther concluded that time would still her passions and make her open to his own proposal. Now time had run out.

Bowing to the will of his Regency Council, who insisted that he not endanger himself by leading a rescue, Uther instead sent the Great Svenny and a large company of royal guardsmen to locate the site of the ambush and pick up the scent. But the trail was cold. Svenny and his men spent two weeks fruitlessly prowling the banks of the Root River and Loch Gloomen, without result. The sight of the ambush was empty except for the stripped corpses of her soldiers. The enemy dead had been carried off, and Rissa Aleford and her companions had vanished into the depths of the Great Dismal Swamp.

THE SPOOK PONDERS

Svenny and his men did find one possible clue, though its significance was unclear. When they examined the bodies of the dead soldiers at the sight of the ambush, they found beside one a curious cloak brooch unlike any they had ever seen. It was in the shape of a frog holding in its mouth a small struggling human figure.

There was consternation in Blackmoor when Svenny returned with news of his failure. The king was as distraught as a man of his iron will ever allowed himself to be. But there was a kingdom to rule, so he hid his feelings and took the necessary action, appointing the wizard Jallapierie to take temporary control of the barony.

Meanwhile, The Fetch's agents pursued their only clue—the brooch. After weeks of searching and questioning, they found an answer. A cleric in the city of Maus had seen a similar brooch. It was the symbol of an obscure century-old religious sect that had become active in the last few years.

The sect's theology was peculiar, at best, and it had never attracted many adherents. Basically, it preached that the existing sentient species were all too weak and unadaptable for long-term survival and must be supplanted by a new intelligent species bred from—frogs. The sect's "great work" was to ceaselessly labor to create this new species. Once success was attained, the church hierarchy would govern the new race of amphibian "superbeings."

Since the sect had, until recently, been discreet in its activities, none could gauge its size. In fact, little was known about it save that it was militant, mysterious and ruled by a clerical brotherhood that resided in a frog-shaped temple somewhere deep in the Great

Dismal Swamp. The name of the sect was the *Order of the Frog*. Its leaders called themselves the *Monks of the Swamp*.

After much additional questioning, The Fetch's agents discovered one other thing. At least one well-known figure in Blackmoor had visited the Monks of the Swamp and been gifted by them. The gentleman's name was Miklos Haruska, and he was the Guildmaster of the Thieves' Guild at Vestfold and a prominent citizen of sorts in Blackmoor. Armed with this lead, the angry king had Master Haruska (popularly known as "Old Slyboots") brought to Blackmoor Castle to explain his fraternization with a sect that had proved itself an enemy of the crown.

After a lengthy interview, in which Uther made it clear that Haruska would either help rescue Rissa or be shortened by a head, Old Slyboots spilled all that he knew about the order. Unfortunately, his knowledge did not include the location of its headquarters since he was blindfolded and taken by a roundabout way during his one visit to the Monks of the Swamp. But the thief admitted that he had been retained by the order to recruit some henchmen from the realm's small criminal underworld. After only a modicum of stalling, Haruska supplied the name of his contact in Vestfold.

According to Haruska, the "Froggies," as they were called within the Thieves' Guild, were very active just now in recruiting both new members and hirelings for service at the temple. Since recruits were conveyed to the temple under conditions of utmost secrecy, it was unlikely that any could locate it, but perhaps the king's agents could tail them. Thus speculated Haruska.

With this information in hand, the king and The Fetch hatched a plot to infiltrate the Order of the Frog and learn the location of its temple. They could use only agents who were not known in Blackmoor. Reliable agents long part of The Fetch's organization might be recognized and arouse suspicion. On the other hand, the kind of locals who would excite no suspicion would scarcely be reliable. Trusted men who were not known to the Froggies would have to be found.

Once agents were selected, Old Slyboots would be prevailed upon to introduce them to the order's recruiters. The agents would then travel to the temple as hirelings of the order. Upon reaching their destination, they would rescue Rissa and escape to the Barony of the Lakes, where they would give Jallapierie the information he needed to locate and destroy the the temple. Just to be on the safe side, a second team of agents would track the first

team to the temple.

Before this plot could be put into effect, though, The Fetch had to locate the right agents for the job. Boldness and cunning would count for much, but familiar faces were out. Where, then, to find proven adventurers who would also be unknown to the order's recruiters? The answer followed hard on the heels of the question, popping into The Fetch's mind in a sudden flash of insight. Of course. The gate. The gate in the lower cellar of Blackmoor's Comeback Inn. The gate that opened onto another age. He could recruit adventurers from out of the gate.

BEGINNING THE ADVENTURE

This adventure begins with a meeting in the Comeback Inn at which The Fetch tells the PCs about Rissa's loss and recruits them to rescue her. However, before this meeting can take place, you must first bring the PCs together in the same room of the inn. Each of the PCs can arrive at the inn in one of Blackmoor) and how that adventure ended. Each of these methods of arrival is detailed in one of the three sections that immediately follow. You may need to use more than one of the methods in order to bring everyone together. Once the PCs are all in the same room, use the fourth section in this part of the adventure to conduct the meeting with The Fetch.

In the back of this module, you will find a list of prerolled characters who can be played in this adventure. These are the same characters found in DA1 (*Adventures In Blackmoor*), but their characteristics have not been adjusted to reflect any changes resulting from that earlier adventure. Before using any of them that you used in DA1, you must make any appropriate changes in their levels or possessions.

A REUNION IN CORUNGLAIN

If you have played module DA1 (*Adventures In Blackmoor*), and one or more of the PCs who is participating in this adventure returned to his own time at the end of that earlier adventure, then use this section to bring to the Comeback Inn all PCs not in Blackmoor. At the start of play, all PCs who returned to their own time and who are participating in this adventure are gathered in an inn in the city of Corunglain. With them are any PCs who were not involved in the previous adventure, they are also present. These new PCs have fallen in with those PCs who were involved in the original adventure and have become their companions during a prolonged stay in Corunglain. At the start of the adventure, read this passage to those players whose PCs are in Corunglain.

It's been a hot summer in Corunglain. No rain and a sun that by mid-morning has the pavement hot enough to fry an egg. And out of the Broken Lands blows the kind of hot dry wind that makes mousy little serving girls sharpen their kitchen knives and speculatively eye their lovers' necks.

None of you could say for sure why it is you're still in town. It can't be Corunglain's inherent charm because the place hasn't got any. Since the great trea-

sure hunt last year sent half the city on a wild goose chase after the Inn Between the Worlds, Corunglain has sort of fallen apart. Service is lousy, the measures are short, and the diversions are anything but diverting.

But here you be, waiting for something to break. Call it a hunch, if you like. A whisper in the back of each of your heads is telling you that Corunglain is where you ought to be. *Something*, it says, is going to happen here.

Then *Something* does happen. Probably the last thing in the world that you'd expect. It all starts one stifling hot morning in Cheap Street. You're sitting in the common room of a dive called the Convivial Cockatrice washing down a very mediocre breakfast with an even worse ale when two vaguely familiar figures enter from the street. Despite the heat, both are muffled in hooded cloaks that hide their faces. After a brief conversation with the barkeep, they stride purposefully toward your table.

The foremost figure reaches into the folds of his robe and draws forth a gold coin. With a flick of his hand, he tosses it onto the center of table, where it rolls in a tight circle for a moment before coming to a stop in a bare space between the dishes of cold greasy mutton and roasted mealies. The coin is stamped with the profile of a bearded man. Wreathing the man's face are the words "Uther, Once And Always."

The PCs should, of course, recognize this as a Thonian coin from 4,000 years ago.

The man who tossed the coin now opens his cloak and throws back his hood to show himself—and turns out to be no man at all. Instead, before you stands a tall, blond, blue-eyed female. Her name is Ruda Malefor, and she is an agent of the kingdom of Blackmoor, a realm that hasn't existed for a good 3,000 years. Reaching out with a booted toe, this lovely but deadly anachronism drags over an empty chair and sprawls into it with her long legs stretched out before her. Too stunned for words, you mutely watch as she draws a dagger and deftly spears a joint of mutton, which she proceeds to munch enthusiastically. After a few bites, the woman speaks between mouthfuls of greasy meat.

"You realize, of course, that this is really stinking mutton. How do you eat this stuff?"

Grimacing at the joint in her hand, she takes another healthy bite, then nods toward her still-hooded companion.

"You boys remember Veslo, right?"

The person referred to nods in your direction. It is Veslo Meridan, the half-elven woman who, like Malefor, is one of the top agents of The Fetch, lost Blackmoor's chief spook and your former host at the Comeback Inn. Meridan leans against the wall with a kind of boneless grace that is deceptive. Though she appears relaxed, her eyes never stop scanning the room, and her hand never moves more than a few inches from the sword that is visible where her cloak hangs partly open. Before you can ask the elf to sit, Malefor resumes her bantering, one-sided conversation.

"So what have you lowlifes been doing, anyway? Whatever it is, it can't pay very well. Mind if I have some of that ale?" Without waiting for your answer, Malefor grabs the ironstone pitcher from its tray and splashes a quantity of the bitter brew into a pewter mug. The woman starts to take a long swallow, shudders, and then suddenly stops and slams the mug down on the table's scarred planks with a resounding thud. She glowers at the pitcher and then looks pityingly into your eyes.

"Well, so that's what ale tastes like in the future. You have my sympathy. But, listen. I didn't come here to have my stomach insulted. Veslo and I have got a proposition for you folk, and, if what you say is true, we've traveled 4,000 years to make it."

Malefor picks up the gold coin from the table, flips it in into the air, catches it and holds it up before your eyes between thumb and forefinger.

"How'd you like to make a few thousand more of these? No difficulties. Not too much danger. Nothing very taxing. All you have to do is take a little trip. Interested?"

After some questioning by the PCs and more bantering conversation on her part, Malefor at last gets to the point.

"I can't tell you what exactly it's all about because I don't know myself. All I can tell you is that The Fetch sent me to find you and bring you in. He wants to talk to you

BEGINNING THE ADVENTURE

himself. So. For making one more trip through the gate and just listening to what he has to say, he'll pay you 3,000 gold pieces each. Those you keep even if you don't like what you hear. And, if you do a little job for him, they'll be a lot more. That's the deal. A week or so on the trail—then through the gate—then have a short talk with Fetch, pick up your 3,000 yellow ladies, and get a decent meal. Then, if you don't like the proposition, we pop you back through the gate to your own time. End of story."

If the PCs remind Malefor that they can't exit the inn where the gate is located, Malefor assures them that it's all taken care of. At the Fetch's request, Fredigar Cripps has made Malefor and Veslo honorary employees of the Blackmoor Comeback Inn for the duration of their present mission. As such, they can get the players in and out of the building containing the time gate.

If the PCs ask how Malefor and Meridan managed to find them, Malefor explains that Jallapierie and Alwyn Morland figured out how to use the amulet that controls the gate, and popped them through at a time that they judged to be a few weeks after that at which the PCs returned home. Alwyn will be popping through the gate in a few weeks to pick them up and take them to Blackmoor. The only problem is that she isn't quite sure of the exact setting to use for the return trip, so there may be a little (not much) trial and error involved.

If the players don't readily agree to come back to Blackmoor, Malefor continues to argue until she finally breaks down their resistance. Then she insists on starting the journey immediately since she and Veslo have their horses and a couple of pack mules loaded with food standing outside.

After a short trip through the Broken Lands, the PCs and the two agents reach the Inn Between the Worlds. If all of the PCs participating in the adventure are part of the party, then you can run this journey as part of the adventure, complete with random encounters as per the D&D® Expert Set. If, any of the PCs are not part of this party, then you should *not* describe the journey to the Inn Between the Worlds. Instead, simply tell the players that after a journey of about a week they reach their destination.

A recent rockfall has left a new path to the top of the chimney on which the Inn Between the Worlds sits. The inn, itself, is as described in the **FURTHER ADVENTURES** section

of DA1 (*Adventures In Blackmoor*). Once the players enter the inn, they must wait a short time for Alwyn. The witch appears after 1-4 days, accompanied by six soldiers.

Soldiers (6): AC 5 (chainmail); HD 6; hp 25 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F6; ML 10; AL L; XP 60 each.

The soldiers wear blackened armor and black tunics emblazoned with the silver Hawk of Andahar. Each soldier has 20 quarrels and carries 10 gold pieces. These are Uther's guardsmen, and they are assigned to protect Alwyn and the amulet. They take their orders from the witch. If Alwyn is killed or incapacitated, they take their orders from Malefor. If Malefor is killed or incapacitated, they take their orders from Meridan.

Immediately upon arriving, Alwyn gathers up the party and tries to get them through the gate into Blackmoor. The soldiers stay with Alwyn, letting the PCs go through the gate first. The witch's first attempt to get to Blackmoor fails spectacularly, and the party steps out of the gate and into the lower cellar of the Inn Between the Worlds (Room 8 on the DA1 floor plan) where it is attacked by two fire giants and six hellhounds.

Fire Giants (2): AC 4; HD 11 + 2*; hp 48 each; MV 120' (40'); #AT 1; D 1-8 (battle axe); Save F11; ML 9; AL C; XP 60. Each fire giant carries a big, double-bladed battle axes and wears heavy bronze armor.

Hellhounds (6): AC 4; HD 4; hp 16 each; MV 120' (40'); #AT 1 bite or 1 breath; D 1-6 or special; Save F4; ML 9; AL C; XP 175 each.

Once the fire giants and their hellhounds are disposed of, Alwyn again tries to reach Blackmoor. This time, she is successful, and the party arrives safely in the lower cellar of Blackmoor's Comeback Inn. From there, the PCs making up the party are taken to their old rooms on the inn's second floor for a reunion with those PCs who stayed in Blackmoor at the end of their previous adventure.

A SUMMONS IN BLACKMOOR

If you played the first module in this series, any PCs who survived and stayed in Blackmoor are now residents of that land. Rissa disappears a month after the end of the previous adventure. A month after that, Uther and The Fetch hatch their plot, and, shortly thereafter, The Fetch requests a meeting with

the PCs in their quarters at the Comeback Inn, where they have been spending a quiet vacation as guests of the crown. Since The Fetch has intended all along to use the PCs as undercover agents, he has allowed the rumor to spread that they are being detained in Blackmoor for further questioning in the matter of the king's abduction. Meanwhile, they have had the run of the inn and the town, having a good time at crown expense. Now The Fetch is ready to collect a service in exchange for all of the gold he has spent. Just before The Fetch arrives for his meeting, any PCs who were *not* involved in the previous adventure or who did not stay in Blackmoor when it was over arrive at the Comeback Inn and join the PCs already there.

A MEETING IN GLANTRI

There are two situations in which you will need to use this section.

1. If you have not as yet played module DA1 (*Adventures In Blackmoor*), you can still play this module by using this section to introduce the PCs to Blackmoor. However, please note that once a character is used during play of DA2, you will be unable to use that character to play DA1. If you decide to go ahead and play this module without having played DA1, use this section to introduce the players to Blackmoor.

2. In the unlikely event that all of the PCs who played DA1 were killed or remained in Blackmoor at the end of that adventure, use this section to introduce any desired new PCs to Blackmoor.

At the start of this adventure, all of the new PCs are gathered in an inn in the city of Glantri, shown on map #2 of the D&D® Expert Set. Read this passage to those players whose PCs are in Glantri.

Glantri. End of the short but dangerous road from Corunglain. After a dreary week guarding a fat spice caravan as it crawled through the blasted moonscape of the Broken Lands, its good to get back to civilization. Now, you can spend a few weeks relaxing, gathering the news and squandering the small fortune in gold you got for playing bodyguard to that nervous merchant and his wares. At least, that's your plan.

Then something happens that changes your perspective on the situation. Late one dark, misty night, you're sitting in an

otherwise deserted tavern called the Blue Gremlin, hefting a few mugs and swapping lies. It's an unpretentious dump in one of those neighborhoods where the City Watch patrols in groups of five or more, and it's not the sort of place you'd normally be caught dead in. But you've got gold in your purses and it's been a thirsty week—and this is the *only* place open at this time of night. So you ignore the oppressive heat in the windowless thirty-foot square room and the intolerable stench being given off by the smoking oil lamps suspended from the sooty ceiling ten feet above your heads—and you try to have a good time.

The grubby little tavern is just starting to take on a rosy glow of relaxed good fellowship when you have some unexpected company. Suddenly, the only door bursts open and what looks like a score of the most unpleasant characters you've seen in quite awhile pile through the doorway and make for your table with mayhem in their eyes.

The "unpleasant characters" are a group of local hireswords who have been individually recruited by Blackmoorian agents to attack the PCs. Treat them as brigands.

Hireswords (20): AC 4 (chainmail and shield); HD 1; HP 5 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F1; ML 8; AL C; XP 10 each.

Each hiresword carries a purse containing 10 silver pieces and 25 gold pieces. The gold pieces are of a type that the PCs have never before seen. For one thing, the coins are curiously uniform in size and weight. For another, both faces contain the profile of a bearded man wreathed with the words "Uther, Once and Always." These are Thonian coins from the Blackmoor of 4,000 years previous.

The PCs should be able to dispose of this riffraff without much difficulty. Once they have killed or driven off their attackers and looted the bodies (discovering the Thonian coins), read the following:

You are piling your loot on the table, speculating about who your victims were and why they attacked you when a voice from the open doorway intones "Actually, I think I can answer your questions." When you turn toward the speaker, you find yourselves facing a tall, blond, blue-



eyed female. Beneath a silver-gray elven cloak, she wears a fine shirt of gleaming chainmail. At her side hangs a heavy-looking sword of archaic pattern.

The lady ignores you while she uses a wickedly curved dagger to dig the seeds from a pomegranate she is holding in her left hand. After a moment, she ever so carefully lifts the razor-sharp blade free of the pomegranate and uses it to feed a row of fleshy blood-red seeds into her open mouth, throwing back her gold-crowned head to let the sweet red juice trickle down her throat. When she lowers her head, a stream of carmine juice stains her chin, and she smiles insolently like some great hunting cat that has just tasted the first blood of a new-killed antelope.

Stepping into the room, the woman once more worries at the pomegranate. As she walks toward you, digging away at the fruit, another tall gray-cloaked figure silently steps into the vacant doorway. The newcomer has a hood pulled low over his face and holds a cocked crossbow, which he keeps aimed at you but makes no move to use.

"As to who this carrion was," the blond woman says, toeing aside the body of one of your late assailants," he and his friends were just some local talent that nobody is

going to miss. As to why they attacked you, it's very simple."

Dropping the shell of the pomegranate on the floor, the woman reaches into her purse with her left hand and draws forth a coin, which she tosses onto the table with a flick of her wrist. The coin rolls in a tight circle for a moment before coming to a stop. There is a stunned silence. Staring up at you from the coin is the profiled face of a bearded man. Wreathing it are the words "Uther, Once And Always." The strange coin is the same as the gold pieces you took from your assailants, and it is like nothing you've ever seen before. As you puzzle over this turn of events, the blond woman pulls up a chair, sits at your table and slides her dagger back into its boot sheath. Looking up at you from this vulnerable position and lacing her fingers behind her head, she breaks the silence.

"That trash there attacked you because I hired them to." Having said this, the woman glances at each of you in turn, as if daring you to object to the fact that she has nearly gotten you killed. Evidently satisfied with what she sees, she nods her head and continues.

"My partner and I," she says, waving toward her companion in the doorway, "are looking for a few good men. I was

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told that you boys qualified. But I had to be sure. That merchant whose spice boxes you just brought in was singing your praises to anyone who would listen down at 'he Merchants' Consortium. Seems you folks routed a few nasty critters along the way from Corunglain and refrained from stealing the gentleman's wares as you easily could have. That tells me that you are competant and honest. But, since fat merchants aren't exactly the best judge of fighting men, I had to see for myself. So I hired this riffraff to take you on where I could watch from the street. And, I must say that you are every bit as good as that great tub of guts said you were. Anyway, I've got a proposition for you. Want to hear it?"

Presumably the PC's are interested, though the blond woman may have to overcome some objections from any soreheads in the party. Once these are overcome, the lady presents her proposition.

"I'm Ruda Malefor. My partner over there is Veslo Meridan. She and I work for a man called The Fetch. You've never heard of him. He takes care of special problems for a realm that I'm *sure* you've never visited. Anyway, we have a special problem that needs the attentions of some folks like you.

More than that, I can't say. Except that if you'll take a little trip with me, we'll see my boss and he'll tell you about the deal himself. The trip should take about two weeks, and he'll pay each of you 3,000 gold pieces to make it. That's yours to keep even if you don't like what you hear. And, if you do this little job for him, they'll be a lot more. That's the deal. A couple of weeks on the trail—then have a short talk with The Fetch and pick up your 3,000 yellow ladies. Then, if you don't like the proposition, you're free to head back here with no hard feelings and a lot richer. What do you say?"

If the players don't readily agree to see The Fetch, Malefor continues to argue until she breaks down their resistance. Once she does so, read the following to the players:

And so, you once again find yourselves in the Broken Lands. This blasted stretch of country isn't really very big, and it shouldn't take more than a week to reach

any place within it, but the mysterious Ruda Malefor and her companion take you by roundabout ways that leave you lost and confused.

Finally, after almost two weeks, you climb a tall chimney of broken rock that looks very much like a dozen other rock formations that you have passed during the last fortnight. But at the top is a shallow bowl of black stone, and sitting square in the middle of the bowl is a two story building. The signboard in front of the building proclaims that it is "The Comeback Inn."

This, says your grinning blond guide, is your destination. With hardly a pause, she leads you through an open door and down a ramp into the dark interior of what seems to be a stable. From there, you wind your way through a series of corridors until, at last, you come to a long, rock-walled room littered with refuse. Inside an archway in the room's north wall boils a luminous fog.

Half a dozen soldiers lounge about the room. They wear blackened armor and carry silver shields emblazoned with a black hawk. A short, boyish-looking woman in elegant men's clothing stands before the archway. She is holding an amulet in one hand and concentrating mightily on it, touching its face from time to time and mumbling to herself. Suddenly, she looks up, mumbles more loudly, and turns in your direction. With a curt gesture, she motions you forward.

As you look questioningly at each other, you notice that Ruda Malefor has tied a rope around her waist and is stalking toward the arch. Dropping the hempen coils at her feet, she hurriedly instructs you to grab the rope before entering what she calls "the gate." Once inside, she says, you must keep hold of the rope and walk straight ahead. With this caution, your guide turns and enters the roiling fog. Then, it is your turn.

The fog is cold. It burns like the driest ice. Around you, a wind howls, carrying on its breath the sound of distant battles. As you stare to left and right, you can dimly see fell monsters and decadent revellers half hidden in the mists that boil around you. From time to time, thunder assails your ears, and the swirling fog is lit by an eldritch light. Finally, after a short eternity, you step from the mists.

The room before you seems to be the same as the one you just left. But the

refuse is gone, as is the faint odor of decay that seemed to permeate the room you just left. *This room is clean and neat and occupied by a much larger troop of soldiers.* Though they are dressed like the soldiers in the room you just left, they are *not* the same men!

As you are puzzling this out, Veslo, the soldiers you just left, and the short female in men's clothing enter the new chamber. The female momentarily turns toward the wall of fog and fiddles with her amulet. Facing Malefor, she says simply, "the gate is shut."

At that Malefor heaves a small sigh and embraces all of you with her eyes. A smile touches her lips as she speaks.

"Welcome to Blackmoor. I hope you'll understand when I tell you that I've not been *exactly* straight with you. Oh, our agreement is still good. You're here to listen to a proposal, and if you don't like it, you can go back to that tavern where I found you—richer by 3,000 gold pieces. But there is one thing that I didn't tell you—since had I done so, you'd have thought me just a trifle fey.

"My apology, my friends. But you are no longer in your own world. Or, at least, let's say that you are no longer in your own *time*. Where—rather, *when*—you are is in a time some 4,000 years before your birth. We are in the cellars of the Comeback Inn, which sits beneath the castle of Blackmoor in the *realm* of Blackmoor, and I am an agent of his majesty Uther I, *king* of Blackmoor. That fog we walked through is a gate in time that we used to bring you back to our age. When you are through here, we'll use it to take you back to your own age again—or you can stay here and make a place in our time. For now, though, a night's sleep, and in the morning, you see The Fetch."

A PROPOSAL IN CONFIDENCE

When the PCs are gathered, The Fetch visits them in their rooms at the Comeback Inn. After sharing a sumptuous breakfast laid out in their quarters, the old man leans back in his chair and begins to speak.

My friends, I have a problem. It's a very simple problem, really. Blackmoor has a lot of enemies. Some of them are very dangerous. At the moment, we are facing invasion from four directions. In this situ-

ation, we need all the help we can get. The one thing we *don't* need is to lose any of our better people.

That, unfortunately, is exactly what has happened. A few weeks ago, we lost a very important war leader, a young woman named Rissa Aleford. As Baroness of the Lakes, young Rissa has been our strong arm in the west for many years. It's a rough territory. Mostly swamp and deep forest. Strong enemies on three sides. Not much in the way of help that we could send. But Rissa held her fief with less trouble than others have had holding more settled lands.

There was one aspect of her situation, though, that neither Rissa nor anyone else was able to do anything about. We became aware of it a few years ago, but its importance was lost in the press of other matters. Until recently, we were occupied fighting a rather desperate war, and, after that, we had some other difficulties. Anyways, this matter didn't seem all that serious at first.

Now, well—slavery has always been a blight on the land, and it's become a serious problem in the last half-year. Here in Blackmoor, it's illegal. But the Thonian Empire lives by slave labor, and so do some of our other neighbors. Over the last few years, we've seen more and more slavers operating out of the swamps along our southern and western borders, preying on our people. They used to content themselves with taking a traveler now and again or raiding an occasional farmstead, but lately they've been hitting some fairly big villages. Our agents in Thonia and the duchy report that our people are being bought and sold at a slave market hidden somewhere in the Great Dismal Swamp.

With everything else that's going on, we might have ignored this situation a while longer. But not now. You see, young Rissa led a party of men after some slavers who had just wiped out a village in her barony, and she somehow managed to stumble into an ambush. The lone survivor informs us that she and her personal guard were taken by the slavers, and, since her body wasn't found on the field, we believe that report to be correct.

So. What we want to do now is get the baroness back, along with any more of our people who may be in the hands of these scoundrels. It would be even nicer if we could discourage them from future deprivations. What would make us truly happy

would be to catch the whole band in their lair and bag the lot for the headsman. That's where you come in.

You see, we're pretty certain that we know who the slavers are—but we can't seem to locate their base. We're up against a religion, you see. A secret order. Sworn to silence. Very hard to penetrate.

Speaking of silence, you understand, of course, that what is said in this room, stays in this room. Whether or not you accept my proposal, you must keep it in confidence.

Right. Here it is then. Maybe 150 years ago, we had a cult crop up here in the North. Called itself the Order of the Frog. Founded by a handful of dotty old scholars. Seems these chaps had come to the conclusion that all of us sentient folk were, shall we say, a bit outmoded—thought that the frogs would inherit the earth—decided to labor toward that end.

Nasty bit of nonsense, of course. Not many people took the weird old Froggies seriously, then. But when the wee ones started to turn up missing, it seemed a bit more dangerous than silly. You see, our funny little Froggies were into some very nasty practices, after all. Human sacrifice, and such. Anyway, some of our people got uncommonly upset over having their children done in for the sake of a bunch of spotted croakers. In fact, they hung a fair number of the senior Froggie types before the rest of that lot packed up their vestments and went to live in the Great Dismal Swamp.

After that, the order dropped from sight. Oh, every now and again, there'd be a rumor that some of the old boys were still alive or that the order was recruiting in the larger towns. But we never placed much credence in such talk.

All that changed about five years ago. We didn't know it at the time, but from what we've heard since, there was some kind of change inside the order. It had survived, you see. For a century it had festered in that awful stinking swamp, getting more and more eccentric and being gradually forgotten. And, then, someone came along who had a head for leadership, and suddenly the order got active again.

We don't really know much more. Our informers tell us that the man calls himself Saint Stephen and is some kind of foreigner. He apparently has some very powerful magic at his disposal, and the

Froggies are deathly afraid of him. He was the one who started them running slaves. They raid our people and carry them off for sale to the duchy and the empire. They pay in letters of credit that the Froggies use to buy food and weapons. The trade must be profitable. Rumor has it that, in the last year, while we've been preoccupied with other things, the order has doubled the number of people it supports at its base.

In fact, the order is recruiting *more* people right under our noses. Not *members*. Just hirelings. Adventurers, thieves, fighting men—all types of bold rascals. Apparently, Saint Stephen is assembling a small army at his base, a place they call the City of the Frog. Unfortunately for this Stephen fellow, we have found a means of sending some of our own people to his recruiters.

Our idea is to use our contact to get you recruited by the order. We'd use our own people, but they might be recognized. You, on the other hand, will be fresh faces who will be in no danger of discovery. After it recruits you, the order will send you to the City of the Frog. Once you get there, you will search out and rescue Rissa and as many of our people as possible. Don't worry too much about getting them out of the swamp. Just get clear of the city. We'll have another team following you. Once you're clear, they'll get you home. They will also, by the way, guide a troop of soldiers to the place and clean it out once and for all.

That's the mission. The pay is—well—generous. Shall we say, 1,000 gold pieces for each of you if you locate the city, 10,000 if you rescue the baroness and 500 gold pieces per head for any other Blackmoorians you get out?

