

THE