The Fetch increases this offer by up to 50% if the PCs haggle. When money matters are settled, he provides the PCs with a locket containing a likeness of Rissa. He then ushers the three members of the backup team into the room and introduces them to the PCs. These NPC's include:

ALWYN MORLAND

Neutral 10th level magic-user; Str 12; Int 12; Wis 12; Con 18; Dex 18; Cha 18; AC 6; hp 28.

This small, elegantly dressed, boyish woman is both magician and bard. Alwyn carries a purse containing 30 gp, a jeweled dagger,

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worth 300 gp, and a backpack containing a lantern, a flask of oil, 10 iron rations, a tinder box, and a water skin. She also has a magic lute, inlaid with ivory and gold filigree and set with a number of large, oddly shaped gemstones worth 9,000 gp. Once per day, by playing the correct tune, the user can weave any one of the magic user spells *charm person*, *sleep*, *hold person*, *charm monster*, *confusion*, or *hold monster*. Unbeknownst to Alwyn, the lute can be used in a similar fashion to cast an animate dead spell or to turn the largest of the lute's gems into a magic jar (as per the *magic jar* spell).

In addition to the spells she can cast with her lute, Alwyn knows the magic user spells *detect magic*, *hold portal*, *read magic*, *detect evil*, *ESP*, *knock*, *dispel magic*, *fly*, *phantasmal force*, *dimension door*, *polymorph others*, *remove curse*, *teleport*, and *wall of stone*.

RUDA MALEFOR

Lawful 10th level fighter; Str 12; Int 14; Wis 13; Con 9; Dex 12; Cha 12; AC 4; hp 38.

As The Fetch's top agent, Ruda leads the backup team. She wears *elven boots* and rugged loosely cut pale gray traveling clothes. Beneath these garments, she wears chainmail armor. She is armed with a dagger and a sword +1, +2 against spell users and carries a backpack containing two water skins, 15 iron rations, a rope of climbing, a bag of holding containing 200 gold pieces and 100 silver pieces, a flask of oil, a lantern, a vial of holy water, and three holy symbols.

VESLO MERIDAN

Lawful 10th level elf; Str 10; Int 14; Wis 11; Con 12; Dex 13; Cha 9; AC 1; hp 37.

Ruda Malefor's constant companion is a reclusive individual, who always wears an *elven cloak* with the cowl pulled far forward to hide her face. Beneath her cloak, Veslo wears *plate mail* +1. She carries a shield +1, a silver dagger, a longbow with 15 arrows +1, a sword +2, and a purse holding 40 gold pieces. She also has a backpack containing a lantern, a flask of oil, 15 iron rations, a 50' length of rope, a tinder box, two water skins, a steel mirror, and a holy symbol.

Veslo knows the magic user spells *hold portal*, *light*, *sleep* (x3), *invisibility*, *knock*, *web*, *mirror image*, *dispell magic*, *fly*, *lightning bolt*, *remove curse*, *wall of fire*, and *teleport*.

According to The Fetch's plan, the members of the backup team will secretly track the PCs from Blackmoor to their destination. In order to assist them in this task, they have a large silver amulet that is attuned to a set of smaller

silver amulets. A needle in the master amulet points toward the nearest attuned amulet that is within 12 miles of it. The Fetch gives one of the smaller amulets to each of the PCs, thus allowing the backup team to locate them.

When the backup team has left, The Fetch brings Miklos Haruska into the room and introduces him. On the morrow, Haruska and the PCs will take a short ocean voyage to Vestfold where they will meet a Froggie recruiter. Once Haruska has put the PCs in contact with the order, he will return to Blackmoor. He is unaware of the existence of a backup team.

MIKLOS HARUSKA — OLD SLYBOOTS

Chaotic 12th level thief; Str 10; Int 12; Wis 8; Con 13; Dex 15; Cha 10; AC 7; hp 35; OL 66%; FT 62%; RT 58%; PP 75%; MS 64%; CW 98%; HS 50%; HN 1-5.

Miklos Haruska (popularly known as "Old Slyboots" in tribute to his reputed cunning) is Guild Master of the Thieves' Guild of Vestfold. Miklos is a mercenary rascal, whose allegiance is always for sale. That's why the order bargained for his services in their recruiting drive, and that's also why neither The Fetch nor Saint Stephen trusts him. He has only stayed alive this long because he has many contacts and is useful to all sides in the bubbling kettle of Blackmoorian politics.

Miklos is one of those dark, wiry types that tend to vaguely remind people of small, vicious rodents. Only a little over five and a half feet tall, he weighs a mere 145 pounds, none of it fat. His close-cropped black hair frames a sharp-featured, ratty face dominated by piercing black eyes. As if his appearance were not striking enough, Miklos tends to favor capes and cloaks of midnight blue and black, cut in the old Imperial style that is now rarely seen in the North.

Miklos carries a throwing dagger +2, a sword +1, a crossbow with 15 quarrels +1, and a backpack containing his thieves' tools, 15 iron rations, a 50' length of rope, an elven cloak, a lantern, a flask of oil, a tinder box, two water skins, a steel mirror, a holy symbol, and a bag of holding that contains 800 gold pieces. In addition, he has two magical heirlooms of which he is secretly quite proud.

One is the magic ring that he acquired from the Monks of the Swamp. The ring holds one use each of three spells: *confusion*, *massmorph*, and *wall of fire*.

Miklos' other heirloom is an amulet that he wears constantly and that seems to negate any spell cast on or at him. This item has additional properties described in DA1 (Adven-

tures In Blackmoor), but these should be used only if you are playing this module as part of an ongoing campaign in Blackmoor.



RUNNING THE ADVENTURE

Once the PCs accept The Fetch's proposition, they must get recruited by the Order of the Frog, travel to the City of the Frog, locate Rissa, and escape. This part of the module describes their recruitment, their journey to the city, and the workings of the order.

OUT OF BLACKMOOR

Read this passage to the players after they meet Haruska.

Before dawn the following morning, you are hustled aboard a waiting boat at Blackmoor's Old North Dock. Your goods are already on board. Your horses stay behind in the care of the proprietor of the Comeback Inn.

The two-day passage from Blackmoor to Vestfold is spent practicing your cover story under the able direction of your companion, Miklos Haruska. The cover devised for you by The Fetch is that you come from a land far across the northern seas where barbarous warfare is common. Having contracted your services to the losing contender in a power struggle, you found it expedient to steal a small ship and flee to another land across the wide North Sea. A month ago, you were shipwrecked on the eastern coast of Blackmoor. Since not much is known of the lands across the North Sea, you can speak of the lands in your own time as if they existed in this age, and none will be the wiser. Haruska spends much of the voyage asking you questions to satisfy himself that this approach will, indeed, work as planned. And just as Haruska questions you, so you get to question Haruska.

At this point, give the players a chance to ask Haruska any questions they want about the City of the Frog. Sensitive to the fact that the continued conjunction of his head and neck depends on the outcome of this mission, he answers as truthfully and completely as he can. Haruska does *not*, of course, know the city's location. But he *does* remember its layout. Information that he can provide includes:

- * A description of the city and temple that includes little information on Frog Town and none on the temple dungeon, but much material on the aboveground temple and the outer bailey.
- * A very general rundown of the order's structure that includes some information on the clothing and customs of the monks.

- * The fact that the temple has an amazing array of "magic" (e.g., technological) devices and that the temple's doors and gates open only to certain monks.

TRAIL OF THE FROG

When the PCs are done questioning Haruska, read this passage:

Your opportunity to probe Haruska comes to an end when, at dusk on the day after you set sail, you reach the walled town of Vestfold. Here, you are to meet the man that Haruska says is the Froggie recruiter to whom he has been told to bring any candidates that he locates. After two days at sea in a miserable little boat, warm food and a soft bed would be much appreciated, but Haruska marches you directly from the docks through a maze of twisty alleys and crooked passages to a scarred door on a back street in the weavers' district.

At his knock, a small peephole in the door opens a crack and someone demands to know your business. Haruska gives his name and says that he's "come with men for Stephen." The peephole shuts with a thud, and the door opens wide. A gray, wizened, perfectly bald little man ushers you into a dimly lighted room that is bare except for a long table flanked by a dozen chairs. A pair of candles in cheap pewter holders gutter atop the table. As Haruska passes your host, he greets him as "Jons."

Jons: AC 9; HD 3; hp 9; MV 120' (40'); #AT 1; D 1-4 + poison (poisoned dagger); Save as normal man; ML 12; AL N; XP 35. Jons' purse contains 30 gold pieces and a ragged scrap of parchment containing the notation "*Gretchin' Fetchin'*—Kelpie Wharf—midnight." Characters who fail to Save vs. Poison when stabbed by Jons sustain 4-16 points of damage.

Jons is the order's primary recruiter in Blackmoor, but he is a mere hireling who is kept ignorant of its operations. In order to ensure that he can't reveal anything that he does find out, he is conditioned just as if he were a member of the order (see the *Heart of Darkness* portion of this module).

If the PCs attack Jons, he fights until subdued or killed. If they subdue and question him, he dies as a result of his conditioning before telling them anything. The encounter with Jons follows the course laid out below

unless and until the PCs try to force the order's recruiter to give them information or otherwise help them.

Once you are inside, the little man closes the door and shoots home a bolt. Then, he seats himself at the head of the table, motioning you to take the remaining seats. When you are seated, he questions you closely, firing his queries like quarrels, his gravelly voice snapping like a bowstring.

Once Jons has asked each PC a few questions concerning his origins, travels, and skills, he makes an offer.

The pay is 200 gold pieces per month all found. Do well and they'll be more. We need *captains* as well as soldiers, and you might be just what we're seeking. We have a temple in the swamp southeast of here. That's where we need men. If you join us, a boat, the *Gretchin' Fetchin'* is leaving for there in a few hours. I'll want you on it. Agreed?

If the PCs don't agree, Jons doubles the money offer, but remains adamant that they must take the boat that is leaving for the temple this night. Once matters are settled with his recruits, Jons turns to Haruska.

Alright, Haruska. They look good. You can have 500 a head for bringin' 'em in—payable at the end of their first month. But, before you go, there's one other thing. Stephen wants to talk to you. Now. I've got orders to send you along the next time you brought in some new meat—and *this* is the next time. So you'll be going along with your friends.

Haruska, who is obviously unhappy at this turn of events, at first tries to argue that he has previous commitments, then finally gives in when Jons tells him that the deal is off if he doesn't go along. Knowing that his head is going to come off if he ruins this deal, he becomes a reluctant member of the PCs' party, actively participating in the rest of the adventure. In addition to using his abilities on behalf of the party, you can also use him as a mouthpiece to make suggestions and give the players hints.

Once it is settled that Haruska will accompany you, Jons gives you directions to the Kelpie Wharf where you will find the

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Gretchin' Fetchin' and her captain, Jarad Tehn. When you inform Tehn that you are passengers sent by Jons, he will take you aboard and see to your needs.

If, instead of allowing themselves to be recruited as planned, the PCs attempt to coerce Jons, they will have to locate the *Gretchin' Fetchin'* themselves. This is a simple matter of going down to the harbor and asking around. However, at some time during their search, Haruska disappears, having decided that he has done all that is expected of him.

Whether they get directions from Jons or find the *Gretchin' Fetchin'* themselves, the PCs get to the boat just before it sails.

At last you locate *Gretchin' Fetchin'*, pulled up alongside a crumbling stone pier in an out-of-the-way corner of the harbor. The vessel is a flat-bottomed barge about 30 feet long and 10' wide with a draft of maybe two feet. There is no cabin—only a hold that can't be much more than eight feet deep. When you arrive, her crew of eight is taking on board the last of a pile of mealy bags. A tall, burley man with a shock of flaming red hair and a voice like rusty nails falling down a drain pipe is cursing the crew to greater speed.

The red-haired man is Captain Jarad Tehn. If the PCs tell Tehn that they have been sent by Jons (whether true or not), he takes them aboard, but insists that they stay in the hold (which is almost full of mealy bags) while the boat is underway. If the PCs don't mention Jons' name, Tehn and his crew don't allow them on board, fighting to keep them off the vessel, if necessary. Captain and crew are conditioned just as if he were members of the order (see the *Heart of Darkness* portion of this module).

Jarad Tehn: AC 7 (leather armor); HD 4; hp 20; MV 120' (40'); #AT 1; D 1-8 (sword); Save F4; ML 12; AL N; XP 75. Tehn's purse holds 30 gold pieces.

Crewmen (8): AC 7 (leather armor); HD 2; hp 10; MV 120' (40'); #AT 1; D 1-6 (crossbow or short sword); Save F2; ML 12; AL N; XP 20. Each crewman carries a short sword and a purse containing 20 gold pieces. In addition, one crossbow and one case of 20 quarrels per crewman is bracketed to the boat's low gunwales for use in emergencies.

Tehn and his eight crewmen sleep on the open deck. When the boat is underway, Tehn mans a stern steering sweep while four men per side pole the boat along. There is barely room for the crew on the tiny deck. Unless an encounter is taking place, the PCs are forced to stay in the hold when the boat is underway, both for reasons of security and to give the crew room to work. During encounters, everyone on board is required by Tehn to be on deck defending the boat.

The trip to the City of the Frog takes 10 days, and consists of three legs. If you have a copy of module *DA1 (Adventures in Blackmoor)*, you can use its color map of The Northlands to trace the voyage and can modify the route taken if desired. Note that this map's scale is 12 (not 24) miles per hex. If you don't own *DA1*, measure the voyage in days and legs as outlined below.

1. The trip's first leg takes the boat up two slow-moving channels (the Barleycorn River and Draco Channel) to a broad lake (the Lake of Mists). It lasts three days, and you needn't check for encounters during it.
2. The second leg consists of one day spent under sweeps crossing the lake in a dense fog. During this leg, check for encounters once by rolling 1d6. An encounter occurs on a roll of 5-6.
3. Throughout the third leg of the voyage, the boat is inside the Great Dismal Swamp. It first travels down a sluggish channel called the Big Muddy for four days, then spends another two days on Loch Gloomen in the center of the swamp. You must check for encounters once per day during this leg. An encounter occurs on a roll of 4-6.

To find the encounter type, roll 1d4 if the PCs are in the Great Dismal Swamp (third leg) and 1d6 if they are not (second leg).

- 1 Large Crocodiles (4): AC 3; HD 6; hp 24 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 2-16; Save F3; ML 7; AL N; XP 275 each.
- 2 Harpies (8): AC 7; HD 3*; hp 12 each; MV 60' (20'), flying 150' (50'); #AT 2 claws + special; D 1-4/1-4/1-6; Save F6; ML 7; AL C; XP 50 each.
- 3 Giant Leeches (4): AC 7; HD 6; hp 24 each; MV 90' (30'); #AT 1 bite; D 1-6; Save F3; ML 10; AL N; XP 275 each.
- 4 Lizard Men (8): AC 5; HD 2 + 1; hp 10 each; MV 60' (20'), swimming 120' (40'); #AT 1 weapon; D 1-6 (spear); Save F2; ML 12; AL N; XP 25 each.

5 Giant Crocodile (1): AC 1; HD 15; hp 80; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 3-24; Save F8; ML 9; AL N; XP 1,350.

6 Giant Sturgeon (1): AC 0; HD 10 + 2; hp 50; MV (swim) 180' (60'); #AT 1 bite; D 2-20; Save F5; ML 9; AL N; XP 1,600.

Don't let the boat be seriously damaged in these encounters unless it has been taken over by the PCs (see below). If more than two crewmen are killed in encounters, Tehn enlists the PCs to help pole the boat for the rest of the trip. If Tehn is killed, a crewman replaces him. On the voyage's tenth day, the boat reaches the City of the Frog.

It is possible that the PCs may take control of the boat or, even, leave it altogether. If they try the former, Tehn and his crew fight to the death. Add 1-4 days to each leg of the trip if the PCs take over or leave the boat or if Tehn and all his crew are killed. At the end of this extended trip, the PCs encounter one of the order's slaver parties composed of 32 slavers, two slaver captains, and 10 swamp rats in 12 canoes.

Slavers (32): AC 7 (leather armor); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-4 (sling) or 1-8 (sword); Save F2; ML 7; AL N; XP 20 each.

Slaver Captains (2): AC 7 (leather armor); HD 4; hp 16 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F4; ML 8; AL N; XP 75 each.

Swamp Rats (10): AC 7 (leather armor); HD 5; hp 20 each; MV 120' (40'); #AT 1; D 1-6 (bow) or 1-8 (sword); Save F5; ML 9; AL N; XP 175 each.

If the slavers become aware that the PCs are new recruits, they blindfold them and escort them to the City of the Frogs as comrades. Otherwise, they try to make them prisoners and carry them into the city as slaves.

HEART OF DARKNESS

At the end of their journey, the PCs slide down a winding channel and into a sheltered cove on Loch Gloomen's Frog Island. Hidden from the lake by dense stands of towering 160-foot royal crown palms and moss-hung cypress trees, this cove is the secret headquarters of the Order of the Frog. After creeping past Frog Town, the PCs turn into The Haven (1-23) and edge up to one of the docks. Here, they are met by the Harbor Master. If they arrive as recruits, he has an acolyte guide them (and Haruska, if he is along) to

guest cottage 25L, where they are temporarily lodged. If they arrive as prisoners, they are stripped of their clothing and possessions, fitted with leg irons, and sent to the slave pen (1-17A).

The PCs have now attained the first of their goals, reaching the City of the Frog. Now they must locate and rescue Rissa. Standing in their way are the Monks of the Swamp and many hundreds of their minions.

Their opposition, the Order of the Frog, is led by a man of resource and ambition. High Priest Saint Stephen and his four sainted companions appeared out of nowhere and took over the order five years ago. They now rule it with an iron hand. Though Stephen and his companions appear normal enough (except for the slight greenish cast of their skin), they are quite literally not of this world. They are *aliens*, members of a scientific expedition that crashlanded on this planet some years ago.

After the crash, a dispute arose among the expedition's members. Though their vessel was stranded and it might be years before their distress beacon brought rescue, most of the crew were against violating a service directive against contact with primitive cultures such as that of Blackmoor. They wanted to enter suspended animation and await rescue. A minority, led by Security Officer Stephen ("the Rock") Rocklin, argued that rescue was uncertain and that the crew might be forever trapped in their sealed hibernation chambers. This faction maintained that contact with the locals would be the key to survival if no rescue materialized. When the captain and chief science officer overruled them, Rocklin and his faction mutinied. Their bid to take over the stranded ship failed, and a mere handful of them escaped in a lifeboat. As they sped away, a loyalist sent a Hellbore missile after them. Try as they might to evade the deadly seeker, it caught up with the lifeboat and knocked it down in Frog Swamp very near the Temple of the Frog.

When the awed monks from the nearby temple arrived on the scene to see what all of the noise was about, they found Stephen and his four surviving companions standing amidst the wreckage in a state of despair. But the presence of potential danger, in the form of the monks' armed retainers, soon galvanized Stephen. Experimenting with his translator badge, he quickly found a setting that let him understand most of what the monks were asking him. Then, realizing that the monks were already impressed by the circumstances of his arrival, the size of his vessel, and the lovely froggy color of his skin, Stephen made

a desperate gamble.

Speaking with all of the hauteur that he could muster, he informed them that he had come on a fiery comet to lead them to the light of true knowledge. Though he had no idea at the time of what exactly the monks might consider to be "true knowledge," it sounded good, and he carried it off with panache. The monks made Stephen and his companions honored guests.

Within hours, Stephen had obtained an accurate rundown on the order's theology. Within days, he had so awed his hosts with his technology (and a good line of patter) that the order's high priest had declared him a saint. A few weeks later, at his command and with enthusiastic encouragement from the order's leaders, the bewildered old High Priest "joined the Frog," and Saint Stephen replaced him. His first official act was to put the monks to work salvaging his lifeboat. Since a deep-space lifeboat is a large vessel that carries everything needed to start a self-sustaining colony, the material scavenged from the wreck gave Stephen the wherewithal to turn the Order of the Frog into a very powerful organization, indeed. The seemingly powerful "magic" represented by its equipment also helped Stephen to tighten his grip on the order.

In the five years since he appeared, Saint Stephen has used his alien technology to remake the Order of the Frog. But alien technology is not all that Stephen has brought to Frog Swamp. He has reorganized the order along more efficient lines and placed his own men in key positions. In the present hierarchy, Stephen is the order's absolute ruler. Beneath him is a council of five "saints" who carry out his wishes and help him rule. All but one is an alien. They include:

The Rector: The current rector is Brand Kirk, one of Stephen's companions, formerly a hydroponics tech aboard the alien vessel. He handles the daily running of the temple.

The Chancellor: Chancellor Dyrar Mendel, another of Stephen's companions was formerly a quartermaster's mate. He now runs the City of the Frog and manages the order's financial affairs.

The Guardian: Stephen's third companion, Guardian Lynn Raupp was formerly assistant commander of Stephen's security section. She now commands the order's small army of soldiers, slavers and scouts.

The Magus: Formerly an assistant engineer aboard the alien ship, Magus Willis Strom is in charge of "magic"—e.g., the alien devices

installed in the temple.

The Chief Keeper: The only saint who is *not* an alien is Sefton Bril, the Chief Keeper. His *Keepers of the Frogs* are a power unto themselves inside the order, and Stephen has found it politic to leave Bril's authority untouched and his *keepers* unconditioned. Bril Supervises the keepers and runs the lower dungeon as a private realm.

Below the *saints* in Stephen's new hierarchy are the *inner circle monks*, the order's senior functionaries. Below them are the *outer circle monks* who hold the low-level positions of authority. The rest of the monks are *acolytes*, not yet entrusted with its secrets. The order also has many non-cleric members, *lay brothers* who do much of its dirty work and most of its fighting.

Except for saints and keepers, members of the order are kept fanatically loyal to both the order and its head by periodic visits to the Mind of the Frog (7-63). Here, they are hooked up to an alien behavior modification device that uses hypnotic conditioning to alter their attitudes.

The effects of this alien conditioning are reflected in the morale of the order's members. In addition, though they may speak loosely of the order's secrets when in the City of the Frog and off-guard, no member will *knowingly* aid its enemies or betray its secrets to them. If he tries to do so, his conditioning works like a geas cast by a 36th level wizard to kill the individual. Finally, as a result of this conditioning, members of the order are immune to the effects of *charm person*, *sleep*, *ESP*, *hold person*, and *confusion* spells.

The *Keepers of the Frogs* have a special status and an independent identity within the order. Ever since its founding, the order has invested time and treasure in trying to develop new breeds of frogs that combined appropriate froggy traits with humanoid intelligence or other desirable qualities. Most of their crude efforts have been dead ends, but *some* have seemed worth preserving. It is the keepers who run the experiments and tend to their results. This work gives them their special status, and they guard it jealously. Only the saints, the inner circle, and the keepers know the details of this "great work." At present, two species are under development: the *killer frogs* and the *frog folk*.

Killer Frogs

Armor Class:	7
Hit Dice:	1
Move:	90' (30')
Swimming	120' (40')

RUNNING THE ADVENTURE

Attacks:	1 bite or 1 kick
Damage:	1-8/1-6
No. Appearing:	3-24 (5-40)
Save As:	Fighter 3
Morale:	11
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	10

Killer frogs are two to three feet long, and have the same general characteristics as their smaller brethren. That is to say, they are cold-blooded water-dwellers who lay eggs. However, their thick, mottled green skins offer the same protection as leather armor, and their heavy hind legs can propel them as much as 10 feet into the air and can deliver a lethal kick. They also have acute vision, being able to see in the dark almost as well as in daylight. Their visual acuity makes them wary of bright sunlight; they prefer cool, dark caves, deep ponds, and sheltered swamps. But their most unusual feature is a mouthful of sharp teeth. They are carnivorous and have been conditioned to be man-eaters. Though unintelligent, the killer frogs are the pride and joy of the Keepers of the Frogs since they were the first successful species to be developed.

Frog Folk

Armor Class:	6 (8)
Hit Dice:	2+1 (1+1)
Move:	90' (30')
Swimming:	120' (40')
Attacks:	1 bite or 1 kick or by weapon
Damage:	1-4/1-6 or by weapon
No. Appearing:	3-12 (6-36)
Save As:	Fighter 2 (Fighter 1)
Morale:	8
Treasure Type:	D
Alignment:	Neutral
XP Value:	25 (15)

The frog folk were developed at the direct order of Saint Stephen, using some of the "magic" that he brought to the temple. Unlike the keepers' beloved killer frogs, which are magically mutated representatives of their species, the frog folk derive from humanoid stock and are the result of genetic surgery performed on the order's captives. As a consequence, they are a warm-blooded, intelligent, upright, bi-pedal, species, with fully articulated hands and opposable thumbs. But they also have gills, webbed hands and feet, thick, mottled green skins, bulging eyes, exceptionally muscular legs, and long, sticky forked tongues. Like frogs, they lay eggs. Though they dwell on land, the

frog folk are equally at home in the water, and can stay submerged indefinitely.

Mutating a human into one of the frog folk is a lengthy and complex process involving the injection into the human system of a controlled virus that stimulates growth in desired directions. The armor class, hit dice, and xp value shown first above are for *fully mutated* frog folk; the numbers in parentheses are for *partially mutated* frog folk in the maturing pond (9-61).

The frog folk are a source of friction in the order, since the keepers resent the ease with which they were developed using Saint Stephen's "magic." Before the frog folk came along, the killer frogs were the pride of the temple, and the keepers were greatly respected and feared due to their ability to create and control the little monsters. Now, Saint Stephen has stolen much of their thunder by so rapidly developing the frog folk. For this reason, Stephen and his fellow aliens are not loved by the keepers.

The order's structure is reflected in the dress and rings of its members. Rings are more than mere jewelry to the monks. All of the visible doors and gates in the temple and garden (including water gates, but not secret doors) are electronically locked at all times. They open only when approached by someone wearing the correct ring. These rings aren't magical. Rather, they are miniaturized transmitters that broadcast an I.D. code read by a receiver in each door. When the receiver reads the right code, it opens the door, then closes it behind.

The Saints: The six saints can be recognized by their crimson-bordered gold robes. Each saint, other than the chief keeper, wears a ring that opens all doors and gates in the temple and garden. The chief keeper's ring opens all doors and gates except those to Saint Stephen's room (6-61) and the Mind of the Frog (7-63). In addition to his chief keeper's ring, he wears the order's master frog control ring that lets him control all killer frogs within 120' as if he had cast a charm spell over them. This ring's effect supersedes that of all other items or spells used to control killer frogs.

The Inner Circle: The 16 inner circle monks wear gilt-edged crimson robes. Their rings are identical to that of the chief keeper except that they don't open the doors to any any doors or gates in the lower dungeon.

The Outer Circle: The 20 outer circle monks wear white-edged black robes. Their rings

are identical to inner circle rings except that they don't open the doors to offices or quarters occupied by saints.

Acolytes: The 30 acolytes wear black-edged white robes. Their rings are identical to inner circle rings except that they don't open the doors to any of the water gates.

The Keepers: The 32 keepers wear green robes edged in yellow. They wear rings identical to the chief keeper's ring. The keepers also wear frog control rings similar to the master frog control ring worn by the chief keeper. However, their rings have a range of only 60' and are superceded by the master ring. If more than one of these rings is being used within the same area, their effects cancel out.

The Lay Brothers: The lay brothers are at the lowest level in the order's hierarchy. There are 200 of them in the City of the Frog, of whom 120 are assigned to the temple and 80 to the outer bailey. Lay brothers not assigned to the temple can't enter the temple except for religious services. Lay brothers wear dark brown tunics and cloaks fastened with a silver brooch fashioned in the likeness of a frog devouring a human.

The Hirlings: The order can also draw on 200 hangers-on and hirlings in Frog Town. Some 30 of these individuals are fishermen and trappers, experienced "swamp rats" who serve the order as guides and keep the city supplied with fresh meat and fish. Another 80 are slavers, who are paid salaries plus bounties for participating in the slave raids, which are a source of both cash and experimental subjects. The rest are bawds, publicans, and servants who aren't paid by the order, but whose presence is tolerated by it. Frog Town's residents can't be identified by their garb or jewelry.

Froggy Minions: There are about 140 killer frogs, 30 wholly mutated frog folk, and 30 partially mutated frog folk in the lower dungeon. The killer frogs are savage little monsters who will attack anyone or anything unless controlled. The keepers use their frog control rings to channel this froggy fury and keep the killers subdued. The wholly mutated frog folk are conditioned by Saint Stephen and will fight fanatically on behalf of the order. The partially mutated frog folk are *not* conditioned. They hate the order for what it has done to them and will aid in its destruction. All killer frogs and frog folk wear a plastic necklace containing a transmitter that can be used to trace them when they are in Frog Swamp.

This, then, is the Order of the Frog against which the PCs have set themselves. Sheer numbers and power make it a threat to them, but their danger is even greater than they know. For the intentions of their foes are far more sinister than the PCs understand.

JAWS OF DEATH

If the PCs enter the city as prisoners, they are automatically relegated to the status of slaves. After 1-4 days in the slave pen (1-17A), they are shifted to the lower dungeon's prep cell (9-73) where they are held for 2-8 days. After that, they are individually moved to the laboratory (9-57) where, in a one-hour operation, each PC is infected with a virus that gradually turns him into one of the Frog Folk over a period of six weeks. The PCs spend their weeks of developing into slimy green things locked up in a maturing cell (9-81).

If the PCs enter the city as hirelings, they are also candidates for membership in the order, though no one informs them of this fact. Saint Stephen individually interviews each new hireling to determine his suitability for membership. Interviews are held in the Mind of the Frog (7-63) with the PC hooked up to the alien conditioning equipment. If Stephen feels that the PC is unsuitable, the character is unhooked and returns from the interview without incident.

But there is an 80% chance that the alien finds the PC suitable for recruitment into the order, in which case, he is conditioned to devotion to Saint Stephen and the order. He then rejoins the party, as if nothing had happened, having been conditioned to forget his ordeal. The conditioning takes an hour, and the PC's memory of that hour is a blank.

A single bout of conditioning doesn't turn a character into a fanatic, place him under a geas, or confer immunity to spells. Such effects take 5-10 sessions. Instead, a single session has the same effect as a *charm person* spell except that the victim gets no saving throw when first subjected to it, and its effects can't be detected or affected by detect magic or dispel magic spells. Victims do get regular saving throws to see if they throw off the effects of the conditioning.

When all PCs have had their interview and returned to the party, those who were found suitable are inducted into the order as lay brothers. They stay in their guest cottage awaiting further instruction. Unsuitable PCs are sent to Frog Town to join the squad of slavers in shack 1-36E.

While the PCs are in peril of losing their

minds (or their genes), Haruska (if he is with them) is in peril of his life. He has been brought to the city so that Saint Stephen can coerce him into agreeing to a partnership between the order and Haruska's Vestfold Thieves' Guild, thus allowing the order to expand its operations. Since mind control eventually wears off, Stephen can't simply condition Haruska, get him to agree to the partnership, and let him go. Once the conditioning wore off, the thief might not abide by the agreement. Therefore, if Haruska can't be talked into the agreement, Stephen plans to kill him and deal with his successor.

Saint Stephen is preoccupied with other matters when the PCs and Haruska arrive and can't see any of them for 2-5 days. They thus have that much time in which to gather information and make their move. Once he becomes available, Saint Stephen sees two PCs per day until all have been examined. He speaks repeatedly with Haruska during that time, refraining from making a decision on the thief's status until after the PCs' individual fates have been decided.

Meanwhile, if they enter the city as recruits, the members of the party are treated as honored guests. They have the run of the outer bailey and Frog Town, but can openly enter the garden and temple only to attend religious services, which are open to everyone in the city (including guests). That treatment continues until and unless they are caught violating security.

Should the PCs discuss their true purpose in front of one of their number who has been conditioned, their talk sets up a conflict in which the conditioned PC makes a saving throw to see if the conditioning is broken. If he fails his saving throw, he starts a violent argument with the other players in which he defends the order and threatens to "report your disloyalty to Stephen." If not subdued by the other PCs or convinced that they are joking or that he has misheard them, the PC makes good on this threat.

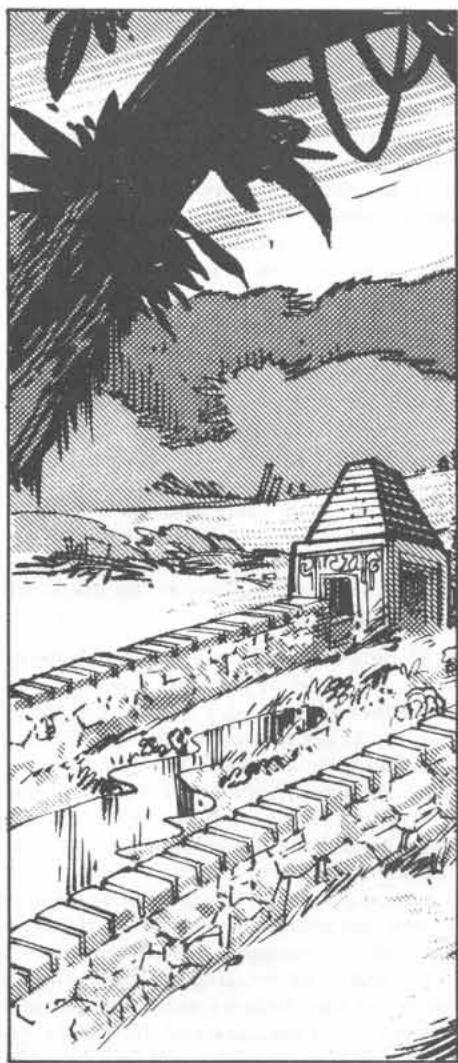
With their own party divided and an order of hundreds of fanatics opposing them, the PCs could have a tough time of it. But they have some assistance. The backup team has trailed them from Vestfold in its own boat (a riverboat with a crew of 8, identical to the *Gretchin' Fetchin'*, but without cargo or captain). While the PCs are in the City of the Frog, the backup team is hiding out in a small nearby cove. They can affect events inside the city in three ways:

1. There is a 20% chance that one them is captured while scouting the city from Frog

Swamp. Stripped of weapons, equipment and magic items, the prisoner is brought to the temple and confined in the lower dungeon's special treatment cell (9-71) with Rissa.

2. There is a 50% chance that, having kept a close watch on the city and temple, they become aware of any disturbance caused by the PCs actions and enter the city to lend their aid, arriving just in time to help the PCs out of some dangerous situation.

3. Regardless of whether events 1 and 2 occur, when the PCs reach the shore of Frog Island during their escape from the city, the backup team's riverboat appears to pick them up and convey them to safety as per the *Escape From Frog Island* section.



THE CITY OF THE FROG

The grandiosely named City of the Frog is actually no city at all, but rather a small cloistered settlement devoted to scientific and magical studies and the adoration of the Frog. Hidden at the end of an inlet on the northern shore of Frog Island, a tangled jungle of sawgrass and mangrove swamp in the northeastern part of Loch Gloomen, the city consists of four areas separated from each other by walls or water barriers: the temple compound, temple garden, outer bailey, and Frog Town. Each of these areas is detailed in the following sections. This part of the module also contains details on the temple environs, including the moat and Frog Swamp, the surrounding fen that is an extension of the Great Dismal Swamp.

FROG SWAMP

Surrounding the City of the Frog on the north, west, and northeast is Frog Swamp, a pestiferous fen populated by all manner of carnivorous horrors. The waters of the swamp are generally two feet deep, though in some areas, their depth increases to four or even five feet. Sinkholes up to six feet deep are common, and deeper holes are not unknown. The uncertain footing in these slimy waters makes travel on foot a constant agony of unexpected spills and unpleasant dunkings. Anyone trying to traverse Frog Swamp on foot has an 80% chance each hour of taking a serious spill causing 1-4 points of damage. In 10% of these mishaps (50%, if the character is a dwarf or halfling), the water is deep enough so that the character could drown. The possibility of drowning in a mishap is 1% for an unencumbered man wearing no armor or only leather armor. If the character is wearing chainmail or plate mail or is otherwise encumbered, he has a 3% chance of drowning.

Dotting the swamp at intervals of between ten and a hundred yards are sand bars and grassy hummocks of dry ground. The grassy hummocks are generally safe, but the sand bars can be treacherous. Most are safe, but some are actually quicksand. Anyone trying to traverse Frog Swamp on foot has a 5% chance each hour of stumbling into a patch of quicksand. If his companions throw him a rope, extend a pole, or otherwise manage to rescue him within 2-8 rounds, the character survives the encounter. Otherwise, he has a 5% chance of locating an overhanging branch or other feature that he can use to pull himself free of the quicksand. If he is not rescued and doesn't pull himself free, he suffo-

cates in the quicksand.

The locals avoid the dangers of quicksand and deep water by using flat-bottomed canoes to traverse Frog Swamp. These allow them to travel faster and at less risk, but only slightly reduces the peril posed by the wild swamp's abundance of monsters. If the party is traveling afoot, check for an encounter once every two hours; if in canoes, check once every four hours. To determine what the characters encounter, roll 1d4, if it is day and 1d6 if it is night or if the Monks of the Swamp have *released their minions*. The result determines the type of encounter.

- 1 Crocodiles (8): AC 5; HD 2; hp 10 each; MV 90' (30'); swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each.
- 2 Rock Python (1): AC 6; HD 5*; hp 30; MV 90' (30'); #AT 1 bite/1 squeeze; D 1-4/2-8; Save F3; ML 8; AL N; XP 300.
- 3 Giant Leeches (3): AC 7; HD 6; hp 25 each; MV 90' (30'); #AT 1 bite; D 1-6; Save F3; ML 10; AL N; XP 275 each.
- 4 Giant Rats (10): AC 7; HD 1/2; hp 4 each; MV 120' (40'); swimming 60' (40'); #AT 1 bite; D 1-3 + disease; Save as normal man; ML 8; AL C; XP 12 each. All of the giant rats are diseased.
- 5 Killer Frogs (12): AC 7; HD 1; hp 5 each; MV 120' (40'), swimming 90' (30'); #AT 1 bite/1 kick; D 1-8/1-6; Save F3; ML 11; AL C; XP 10 each.
- 6 Frog Folk (8): AC 6; HD 2+1; hp 10 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-4/1-6; Save F2; ML 8; AL N; XP 25 each.

As if monsters and terrain were not enough, Frog Swamp, the City of the Frog which it surrounds, and the nearby waters of Lake Gloomen are subject to dense fogs that block out sun and stars and make it difficult to determine direction. On any given day, there is a 10% chance that there will be dense fog all day and night. There is an 80% chance that there will at least be fog all night and throughout the morning. There is only a 10% chance that the entire day and night will be clear. Characters attempting to travel through Frog Swamp during periods of dense fog have a 50% chance of getting lost during each hour of travel.

THE MOAT

Surrounding the temple compound and garden is a 30-foot deep moat crossed by three draw-

bridges. In addition, three magical iron-barred gates (at G1, G2, and G3) block passage both on the surface and underwater. The gates extend below the water's surface to the very bottom of the moat and extend five feet above the water's surface. They are controlled by the magical rings carried by the order's members and are kept closed at all times.

It is forbidden to enter the moat except with the express permission of the monks. This permission is granted only for purposes of making deliveries. Any unauthorized attempt at traversing the moat is met by a general alarm and catapult and crossbow fire from the walls and towers of the temple compound and garden. Thus, it is possible to traverse the moat only at night or under cover of dense fog. Even on clear nights and foggy days, there is a 10% chance that characters attempting to swim the moat will be detected and a 20% chance that a party traversing the moat in a vessel will be detected. These chances are halved if a crossing is attempted during a foggy night.

Part of the moat abuts the curtain wall around the temple and garden. The slippery, moss-covered, closely morticed stones of these walls are climbable, but only with great difficulty; halve the success chance whenever a thief tries to climb them. The banks of the moat that are not formed by the curtain wall are low and marshy, providing easy entry and exit. These banks are also choked with weeds that provide cover.

The part of the moat east of G2, south of G1 and north of G3 is clear of all dangerous life forms. There is a 40% chance that attempting to traverse any other part of the moat will lead to an encounter. To find the type of encounter, roll 1d4, if it is day and 1d6 if it is night or the Monks of the Swamp have released their minions. The result determines the type of encounter.

- 1 Crocodile (1): AC 5; HD 2; hp 16; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35.
- 2 Crocodiles (2): AC 5; HD 2; hp 12 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each.
- 3 Crocodiles (4): AC 5; HD 2; hp 10 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each.
- 4 Crocodiles (6): AC 5; HD 2; hp 10 each; MV 90' (30'), swimming 90' (30'); #AT 1 bite; D 1-8; Save F1; ML 7; AL N; XP 35 each.

- 5 Killer Frogs (15): AC 7; HD 1; hp 5 each; MV 120' (40'), swimming 90' (30'); #AT 1 bite or 1 kick; D 1-8/1-6; Save F3; ML 11; AL C; XP 10 each.
- 6 Frog Folk (4): AC 6; HD 2 + 1; hp 10 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-4/1-6; Save F2; ML 8; AL N; XP 25 each.

Random encounters with crocodiles, killer frogs or frog folk have a 95% chance of drawing the attention of the guards on the towers in temple compound and garden walls.

Characters in chainmail or plate mail or who are otherwise encumbered have a 20% chance of drowning if they fall into the moat. All other characters have only a 2% chance of drowning in this situation. While it is possible for unencumbered characters to swim the moat, those who are heavily encumbered should not be allowed to attempt this feat, since it implies traveling in a specific chosen direction, not just staying alive while in the water. Allowing a character in full plate mail jump into the moat with the intention of swimming it is an abuse of the swimming rules.

THE TEMPLE COMPOUND

This 90-yard square walled compound built atop an outcropping of rock 200 yards from the lakeshore is a veritable fortress. Its 10-foot thick limestone walls loom 20 feet over the surrounding moat, and the gatehouse and four big corner towers top the walls by another 10 feet. A wooden drawbridge in the gatehouse connects the compound with the temple garden.

1. The Temple Building

The order's massive temple is built in the likeness of a giant frog. Its windowless, green limestone walls soar 130 feet above the temple compound. Between its front legs are a pair of monumental bronze doors whose surfaces are blueish green with verdigris. Here and there, greasy smokes emanate from vents in its sides or roof to mingle with the mists that cloak the city.

The temple is detailed in *The Temple of the Frog* part of this module. The front doors are electronically sealed except immediately before and after services. They open to any of the order's rings.

2. The Temple Courtyard

This broad, perfectly flat courtyard is covered by a bed of rough white marble chips. A short, wide, green-flagged limestone walk leads from the gatehouse to a flight of three low, broad steps leading up to the doors of the temple.

At night, electric floodlights affixed to the courtyard wall at 30-foot intervals keeps the courtyard brightly illuminated. However, unless their attention is drawn by a disturbance, the guards atop the compound's towers ignore the courtyard.

3. The West Dock

This low palmetto wood pier is just 10 feet wide, but it runs for 60 feet along the outer surface of the wall of the temple compound. A sloping limestone lip projecting from the wall shelters the pier from the elements. The wall, itself, is cut back to make a shallow 10-foot deep by 40-foot long bay at the center of the pier. A 10-foot square verdigrised bronze trapdoor is set in the center of this bay.

The trapdoor is electronically sealed and far too heavy to tear open by main force. It opens only to a *saint's ring*, *inner circle ring*, or *keeper's ring*, and leads to the lower dungeon's loading bay (8-46). All supplies enter the temple via this trapdoor.

4. The Temple Gate

The Temple Gate consists of two limestone gatehouses connected by an oak drawbridge. Gatehouse 4A is 30 feet tall, and contains a pair of stairwells that lead to its top from the upper dungeon's south concourse (8-1). Atop this gatehouse are a pair of catapults (one facing west, the other facing east). There are two soldiers atop the gatehouse at all times. Two more soldiers stand guard inside the 20-foot wide by 20-foot high tunnel leading through the gatehouse to the temple courtyard.

Sunk into the right wall of this tunnel is a smooth red plastic alarm button. Hitting this button causes the computer to sound the alarm throughout the temple, drop an iron portcullis at the north end of gatehouse 4A, and start an electric winch that raises the northern 20 feet of the bridge between 4A and 4B. The portcullis stays down, the bridge stays up until the computer resets them. Except during alarms, the bridge is down and the portcullis up.

Soldiers (4): AC 5 (chainmail); HD 2; hp 8

each; MV 120' (40'); #AT 1; D 1-10 (polarm) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

Gatehouse 4B is just a 20-foot high solid limestone arch containing a 20-foot wide by 15-foot high tunnel.

5. The Southwest Tower

This windowless 30-foot high limestone tower has an interior stair that spirals down the upper dungeon's southwest stairwell (8-4) to the lower dungeon's southwest barracks (9-63). Short stairs lead from the tower's top to the battlements on the south and west walls of the temple compound. Atop the crenelated tower is a catapult that faces southwest. Two soldiers are on duty atop the tower.

Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

6. The Southeast Tower

This windowless 30-foot high limestone tower has an interior stair that spirals down the upper dungeon's southeast stairwell (8-9) to the lower dungeon's southeast barracks (9-84). Short stairs lead from the tower's top to the battlements on the south and east walls of the temple compound. One soldier is on duty atop the tower.

Soldier (1): AC 5 (chainmail); HD 2; hp 8; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 10; AL C; XP 20.

7. The Northeast Tower

This windowless 30-foot high limestone tower has an interior stair that spirals down the upper dungeon's northeast stairwell (8-35) to the lower dungeon's northeast barracks (9-77). Short stairs lead from the tower's top to the battlements on the north and east walls of the temple compound. Atop the crenelated tower is a catapult that faces northeast. Two soldiers are on duty atop the tower.

Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

8. The Northwest Tower

This windowless 30-foot high limestone tower has an internal stair that spirals down the upper dungeon's northwest stairwell (8-39) to the lower dungeon's northwest barracks (9-74). Short stairs lead from the tower's top to the battlements on the north

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and west walls of the temple compound. Two soldiers are on duty atop the tower.

Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

THE TEMPLE GARDEN

When the first monks dug a moat around their new temple and a U-shaped canal from Loch Gloomen to carry supplies to their doorstep, the resulting channels drained the water from a 90-yard by 180-yard segment of Frog Swamp. This area became a wooded garden, a stretch of solid ground over which the monks could stroll for exercise and refreshment of the spirit.

Since various species of nasties kept wandering in from the nearby swamp and sticking fang and claw into the soft-bodied monks during their constitutional, the brothers eventually walled this garden off from the swamp. Like the temple compound, the garden today is protected by a 10-foot thick, 20-foot high limestone wall. At the corners of the compound are four 60-foot square, 30-foot high limestone towers formed by throwing retaining walls around part of the spoil generated by digging the canals and moat. Oak bridges connect the temple garden with the other parts of the "city."

There are always five lay brothers working in the garden during the day.

Lay Brothers (5): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1; ML 6; AL N; XP 10 each.

9. The Frog Gate

The Frog Gate consists of a stone gatehouse whose fixed oak bridge leads into the temple garden via a 10-foot square tunnel in the western wall. The gatehouse is 20 feet tall, and has a pair of heavy oak gates that can be barred from the inside. A pair of identical doors in the western wall of the garden can also be barred from the inside. The gate in the western wall is closed only in time of acute danger. The gatehouse gate is kept closed at all times.

Inside the gatehouse, to the right of the gate, is a 10-foot square guard room. Opposite this guard room is a flight of stairs leading to the top of the gatehouse. Two soldiers stand guard atop the gatehouse, and another pair of soldiers occupies the guard room.

Soldiers (4): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-10 (polarm) or 1-8 (sword); Save F2; ML 10;

AL C; XP 20 each.

10. Guard Towers

Each of these windowless 30-foot high towers contains a winding stair that spirals down to an archway in the temple garden. The arch in tower 10A faces east; those in 10B and 10C face north. Short stairs lead from the tower's top to the adjacent battlements atop the walls of the temple garden. There are two soldiers on duty atop each tower. The soldiers ring an alarm bell if they detect a problem. Whenever they sound one of these alarm bells, the guards at the Temple Gate (1-4A) and Bailey Gate (1-14A) immediately press their alarm buttons, and the guards at the Frog Gate (1-9) quickly close their gates.

Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

11. The Arbor

The trellised walls of this whitewashed arbor teem with rare species of climbing roses cultivated by Saint Stephen.

12. The Lily Pond

This pond's placid surface is liberally dotted with huge lilies, whose pads host scores of frogs of various species.

The 20-foot deep pond also hosts a community of nixies. These water sprites have Saint Stephen's permission to stay in the safety of the pond as long as they don't bother the members of the order or their guests. The nixies have learned to identify members of the order (including lay brothers employed as soldiers) by their garb and rings. All others are fair game and will be charmed or attacked for mischief's sake.

Nixies (10): AC 7; HD 1*; hp 8 each; MV 120' (40'); #AT 1 + special; D 1-4 + charm; Save E1; ML 6; AL N; XP 13 each.

The pond is too small to hold large numbers of the giant bass that nixies usually keep, but they are attended by five of these fish, which they can call to their assistance.

Giant Bass (5): AC 7; HD 2; hp 8 each; MV (swim) 120' (40'); #AT 1 bite; D 1-6; Save F1; ML 8; AL N; XP 20 each.

The monks have long used the nixies' pond as a wishing well, and the muck on the bottom is

littered with 4,000 copper pieces, 2,000 silver piece, and 260 gold pieces.

13. The South Dock

This sturdy palmetto wood dock rests on two-foot thick log pilings.

It is reserved for Saint Stephen's use. If the guards in tower 10B or 10C see anyone else using it, they sound their alarm bells.

14. The Bailey Gate

The Bailey Gate consists of two separate gatehouses connected by a drawbridge. Gatehouse 14A is 30 feet tall, and contains a stairwell that leads to its crenelated top. There are two soldiers atop the gatehouse. Two others stand guard inside the 20-foot wide by 20-foot high tunnel leading through the gatehouse to the temple courtyard.

Sunk into the left wall of this tunnel is a smooth red plastic alarm button. Hitting it drops an iron portcullis at the west end of gatehouse 14A and starts an electric winch that raises the western 20 feet of the bridge between 14A and 14B. The portcullis stays down and the bridge up until reset by the computer. Except during alarms, the bridge is down and the portcullis up.

Soldiers (4): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-10 (polarm) or 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

Gatehouse 14B is just a 20-foot high solid limestone arch containing a 20-foot wide by 15-foot high tunnel.

THE OUTER BAILEY

As the temple grew, the monks drained the swamp to the east of the temple and walled the area in with a barrier almost identical to that around the temple compound. Part of this area was a natural harbor, which became the center of commerce between the temple and the Duchy of Ten. Since it sheltered the order's guests and trading partners in much the same way that the outer compound of a castle shelters the local peasants, the monks took to calling the area "the outer bailey." At present, this is a restricted area given over to warehouses and guest cottages.

During the day, five lay brothers work on the grounds of the outer bailey (repairing docks, cutting grass, etc.).

Lay Brothers (5): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1; ML 6; AL N; XP 10 each.

15. Sentry Towers

Each of these windowless 30-foot high towers except for 15A, 15E, and 15J has an internal stair leading to an arch that opens into the outer bailey. The arches in towers 15B, 15C, and 15D face south; those in 15F and 15G face east; those in 15H and 15I face north. Tower 15J has a wooden gate that connects the outer bailey and Frog Town. The gate is open during the day, but closed and barred from the outer bailey side at night and during alarms.

Short stairs lead from the tower's top to the battlements atop the outer bailey's walls. Atop each crenelated tower is a large barrel of 10-pound rocks for use in repelling attackers. There are two sentries at the gate in 15J and one sentry atop each tower. The tower sentries ring alarm bells if they detect a problem. Whenever they do so, the officers and soldiers in the bailey barracks man the walls within 3-12 minutes.

Tower Sentry (1): AC 7 (leather armor); HD 1; hp 6; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F1; ML 8; AL N; XP 10.

Gate Sentry (2): AC 7 (leather armor); HD 1; hp 6; MV 120' (40'); #AT 1; D 1-10 (polarm) or 1-8 (sword); Save F1; ML 8; AL N; XP 10.

16. The Common House

This two-story limestone building houses a kitchen and messroom on the first floor. The second floor contains a big 24-tub bath plus quarters for five attendants and cooks, all of whom are lay brothers.

Lay Brothers (5): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1; ML 6; AL N; XP 10 each.

The facility is used by those assigned to guest cottages. It has (unlocked) doors in the north and south walls. An exterior entrance in the west wall gives access to a tool shed containing scores of gardener's, carpenter's, and mason's tools.

17. The Pens

These pens are made of sharpened, close-set palmetto stakes pounded into the ground to make a 10-foot high palisade. The larger, southern pen contains six draft horses. The much smaller northern pen holds a score of filthy, half-naked men, women, and children, all of whom wear heavy leg irons that confine locomotion to a pitiful hobble. A bi-valve gate in the center of each pen's eastern wall is secured by a thick iron chain closed by a stout padlock. A bored sentry patrols the perimeter of the pens.

The human beings in the pens are prisoners of the order captured during slave raids and destined to be placed on the auction block as soon as a party of slave buyers arrives.

Prisoners (20): AC 9; HD 1; hp 3 each; MV 120' (40'); #AT 1; D 1-2 (fists); Save as normal man; ML 3; AL N; XP 10 each.

Sentry (1): AC 7 (leather); HD 2; hp 12; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F2; ML 8; AL N; XP 20.

18. The Bailey Barracks

This three-story limestone building houses two companies of troops, one on each of the two top floors. The physical arrangement of each barracks room is similar to that used by the company of soldiers in the southwest barracks (9-63) of the lower dungeon. The first floor contains a kitchen, messroom, and bath for the officers and men. Each company has a commander and two sections, each of 15 lay brothers and one section leader. Except during religious services, 45 soldiers, both company commanders, and one section leader occupy the building. During services, the building is empty.

Commanders (2): AC 5 (chainmail); HD 3; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C3; ML 12; AL C; XP 35 each. Each commander is an inner circle monk and knows the cleric spells *protection from evil* and *remove fear*.

Section Leaders (4): AC 7 (leather); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C2; ML 11; AL C; XP 20 each. Each section leader is an outer circle monk and knows the cleric spell *remove fear*.

Soldiers (45): AC 7 (leather); HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F1; ML 8; AL N; XP 10 each.

All of the building's occupants except for one section man the walls during alarms. One section arrives at the scene of any disturbance in Frog Town, the outer bailey, or the temple garden within 3-12 minutes. If there is no external threat, two more sections and both company commanders arrive in 15-20 minutes.

The windowless building has but one door,

in the center of the west wall. If the players manage to slip into this building and loot it, they find 800 gold pieces and 2,000 silver pieces in the lockers on the second and third floors.

19. Warehouses

Each windowless, one-story, whitewashed wooden warehouse is used to store a separate category of goods. Warehouses 19A, 19B, and 19C all have a 10-foot high by 10-foot wide double door centered in the south wall. The door to 19D is in its west wall. All doors are secured with heavy iron padlocks.

Building 19A holds comestibles, including 250 barrels of flour, 50 barrels of pickels, 200 barrels of salted meat, 100 barrels of salted fish, 50 barrels of oil, 90 casks of wine, cider, and spirits, 20 casks of salt, 50 casks of pressed fowl, 40 casks of sweet butter, 30 casks of molasses, 100 bags of sugar, and 50 bags of oats. With these items stacked to the rafters, there is barely room to move in the narrow aisles.

Building 19B holds lumber, textiles and hides. The eastern third of the warehouse is given over to a lumber rack containing 500 20-foot long 8-inch oak planks, 200 20-foot long six-inch oak timbers, and 100 20-foot long foot-thick oak baulks. The western third contains 50 10-foot diameter, six-foot width rolls of cloth of the colors and types used to make the various uniforms and robes of the order's members. Piled in the center of the warehouse's dirt floor is a stack of over 200 bullock hides of the type used in making shoe soles and leather armor. Next to this mountain of leather is a smaller pile of several hundred untanned pelts from various swamp animals killed by the hunters and trappers in Frog Town.

Building 19C holds enough weapons to equip a small army. There are 100 casks of steel quarrel heads, 20 casks of halberd heads, 25 casks of sword blades, 10 casks of rivets, 100 unpainted steel shields, 500 helmets, 400 chainmail shirts, 200 casks of quarrels, five barrels of pikestaffs, and 25 crates of 10 crossbows each. This wealth of weaponry does not even begin to fill the warehouse, and Saint Stephen considers it to be just a tithe of what he needs to equip the army he would like to build.

Building 19D holds the parts of Stephen's lifeboat that have not already been salvaged to provide the temple with its magic. All of the vessel's electronics, power and computer equipment has been removed, but structural members and hull plating fill the warehouse with a jumble of bright metallic gear that is

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incomprehensible to those not born on another planet.

20. The Counting House

This one-story, whitewashed clapboard building has a single windowless room containing 40 crude, straight-back chairs facing a podium near the center of the west wall. There are locked doors in the west and east walls and six narrow, iron-barred windows each in the north and south walls. The structure is occupied only when one of the trading boats brings in a party of slave buyers from the Duchy of Ten. There is a 5% chance of this happening during each day in which there are slaves in the pens (17). When a party arrives, a public slave auction is held, and the harbor master, one section of troops (15 soldiers and a section leader) from the bailey barracks (18), 1-4 slave buyers, and any slaves in the pens (17B) are present.

Slave Buyers (4): AC 9; HD 2; hp 7 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F2; ML 3; AL N; XP 20 each. Each slave buyer carries a bag of holding containing 7,000 gold pieces, and each has two bodyguards. Slave buyers fight only to defend their persons and property.

Bodyguards (8): AC 7 (leather armor); HD 4; hp 16 each; MV 120' (40'); #AT 1; D 1-4 (club); Save F4; ML 8; AL N; XP 75 each. Each bodyguard carries ten sets of leg irons and a ring of keys that fit them. They will fight only in defense of themselves, their masters, or their masters' property.

Prisoners are auctioned one at a time. The process consists of first showing off each prisoner, allowing the buyers to examine his muscles, dentition, etc. Then, the buyers bid against each other for ownership of the individual. The harbor master serves as the auctioneer. When he has called a high bid three times, he gavels a sale. The prisoner is loosed from his leg irons, and new irons brought by his buyer are fit. The auction ends when all prisoners are sold. Since few buyers care for the temple's hospitality, they invariably leave the city with their purchases as soon as the auction is over. Prisoners fetch 100-800 gold pieces on the block at Frog Island.

21. The Harbor Master's Quarters

The harbor master occupies this one-story, two-room clapboard house. One room serves as an office; the other is his bed chamber. A half-ton steel vault built into the west wall of the building holds 500 gold pieces and 1,000

silver pieces. The harbor master is present except when examining the cargo of an incoming trading boat or supervising an auction. Entrance is gained by a single door in the building's west wall. The quarters are kept locked.

Harbor Master: AC 9; HD 4; hp 18; MV 120' (40'); #AT 1; D 1-6 (mace); Save C4; ML 12; AL C; XP 75. The harbor master is an inner circle monk and knows the cleric spells *protection from evil*, *remove fear*, and *hold person*. His purse contains 40 gold pieces, and he wears on his belt a heavy ring containing the keys to the warehouses (19), counting house (20), harbor master's quarters (24), and the leg irons worn by the order's prisoners.

22. Blockhouses

These 10-foot square, one-story limestone buildings are blockhouses around which the order can rally to defend the harbor. In each case, the wall that faces away from the harbor contains a stout oak door that can be barred from the inside, but that have no exterior lock. The other walls each contain two arrow slits.

23. The Haven

The shallow waters of the Haven are only 10 feet deep in most places, but that is plenty of draft for the shallow-bottomed trading boats that the order uses to carry goods to and from the Duchy of Ten. At any given time, there are 1-4 of these boats tied up at the docks in this harbor, and one boat arrives or departs each day, on average. These boats are identical to *Gretchin' Fetchin'* (and carry the same crew). The captain and crew sleep on board their vessels, and will fight to defend them. There is a 90% chance that any disturbance in the harbor causes the soldiers in towers 26A and 26B to raise the alarm. During the day, there are five lay brothers on the docks working as stevedores.

Captain: AC 7 (leather armor); HD 4; hp 16; MV 120' (40'); #AT 1; D 1-8 (sword); Save F4; ML 11; AL N; XP 40. The captain's purse holds 40 gold pieces.

Crewmen (8): AC 7 (leather armor); HD 2; hp 10; MV 120' (40'); #AT 1; D 1-6 (crossbow or short sword); Save F2; ML 8; AL N; XP 20 each. Each crewman carries a short sword. In addition, one crossbow and one case of 20 quarrels per crewman is bracketed to the boat's low gunwales for use in emergencies. Each crewman's purse holds 15 gold pieces.

Lay Brothers (5): AC 9; HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F2; ML 6; AL N; XP 20 each.

24. The Bailey Master's Quarters

The bailey master occupies this two-story, clapboard house. The first floor is an office; the second is a bed chamber. The bailey master runs the outer bailey, except for the harbor area. He is present except during religious services and alarms. The building's only entrance is a locked door in the east wall.

Bailey Master: AC 7 (leather armor); HD 4; hp 16; MV 120' (40'); #AT 1; D 1-6 (mace); Save C4; ML 12; AL C; XP 75. The bailey master is an inner circle monk and knows the cleric spells *protection from evil*, *remove fear*, and *hold person*. His purse holds 30 gold pieces, and he carries a ring of keys that unlock the door to his quarters and all of the buildings to which the harbor master has keys.

25. Guest Cottages

Each of the 16 one-story, whitewashed wooden guest houses has bunk space for 10 persons plus a stove and latrine. Unlike the other buildings in the outer bailey, the cottages do not have lockable doors.

Cottage 25A houses the wizard Lorca, who has been retained by Saint Stephen to assist in the order's magical research. Cottages 25M, 25N, and 25P each house 10 acolytes; 25D, 25E, and 25F each house five lay brothers. The other cottages are empty. Lorca is in the secret archives (8-49) between the end of sunrise service and noon. He is in his cottage at all other times except when an alarm is sounded; then he automatically gravitates toward the source of the alarm, reaching the scene in 5-10 minutes. The acolytes and lay brothers are in their cottages only after midnight. Between sundown and midnight, they are in Frog Town. At other times, they are working in the outer bailey, temple, or garden. Except for Lorca's spell book and a locked chest holding 1500 gold pieces in cottage 25A, these cottages hold nothing of value.

Lorca: AC 8; HD 10; hp 40; MV 120' (40'); #AT 1; D 1-4 (dagger) or by spell; Save M10; ML 10; AL C; XP 900. Lorca knows the magic user's spells *charm person*, *detect magic*, *read magic*, *invisibility*, *knock*, *wizard lock*, *dispel magic*, *fireball*, *protection from evil 10' radius*, *confusion*, *polymorph self*, *wall of fire*, *animate dead*, and *cloudkill*. He wears a ring of protection +1, 5' radius, and carries a wand of negation.

Acolytes (10): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C1; ML 10; AL C; XP 10 each.

Lay Brothers (5): AC 9; HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F2; ML 6; AL N; XP 20 each.

26. The Harbor Towers

Each of these windowless 30-foot high towers contains a winding stair that spirals down to a doorway in the inner bailey. The door in tower 26A faces west; that to 26B faces north. These doors have no locks, but can be barred from the inside at need. Short stairs lead from the tower's top to the adjacent battlements of the outer bailey walls. Atop each crenelated tower is an east-facing catapult. There is one soldier atop each tower who rings an alarm bell if he detects a problem. Whenever he does so, the troops in the bailey barracks arrive to man the walls in 3-12 minutes.

Soldier (1): AC 7 (leather armor); HD 1; hp 6; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F1; ML 8; AL N; XP 10.

FROG TOWN

During the temple's early days, some fur traders wheedled permission to set up trading posts along the southern shore of Frog Island beneath the walls of the outer bailey. Over time, others came to these posts—drifters, bawds, criminals on the run. They formed a small community called Frog Town. As it grew, Frog Town ceased to be a haven for traders and became a nest of bandits who preyed on the Duchy of Ten and the Barony of the Lakes. When their many depredations finally threatened to bring too much attention to the temple and draw a punitive expedition down on the monks' heads, the order acted.

The newly installed high priest, Saint Stephen, led the monks and their armed lay brothers in a surprise night attack on Frog Town. Once they had control of the town, they executed its leaders and worst bandits (generally one and the same). The survivors were brought under temple control, exercised by an inner circle monk who served as its "resident" and had veto power over all activity.

Thereafter, Frog Town became a dumping ground for persons whose services were desired by the temple, but whom it could scarce-

enslave and did not want to recruit as lay brothers. Now, it is little more than a labor pool for the order, a kind of warehouse for their hirelings. Most of the members of the order's slaving parties dwell in Frog Town. So do the "swamp rats," the hunters and fishermen who provide the temple with fresh meat and fish. Bawds, publicans, and a few slaves round out the little town's current population.

The residents of Frog Town are pretty much left alone within the town, but they can't leave without permission. To ensure that they abide by this restriction, they all wear plastic collars containing miniature transmitters similar to those worn by the killer frogs. The collars emit a steady signal showing the wearer's location. The Frog Towners' collars also contain a self-destruct feature that causes them to explode (doing 8-32 points of damage to the wearer) if tampered with.

This and other indignities have spawned much resentment in Frog Town. If given the opportunity, at least half of the slaves and most of the other residents would sack the temple and win their freedom. For the present, Frog Towners keep their mouths shut and bide their time, but, unless otherwise noted, if the PCs reveal their true purpose to a Frog Towner other than Ratty Tom (1-28), there is a 50% chance that their confidant will assist them and a 5% chance that he will turn them in to the order.

Even if the players make no attempt to raise Frog Town against the order, it is an excellent place to gather information. During the day, almost all of the residents are abed, and no Froggies are visible. At night, the place comes alive, and most Frog Towners are at revel in one of the taverns or bawdy houses. Since Frog Town boasts the only real entertainment in the City of the Frog, most off-duty Froggies below the rank of saint usually end up there. None of the celebrating Froggies speak of the temple's lower dungeon, but there is much "shop talk" on other order-related matters. One of the items of "information" that the PCs pick up in Frog Town is a (false) rumor that the rooms in the upper floors of the temple house important prisoners.

27. Frau Jin's House

Frog Town, Frau Jin's two-story woodframe establishment is a tavern and bawdy house employing a barkeep and six wenches. At night, there are 20 patrons in the common room, most of them slavers or swamp rats. Since Frau Jin doesn't conceal her distaste for

the order, its members avoid her place, and it is a hotbed of anti-temple sentiment. The depredations of the killer frogs during their hunting forays are a common subject of discussion. Frau Jin is a woman of immense girth, with a pleasant, open face and an earthy sense of humor. Her hard exterior effectively masks an equally hard interior, but there is a 20% chance that she will risk hiding order's enemies.

Frau Jin: AC 9; HD 2; hp 9; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F2; ML 12; AL N; XP 20.

Frau Jin's Barkeep: AC 7 (leather armor); HD 4; hp 16; MV 120' (40'); #AT 1; D 1-4 (mace); Save F4; ML 9; AL N; XP 75.

Frau Jin's Wenches (6): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1; ML 4; AL N; XP 10 each.

28. Ratty Tom's Place

Ratty Tom's is a tavern presided over by a big, blustery onetime slaver. While the PCs can pick up much information at Ratty Tom's, the proprietor is a spy for the order, and secretly reports all that he hears to the resident. The wenches who work both the common room and the second-floor bordello are also spies, albeit unwilling ones. Having been purchased from the order by Ratty Tom, they must do his, which includes spying on customers. Ratty Tom keeps them locked up on the second floor after hours. On any given night, there are 30 slavers and lay brothers in the common room. Ratty Tom's quarters off the common room contains a locked chest holding 1,000 gold coins.

Ratty Tom: AC 7 (leather armor); HD 3; hp 12; MV 120' (40'); #AT 1; D 1-4 (club); Save F3; ML 6; AL N; XP 35.

Ratty Tom's Wenches (9): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-2 (kick); Save as normal man; ML 4; AL N; XP 5 each.

29. Black Nell's Dock

Black Nell is an elderly witch who runs a general store where customers can purchase food, clothing, weapons, and all standard equipment. Prices are twice those listed on page 19 of the D&D(r) Expert rules. Though she does not speak openly, she nurses a private hatred for the order stemming from her son's execution during its attack on Frog Town. There is an 90% chance that she will assist its enemies.

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Black Nell: AC 9; HD 5; hp 15; MV 120' (40'); #AT 1; D 1-4 (dagger) or by spell; Save M5; ML 10; AL N; XP 175. Black Nell knows the magic user spells *protection from evil, sleep, knock, wizard lock, and fly*.

30. The Peg-Leg Manticore

This inn is a favorite of the monks and lay brothers, since it is owned by the temple. Former slaver captain Prestor Bumpo runs the place on the order's behalf. The bartender and 12 wenches are all slaves of the order, and are locked up on the second floor after hours. On any given night, there are 35 patrons in the common room.

Prestor Bumpo: AC 7 (leather armor); HD 5; hp 20; MV 120' (40'); #AT 1; D 1-8 (sword); Save F5; ML 9; AL N; XP 175. Bumpo's purse holds 30 gold pieces.

Prestor Bumpo's Bartender: AC 9; HD 1; hp 7; MV 120' (40'); #AT 1; D 1-4 (club); save as normal man; ML 6; AL N; XP 5.

Prestor Bumpo's Wenches (12): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-2 (kick); Save as normal man; ML 4; AL N; XP 5 each.

Each night, after closing up, Bumpo takes the night's receipts (30 gold pieces and 200 silver pieces) to the residency. The order lets him keep only 100 copper pieces, 100 silver pieces, and 10 gold pieces on sight.

31. Gillie's Tavern

This two-story, limestone building is the favored watering hole of most swamp rats and some slavers. The proprietor, Dhu Gillie, is an old swamp rat, himself. At night, there are 20 patrons in the common room. The cadaverous Gillie and his three pretty daughters (Lisa, Sarah, and Kristina) do all the work. All four live on the top floor.

As a side business, Gillie runs a bank for Frog Town residents. The old man is holding deposits amounting to 4,000 gold pieces and 8,000 silver pieces locked in five sturdy chests in his quarters.

Both Gillie and his daughters hate the order, and would aid in its destruction if they saw any chance of winning. If Gillie joins an attack on the order, all of the swamp rats also join. Gillie is devoted to his girls, and would do almost anything to keep them from harm. Not that there is much danger of that. Gillie's daughters are big, rangy girls who love to prowl the deep marsh and can negotiate Frog Swamp with the same facility as swamp rats.

Dhu Gillie: AC 7 (leather armor); HD 5; hp 20; MV 120' (40'); #AT 1; D 1-8 (sword); Save F5; ML 11; AL N; XP 175.

Dhu Gillie's Daughters (3): AC 9; HD 2; hp 8; MV 120' (40'); #AT 1; D 1-4 (dagger) or 1-6 (short sword); Save F2; ML 10; AL N; XP 20 each.

32. Hester's Place

Wife of a trader executed by the order, Hester Mably and her three children now survive on the charity of Dhu Gillie's family, Black Nell, Frau Jin, and Mama Egraine's girls. Much as she fears the order, there is a 95% chance that Hester will hide its enemies in the small cellar below her one-room shanty.

Hester & Children (4): AC 9; HD 1; hp 3; MV 120' (40'); #AT 1; D 1-2 (kick); Save as normal man; ML 5; AL N; XP 5.

33. Mama Egraine's

This comfortable, one-story wood-frame structure is a bawdy house catering to the upper crust. Mama Egraine and her girls make a nice living from their enterprise, and their various caches hold 3,000 gold pieces. At night, there are a dozen patrons in the parlor. At least half are captains or members of the order's inner or outer circles. There is a 50% chance that a saint other than Saint Stephen is present.

Mama Egraine: AC 9; HD 2; hp 8; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F2; ML 9; AL N; XP 20.

Mama's Girls (5): AC 9; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1; ML 7; AL N; XP 10 each.

34. The Fast Roger

This sprawling, one-story, limestone building is a tavern and bawdy house owned by the order and run by a mysterious swamp rat who calls himself Weewak. The tall, bald, dark-skinned killer joined the order's company of swamp rats shortly after Stephen took over. To all appearances, he is a loyal servant of the order. The rest of the staff, a bartender and 10 wenches, are all slaves that Weewak keeps locked up in the south wing after hours. At night, the north wing's common room hosts 40 patrons. Weewak keeps receipts amounting to 500 gold pieces and 1,000 silver pieces in a locked ironbound oak chest in his quarters just off the common room.

Weewak: AC 0; HD 20; hp 8; MV 120' (80'); #AT 1 fist or weapon; D 3-30 (fist) or 6-36 (hand blaster); Save F10; ML 12; AL N;

XP 2,000. Weewak carries a blaster with a spare power pack. He has infravision, and can also breathe underwater. He can be harmed only by magic or magic weapons, but is immune to *sleep, charm, control, and hold* spells.

Far from being a loyal servant of the order, the taciturn Weewak is dedicated to its utter destruction. He is, in fact, a cyborg assigned by the alien vessel's captain to track down and kill any surviving mutineers and destroy all traces of alien technology left by their escape. Having located the mutineers, he now awaits an opportunity to carry out his mission. When the time is right, he plans to kill the mutineers and destroy the temple, so that all of the salvaged technology will be unusable. If Weewak learns the PCs purpose, he actively aids them in order to gain their aid in getting inside the temple.

Inside Weewak is a powerful self-destruct device that disintegrates everything within 30 feet when detonated. Once he is inside the temple and believes that the mutineers are dead, he detonates the device next to its main pillars, collapsing the building. Anyone inside the temple on the turn after the detonation is buried in the rubble, taking 8-80 points of damage.

Weewak's Bartender: AC 9; HD 3; hp 15; MV 120' (40'); #AT 1; D 1-4 (club); Save F3; ML 8; AL N; XP 10.

Weewak's Wenches (10): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save as normal man; ML 5; AL N; XP 5 each.

35. Cymbeline's

This two-story tavern and bawdy house also offers games of chance run by Cymbeline's girls, all ex-slaves imported to Frog Town from the flesh pots of Starport. Having bought their freedom, Cymbeline's girls are now partners in this lucrative enterprise. The various false-bottomed drawers, hidden chests, and secret niches in the building hold 8,000 gold pieces.

The proprietor is a widow, whose husband was among those killed during the order's attack on Frog Town. Since her marriage was one of convenience, Cymbeline does not hate the order as violently as some others in Frog Town, but she certainly bears it no love. There is a 60% chance that she will hide the order's enemies. There is also a 30% chance that she will provide the order's enemies with a possession that she thinks may be of use to them. This is a *frog control ring* that a

drunken keeper pledged against a gambling debt. Since the keeper tumbled into the moat and died on his way home on the night of his big loss, it has always been assumed that the ring was lost with him. Though she knows that the monk put great store by the ring and that all keepers wear similar rings, Cymbeline is unaware of its purpose.

Cymbeline: AC 9; HD 2; hp 8; MV 120' (40'); #AT 1; D 1-4 + poison (poisoned dagger); Save T2; ML 9; AL N; XP 20.

Cymbeline's Girls (5): AC 9; HD 1; hp 4 each; MV 120' (40'); #AT 1; D 1-4 (dagger); Save T1; ML 8; AL N; XP 10 each.

36. Slaver Shacks

Each of these one-story wooden shacks houses 15 slavers and a slaver captain. There are five shacks, altogether.

Slavers (16): AC 7 (leather armor); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-4 (sling) or 1-8 (sword); Save F2; ML 7; AL N; XP 20 each. Each slaver carries a purse holding 20 gold pieces.

Slaver Captain (1): AC 7 (leather armor); HD 4; hp 16 each; MV 120' (40'); #AT 1; 1-8 (sword); Save F4; ML 8; AL N; XP 75 each. The captain carries a purse holding 40 gold pieces.

The shacks contain oak bunk beds, cooking stoves, and modest stores of food. Due to the comparative lawlessness of Frog Town, the residents keep nothing of value within them. There is a 10% chance that the residents of each shack will be away on a raid. Even when they are gone, they leave the doors to their shacks unlocked. If not off on a raid, the slavers and their captain are in their shacks during the day sleeping off the effects of the previous night's revels. From just before sundown until around midnight, the shacks are empty, and the residents are at one of the taverns or bawdy houses in Frog Town.

37. Rat Shacks

Each of these one-story wooden shacks houses five hunters or fishermen. These pros are called "swamp rats" in tribute to their ability to get along in the hostile Great Dismal Swamp. All together, there are 30 swamp rats in six shacks.

Swamp Rats (5): AC 7 (leather armor); HD 5; hp 20 each; MV 120' (40'); #AT 1; D 1-6 (bow) or 1-8 (sword); Save F5; ML 9; AL N; XP 175. Each swamp rat carries a purse holding 30 gold pieces. Parties accompanied by swamp rats check for en-

counters in Frog Swamp half as often as parties not so blessed.

The shacks contain oak bunk beds, cooking stoves, and modest stores of food. Due to the comparative lawlessness of Frog Town, the residents keep nothing of value within them. There is a 30% chance that the residents of each shack are on a hunting trip or guiding a band of slavers through the treacherous swamps. Even when they are gone, they leave the doors to their shacks unlocked. If not absent on a raid or hunting trip, the swamp rats are in their shacks during the day working on their weapons or cleaning hides. From sundown until midnight, the shacks are empty, and the swamp rats are at one of the taverns or bawdy houses in Frog Town.

38. Market Houses

These two abandoned shacks are the site of a Frog Towner black market in various items, including pelts and goods stolen from the order. In addition to pelts, very small quantities of any items other than lumber stored in the outer bailey's warehouses can be purchased after dark in these buildings.

39. Frau Jin's Barn

Frau Jin keeps a pair of cows in this small, one-story, wooden structure. Built into the northeast corner is a small chicken coop. A trap door in the northwest corner leads to a shallow hidden basement where Frau Jin hides anyone she gives sanctuary from the order.

40. Sheds

Each of these rickety sheds holds a variety of construction, nautical, agricultural, and logging tools. There is an 80% chance that any common tool or item of equipment the PCs want can be stolen from one of these sheds (providing, of course, that no one observes them and raises the alarm). The shed doors close with a simple latch.

41. The Slick

This stinking pool of brackish water is coated by a thin film of black liquid. From time to time, the pool gives off noxious fumes. The fumes are natural gas. Throwing a torch or other open flame into the pool causes an explosion that does 3-36 points of damage to anyone within 30 feet, blows out every window in Frog Town, and causes an alarm throughout the city.

42. The Residency

The Resident oversees Frog Town on behalf

of the order from this windowless, one-story, one-room stone blockhouse. The building is both home and office. A large locked chest in the room's southwest corner holds 500 gold pieces and 1,000 silver pieces. The Resident has a radio communicator in the southeast corner with which he keeps the temple informed about conditions in Frog Town. Entrance is gained by a single door in the building's north wall. The quarters are kept locked. Except during religious services, the resident is always present.

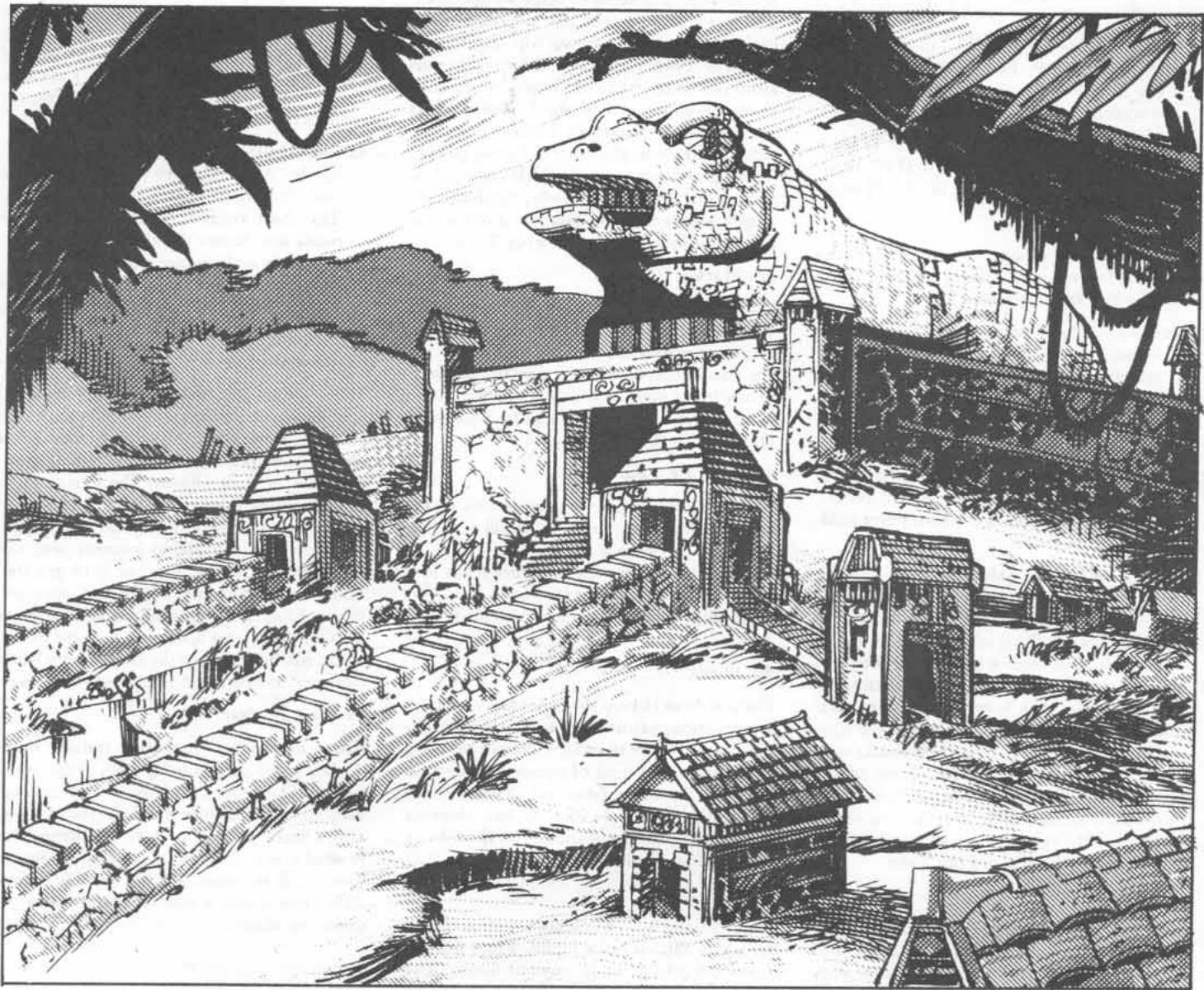
The Resident: AC 7 (leather armor); HD 6; hp 24; MV 120' (40'); #AT 1; D 1-6 (mace); Save C6; ML 12; AL C; XP 275. This short, rotund cleric is an inner circle monk and knows the cleric spells *protection from evil, remove fear, hold person, speak with animal, and remove curse*. His purse holds 20 gold pieces and the keys to the residency.

43. New Harbor

There are no less than 30 flat-bottomed canoes drawn up on the shore or tethered to the palmetto log docks of this small harbor. All of these vessels belong to swamp rats or other residents of Frog Town. There is a 90% chance during the day and a 10% chance at night that anyone trying to steal one of these canoes will be observed by someone who will sound the alarm. This draws 4-16 assorted residents to the area within 1-4 minutes. While Frog Towners tend to ignore other alarms, those who appear as a result of this alarm will fight to keep the canoes from being damaged or stolen and to capture the thieves.

44. East Harbor

There are no less than five trading boats docked at the palmetto log piers of this small harbor. These vessels belong to order and are used to carry slavers on their raids. They aren't occupied or guarded, but attempting to steal one in daylight causes the soldier in tower 26B to sound the alarm. There is a 20% chance that a similar attempt at night causes an alarm.



THE TEMPLE OF THE FROG

The walls of the frog-shaped temple building are constructed of finely dressed 500-pound blocks of green limestone, closely morticed to make it appear that the entire structure is an organic whole—as if it is, in fact, a giant frog. Even the limestone flags that cover the floors of all of the rooms are tightly joined to further this effect. Generations of sculptors have labored to carve the exterior stone of the temple in the likeness of a frog, softly rounding angles to make them appear more lifelike. Inside the temple, these same sculptors have decorated walls and pillars with spectacular friezes of frogs and froglike beings in all manner of poses.

Nor have the sculptors confined themselves to the walls. Every doorway inside the aboveground temple boasts an elaborately carved door hand-crafted from a single slab of white oak. Sconces carved in the shape of grinning upthrust frog faces are set in the walls of all halls and corridors at intervals of 10 feet, the mouth of each frog accomodating a white candle symbolizing the purity of the frog. The tops of pillars are decorated with carved ferns, through whose leafy fronds peek dozens of tiny, grotesque amphibian visages.

Alien technology multiplies the impact of this weird decor. In fact, the temple is permeated with the magic of technology. It takes the following forms:

Lighting: Unless otherwise noted, all of the aboveground rooms and corridors are fitted with powerful foot-square glow panels that emit a diffused, almost heavenly light when turned on. The panels contain sensors that tell them when someone is in the room. When they sense a biological presence, they start to operate at a preset level. The room's occupant can change the amount of light the panel gives off by verbally instructing it in the common tongue to "dim" or "brighten up." Equipped with their own power cells, these panels can operate for months without recharging. They are supplemented in the nave by the focused beams of accent lights used for dramatic effect. The presence of alien lighting devices does not prevent the use of darkness spells.

Security: Except where otherwise noted, all doors other than secret doors are tied into an electronic security system that seals them to those who lack the proper identity code. The codes are built into the rings worn by the order's members. Those doors that are tied into this system automatically open whenever someone wearing the correct ring touches their handles. In all other respects, treat them

as if they were *wizard locked* by a 7th level magic user. They can be opened by magic.

Environment: The interior of the above-ground temple is environment-controlled to keep it at a constant temperature of 68 degrees, a noticeable 10 to 15 degrees cooler than the temperature outside. The environmental control unit is part of the power plant (5-54), but is controlled from the computer room (5-53). This system merely changes the ambient temperature inside the temple. It can't be used as a weapon, and its effects aren't negated by magic items or spells meant to negate the effects of cold.

Plumbing: Pumping machinery in the power plant pumps both hot and cold running water through a maze of plastic pipes cannibalized from Stephen's lifeboat. This mechanical systems workings aren't stopped by magic items or spells.

Communications: A computer-controlled intercom built into the temple walls links all rooms. All Froggies have an I.D. code that they can use to talk to the occupants of any room. Conversations are initiated by simply saying aloud "[four-digit I.D. code] initiating communication with [name of room]." These words activate sound pickups in both the room the speaker occupies and the room he wants to contact. All sounds emanating from either room are heard in the other. Though the sounds are projected at their destination through small, cunningly concealed wall and ceiling speakers, they seem to come from the ether. The circuit is open, and communication continues, until someone with a valid I.D. in one of the two linked rooms says aloud "[four-digit I.D. code] terminating conversation." The computer can override I.D. codes in order to permit general announcements or cut off some areas or persons from communication. Magic items and spells that retard or prevent the use of *clairaudience* temporarily block the functioning of all intercoms within range.

Monitoring: Visual pickups set into hidden glassed-in recesses in the walls provide a complete view of the temple nave (2-1), Hall of Saints (2-12), Hall of Trust (2-13), choir loft (3-26), Hall of Toil (4-40), Hall of Peace (5-44), west stairs (5-46), east stairs (5-47), and breeding pond 9-60. All of these areas can be viewed using any of the monitors attached to the computer. They are regularly scanned from the computer room. Magic items and spells that retard or prevent the use of *clairvoyance* temporarily block the functioning of all visual pickups within range.

Computer Control: The environmental system, the accent lights, the door machinery, the altar machinery, and the communications system are controlled by the computer in room 5-53. In addition, it controls the Temple Gate (1-4) and Bailey Gate (1-14).

Other Machinery: The power plant powers the altar machinery, the east and west door machinery, the machine shop, the Mind of the Frog (7-63), the automated medical equipment in the lower dungeon's laboratory (9-57), and the two autoblasters in Saint Stephen's room (6-61). Unless otherwise noted, these items are mechanical devices whose workings aren't affected by magic items or spells.

Personal Weapons & Equipment: The aliens and their most trusted henchmen are equipped with alien weapons of two different types: hand blasters and heavy blasters. A hand blaster is a small, easily concealed weapon that works exactly like a *wand of fireballs* (doing 6-36 points of damage at a range of 240 feet). A heavy blaster is a two-handed, shoulder-fired weapon the size of a crossbow that works like a wand of fireballs, but does 8-48 points of damage at 360 feet. Both weapons use the same power packs. They can be reloaded with new power packs. Each pack has 5-20 charges (uses) when the players obtain it (or encounter someone who possesses it). In addition to these weapons, all aliens and some others wear alien battle armor, a form-fitting, acrylic mesh with a repulsion field that gives the wearer armor class 0, without adding to encumbrance. Each suit of battle armor is powered by a small power cell that lasts 1-4 months. When the power is gone, the armor ceases to function.

Alien Possessions: All aliens have two special devices. Each wears a small translator badge (a quarter-inch diameter) plastic disc) that lets him understand and speak (but not read) all languages. Each disc's power pack can keep it operating for 5-20 months. Each alien also has a miniature transmitter-receiver implanted in his mastoid that lets him bypass the temple communications system in order to talk directly to the computer or another alien.

To the PCs, as to the monks themselves, all of these devices are a form of magic, and you should take this into account in your descriptions. For example, instead of describing a glow panel in technological terms, you might refer to it as "a smooth, flat stone that gives off a ghostly light like white hot coals, but that stays cool to the touch and is not consumed."

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Since the PCs are unfamiliar with these devices, they won't know how to use them unless they are shown or they spend time examining them. If a character tries to figure out how a device works, roll d%. He has a success chance equal to his intelligence; a roll of 99-100 indicates that he misuses the item, either breaking it or inflicting damage on himself or another player as a result of misuse.

Except as specifically noted above, magic items and spells don't affect the operation of technological devices. Thus, a dispel magic spell cast over the power plant doesn't shut it down. Those technological devices of other than a purely mechanical nature can be detected by magic, though, and spells and magical weapons can damage them. The exotic materials of which these devices are made are proof against normal weapons.

Unless otherwise noted, all doors, cabinets, desks, and wardrobes are locked. Wooden cabinet and room doors can be forced open. Wooden cabinet doors, but not room doors or metal cabinet doors can be opened by picking their locks. Every door can be opened by a *knock* spell.

In general, only members of the order who have assigned duties inside the temple or who are attending worship services are allowed to enter the building. Others can enter only when summoned, and then they must be escorted throughout their visit by an acolyte assigned to them by the temple secretary. Soldiers stand guard at the front door to ensure that unauthorized persons don't trespass.

Unauthorized visitors and those visitors who enter restricted areas without proper authorization risk detection and capture as a result of encounters with the temple staff or members of the order. Roll 1d6 every other turn to see if intruders have an encounter in the aboveground part of the temple; an encounter occurs on a result of 1.

If the computer detects an unauthorized presence, it sounds an alarm placing the entire temple on alert until the intruders escape or are captured or killed. In this case, roll 1d6 every turn (instead of every other turn) to see if the intruders have an encounter in the aboveground temple; an encounter occurs on a result of 1.

Determine the nature of each encounter by rolling 1d4 if the computer has not sounded the alarm and 1d8 if it has done so.

- 1 Acolyte (1): AC 9; HD 1; hp 6; MV 120' (40'); #AT 1; D 1-2 (fist); Save C1; ML 10; AL C; XP 10.

- 2 Outer Circle Member (1): AC 9; HD 3; hp 12; MV 120' (40'); #AT 1; D 1-2 (fist); Save C3; ML 11; AL C; XP 35. The monk knows the cleric spells *protection from evil* and *remove fear*.
- 3 Inner Circle Member (1): AC 9; HD 4; hp 12; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 12; AL C; XP 75. The monk knows the cleric spells *detect evil*, *protection from evil*, and *hold person*.
- 4 Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.
- 5 Soldiers (6): AC 5 (chainmail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.
- 6 Soldiers (12): AC 5 (chainmail); HD 3; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.
- 7 Special: The intruders encounter 6 soldiers as per a 5 result. They are accompanied by either the librarian (see 2-23), or by the sexton and choir master (see 2-5 and 2-14), at your option.
- 8 Special: The intruders encounter 12 soldiers as per a 6 result. The soldiers are accompanied by either the librarian (see 2-23), the high priest (see 2-19), the guardian (see 2-21), the choir master (see 2-14), or the sexton (see 2-5), at your option.

If the alarm has not been sounded, members of the order who encounter the intruders try to escape and raise the alarm; the computer becomes aware of the intruders' presence the turn after they successfully do so. The alarm is automatically sounded whenever the intruders enter the computer room (5-53) or encounter an alien.

The alarm consists of a soft female voice endlessly repeating over the intercom the words "intruder alert" and the name of the level or area in which the intruders were last encountered. If all power is shut down or the computer is destroyed, then the alarm ceases to sound, but is still in effect.

Any Froggies that encounter the intruders during an alarm call upon them to surrender. If the intruders don't do so, the Froggies attack; they will break off their attack to parlay. Promises made to secure the intruders' surrender are not honored. Instead, after be-

ing incarcerated in the lower dungeon's special treatment cell (9-71) for 2-8 weeks, the intruders are either turned into frog folk (80% chance) or made to "join the Frog" at a special mass sacrifice (20% chance). Being enamored of Saint Stephen's "magic," all Froggies use blasters in preference to other weapons, happily blasting away at intruders from the greatest possible range.

Special Note: The descriptions that follow often ignore the presence in cabinets and closets of such items as clothing, footwear, toiletries, small amounts of money, clerical supplies, and the like. Assume that all desks contain a generous supply of writing quills, ink pots, and parchment in addition to any other items noted. Unless otherwise noted, assume that, in addition to any other items, all wardrobes contain 2-4 pairs of sandals, 2-6 cinctures, assorted toiletries, 4-8 robes, tunics or cloaks appropriate to the rank of the room's occupant(s), assorted underwear, and a sack or box holding 10-100 gold pieces.

GROUND FLOOR

The temple's ground floor contains areas used in religious observances, meditation, and temple administration. Unless otherwise noted, all areas have 10-foot ceilings.

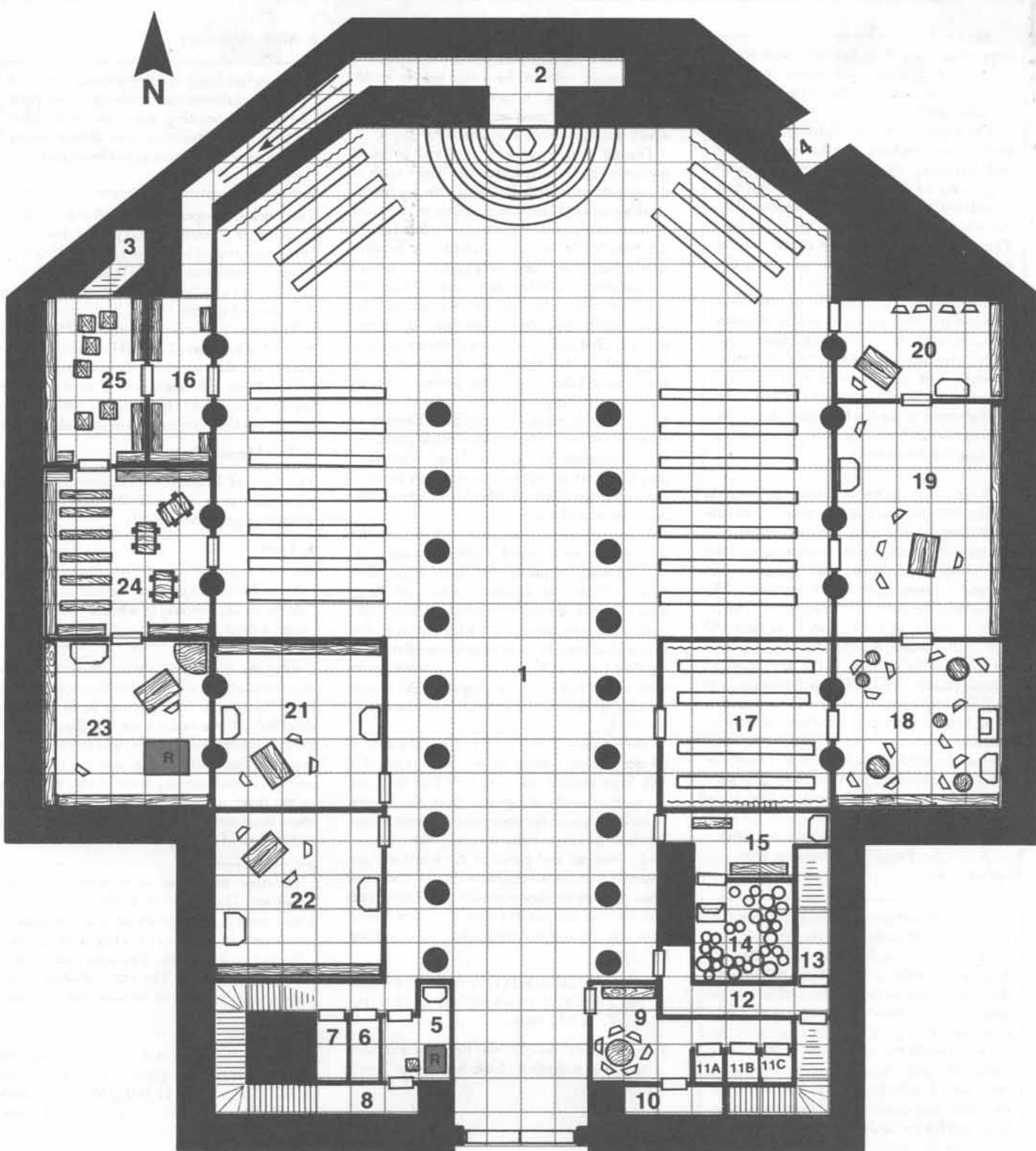
1. Temple Nave

It is almost 150 feet from the great bronze doorways at the front of the temple to the frog-shaped altar against the back wall, and a purest white lambs' wool carpet covers the 20-foot wide aisle every step of the way. On either side, the aisle is flanked by ten massive pillars carved with intricate friezes showing frogs and other vaguely slimy things performing a variety of human tasks—from harvesting a crop of reedlike plants to keeping ledgers in an amphibian counting house. These pillars support a 50-foot ceiling cut from the same green stone as the walls and pillars and carved in the same intricate fashion as the latter.

The northern half of the hall opens out 35 feet on either side of the aisle to make room for seven 20-foot carved white oak pews that flank the outside of the pillars. Low, broad steps lead to an altar cum pulpit against the rear wall. The flanking walls on either side are covered with huge tapestries that hang from heavy hooks near the ceiling. Three more 20-foot pews are angled beneath each tapestry. Glowing stones set in the ceiling cast a pale light

MAP 2: TEMPLE OF THE FROG - GROUND FLOOR

Scale: 1 Square = 5 Feet



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over the room. Stronger beams of warm light from a cupola high above the altar highlight elements of the tapestries and the altar itself.

The tapestry to the right of the altar shows a land sinking into the ocean. Terrified humans, elves, dwarves, and halflings cling to the illusory safety of a few islands of dry ground not yet inundated by the all-consuming waves of an angry sea. The turrets of Blackmoor castle can be seen slipping beneath the waves in the background.

The tapestry to the left of the altar shows a pastoral scene in which yeoman farmers work their bountiful land, and skilled craftsmen ply their trade under the brilliant sun of a new day. The frog-shaped outline of the Temple of the Frog can be seen in the background. All of the figures except for a few domestic animals are froglike humanoids.

This large hall is the site of the temple's regular religious services. Each day at sunrise and sunset, all Froggies who aren't on duty gather here for a service, presided over from atop the altar by an inner circle monk, who wears a saffron robe and a green stole for the occasion. The keepers sit in the pews to the altar's left. The inner circle monks sit in the pews to its right. All outer circle monks, acolytes, and lay brothers who aren't in the choir sit in the pews flanking the main pillars. The back of each pew contains a rack holding 12 books of devotions that contain all hymns, prayers, and other liturgical information used.

Before the service, the keepers and inner circle monks gather near the front door. The service begins with a procession in which the officiating priest and those sitting in the pews flanking the altar take their places. After a hymn to "the Frog," the Froggies recite the Vestfold Creed:

I do humbly and sincerely maintain that the reign of man is ended, and that the reign of the frog is upon us. For man, in his sin, will destroy his world, and the frogs will inherit the earth. Hale of heart, clean of limb, the pop-eyed, web-footed god will come in solemn, sticky-tongued majesty to cleanse the land and build the eternal pond. Woe unto those who deny him. Glory to those who serve him. For his froggy fury will dash unto the uttermost depths those that do oppose him, and his ineffable slime-birthed wisdom will know his own.

Following this affirmation of faith, the Froggies sing another hymn, and the priest delivers a brief homily, followed by a rote prayer to the "spirit of the Frog." After that, if it is sundown, the service ends with a final hymn, during which the priest leads a recessional.

During sunrise services, the final hymn is preceded by the ritual sacrifice. The mouth of the frog-shaped altar opens while the lay brothers drag forward from the guard room (2-9) one or more captives who are to be "offered up to the Frog." The victims are clothed in breakaway saffron robes, and are gagged and bound with silken cords. When they reach the altar, the robes are torn away, and they are cast into the mouth of the frog-altar. They then fall 60 feet down a spiral slide into the lower dungeon's killing pond (9-59), where they are devoured by the waiting killer frogs. This process is called "joining the Frog," and it is deemed a great honor to be selected as a sacrifice. Though all members of the order make a ritual pledge of their willingness to "join the Frog" when they join the order or advance in rank, in practice the high priest (Saint Stephen) only selects prisoners for this distinction.

During services, the candles are lit, and the glow panels are dimmed. Changes in the color and intensity of the accent lights create dramatic effects. For example, when the frog-altar's mouth opens, a nimbus of blue light bathes the officiating priest who stands in the pulpit built into the head of the frog-altar while another beam of light imparts an eerie green glow to the mouth of the frog-altar. All of this trickery is coordinated from the command center (2-15).

Except during the hour before and after a service, the big bronze doors opening onto this hall from outside are sealed. When they are open, four of the six guards from the guardroom (2-9) guard the doorway to prevent unauthorized persons from entering the temple. Only Froggies and guests of the saints are authorized to enter the temple when the doors are open. During the day, when the doors are closed and services are not in progress, Sexton Horis Tisa and five acolytes are hard at work cleaning the nave.

Acolytes (5): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-4 (club); Save C1; ML 10; AL C; XP 10 each.

In combat, the acolytes use their cleaning implements as makeshift clubs. See 2-6 for Tisa's attributes.

2. Altar Machinery

A short hall leads to a dusty ramp that rises into the darkness and slants off to the right before debouching into an irregularly shaped space crammed to its 40-foot ceiling with an cumbersome array of brass and steel gears.

The machinery opens the frog-altar's mouth. A small motor powered by the power plant in (5-54) and controlled by the computer in (5-53) operates the mechanism, but a brass control wheel in this space can be used to manually override the powered system.

The space's floor is raised about 10 feet above the level of the nave (2-1) and five feet above the level of the dais on which the altar stands. An eye-level peephole lets a viewer see what is going on in the nave. The space contains no glow panels, but there are candles in the wall sconces.

3. The Monks' Stair

This flight of limestone stairs connects the temple's main store room (2-25) with the upper dungeon's priest hole (8-52).

4. Vault

At the foot of the narrow stairwell is a short, dusty passage ending in a brass door locked with a dead bolt.

Behind the door is a cabinet where the order stores valuable objects used in rare special services. Though the lock appears to be a simple dead bolt, it is actually a trap. If the handle of the bolt is not turned to the right before the bolt is pulled, then a cloud of poison gas is released into the room from tiny holes in the ceiling just as the doors are opened. All characters in the room must immediately Save vs. Poison or take 5-20 points of damage.

The door conceals an alcove with five brass shelves. The top shelf holds an emerald-encrusted green jade statue of a frog squatting on a lily pad and holding a struggling human in its mouth. The next shelf down holds a jade box. The other shelves hold stacks of vestments in various patterns and colors.

The head-sized frog statue, an heirloom that once adorned the Froggies' abandoned temple in Vestfold, is worth 11,000 gold pieces. Inside the hollow statue, is a tray of eight

glass vials, each containing one dose of a special potion. The consequence of some forgotten experiment that the order been unable to duplicate, this potion instantly turns the user into an entity similar to the frog folk. The user does not lose any of his existing characteristics, but his skin becomes green and mottled, he develops gills and webbed hands and feet, his legs become longer and stronger, his eyes bulge out, his nose retracts, and his tongue becomes long and sticky. As a result of this singular transformation, he gains the abilities to swim, breathe under water, and bite and kick for damage as one of the frog folk. His skin thickens and toughens so that he is AC 6 when he is unarmored or wearing leather armor. His class, level, hit dice, saving throws, and alignment don't change. The effects of the potion last for eight hours.

The jade box is unlocked. Inside, resting on a green velvet pillow, is a jade ring. This unique item is a *ring of frog calling*. Once per day, the wearer can use it to summon a frog swarm that has a 30-foot radius and moves 20 feet per round as directed by the wearer. The wearer must be within 480 feet of the swarm in order to direct it. The hopping, leaping, biting frogs obscure vision and drive off creatures of less than 3 Hit Dice (no saving throw). The swarm stays for one entire day or until the wearer decides to let it disperse. It can only be used if there are swamps nearby, and the frog swarm has a means of reaching the user.

The cloth-of-gold vestments stored in the cabinet are worth 2,000 gold pieces.

There are no glow panels in this area, but there are candles in the wall sconces.

5. Sexton's Quarters

The walls of this 10-foot square room are paneled in a golden pine. A woven grass mat covers the floor. There is a white oak bed against the east wall and a double-doored white oak wardrobe in a five-foot square alcove next to the entrance in the north wall. Beside the bed is a white oak reading table piled high with scrolls. Next to the table, in the south wall, is a door.

These are the quarters of Sexton Horis Tisa. This short, wiry, balding inner circle monk supervises of routine temple maintenance. He is in Frog Town (usually at Ratty Tom's—1-28) between sunset service and midnight. He is in this room between midnight and dawn. He is in the nave (2-1) at all other times. If an alarm sound or Tisa becomes aware of a disturbance, his first thought is to

make sure that the front door to the temple is sealed and guarded by the soldiers in the guard room (2-9).

Horis Tisa: AC 7 (leather armor); HD 4; hp 20; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 12; AL C; XP 75. The sexton knows the cleric spells *bless*, *detect evil*, and *protection from evil*. His purse holds 20 gold pieces.

The scrolls are theological works. The door in the south wall leads to the west door machinery (2-8).

6. Main Slop Room

The floor, walls, and ceiling of this 5-foot by 10-foot room are covered with one-foot square slabs of green-veined black slate. Built into the south wall is a waist-high, pine cabinet topped with the same type of slate as that covering the walls. Recessed in its top is a white porcelain basin with brass fittings. Hanging from brass hooks in the east wall are assorted cleaning implements. Beneath them is a box of carpenter's tools.

The basin is a sink. Inside the unlocked cabinet are several stoneware crocks of lye and two oak buckets.

7. Ground Floor Latrine

The floor, ceiling, and walls of this 5-foot by 10-foot room are covered with one-inch square green and yellow tiles. There is a white porcelain basin with brass fittings against the south wall. The basin is half-filled with water. A small, waist-high, slate-topped, white oak cabinet is built into the east wall. Recessed in its green-veined, black slate top is yet another white porcelain basin with different brass fittings.

The first "basin" is a flush toilet. The second is a sink. Inside the cabinet, is a woven basket full of sheets of thin paper.

8. West Door Machinery

This space contains machinery that opens and closes the western valve of the temple's massive front door. A small motor powered by the power plant (5-54) and controlled from the computer (5-53) operates the mechanism. The big brass control wheel opposite the door can be used to manually override the power system. The room has neither glow panels nor wall sconces.

9. Guard Room

The east wall of this irregularly shaped 15-foot square room is a narrow, 15-foot long corridor. Ceiling-high oak shelves set into the first ten feet of the north wall hold stacks of thin, saffron-colored cotton robes and several coils of silken cord. A scarred, circular oak table and six equally beat-up oak chairs take up the southwest corner. There are four doors in the room's south wall.

The door to this room is always open, but it can be entered only by saints, inner circle monks, outer circle monks, and six armed lay brothers who stand guard over both the temple doors and the prisoners in the cells of honor (2-11).

Guards (6): AC 5 (chainmail); HD 4; hp 20 each; MV 120' (40'); #AT 1; D 8-48 (heavy blaster) or 1-8 (sword); Save F4; ML 10; AL C; XP 75 each.

During services, the guards wear saffron robes over their armor. The robes in the shelves set in the north wall are the breakaway robes worn by both guards and victims during services. The cord is used to bind the victims.

10. East Door Machinery

This space is crammed with machinery that opens and closes the eastern valve of the temple's massive front door, and is in all ways identical to the room containing the west door machinery (2-8).

11. Cells of Honor

Each of these bare, unlighted five-foot square cells is closed by a stout oak door containing a small eye-level peephole. Each door is barred from the outside. Each cell is furnished only with an oak bucket. At any given time, there is one naked prisoner per cell awaiting his turn to "join the Frog." When it is the victim's turn, the guards dress him in a saffron robe, bind and gag him, and march him to the altar. Almost invariably, these poor wretches are teenage peasant boys and girls kidnapped by the order's slaves for just this purpose.

Prisoners (3): AC 9; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save as normal man; ML 4; AL N; XP 5 each.

12. Hall of Saints

This hallway is hung with portraits of former high priests. The door in the south wall opens onto a flight of stairs that go up to the changing room (3-31).

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13. Hall of Trust

The stairs in this hall go down to the upper dungeon's practice hall (8-53).

14. Organ Space

This 15-foot square room is crammed with the huge metal and wood organ pipes. A small open space before the door ends in a bench and keyboard.

Giant flues above the organ distribute their sound throughout the nave.

Choir Master Pocheb Bosc is the organist. Tall and gaunt, his hideously scarred face makes him shun human company and seek the solace of his organ. He is in this room constantly except between midnight and dawn, when he is sleeping in the choir master's quarters (3-30). Any disturbance in the command center (2-15) immediately draws Bosc into that room. Bosc's conditioning is incomplete, and he will betray the order in order to save himself (and betray those he helps in order to get back into the order's good graces).

Pocheb Bosc: AC 9; HD 4; hp 12; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 12; AL C; XP 75. Bosc is an inner circle monk and knows the cleric spells *detect magic*, *protection from evil*, and *resist fire*.

15. Command Center

The alcove in this 10-foot by 30-foot room's east wall holds a metal cabinet whose face is dotted with what appear to be jewels. Similar, smaller cabinets rest on long metal tables against the north and south walls.

This command center controls light and sound during religious services. Monitors in the smaller cabinets on the tables can be used to communicate with the computer and to view all areas where there are functioning video pickups. The tall cabinet is an auxiliary power plant, sheathed in collapsium. It can sustain up to 24 points of damage before it shuts down, but can be harmed only by magic or magic weapons. Power packs for both blasters and battle armor can be recharged by plugging them into a small slot in the face of the plant. If both the power plant (5-54) and this auxiliary shut down, then all alien devices installed in the temple except for the glow panels immediately shut down. An attendant is always present.

Attendant: AC 0 (battle armor); HD 4; hp 16; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 12; AL C; XP 75. This inner circle monk knows the cleric spells *hold person*, *detect evil*, and *protection from evil*.

16. Robing Room

The floor of this 10-foot by 25-foot room is covered with a white lamb's wool carpet. Its east, west, and south walls are lined with ceiling-high glass-doored oak cabinets whose shelves are piled high with robes of various sorts. The oak-paneled north wall is fitted with half a dozen brass clothes hooks.

The cabinets contain dozens of samples of each color and style of robe, tunic, cloak, and cincture worn by the order's members, including saint's robes and those robes worn by the officiating priest during services. Turning the middle hook in the north wall clockwise opens a secret door leading to the altar machinery (2-2).

17. Outer Sanctum

The floor of this 25-foot square room is covered by a white lambs' wool carpet. Tapestries cover the north and south walls. Facing each tapestry is a pair of 20-foot white oak pews, intricately carved with the temple's standard frog motif. There are doors in the east and west walls.

This meditation chamber is empty at night, but during the day, there are five acolytes present, saying private devotions from the six books of devotions in each pew. The tapes-tries are smaller versions of those in the nave (2-1).

Acolytes (5): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save C1; ML 10; AL C; XP 10 each.

18. Inner Sanctum

The floor of this 25-foot square room is covered with a green wool carpet. Its north and south walls are lined with ceiling-high golden oak shelves crammed with leather-bound books. A limestone fireplace carved in the temple's frog motif juts from the center of the east wall. A tall oak cabinet occupies the southeast corner. There are six small, round oak tables and 12 green velvet armchairs scattered about

in intimate two or three-person groupings. Atop each table is a green jade vase of cut yellow swamp lilies. The north and west walls contain doors.

Use of this room is restricted to saints, inner circle monks, and their guests. The door in the west wall leads to the outer sanctum (2-17). That in the north wall leads to the sanctum sanctorum (2-19). The cabinet is stocked with 24 bottles of wine and 50 crystal goblets (worth 500 gold pieces). The books are light reading.

19. Sanctum Sanctorum

The walls and ceiling of this 25-foot by 35-foot room are paneled in golden oak. A gray wool carpet covers the floor. The entire east wall is lined with oak book cases. Hundreds of leatherbound books are visible through the leaded glass of their doors. Against the west wall is a gray metal cabinet, next to which is an oak sidechair. There are doors in each of the other walls. But dominating the room is a huge carved oak desk. Behind the desk is a leather armchair. In front of it are three more chairs upholstered in nubby gray silk.

The metal cabinet holds a computer terminal and opens only to a *saint's ring*. The desk holds writing materials and a hand blaster.

The door in the north wall leads to the secretariat (2-20). That in the west wall leads to the nave (2-1). That in the south wall leads to the inner sanctum (2-18).

Saint Stephen is in this office during the day. He enters any adjacent room in which there is a disturbance in 1-4 rounds.

Saint Stephen: AC 0 (battle armor); HD 10; hp 50; MV 120' (40'); #AT 1; D 3-36 (hand blaster); Save F10; ML 9; AL N; XP 900. In addition to his *temple ring*, Stephen wears a *ring of spell turning* with 12 uses and a *helm of teleportation*.

Stephen is not conditioned to be loyal to the order, but his battle conditioning give him the same immunity to spells as other members of the order. He will fight to save the order that he has built, but, if the battle is clearly lost, he teleports to one of the river boats anchored in The Haven (1-23) and uses the boat to escape Frog Island, returning later to rebuild.

20. Secretariat

A gray wool carpet covers the floor of this 15-foot by 25-foot room. Its walls and ceil-

ing are paneled in dark oak. Open shelves built into the east wall contain 40 two-foot square ledgers bound in green leather. There is a desk in the southwest corner, behind which is a straight-backed oak chair. There are four similar chairs against the north wall. Opposite them is an oak cabinet. There are doors in the west and south walls.

The red ledger books contain the order's financial records, including lists of prisoners (by name) and their disposition. Among the entries in the most recent book is one for "Aleford, Rissa" together with the notation "special treatment." The oak cabinet holds writing materials. The desk contains several spools of green ribbon, a brass seal in the likeness of a frog devouring a struggling human, and a wooden box holding 30 sticks of yellow sealing wax. The seal is that of the order, and is used on all official communications.

The door in the south wall leads to the sanctum sanctorum (2-19). That in the west wall leads to the nave (2-1).

This is the order's secretariat. Here reside its current operating records, and from here come the written orders that cause things to get done. The secretariat is run by Temple Secretary Hugh Karf, assisted by four acolytes who act as runners. Karf and his runners are in this room during the day (except during religious services). They enter any adjacent room in which there is a disturbance in 1-4 rounds.

Hugh Karf: AC 9; HD 6; hp 24; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C6; ML 12; AL C; XP 275. Karf is an inner circle monk and knows the cleric spells *detect evil, protection from evil, hold person, resist fire, and cure disease*.

Acolytes (4): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-4 (mace); Save C1; ML 10; AL C; XP 10 each.

21. Guardian's Office

The walls and ceiling of this 25-foot square room are paneled in white oak. A fine, light blue wool carpet covers the floor. The north wall is lined with oak book cases. Hundreds of leatherbound books are visible through the leaded glass of their doors. Against the east wall is a gray metal cabinet. There is a much smaller oak cabinet opposite it against the west wall. Next to the oak cabinet is a big white oak desk, behind which is a blue

leather armchair. Two similar chairs are set in front of the desk.

The metal cabinet opens only to a *saint's ring*. Inside is a computer terminal. The oak cabinet is an emergency armory with four heavy blasters, two hand blasters, six spare power packs, six swords, and four maces. There is also a locked steel box in the oak cabinet holding two inner circle and six outer circle rings.

Lynn Raupp is present during the day. Wherever Raupp is, there too is her pet displacer beast, Schroedinger. Raupp and her pet enter the nave 1-4 rounds after any disturbance starts in that area. They always attack intruders enthusiastically. Raupp breaks off combat only if the fight is clearly lost, in which case, she retreats to a convenient area to gather new forces and then returns to the attack. Raupp's pet is programmed to be intensely loyal to Raupp. He will defend her to the death, and avenge her if she is killed.

Lynn Raupp: AC 0 (battle armor); HD 11; hp 44; MV 120' (40'); #AT 1; D 3-36 (hand blaster); Save F11; ML 10; AL N; XP 1100. Raupp wears a *scarab of protection* with six uses. Like Saint Stephen, Raupp has undergone battle conditioning that make her immune to the same spells as other members of the order.

Schroedinger: AC 4; HD 6*; hp 54; MV 150' (50'); #AT 2 tentacles; D 3-8/2-8; Save F6; ML 12; AL N; XP 500.

22. Chancellory

The walls and ceiling of this 25-foot square room are paneled in white oak. A fine, pale green wool carpet covers the floor. The south wall is lined with oak book cases. Hundreds of leather-bound books are visible through the leaded glass of their doors. Against the east wall is a gray metal cabinet. There is a similar cabinet against the west wall. Next to the latter is a big white oak desk, behind which is a padded green leather armchair. Two similar chairs are set in front of the desk.

The cabinet against the east wall contains a computer; it opens only to a *saint's ring*. The other cabinet hides a vault partially sunk into the floor. The vault is made of 1/16-inch collapsium, a superdense armor plating that is immune to damage from any weapons in Blackmoor (including alien blasters). It opens only to Mendel's or Saint Stephen's

ring. Inside are eight large sacks and an ebony box. One sack holds 500 copper pieces. One holds 600 silver pieces. Three others each hold 500 gold pieces. The remaining two each hold 600 platinum pieces. The interior of the ebony box contains a black velvet pillow in which are cushioned 12 small emeralds worth 2,500 gold pieces each.

Dygard Mendel is in this office during the day, except during religious services. Mendel dislikes fighting and avoids combat if at all possible. If cornered, he will fight back. Otherwise, he attempts to run.

Dygard Mendel: AC 0 (battle armor); HD 2; hp 10; MV 120' (40'); #AT 1; D 3-36 (hand blaster); Save F2; ML 8; AL N; XP 20.

23. Librarian's Quarters

The floor of this 25-foot square room is covered with a black wool carpet. The west and south walls are lined with open bookcases containing leather-bound books and lacquered scroll cases. There is an oak cabinet against the north wall and a similar cabinet occupies the northeast corner. An oak bed dominates its southeast corner. Between the bed and the corner cabinet, angled to face the door, is an oak desk with a carved oak armchair. There is a black velvet armchair in the southwest corner.

Most of the books and scrolls in the shelves are of no interest, but there is a rare copy of Friar Hyckum's shocking tale *Dragons of Depravity*, worth 1,000 gold pieces.

The double-doored corner cabinet is locked and wizard-locked. Inside are two scrolls, a spell book, and an iron-bound oak chest. One scroll is a *cursed scroll* that turns the reader into a (very small) frog. The other is a *magic user spell scroll* containing the spells *fly, conjure elemental, and lower water*. The chest holds 800 gold pieces.

These are the quarters of Vidor Strang. Though Strang is an honorary inner circle monk and wears an *inner circle ring*, he is not a cleric, but a magic-user, and the spell book is his. He is also the temple librarian and archivist. He is always in this room, though he enters the library in 1-4 rounds if there is a disturbance there. Strang believes that the keepers have become corrupt, and he would like to see them destroyed for the good of the order. Though he will fight to preserve the order as a whole, there is a 10% chance that he will help intruders penetrate the dungeons by

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showing them the secret door to the monks' stair (2-3).

Vidor Strang: AC 9; HD 8; hp 32; MV 120' (40'); #AT 1; D 1-4 (dagger); Save M8; ML 10; AL C; XP 650. Strang wears a ring of spell turning with 3 uses. He knows the magic-user spells protection from evil, read languages, read magic, invisibility, knock, wizard lock, dispel magic, fireball, polymorph others, and polymorph self.

24. Library

The walls of this 25-foot square room are lined with golden oak book cases, except where the north, east and south walls are each pierced by a door. The western half of the room contains six free-standing oak book cases. All are tightly packed with old leather-bound volumes and lacquered scroll cases. Three polished oak tables with flanking benches are distributed over the eastern half of the room. The chamber's floor is covered by a worn green carpet.

The volumes in this library are all theological in nature. The door in the north wall leads to the main store room (2-25). That in the east wall leads to the nave (2-1). That in the south wall leads to the librarian's quarters (2-23).

There are always six acolytes present. Any disturbance in the nave draws them to that area in 1-4 rounds.

Acolytes (6): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C1; ML 10; AL C; XP 10 each.

25. Main Store Room

The east, west, and south walls of this 25-foot by 15-foot storage area are lined with three-foot deep, ceiling-high shelves holding innumerable bundles, boxes, bins, crocks, and shrouded piles of material. Half a dozen pine crates are scattered about the floor. The shelves in the east and south walls have gaps to accomodate a pair of doors.

This general storage area contains wooden boxes and bins of torches, candles, wood scraps, nails, spikes, hooks, screws, pins, and the like. The crocks hold beeswax, lye, soap, and other cleaning supplies. The shrouded piles are disassembled furniture. The half-empty crates contain straw.

Pressing a loose stone high in the middle of

the north wall opens a secret door to the monks' stair (2-3). The door in the south wall goes to the library (2-24). That in the east wall goes to the robing room (2-16).

SECOND FLOOR

Most of this floor is an open balcony that overlooks the nave (2-1). Unless otherwise noted, all ceilings are 10 feet high.

26. Choir Loft

This open, 20-foot high U-shaped loft looks out over the temple nave some 30 feet below. It is surrounded by a heavy railing, and four ramps give access to seating in a bank of 20-foot pews around the inside of the U. Its floor is covered by a white lambs' wool carpet. Thick white wool curtains embroidered with tiny frogs conceal the outer wall of the U-shaped loft.

When services aren't in progress, the loft is empty and the curtains are gathered to reveal the doors on the outside of the U. During services, the curtains are closed, except in front of the booths (3-35, 3-36, 3-38, and 3-39), and the loft is occupied by 60 members of the temple choir (10 members of the outer circle, 30 acolytes, and 20 lay brothers). Pressing a certain stone in the northeast wall of the loft causes a section of the wall to swing inward, revealing the steps leading down to the vault (2-4).

27. Meeting Room

This 10-foot by 30-foot room is paneled in dark oak that matches the 15-foot oak table and flanking benches that are its central feature. The east and west walls each contain a single door.

28. Second Floor Latrine

The floor, ceiling, and walls of this 10-foot square room are covered with one-inch square green and yellow tiles. There is a white porcelain basin with brass fittings in the room's southwest corner. It is half-filled with water. Built into the room's east wall is a waist-high, slate-topped white oak cabinet. Recessed in the cabinet's green-veined black slate top is another basin with different brass fittings. There is a yellow stoneware pot of soap atop the cabinet.

The first "basin" is a flush toilet. The second is a sink. The unlocked cabinet holds a basket of thin paper sheets.

29. Second Floor Slop Room

The floor, walls, and ceiling of this 15-foot square room are covered with one-foot square slabs of green-veined black slate. Built into the west wall is a waist-high, slate-topped pine cabinet. Recessed in the slate top are three white porcelain basins with brass fittings. Hanging from brass hooks in the north wall are assorted cleaning implements.

The basins are sinks. The unlocked cabinet holds brown stoneware crocks of soap, lye, and beeswax. Next to them is an oak bucket filled with cleaning rags.

30. Choir Master's Quarters

Dark oak paneling covers the walls and ceiling of this 15-foot by 25-foot room. A dark brown carpet covers the floor. Ceiling-high oak shelves in the north wall hold scores of thick black lacquer cases and a few books. The room's southwest corner contains a bed and night table. The northwest corner contains a brown leather armchair. There is a tall, double-doored oak wardrobe to the right of the door.

Choir Master Pocheb Bosc occupies these quarters between midnight and dawn. See 2-14 for his attributes.

The black lacquer cases hold sheet music. A leather sack in the wardrobe holds 300 gold pieces.

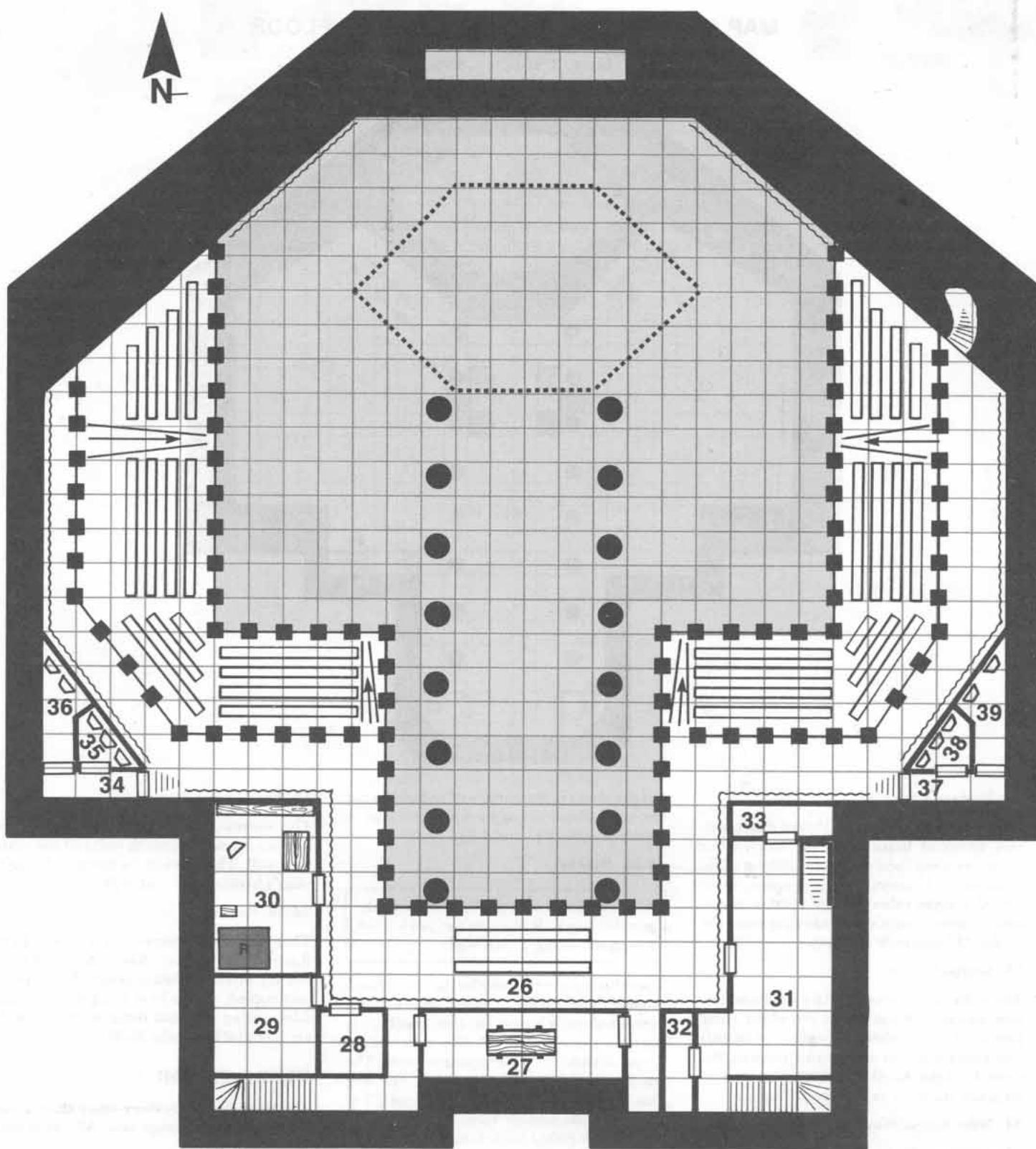
31. Changing Room

The walls and ceiling of this 15-foot by 45-foot room are paneled in dark oak. There are two doors in the west wall and one door in the north wall. The room's northeast and southwest corners each contain a flight of stairs.

Before and after services, this room serves as a changing room for members of the choir; present at such times are 30 acolytes, 20 lay brothers, and 10 outer circle members, all unarmed. At other times, it is empty. The southwest stairs go down to the hall of saints (2-12); the northeast stairs go up to the Hall of Toil (4-40).

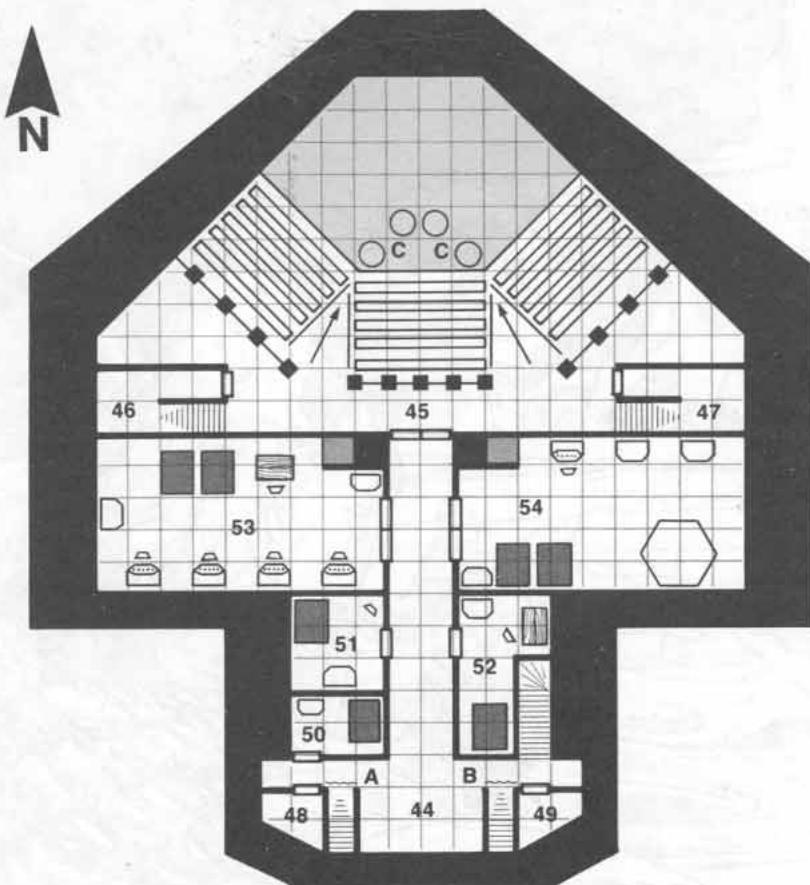
MAP 3: TEMPLE OF THE FROG - SECOND FLOOR

Scale: 1 Square = 5 Feet



MAP 5: TEMPLE OF THE FROG - FOURTH FLOOR

Scale: 1 Square = 5 Feet



Saint Stephen is wont to observe his realm from this pleasant balcony. It is here too that he pursues one of his hobbies—watching the wild draco lizards that inhabit Frog Swamp. In order to draw the lizards near, Stephen has the temple staff regularly feed them. Slightly concave stone projections built into the balcony at A and B are filled with fresh meat before both daily services, drawing the winged predators to the temple. Once the meat is gone, the dracos tend to stay in the area, though they don't remain on the balcony. However, since they have come to associate the balcony with food, they do sometimes dive on those they see standing on it. There is a 25% chance that a party of intruders who enter this area are attacked by four draco lizards.

Draco Lizards (4): AC 5; HD 4+2; hp 22; MV 120' (80'), glide 150' (50'); #AT 1 bite; D 1-10; Save F3; ML 7; AL N; XP 125.

The double doors in the north wall open only to Saint Stephen's ring or to a knock spell; they can't be forced.

61. Saint Stephen's Room

This 10-foot by 20-foot room is packed with arcane machines of metal and glass.

These are items of alien equipment salvaged from Stephen's lifeboat. Among them are two autoblasters, large wheeled, swivel-mounted blasters that do 8-48 points of damage at a range of 320 feet and that can be used to make three attacks per round. Unlike other

blasters, these two don't have power packs. Instead they draw power from the power plant (or auxiliary). The cables connecting them to the power plant are just long enough so that they can be wheeled to the edge of the balcony to fire down at an attacking foe.

The room is guarded by a cyborg named Norn who is programmed to kill anyone except Stephen who enters the room.

Norn: AC 0; HD 20; hp 8; MV 120' (80'); #AT 1 fist or weapon; D 3-30 or 4-48 (heavy blaster); Save F10; ML 12; AL N; XP 2,000. Norn has infravision, and can breathe underwater. He can be damaged only by magic items or spells. He is immune to *sleep*, *charm*, and *hold spells*.

40. Hall of Toil

Heavy canvas curtains cover archways in the west and south walls of this hall. The archway in the west wall leads to the main equipment space (4-41). That in the south wall leads to a stairwell whose stairs go down to the robing room (3-31) and up to the Hall of Peace (5-44).

41. Main Equipment Space

A double row of pillars marches down the center of this huge room, whose walls are lost in shadow. Here and there, the light from the glowing stones in the ceiling reflects off some outlandish machine. Greasy cables slither along the floor in all directions. Half a dozen large, boxy metal columns are centered near the room's north edge.

This space is both a storage area for alien equipment being refurbished for use in the temple and the main accessway for electrical repairs. The cables include electrical and communications lines. The metal columns are air shafts. All of the fireplaces, stoves, and air vents in the temple are connected to these oversized shafts. Secret doors in the shafts are triggered by twisting a metal protrusion. Inside, the shafts are packed with a fibrous material that acts like a filter. While it is possible to hide in the shafts, they can't be used to travel between floors since the shafts with which they connect are too small for humans.

42. Unfinished Latrine

The 10-foot square room before you is bare, dusty, and obviously disused.

43. Unfinished Slop Room

The 10-foot square room before you is bare, dusty, and obviously disused.

FOURTH FLOOR

Guests and those who don't have appropriate business on the fourth floor are allowed there only under escort. Except in the upper loft, ceilings are 15 feet high.

44. Hall of Peace

This T-shaped hall is paneled in white oak. A gray and white wool carpet covers the floor. There seem to be doors or archways everywhere.

The stairs at A and B go up to the priests' walk (6-60). There are two guards stationed beside the archway opposite the door to the fourth floor slop room (5-49). They have orders to detain unauthorized persons who enter this area.

Guards (2): AC 5 (chainmail); HD 5; hp 25 each; MV 120' (40'); #AT 1; D 8-48 (heavy blaster) or 1-8 (sword); Save F5; ML 10; AL C; XP 175 each.

Any disturbance in this hall draws the occupants of rooms 5-50, 5-51, and 5-52 in 1-4 seconds and causes the alarm to be sounded, if the computer is still working.

45. Upper Loft

This open, 40-foot high loft looks down on the temple nave 50 feet below. It is surrounded by a heavy railing, and two ramps give access to seating in a bank of 20-foot pews set on steep risers. There is a large double-door at the back of the loft, and smaller doors are set in jogs in the east and west walls.

46-47. Stairs

The west stairs go up to the west walkway (6-55). The east stairs go up to the east walkway (6-56).

48. Fourth Floor Bathroom

The floor, ceiling, and walls of this 10-foot square room are covered with one-inch square black and gold tiles arranged in an abstract pattern. There is a curious glass booth containing gold fittings in the northwest corner. A white porcelain basin with gold fittings occupies the southwest corner. It is half-filled with water. Built into the east wall is a waist-high, marble-topped golden oak cabinet. Recessed in the cabinet's black-veined gray marble top is another white porcelain basin with different gold fittings. Atop the cabinet is a jade pot of scented soap.

The glass booth is a shower. The basins are a flush toilet and sink, respectively. The unlocked cabinet holds a stack of towels and a woven basket full of sheets of thin paper. The jade pot is worth 100 gold pieces; the gold fittings, 300.

49. Fourth Floor Slop Room

The floor, walls, and ceiling of this 10-foot square room are covered with one-foot

square slabs of gray-veined black slate. The east wall contains a waist-high, slate-topped pine cabinet. Recessed in its slate top is a white porcelain basin with brass fittings.

The basin is a sink. Inside the unlocked cabinet is a brown stoneware crock of soap. Next to it is a copper bucket filled with cleaning rags.

50. The Guardian's Quarters

The stone walls of this spartan 10-foot by 15-foot room are unadorned. There is a bed in the northeast corner and an oak wardrobe in the northwest corner. At the foot of the bed is a shallow 2-foot by 3-foot box filled with sand.

These are Lynn Raupp's quarters. She and her pet are present between midnight and dawn. See 2-21 for their attributes. The sandbox is Schroedinger's.

51. The Chancellor's Quarters

The oak paneling on the walls and ceiling of this 15-foot square room and the brown wool carpet covering the floor are the only signs of luxury. An oak bed occupies the northwest corner, and a brown cut velvet armchair occupies the northeast corner. There is an oak wardrobe against the south wall.

Dygard Mendel's occupies these quarters from midnight to dawn. See 2-22 for his attributes.

52. The High Priest's Quarters

The walls and ceiling of this L-shaped room are paneled in white oak, and there is a white carpet on the floor. A white oak four-poster occupies the southeast corner. There is a wardrobe against the north wall, and a writing desk and chair in the northeast corner.

Saint Stephen is in these quarters between midnight and dawn. See 2-20 for his attributes.

In addition to its other contents, the wardrobe holds an alien backpack containing 30 iron rations, a full waterskin, a 50-foot rope, and a purse holding 50 gold pieces. Ever prepared, Saint Stephen keeps these items ready against the day when he may have to make a fast getaway from the temple.

THE TEMPLE OF THE FROG

53. The Computer Room

The walls, floor, and ceiling of this 25-foot by 45-foot room are covered with two-foot smooth, gleaming white panels of an unknown material. The entire ceiling glows with an intensely bright light. There are two iron beds, an oak desk, an oak chair, and an oak wardrobe against the north wall. Four open metal cabinets line the south wall. In front of each open cabinet is a white oak side chair. Centered against the west wall is a tall metal cabinet containing a single blinking red light.

The cabinets against the south wall are terminals attached to the computer set against the west wall. The unlocked desk contains a drawer full of strange tools and computer parts. The wardrobe contains a saint's robe, two inner circle robes, and a chest holding 200 platinum pieces. Temple Magus Willis Strom and his apprentice computerman occupy this room.

Willis Strom: AC 0 (battle armor); HD 2; hp 20; MV 120' (40'); #AT 1; D 3-36 (hand blaster); Save F2; ML 7; AL N; XP 20.

Apprentice Computerman: AC 0 (battle armor); HD 3; hp 12; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C3; ML 12; ALC; XP 75. This individual is an inner circle monk and knows the cleric spells *detect evil* and *protection from evil*.

Computer: AC 0; HD 10; hp 40; MV 0 (0); #AT 1 electric shock; D 8-48; Save F5; ML 12; AL N; XP 1,100. The computer is similar to a stationary golem. It can be damaged only by magic weapons or spells, and is immune to poison, paralysis, petrification, and breath attacks and to sleep, charm, and hold spells. To keep fools from tampering with it, Willis Strom has run a current through its insulated cabinet. Anyone but Saint Stephen, Willis Strom, or his apprentice computerman who touches the computer with his body or with a weapon or tool sustains 8-48 points of damage from electric shock.

Anyone can use a terminal keyboard to talk to the computer. The computer will answer questions posed by anyone using a terminal by displaying data on the screen, but it takes orders affecting temple operations only from the aliens, the apprentice computerman, and the attendant in the command center (2-15). It is possible for anyone who knows the one-word I.D. code of one of these individuals to

communicate orders and information requests to the computer using the intercom system. When communicated with in this fashion, the computer replies over the intercom. The aliens can also communicate using their implants. In order of preference, the computer obeys Saint Stephen, Willis, Raupp, Mendel, Kirk, the apprentice computerman, and the attendant.

Neither Strom nor his apprentice are fighters by nature, but both will fight to the death to protect the computer. If intruders draw near the computer room, they barricade themselves inside instead of venturing out to join the fight.

54. The Power Plant

The walls, floor, and ceiling of this 25-foot by 45-foot room are covered with two-foot smooth, gleaming white panels of an unknown material. The entire ceiling glows with an intensely bright light. There are two iron beds and a wardrobe against the south wall. An open metal cabinet and two other tall metal cabinets are set against the north wall. There is an oak side chair in front of the open cabinet. The room's entire southeast corner is occupied by a featureless, ceiling high, metal tank.

The open cabinet is a computer terminal. The other cabinets are monitoring devices. In addition to its other contents, the wardrobe holds a suit of leather armor and three inner circle robes.

The metal tank is a sealed power plant, sheathed in collapsium. It can sustain up to 48 points of damage before it shuts down, but can be harmed only by magic. If both the power plant and its auxiliary in the command center (2-15) shut down, then all alien devices installed in the temple except for the glow panels immediately shut down.

An apprentice powerman is always on duty in this room.

Apprentice Powerman: AC 0 (battle armor); HD 3; hp 12; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C3; ML 12; AL C; XP 75. This inner circle monk knows the cleric spells *detect evil* and *protection from evil*.

FIFTH FLOOR

The fifth floor other than the east and west walkways (6-55 and 6-56) is restricted to aliens and members with assigned tasks. The walkways have 10-foot ceilings. The other areas have 15-foot ceilings.

55-56. Walkways

The west walkway connects the west stairs (5-46) with the stairs leading to the observation deck (7-62). The east walkway connects the east stairs (5-47) with the stairs leading to the observation deck.

57. Machine Shop

This 50-foot by 60-foot room is crammed with strange machines that whir and buzz and click. Most of the room's southern third is occupied by a huge hexagonal tank, and there are two thick metal shafts in the middle of the remaining floor space. There is a double door in the north wall. Stairs in alcoves in the east and west walls lead to two other doors.

The machines include laser drill presses, milling machines, lathes, stampers, heat treatment units, and other, even more esoteric alien devices. During the day, there are five acolytes hard at work in this area. At night, it is empty.

Acolytes (4): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-4 (club); Save C1; ML 10; AL C; XP 10 each. In combat, the acolytes use metal tools as clubs.

58. Cistern

Catch basins in the temple roof keep this 15-foot deep cistern filled with water. The catch basins' outlets are only a few inches across (too small to be entered). Plastic pipe carries water from the cistern through the temple walls to all sinks, toilets, and showers.

59. Main Lighting Space

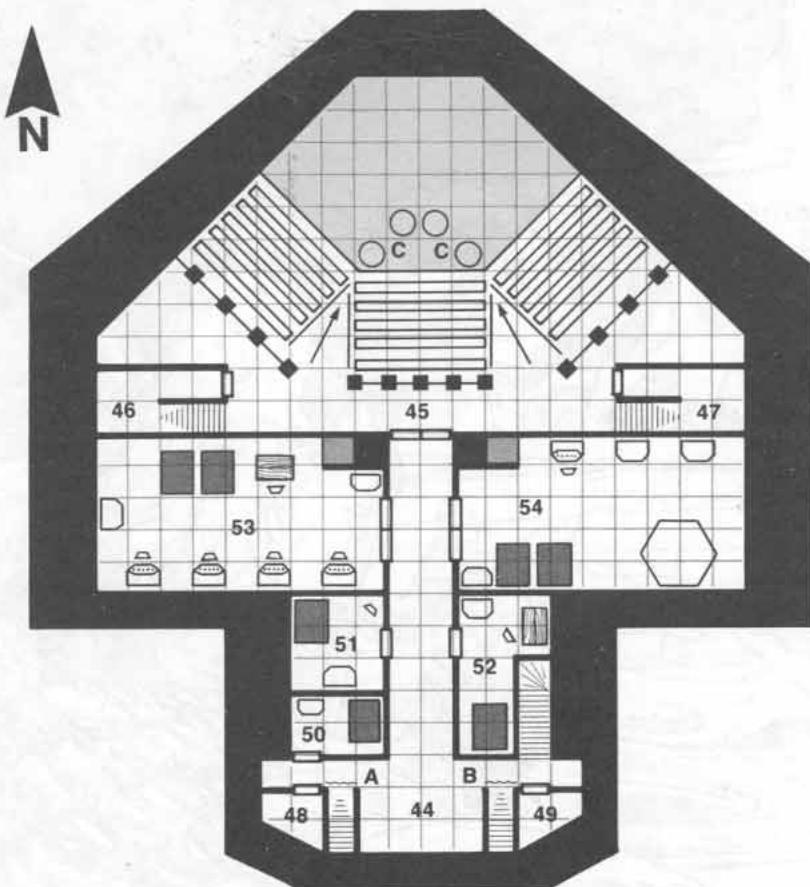
This area is a jungle of electrical cables. The accent lights used in religious services are secured to ports cut in the floor and accessed via trapdoors. It is possible to drop through these trapdoors into the nave 90 feet below.

60. The Priests' Walk

This 20-foot by 50-foot balcony is the "mouth" of the frog-shaped temple. Overhead, an overhanging limestone ledge forms the upper part of the mouth. The floor of the balcony is the lower half. The surrounding by a three-foot high by four-foot thick limestone railing forms a prominent froggy lip. The north wall, forming the back of the mouth, contains a double door of bluish-green bronze.

MAP 5: TEMPLE OF THE FROG - FOURTH FLOOR

Scale: 1 Square = 5 Feet



Saint Stephen is wont to observe his realm from this pleasant balcony. It is here too that he pursues one of his hobbies—watching the wild draco lizards that inhabit Frog Swamp. In order to draw the lizards near, Stephen has the temple staff regularly feed them. Slightly concave stone projections built into the balcony at A and B are filled with fresh meat before both daily services, drawing the winged predators to the temple. Once the meat is gone, the dracos tend to stay in the area, though they don't remain on the balcony. However, since they have come to associate the balcony with food, they do sometimes dive on those they see standing on it. There is a 25% chance that a party of intruders who enter this area are attacked by four draco lizards.

Draco Lizards (4): AC 5; HD 4+2; hp 22; MV 120' (80'), glide 150' (50'); #AT 1 bite; D 1-10; Save F3; ML 7; AL N; XP 125.

The double doors in the north wall open only to Saint Stephen's ring or to a knock spell; they can't be forced.

61. Saint Stephen's Room

This 10-foot by 20-foot room is packed with arcane machines of metal and glass.

These are items of alien equipment salvaged from Stephen's lifeboat. Among them are two autoblasters, large wheeled, swivel-mounted blasters that do 8-48 points of damage at a range of 320 feet and that can be used to make three attacks per round. Unlike other

blasters, these two don't have power packs. Instead they draw power from the power plant (or auxiliary). The cables connecting them to the power plant are just long enough so that they can be wheeled to the edge of the balcony to fire down at an attacking foe.

The room is guarded by a cyborg named Norn who is programmed to kill anyone except Stephen who enters the room.

Norn: AC 0; HD 20; hp 8; MV 120' (80'); #AT 1 fist or weapon; D 3-30 or 4-48 (heavy blaster); Save F10; ML 12; AL N; XP 2,000. Norn has infravision, and can breathe underwater. He can be damaged only by magic items or spells. He is immune to *sleep*, *charm*, and *hold spells*.

THE TEMPLE OF THE FROG



SIXTH FLOOR

This area is forbidden to everyone except aliens and those who accompany them. All its rooms have 15-foot ceilings.

62. Observation Deck

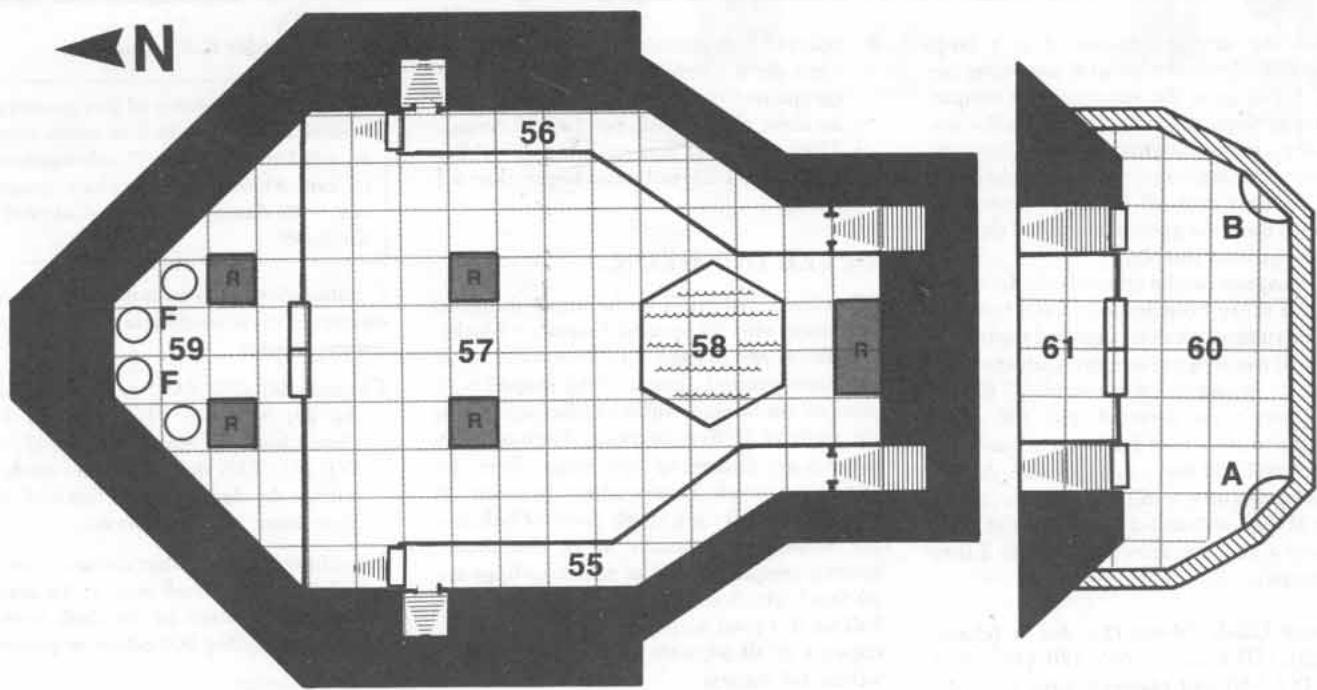
This room appears to be a corridor. Stone bays at A and B are actually view ports shielded from the elements by clear convex plastic sheets. From outside, these bulging plastic shields look like the pop eyes of a frog. The collapsium door between this area and the Mind of the Frog (7-63) opens only to one of the aliens' rings or to a knock spell. It can't be forced.

63. Mind of the Frog

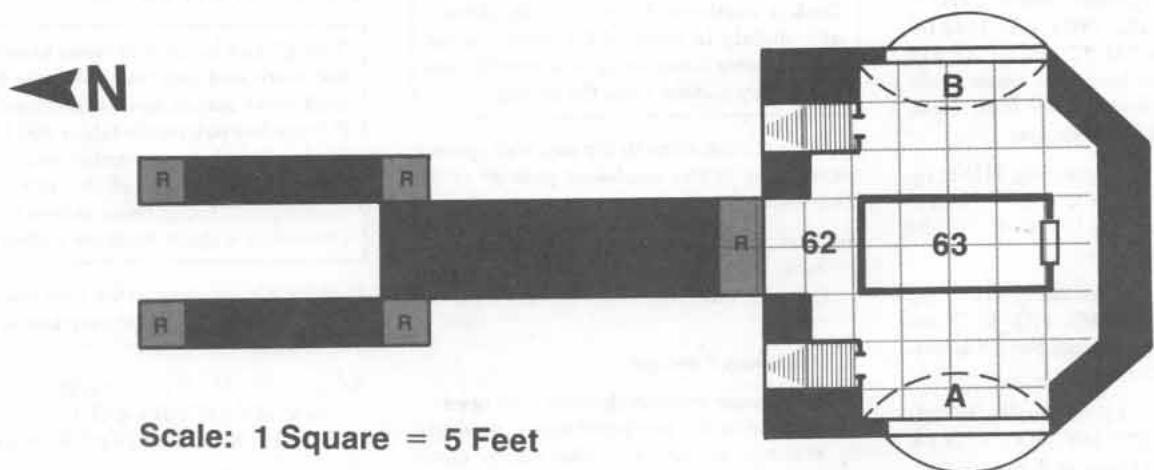
This entire 10-foot by 20-foot room appears to be a single machine whose entire purpose is focused on something that looks like a chair built into the north wall.

The room is, in fact, a single vast machine, a mind-control device that Stephen uses to condition members of the order as described in the *Heart of Darkness* portion of this module.

MAP 6: TEMPLE OF THE FROG - FIFTH FLOOR



MAP 7: TEMPLE OF THE FROG - SIXTH FLOOR



Scale: 1 Square = 5 Feet

THE TEMPLE DUNGEON

Beneath the temple compound is a large dungeon cut from the natural limestone bedrock. Here, as in the aboveground temple, alien technology provides light, ventilation, plumbing, environmental control, security, and communications. Unless otherwise noted, assume that all lockers, wardrobes, and desks have the same contents as those in the aboveground temple.

The dungeon can be entered only by saints and those other Froggies who have business there. Intruders risk detection and capture as a result of random encounters with the temple staff or members of the order. If the intruders aren't yet detected, roll 1d6 every other turn to see if they have an encounter; if detected, roll 1d6 every turn instead. An encounter occurs on a result of 1. Determine the nature of each encounter by rolling 1d4 if the intruders aren't yet detected and 1d8 if they are detected.

- 1 Outer Circle Monk (1): AC 5 (chainmail); HD 4; hp 20; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 11; AL C; XP 75. The monk knows the cleric spells *detect evil*, *protection from evil*, and *bless*.
- 2 Inner Circle Monk (1): AC 5 (chainmail); HD 5; hp 25; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C5; ML 12; AL C; XP 175. The monk knows the cleric spells *detect evil*, *protection from evil*, *bless*, and *hold person*.
- 3 Keepers (2): AC 7 (leather armor); HD 6; hp 24 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C6; ML 12; AL C; XP 275 each. The monks know the cleric spells *detect evil*, *protection from evil*, *bless*, *hold person*, and *cause disease*.
- 4 Soldiers (4): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.
- 5 Soldiers (8): AC 5 (chainmail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.
- 6 Soldiers (12): AC 5 (chainmail); HD 3; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.
- 7 Special: The intruders encounter eight soldiers per a 5 result. They are accompanied by an outer circle monk and an inner circle monk, per 1 and 2 results.

- 8 Special: The intruders encounter 12 soldiers per a 6 result. The soldiers are accompanied by an outer circle monk and an inner circle monk, per 1 and 2 results. They are also accompanied by either Lorca (see 1-25) or by two keepers per a 3 result.

UPPER DUNGEON

All ceilings and walls in the upper dungeon are faced with 500-pound limestone blocks. The floors are flagged with limestone. As in the aboveground temple, frog-shaped wall sconces containing white candles are set in the walls at 10-foot intervals. Here too, the candles are unused as light comes from the alien glow panels. Unless otherwise noted, all doors are cut from a single piece of oak and are sealed electronically as in the aboveground temple. Except as noted, ceilings are 20 feet high. A disturbance in any room or hall on this level automatically draws the occupants of all adjacent rooms into the area within 1-6 rounds.

1. South Concourse

The two stairwells in this corridor lead to the top of the Temple Gate (1-4A).

2. Southwest Guard Room

This 15-foot by 20-foot room has doors in the north and west walls. A large hooded cook stove stands against the south wall. Fifteen-foot oak trestle tables and benches flank a north-south center aisle. Above and slightly in front of the stove, metal cooking gear hangs from an iron rack suspended by a chain from the ceiling.

Pushing a loose stone in the east wall opens a secret door to the southwest passage (8-3). Two soldiers are present.

Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

3. Southwest Passage

Pulling a loose stone in the west wall opens a secret door to the southwest guard room (8-2). Stairs at the passage's other end go down to a double door that opens onto the lower dungeon's south tunnel (9-54).

4. Southwest Stairwell

Stairs wind upward counterclockwise to the top of the southwest tower (1-5) and down clockwise to the southwest barracks (9-63).

5. Commander Rill's Quarters

The southwest corner of this sparsely furnished 10-foot by 30-foot room contains an oak bed with a small oak wardrobe at its foot. An oak desk and chair occupy the east wall. Assorted furs are scattered over the floor.

Commander Rill, who is in charge of the men quartered in the southwest barracks (9-63), is always present.

Commander Rill: AC 5 (chainmail); HD 5; hp 25; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C5; ML 12; AL C; XP 175. This short, fat inner circle monk knows the cleric spells *detect evil*, *remove fear*, *bless*, and *hold person*.

In addition to their other contents, the wardrobe holds a chainmail shirt and a *mace +1*, and a deep drawer in the desk contains a small sack holding 200 electrum pieces.

6. Wine Cellar

Two oak tuns stand against the south wall of this 20-foot square room. The north wall and part of the east and west walls hold racks of dusty bottles.

One tun holds ale. The other contains a cheap, rough red wine. The bottles contain various types of red and white wine.

7. Southeast Guard Room

This 15-foot by 20-foot room has doors in the north and east walls. A large hooded cook stove stands against the south wall. Fifteen-foot oak trestle tables and benches flank a north-south center aisle. Above and slightly in front of the stove, metal cooking gear hangs from an iron rack suspended by a chain from the ceiling.

Pushing a loose stone in the west wall opens a secret door to the southeast passage (8-8). Two soldiers are present.

Soldiers (2): AC 5 (chainmail); HD 2; hp 8 each; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20 each.

8. Southeast Passage

Pulling a loose stone in the east wall opens a secret door to the southeast guard room (8-7). Stairs at the passage's other end go down to a double door that opens onto the lower dungeon's south tunnel (9-54).

9. Southeast Stairwell

Stairs wind upward counterclockwise to the top of the southeast tower (1-6) and down clockwise to the southeast barracks (9-84).

10. Commander Zik's Quarters

The southeast corner of this sparsely furnished 10-foot by 30-foot room contains an oak bed with a small oak wardrobe set at its foot. An oak desk and chair occupy the west wall.

These are the quarters of Commander Zik, the inner circle monk who is in charge of the men quartered in the southeast barracks (9-84). He is never present, preferring to stay with his men.

11. South Concourse Wash Room

The floor, ceiling, and walls of this 20-foot square room are covered with one-inch square green tiles. Four curtained stalls are built into the south wall. White porcelain basins with brass fittings are recessed into the green-veined black slate counter tops of waist-high, slate-topped, white oak cabinets in the east and west walls.

The curtained stalls contain flush toilets. The basins are sinks. The unlocked cabinets each hold crocks of soap and lye and a woven basket full of sheets of thin paper.

12. East Concourse

This is an empty hallway.

13. Rector's Day Room

An oak desk faces the door in the north wall of this 10-foot by 20-foot room. Behind the desk is a brown leather armchair. Two oak chairs face the desk.

There is an acolyte behind the unlocked desk during the day.

Acolyte (1): AC 9; HD 1; hp 6; MV 120' (40'); #AT 1; D 1-2 (fist); Save C1; ML 10; AL C; XP 10.

14. Rector's Study

The floor of this 20-foot by 40-foot room is covered by a green wool carpet. A large, intricately carved oak desk is angled to face the room from the northeast corner. Behind it is a green leather armchair.

There are three oak side chairs in front of it. The north wall is lined with empty oak bookcases. The west wall contains a metal cabinet.

The metal cabinet holds a computer terminal; it opens only to a *saint's ring*. Rector Brand Kirk is always present except during services and between midnight and dawn.

Brand Kirk: AC 0 (battle armor); HD 5; hp 25; MV 120' (40'); #AT 1; D 3-36 (hand blaster); Save F5; ML 10; AL N; XP 175. In addition to his *temple ring*, Kirk wears a *ring of spell storing* containing the magic-user spells *charm monster, ice storm/wall, animate dead, teleport, disintegrate, and stone to flesh**.

Kirk is a skilled fighter, but, like all of the aliens except Raupp, prefers to let the locals do most of the bleeding and dying. If involved in combat, he stays well back from the melee, using his blaster and his ring to back up his troops. If the fight is clearly lost, he retreats (using his magic ring to teleport to another location in the temple, if possible). This does not mean that Kirk is a coward, by any means. He is perfectly willing to risk his life to save his cushy position at the temple, and will organize a new assault on the intruders each time an attack fails.

15. Rector's Bed Chamber

The stone walls of this spartan 10-foot by 20-foot room are unadorned. Its sole furniture is an oak four-poster in the southwest corner and a side chair against the north wall.

Brand Kirk is present from midnight to dawn.

16. Rector's Closet

In addition to standard wardrobe contents, this closet holds an iron-bound oak chest containing 100 platinum pieces, 100 electrum pieces, and 300 gold pieces.

17. Secretary's Quarters

An iron cot against the east wall and a pine wardrobe against the north wall are the sole furnishings of this 10-foot by 20-foot room. An icon on the west wall shows a frog bathed in a heavenly light.

Temple Secretary Hugh Karf (an inner circle monk) occupies these quarters from midnight

to dawn. See 2-20 for his attributes.

18-20. Monks' Quarters

Anchored to the east wall of this 10-foot by 20-foot room are two iron double-decker bunks. There is a tall pine wardrobe against the north wall.

These quarters are assigned to outer circle monks. Two of them are present at night and one during the day. A disturbance in one of these cells causes the monks in the other two cells to arrive to investigate after 1-4 rounds.

Outer Circle Monks (2): AC 7 (leather armor); HD 4; hp 16 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C4; ML 11; AL C; XP 75 each. The monks know the cleric spells *detect evil, protection from evil, bless*.

21-24. Junior Keepers' Quarters

Set against the west wall of this 10-foot by 20-foot room are two iron three-tiered bunks. There is an oak wardrobe against the south wall.

These quarters are assigned to keepers, two of whom are present. A disturbance in one of these cells causes the monks in the other three cells and in cells 25-28 to arrive to investigate after 1-4 rounds.

Keepers (2): AC 7 (leather armor); HD 6; hp 24 each; MV 120' (40'); #AT 1; D 1-6 (mace); Save C6; ML 12; AL C; XP 275 each. The monks know the cleric spells *detect evil, protection from evil, bless, hold person, and cause disease*.

25-28. Senior Keepers' Quarters

Set against the west wall of this 10-foot by 20-foot room are two iron three-tiered bunks. There is an oak wardrobe against the north wall.

These quarters are assigned to keepers, one of whom is present. A disturbance in one of these cells causes the monks in the other three cells and in cells 21-24 to arrive to investigate after 1-4 rounds.

Keeper (1): AC 7 (leather armor); HD 7; hp 28; MV 120' (40'); #AT 1; D 1-6 (mace); Save C7; ML 12; AL C; XP 450. The monk knows the cleric spells *detect evil, protection from evil, remove fear, bless, hold person, striking, and cause disease*.

THE TEMPLE DUNGEON

29. Monk's Hall

This is an empty hallway. The door in the west wall opens only to a saint's ring or a keeper's ring. Any suspicious noise in this hall (as of a door being forced) causes two monks per round from rooms 21-28 to enter the hall to investigate.

30. Chief Keeper's Office

The north wall of this L-shaped 10-foot by 20-foot room is lined with shelves containing assorted scroll cases. There is a battered oak desk angled to face the room from the southeast corner. Behind it is a brown leather armchair. Two similar chairs face the desk.

This is the chief keeper's office, but he is never present. The scroll cases contain religious scrolls.

31. Northeast Washroom

The floor, ceiling, and walls of this 10-foot by 20-foot room are covered with one-inch square yellow tiles. Two curtained stalls are built into the north wall. Two white porcelain basins with brass fittings are recessed into the yellow-veined black slate counter top of a waist-high white oak cabinet in the east wall.

The curtained stalls contain flush toilets. The basins are sinks. The unlocked cabinet contains a stoneware pot of soap, a crock of lye, a long-handled brush, and a woven basket of thin paper sheets.

32. Commander Mor's Quarters

This 10-foot by 30-foot room contains an oak bed in the northwest corner, a small oak wardrobe against the west wall, and a brown leather armchair against the east wall. There is a pile of scrolls on the floor beside the bed.

Commander Mor, who is in charge of the men quartered in the northeast barracks (9-77), occupies this room except during religious services and between sundown and midnight (when he is in Frog Town).

Commander Mor: AC 5 (chainmail); HD 5; hp 20; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C5; ML 12; AL C; XP 175. This burley inner circle monk knows the cleric spells *detect evil*, *remove fear*, *bless*, and *hold person*.

33. Northeast Guard Room

This 15-foot by 20-foot room has doors in the south and east walls. There is a large hooded cook stove against the north wall. Fifteen-foot oak trestle tables and benches flank a north-south center aisle.

Pushing a loose stone in the west wall opens a secret door to the northeast passage (8-34). One soldier is present.

Soldier (1): AC 5 (chainmail); HD 2; hp 8; MV 120' (40'); #AT 1; D 1-8 (sword); Save F2; ML 10; AL C; XP 20.

34. Northeast Passage

Pulling a loose stone in the east wall opens a secret door to the northeast guard room (8-33). Pulling a different stone in the west wall opens a secret door to the north passage (8-35).

35. Northeast Stairwell

Stairs wind upward counterclockwise to the top of the northeast tower (1-7) and down clockwise to the northeast barracks (9-77).

36. North Passage

Pressing a loose stone in the eastern wall of this passage opens a secret door to the northeast passage (8-34). Pressing a loose stone in the west wall opens a secret door to the northwest passage (8-40). The doors in the south wall lead to the emergency stairwells (8-37 and 8-38).

37-38. Emergency Stairwells

The eastern emergency stairwell (8-37) connects the north passage (8-36) with the lower dungeon's east causeway (9-76). The western emergency stairwell (8-38) connects the north passage (8-36) with the lower dungeon's west causeway (9-75).

39. Northwest Guard Room

This 15-foot by 20-foot room has doors in the south and west walls. A large hooded cook stove stands against the north wall. Fifteen-foot oak trestle tables and benches flank a north-south center aisle.

Pulling a loose stone in the east wall opens a secret door to the northwest passage (8-40).

40. Northwest Passage

Pulling a loose stone in the west wall opens a secret door to the northwest guard room (8-33). Pulling a different stone in the east wall opens a secret door to the north passage (8-35).

41. Northwest Stairwell

Stairs wind upward counterclockwise to the top of the northwest tower (1-8) and down clockwise to the northwest barracks (9-74).

42. Commander Skilk's Quarters

This 10-foot by 30-foot room contains an oak bed in the northeast corner and an oak wardrobe and an ironbound oak chest against the west wall.

Commander Skilk, who is in charge of the soldiers quartered in the northwest barracks (9-74), occupies these quarters at night. See 8-53 for his attributes. The locked chest holds a chainmail shirt and a large bag containing 500 gold pieces.

43. Northwest Washroom

This washroom has exactly the same contents and decor as the northeast washroom (8-31), except that the cabinet and sink are set in the west (not east wall). It has the same two toilet stalls in the north wall, and the cabinet's contents are the same.

44. Monk's Common Room

The walls of this 40-foot square room are lined with open shelves containing crockery, cooking utensils, tins, bins, bags, and boxes. The northwest corner contains a hooded cook stove. There are two wheeled tables near the west wall. Three long tables flanked by benches take up the eastern part of the room.

The tins, bins, bags, and boxes contain food and drink. There are two acolytes and two outer circle monks present during the day and two outer circle monks present at night.

Acolytes (2): AC 9; HD 1; hp 6 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save C1; ML 10; AL C; XP 10 each.

Outer Circle Monks (2): AC 7 (leather armor); HD 4; hp 20 each; MV 120' (40'); #AT 1; D 2-7 (mace +1); Save C4; ML 11; AL C; XP 75 each. The monks know the cleric spells *detect evil*, *protection from evil*, and *bless*.

45. Main Larder

The north and west walls of this 50-foot by 60-foot room each contain a pair of iron-

bound oak doors. Every other inch of wall space is taken up with sturdy oak shelves piled high with tins, bins, bags, and crocks. Five free-standing shelves in the southern half of the room are similarly laden.

The containers hold food.

46. Loading Bay

This 10-foot by 20-foot room contains two 5-foot square four-wheeled dollies.

A gray button set in the south wall opens and closes a ceiling trapdoor connecting this loading bay with the west dock (1-3).

47. West Concourse

Tucked away in a deadend of this hallway is a 5-foot wide trapdoor through which food and other supplies can be lowered to the level below. After a five-foot drop, the supplies slide down a gently sloping 250-foot ramp to the lower kitchen (9-79). Another deadend holds a secret door leading to the priest's hole (8-52); it opens when a candle sconce is rotated clockwise.

48. Chief Keeper's Quarters

The floor of this 20-foot by 30-foot room is covered with a green wool carpet. There is a walnut four-poster in the northeast corner, a green leather armchair in the northwest corner, a walnut wardrobe against the west wall, and a big, carved walnut table and chair against the east wall.

Chief Keeper Sefton Bril occupies these quarters between midnight and dawn. See 9-57 for his attributes. In addition to its other contents, the locked cabinet holds a small chest containing 1,200 gold pieces.

49. Secret Archives

This 20-foot by 30-foot room is lined with glassed-in shelves containing leather-bound books and green lacquered scroll cases. A 15-foot long carved oak table flanked by six carved oak chairs occupies the center of the room.

The books are the secret record of the order's experiments and are filled with details on the creation of killer frogs. One scroll case holds a *magic user spell scroll* containing the spells *massmorph*, *polymorph others*, and *poly-*

morph self. Another case holds not scrolls, but a lacquered box tied shut with an intricate knot. If the box is forced open or the knot is untied incorrectly, the box turns into a fireball doing 6-36 points of damage to the character holding it and incinerating its contents. If the knot is untied correctly (e.g., if the lock is picked), the lid pops open to reveal a *ring of frog control* identical to those worn by the keepers.

The wizard Lorca is present from sunrise to noon. See 1-25 for his attributes.

50. Public Archives

This room is identical in appearance to the hidden archives (8-50), but it contains the records that are open to all of the order's members. One case contains architectural drawings of the temple. If the players find this scroll case, show them the floor plans of the aboveground temple (not the dungeon).

A shelving section in the room's northwest corner swings out to reveal a door on which is mounted a full-length *mirror of life trapping*. Inside the mirror are a vampire and eight dire wolves. The vampire can't be seen in the mirror, but can be talked to (in which case, it claims to be a Blackmoorian warrior imprisoned by the order for some imaginary crime). The mirror's occupants attack all present when it is broken.

Vampire (1): AC 2; HD 9**; hp 72; MV 120' (40'); flying 180 (60); #AT 1 bite; D 6-36; Save F10; ML 11; AL N; XP 2000.

Dire Wolves (8): AC 6; HD 4 + 1; hp 17 each; MV 150' (50'); #AT 1 bite; D 2-8; Save F2; ML 8; AL N; XP 125 each.

The door opens onto the secret archives (8-49). The proper way to enter this room is to open the door with eyes closed so as to avoid becoming trapped in the mirror.

51. Slide

This area is occupied by the spiral stone slide connecting the mouth of the frog-altar in the nave (2-1) to the lower dungeon's killing pond (9-59). Periodic oilings make the slide's smooth stone surface too slick to get any purchase. Barring magical means of rescue, those who start the descent from the altar inevitably wind up in the pond.

52. Priest's Hole

This triangular room has a curtained doorway in the southeast corner. An arch in the southwest corner partially conceals a flight of stairs climbing into darkness.

The curtained doorway contains a double door that opens only to a *saint's ring* or *inner circle ring*. Opposite this door is a secret door in the north wall that opens when a candle sconce is rotated clockwise. The stairs connect with the monks' stair (2-3).

53. Practice Hall

This cavernous room's 30-foot ceilings are supported by nine pairs of round pillars. The north-south aisle between those pillars is apparently an archery range since there are butts set against the north wall. Weapons racks flanking the outside of each row of pillars hold a hedge of swords, spears and polearms of every description. There are six ironbound oak weapons chest against the west wall, and four more flanking the butts along the north wall. Twelve casks of arrows occupy the southwest corner, while 20 casks of quarrels occupy the southeast corner. The double doors in the south wall are flanked by racks of bows and crossbows. The angled southwest and southeast walls are covered by heavy canvas mats. The other walls are hung man-high with shields. The floor is ankle-deep in white sand.

This combination armory and practice room is unoccupied from midnight to dawn and during services. At other times, Commander Skilk, an outer circle monk, and 16 soldiers are present.

Commander Skilk: AC 4 (chainmail + ring of protection); HD 5; hp 30; MV 120' (40'); #AT 1; D 1-6 (mace) or 6-36 (hand blaster); Save C5; ML 12; AL C; XP 175. This big, bearish, red-bearded inner circle monk knows the cleric spells *detect evil*, *protection from evil*, *bless*, and *hold person*. As a reward for leading the slaying party that ambushed Rissa Aleford, Skilk was given her *ring of protection + 1*, which he now wears.

Outer Circle Monk (1): AC 5 (chainmail); HD 4; hp 20; MV 120' (40'); #AT 1; D 1-6 (mace) or 6-36 (hand blaster); Save C4; ML 11; AL C; XP 75. The monk knows the cleric spells *detect evil*, *protection from evil*, and *bless*.

Soldiers (16): AC 5 (chainmail); HD 3; hp 12 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.

The canvas curtains conceal double doors

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leading to the priests' hole (8-52) and the east concourse (8-12). That to the priests' hole opens only to a saint's ring or inner circle ring. A shadowed archway in the east wall half conceals a flight of stairs going up to the Hall of Trust (2-13). The chests along the west wall hold weighted, blunted weapons (treat as clubs). Those flanking the butts contain daggers and swords.

LOWER DUNGEON

All ceilings, floors, and walls in the lower dungeon are cut from the naked limestone bedrock. Rusty iron brackets set at 10-foot intervals hold unlit torches; illumination is provided by alien glow panels. Unless otherwise noted, all doors are made from iron-bound oak planks and are electronically sealed as in the aboveground temple. Except as noted, ceilings are 15 feet high.

There are eight checkpoints on this level. Each consists of a 10-foot square area whose east and west boundaries are iron-barred gates that open only to a keeper's ring or saint's ring. Benches cut into the north and south walls accommodate two guards, one a soldier, the other a keeper. These men pass no one except a soldier or officer bound for his duty station, a keeper, or a saint.

Keeper (1): AC 7 (leather armor); HD 7; hp 28; MV 120' (40'); #AT 1; D 1-6 (mace); Save C7; ML 12; AL C; XP 450. The monk knows the cleric spells *detect evil, protection from evil, remove fear, bless, hold person, striking, and cause disease*.

Soldier (1): AC 5 (chainmail); HD 5; hp 25; MV 120' (40'); #AT 1; D 1-8 (sword); Save F5; ML 10; AL C; XP 175.

The main feature of the lower dungeon is an underground lake 30 feet deep. Six water gates (G1-G6) divide the lake into separate ponds. Unless otherwise noted, the water gates are electronically locked at all times. The lake is surrounded by sheer, unclimbable rock walls.

54. South Tunnel

This is an empty hallway.

55. Main Watch Room

The iron-barred north and south walls of this 20-foot square room are sealed by sturdy gates. Four carved oak armchairs face the north wall.

A soldier and a keeper occupy the armchairs.

Keeper (1): AC 7 (leather armor); HD 7; hp 28; MV 120' (40'); #AT 1; D 1-6 (mace); Save C7; ML 12; AL C; XP 450. The monk knows the cleric spells *detect evil, protection from evil, remove fear, bless, hold person, striking, and cause disease*.

Soldier (1): AC 5 (chainmail); HD 5; hp 25; MV 120' (40'); #AT 1; D 1-8 (sword); Save F5; ML 10; AL C; XP 175.

56. Waiting Room

This is an empty room.

57. Laboratory

Three multitiered tables near the south wall hold retorts, alembics, vials and beakers of arcane liquids. Four beds on pedestals stand against the north wall.

In this laboratory, the keepers perform their vile experiments. Most of the equipment, including the beds, is of alien design.

The beds are actually medical diagnostic and treatment units (*medus*). Straps built into them can be used to secure the patient (victim), and wheels in the pedestal allow them to be moved about. The computer sensors in each medu accept voice commands and make verbal responses. Retracting probes in the sealed pedestal perform operations. If used for their intended purpose instead of to create mutants, the medus have the same effect on their patients as if they had been subjected to the cleric spells *cure serious wounds, neutralize poison, cure disease, and cure blindness*. Only the aliens can operate them for their intended purpose. The keepers know how to use them only to create mutants.

There are four keepers present. Except from midnight to dawn and during services, Sefton Bril is also present. If there is a disturbance in rooms 9-54, 9-55, 9-56, 9-60, 9-61, 9-62, 9-64, 9-75, 9-76, 04 9-78, the occupants of this room become aware of it in 1-6 rounds and immediately move toward the scene of the disturbance with the intention of quelling it. If there is a disturbance in 9-58, they enter that room in 1-2 rounds.

Keeper (4): AC 7 (leather armor); HD 7; hp 28 each; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C7; ML 12; AL C; XP 450 each. Each monk knows the cleric spells *detect evil, protection from evil, remove fear, bless, hold person, striking, and cause disease*.

Sefton Bril: AC 0 (battle armor); HD 10; hp 60; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C10; ML 12; AL C; XP 900. Bril knows the cleric spells *cure light wounds, detect evil, protection from evil, remove fear, bless, hold person, know alignment, resist fire, curse, cause disease, striking, animate dead, cause serious wounds, and dispel evil*. He wears a medallion of *ESP*.

If Bril and his companions find themselves clearly overmatched in combat, Bril retreats to a convenient checkpoint adjacent to the breeding pond (9-60), leaving his companions to keep the enemy occupied. Bril then opens the checkpoint, takes control of all killer frogs, and leads them against the intruders.

58. Recovery Room

This 20-foot by 40-foot room contains 10 iron beds, six set against the west wall and four against the east wall.

Two partly mutated frog folk are strapped to beds against the east wall.

Frog Folk (2): AC 8; HD 1+1; hp 5 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-4/1-6; Save F1; ML 8; AL N; XP 15 each.

59. Killing Pond

The slide from the frog-altar in the nave (2-1) ends in this pond. Normally, it is empty, but during services, gates G4 and G3 are open so that killer frogs can invade the pond and devour the victims. There are 20-70 killer frogs present during services. They always attack unless restrained by a *frog control ring* or spell.

Killer Frogs (70): AC 7; HD 1; hp 5 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-8/1-6; Save F3; ML 11; AL C; XP 10 each.

60. Breeding Pond

This vast cavern contains an underground lake about 120-feet square. A double row of nine pillars supports its 30-foot ceiling. Here and there, small, sandy islands dot the lake.

This lake is home to the order's killer frogs. At night, only 20 of the little monsters are present; the rest are out hunting in Frog Swamp. During services, 70 killer frogs are present; the rest are in the killing pond (9-59). At other times, 140 are present. They al-

ways attack unless restrained by a *frog control ring* or spell.

Killer Frogs (140): AC 7; HD 1; hp 5 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-8/1-6; Save F3; ML 11; AL C; XP 10 each.

Gates G2 and G4 are open when the killer frogs are hunting.

61. Maturing Pond

This pond is home to 30 partially mutated (and mostly listless and despirited) frog folk. They don't normally attack Froggies or intruders, but can be galvanized by a chance to strike effectively at the monks.

Frog Folk (30): AC 8; HD 1+1; hp 5 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-4/1-6; Save F1; ML 8; AL N; XP 15 each.

62. Holding Pond

This pond holds 30 wholly mutated frog folk during the day and 6-24 frog folk at night. At night, gate G1 is open so that the frog folk can hunt. They take no action against Froggies, but attack intruders.

Frog Folk (30): AC 8; HD 2+1; hp 10 each; MV 90' (30'), swimming 120' (40'); #AT 1 bite or 1 kick; D 1-4/1-6; Save F2; ML 8; AL N; XP 25 each.

63. Southwest Barracks

The east and west walls of this 30-foot by 40-foot room are lined with eight double-decker iron bunks. There is an oak locker at the foot of each bunk. Centered in the north wall is a door. Opposite it is a staircase.

These quarters are assigned to 30 soldiers and two outer circle monks. The stairs go up to the Southwest Guard Room (8-2). Unlike the other doors on this level, this room's door opens to all rings except for *acolyte rings*. The lockers have the same contents as wardrobes. There are 10 soldiers and an outer circle monk present.

Outer Circle Monk (1): AC 5 (chainmail); HD 4; hp 20; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 11; AL C; XP 75. The monk knows the cleric spells *detect evil*, *protection from evil*, and *bless*.

Soldiers (10): AC 5 (chainmail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL

C; XP 35 each.

64. West Tunnel

This is an empty hallway.

65. Keepers' Room

An alcove in the east wall of this 20-foot square room holds a hooded cook stove. There is a table against the north wall and a door in the east wall.

The east wall's door is unlocked.

66. Keepers' Washroom

There is a pile of stack of crates against the west wall of this 10-foot square room. Otherwise, it is empty.

The crates contain green ceramic tiles.

67. Holding Pen

A small oak desk and chair are set against the west wall of this 10-foot by 30-foot room. The north and south walls each contain three barred cells.

All cells are locked. They open to keys on a ring in the unlocked desk. Sefton Bril's jailer, a bronze golem, occupies the room. He leaves only to pursue escaping prisoners.

Bronze Golem (1): AC 0; HD 20**; hp 140; MV 120' (40'); #AT 1 fist + special; D 3-30 + special; Save F10; ML 12; AL N; XP 4300.

68-70. Holding Cells

The floors of each of these cells are piled with rotting straw, and there is an oak bucket in one corner. Each cell holds six prisoners condemned to "join the Frog."

Prisoners (6): AC 9; HD 1; hp 5 each; MV 120' (40'); #AT 1; D 1-2 (fist); Save as normal man; ML 4; AL N; XP 5 each.

71. Special Treatment Cell

This cell holds Rissa Aleford and her escort of five guards with whom she was captured. All are dressed in filthy rags and have been stripped of all armor and weapons. They are being held until Stephen can close a deal to sell them to Rissa's bitter enemies, the Afridihi. Any of the Fetch's agents who are captured are also locked in this cell.

Rissa Aleford: Lawful 11th level fighter; Str 9; Int 12; Wis 15; Con 13; Dex 14; Cha 15; AC 9; hp 54.

Rissa's Guardsmen (5): AC 9; HD 10; hp 39 each; MV 120' (40'); #AT 1; D 1-2 (fist) or by weapon; Save F10; ML 9; AL L; XP 900 each.

Except for being filthy dirty, Rissa and her guardsmen are in good condition and raring for a fight. After weeks of captivity, their one desire is to cut their way out of the vile temple, get back to civilization, and raise a company of troops to return to the City of the Frog and destroy it. Like her men, Rissa is keen on escaping quickly and cleanly, but she will accede to the PCs' wishes in all matters save three:

1. If she sees Commander Skilk, whom she recognizes as the man who butchered her soldiers, she will insist on killing him.

2. If she sees the *ring of protection* +1 that she was wearing when captured, she will try to reclaim it, since it is a family heirloom. If the ring is in the possession of a PC, who refuses to part with it, she waits until the party escapes from the city, and then again demands the ring's return, taking it back by force, if necessary.

3. She insists on taking along any and all Blackmoorians she encounters during the escape, including the prisoners in cells 9-68, 9-69, and 9-70, the occupants of the cells of honor 2-11, and the prisoners in the slave pen (1-17A). She will not leave without rescuing them once she knows that they are captives.

Rissa's guardsmen follow her orders in all matters.

72. The Tank

This cell is used to hold members of the order awaiting trial and punishment for infractions of temple law. It is identical to cells 68-70, but it is empty.

73. Prep Cell

This cell is used to hold prisoners slated for mutation into frog folk. It is identical to cells 68-70, but it is empty.

74. Northwest Barracks

The east and west walls of this 30-foot by 40-foot room are lined with eight double-decker iron bunks. There is an oak locker at the foot of each bunk. Centered in the south wall is a door. Opposite it is a staircase.

The stairs go up to the Northwest Guard Room (8-39). Otherwise, the room is identi-

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cal to the Southwest Guardroom (9-63). There are 12 soldiers and an outer circle monk present.

Outer Circle Monk (1): AC 5 (chainmail); HD 4; hp 20; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C4; ML 11; AL C; XP 75. The monk knows the cleric spells *detect evil*, *protection from evil*, and *bless*.

Soldiers (12): AC 5 (chainmail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.

75-76. Causeways

The west (9-75) and east (76) causeways are cut from the limestone bedrock. A wall of ceiling-high iron bars on the side facing the breeding pond keeps the killer frogs from getting at those using the causeway and the wooden bridge at its north end.

77. Northeast Barracks

The east and west walls of this 30-foot by 40-foot room are lined with eight double-decker iron bunks. There is an oak locker at the foot of each bunk. Centered in the south wall is a door. Opposite it is a staircase.

The stairs go up to the Northeast Guard Room (8-33). Otherwise, the room is identical to the Southwest Guardroom (9-63). There are 15 soldiers present.

Soldiers (10): AC 5 (chainmail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.

78. East Tunnel

This is an empty hallway.

79. Lower Kitchen

The walls of this 40-foot square room are lined with open shelves containing crockery, cooking utensils, tins, bins, bags, and boxes. The northeast corner contains a hooded cook stove. There are two small, wheeled tables near the south wall, a large chopping block beside the stove, and two large tables flanked by benches in the center of the floor.

The tins, bins, bags, and boxes contain food and drink. The room is unoccupied.

80. Maturing Pen

An oak armchair against the east wall is the only furnishing in this 10-foot by 30-foot room. The north wall contains three barred cells.

All cells are locked. They open to the keys on a ring hanging from an iron hook in the door in the west wall.

81-83. Maturing Cells

The keepers use these presently empty cells to house humans who are in the advanced stages of being mutated into frog folk, but who can't yet survive in the maturing pond (9-61). The floor of each cell is piled with reeds, and there is an oak bucket in one corner.

84. Southeast Barracks

This room is identical to the southwest barracks (8-63) except that the stairs go up to Southeast Guard Room (8-7). Commander Zik and eight soldiers are present.

Commander Zik: AC 5 (chainmail); HD 5; hp 25; MV 120' (40'); #AT 1; D 6-36 (hand blaster); Save C5; ML 12; AL C; XP 175. Zik knows the cleric spells *detect evil*, *protection from evil*, *bless*, and *hold person*.

Soldiers (8): AC 5 (chainmail); HD 3; hp 15 each; MV 120' (40'); #AT 1; D 1-6 (crossbow) or 1-8 (sword); Save F3; ML 10; AL C; XP 35 each.

ENDING THE ADVENTURE

ESCAPE FROM FROG ISLAND

In order for the PCs to accomplish their main objective and rescue Rissa, they must penetrate the temple's lower dungeon. Once they do so, they will almost certainly be detected and pursued by large numbers of Froggies and their minions. In this event, once they finally achieve their objective, the PCs will probably want to escape the city with some dispatch. They can take two different escape routes:

1. They can steal a canoe or riverboat and enter Loch Gloomen. If they do so, they are met by the backup team's boat within 1-4 turns and taken aboard for an uneventful two day voyage up the Big Muddy to the town of South Pim.

2. They can try to negotiate Frog Swamp. In this event, the monks release all surviving frog folk and killer frogs into the swamp to pursue them, and the party must check for random encounters per *The City of the Frog* part of this module. After 1-4 days spent splashing through the swamp pursued by killer frogs, frog folk, and other of Frog Island's denizens, the PCs reach the shores of Loch Gloomen, and are picked up by the backup team's boat, which takes them to South Pim.

Meanwhile, the PCs' actions set in motion certain events in the City of the Frog:

1. If Weewak is not with them, he notices the uproar in the temple caused by their presence. Seeing this as his big chance, he sneaks into the temple and starts looking for aliens. At just the moment that the PCs are escaping from the temple, he activates his self-destruct device, partially wrecking the structure.

2. When Weewak explodes (or when the PCs escape the temple if Weewak is prevented from self-destructing), fighting breaks out between the keepers and other Froggies and between Frog Towners and Froggies. As the PCs are escaping from the City of the Frog, clouds of smoke begin to rise from its buildings, and there is general fighting. If the PCs left Rissa, any of her guardsmen, Ruda Malefor, Veslo Meridan, Alwyn Morland, or Miklos Haruska in Froggie hands when they escaped, then these individuals all escape on their own during the confusion and are picked up by the backup team's boat after the PCs are already on board.

Awaiting the PCs at South Pim is an escort of 30 royal guardsmen who accompany them on a two-week overland journey to Vestfold,

where they again take ship for Blackmoor. After two days afloat, they arrive in Blackmoor, where they are again put up at the Comeback Inn until The Fetch can meet with them and pay them off.

Meanwhile, a military expedition mounted from the Barony of the Lakes proceeds to the City of the Frog, where it finds most of the occupants dead and the survivors scattered through Frog Swamp. If Rissa, any of her guardsmen, Ruda Malefor, Veslo Meridan, Alwyn Morland, or Miklos Haruska were killed in the City of the Frog, then the expedition locates their bodies, and they are raised from the dead by the Blackmoorian cleric Garamond Bolitho (see DA1).

The adventure need not end with the PCs' escape, of course. They could instead be killed or turned into Frog Folk (in which case, they forget their identities, develop a taste for flies, and disappear into Frog Swamp). In either event, the backup team eventually returns to Blackmoor, and leads a military expedition against the temple which accomplishes all of the goals the players failed to achieve.

BACK TO THE FUTURE

If the PCs survive their adventure, The Fetch pays them for their achievements as per the *Beginning the Adventure* part of this module. You then have two options:

1. If you are playing this module as a stand-alone adventure, then Ruda Malefor or Veslo Meridan return the PCs to their own time. Their connection with Blackmoor is at an end.

2. If you are playing this module as part of a continuing campaign in Blackmoor, then the PCs can either return to their own time as per option #1 or they can stay in Blackmoor as agents of The Fetch, in which capacity they can be assured of facing innumerable future dangers on behalf of the realm.



PREROLLED CHARACTERS

The characters herein have been tailored especially for use in this module. They can be used by players instead of their normal characters, or you can include one or more of them in the party as NPCs.

Each prerolled character starts the adventure with a filled waterskin and a backpack containing 15 iron rations, a 50' rope, 1 large sack, 1 small sack, a tinder box, a lantern, a flask of oil, a mirror, a holy symbol, and up to 80 gp of other equipment selected from the Normal Equipment list found on page 19 of the D&D® Expert Booklet. In addition, thieves start with a set of thieves' tools, and magic users have their spell books along.

All prerolled fighters have a warhorse. All other prerolled characters have a riding horse. Both warhorses and riding horses have their own saddles, bridles and saddle bags. There are 500 gold pieces in each saddle bag. Each magic user has a mule for his spellbook.

Prerolled characters have the attributes listed on the Prerolled Character Table and the armor, weapons and magic items listed on the Preselected Equipment & Spell List.

PRESELECTED EQUIPMENT AND SPELL LIST

Jareel Takis: Chainmail armor; staff of striking with 26 charges; scroll of protection from magic. Knows the following spells: detect evil, detect magic, protection from evil, remove fear, bless, find traps, know alignment, resist fire, cure blindness, cure disease, remove curse, animate dead, cure serious wounds, dispel magic, commune, raise dead.

Thern Mor: Plate mail armor; mace +1; wand of enemy detection; potion of speed. Knows the following spells: detect evil, detect magic, light, protection from evil, find traps, hold person, know alignment, silence 15' radius, cure blindness, cure disease, locate object, animate dead, cure serious wounds, raise dead.

Axel Kars: Chainmail armor; two-handed sword; dagger; ring of fire resistance; potion of healing.

Purda Blue: Chainmail armor +1; sword +1, intelligence of 9, see invisible, detect evil, find traps, alignment Lawful, ego 4; dagger.

Newton Depoe: Dagger; staff of power with 18 charges; medallion of ESP; potion of invulnerability. Knows the following spells: de-

PREROLLED CHARACTER TABLE

NAME	CLASS	LEVEL	STR	INT	WIS	CON	DEX	CHA	HP
Jareel Takis	C	11	12	11	14	16	11	7	58
Thern Mor	C	10	8	12	15	13	14	13	41
Axel Kars	F	10	15	9	6	17	13	11	62
Purda Blue	F	11	12	12	11	13	17	9	54
Newton Depoe	M	11	10	15	8	10	9	10	23
Alphidia Alkot	M	10	7	16	13	14	12	9	31
Kokra the Touch	T	11	11	10	9	14	14	10	30
Sean Boldfinger	T	10	13	9	11	11	16	13	18
Gillam Khandum	D	10	16	7	10	16	10	9	60
Ismelian Sotadis	E	10	11	14	11	11	8	11	32
Gelon Melandil	E	10	12	17	9	10	14	8	27
Bob Silverheels	H	8	12	16	12	10	14	10	24

tect magic, hold portal, light, read magic, detect evil, detect invisible, knock, dispel magic, infravision, protection from normal missiles, charm monster, massmorph, remove curse, animate dead, cloudkill, stone to flesh.

Alphidia Alkot: Dagger; wand of illusion; ring of protection +1; potion of undead control. Knows the following spells: detect magic, magic missile, read magic, continual light, knock, wizard lock, dispel magic, invisibility 10' radius, protection from evil 10' radius, confusion, remove curse, wizard eye, hold monster, teleport.

Kokra the Touch: Leather armor; crossbow; 16 normal quarrels; 4 quarrels +1; sword; dagger +1; scroll of protection from undead; bag of holding.

Sean Boldfinger: Leather armor +1; sling with 20 stones; short sword; dagger; ring of x-ray vision; scroll of protection from lycanthropes.

Gillam Khandum: Chainmail armor; war hammer +3; dagger; gauntlets of ogre power; bag of holding.

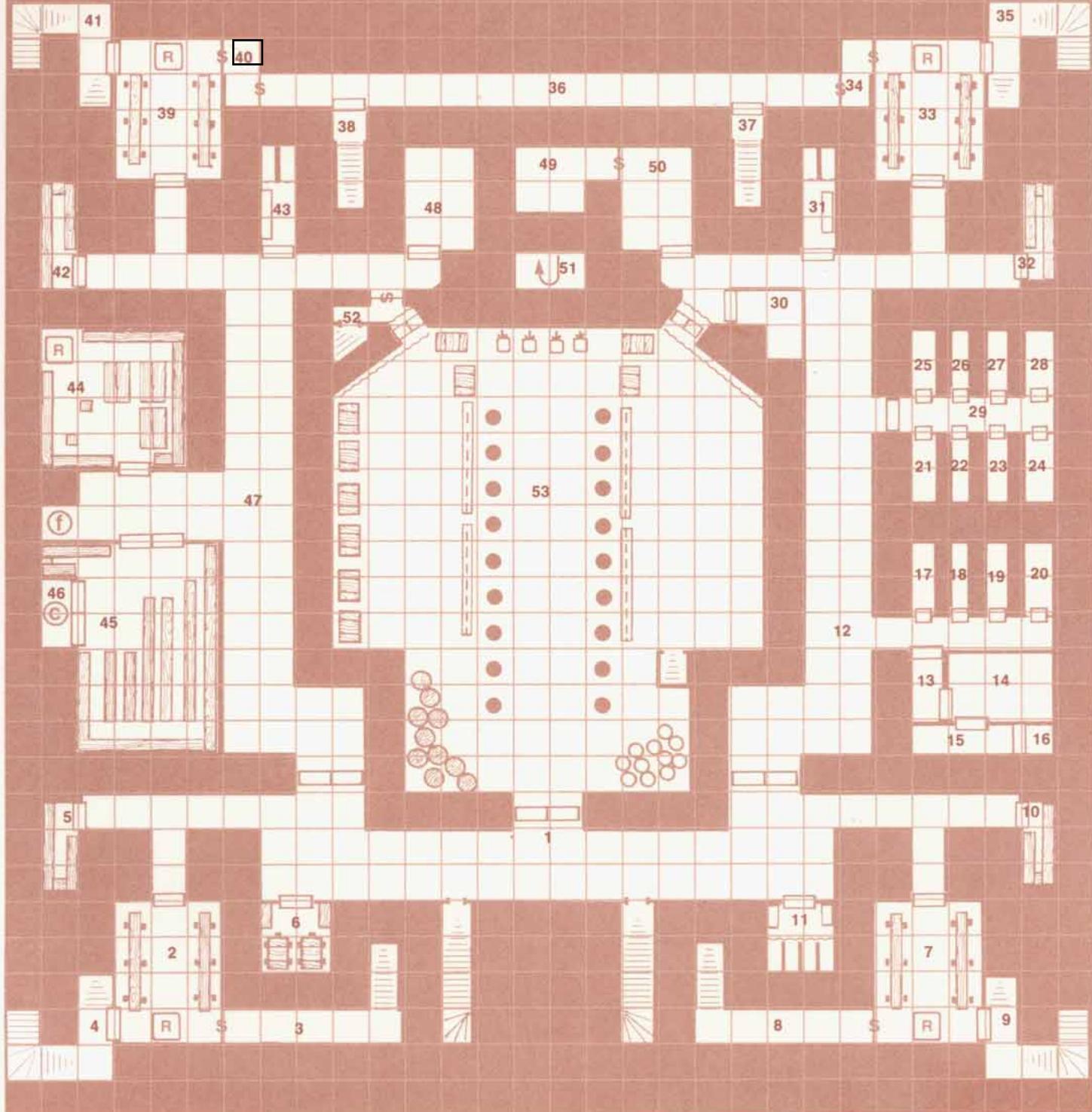
Ismelian Sotadis: Chainmail armor; long bow; 12 normal arrows; 8 +1 arrows; sword; dagger; elven cloak and boots. Knows the fol-

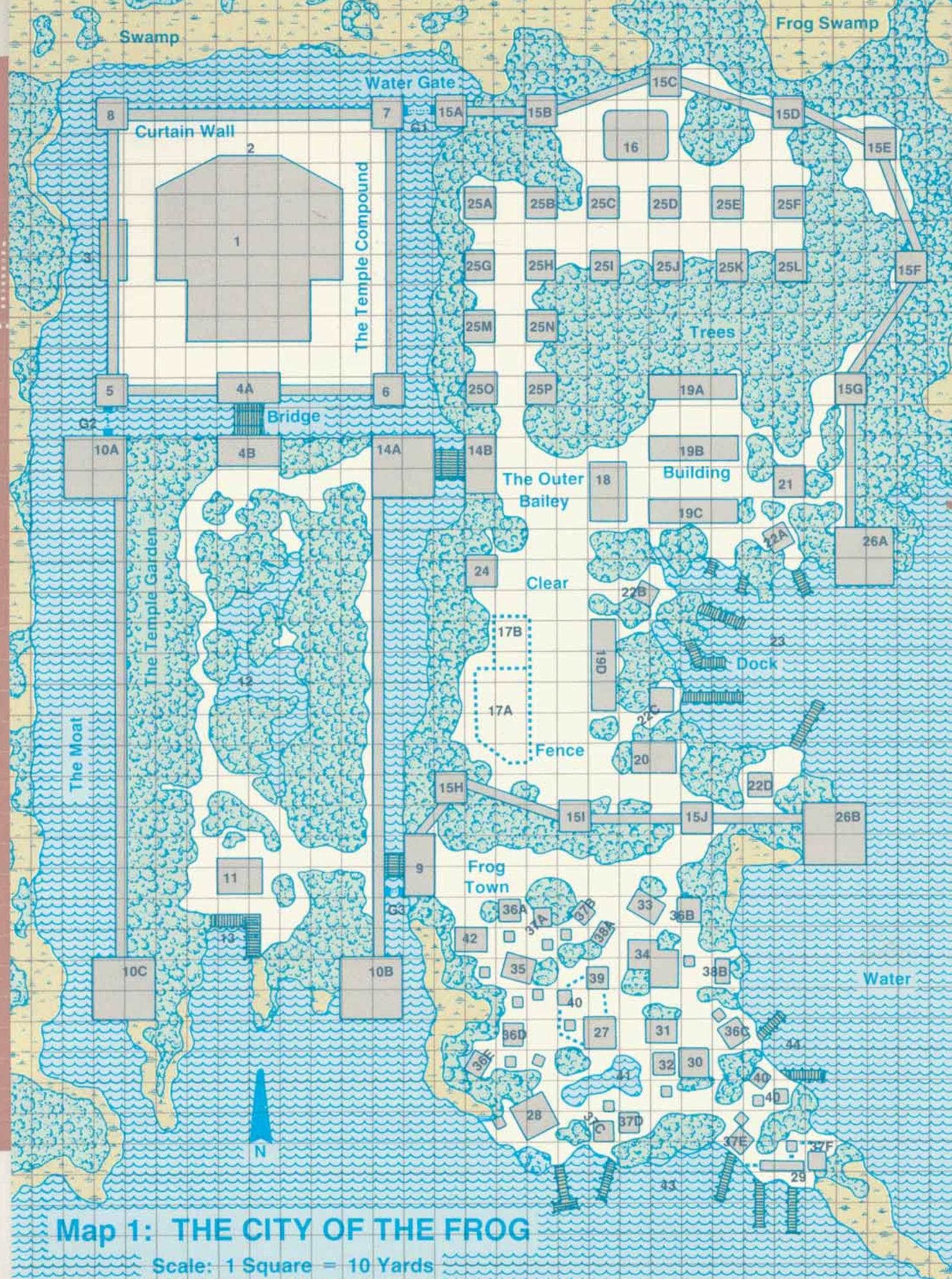
lowing spells: detect magic, protection from evil, read magic, shield, sleep, continual light, detect evil, knock, web, dispel magic, fireball, haste, polymorph others, polymorph self, magic jar.

Gelon Melandil: Plate mail armor +1; Shield; sword +1, energy drain; dagger; helm of teleportation. Knows the following spells: detect magic, read languages, read magic, shield, ventriloquism, continual light, levitate, mirror image, wizard lock, dispel magic, fly, lightning bolt, hallucinatory terrain, remove curse, hold monster.

Bob Silverheels: Chainmail armor +1; short sword +1, flames on command; dagger; ring of spell turning.

MAP 8: TEMPLE OF THE FROG - UPPER DUNGEON





Map 1: THE CITY OF THE FROG

Scale: 1 Square = 10 Yards



Expert Game Adventure

Temple of the Frog

by Dave L. Arneson and David J. Ritchie

Green Death...

That's what old hands call the Great Dismal Swamp. For centuries, this tangled maze of sluggish watercourses, stagnant ponds, and festering marshes has defended Blackmoor's southwestern frontier. Large armies and smaller parties have disappeared altogether inside its vast, dripping, claustrophobic corridors.

Among those who have dropped from sight in this arboreal hell is young Rissa Aleford, one of Blackmoor's most important leaders. Carried off to the sinister City of the Frog, she is now being held by the eccentric Monks of the Swamp. By making the baroness captive, the deranged monks have seriously weakened Blackmoor at a time when enemies already threaten it from all sides.

Yet, even as the Froggies gloat, the king of Blackmoor dispatches a small band of bold adventurers to the rescue. Deep into the Great Dismal Swamp they must go—far from sunlight and sanity—there to seek and save the captive baroness from the foul Monks of the Swamp. There to find—the Temple of the Frog.

This adventure is for use with the DUNGEONS & DRAGONS® Basic and Expert Rules Sets, and cannot be played without the rules produced by TSR, Inc.

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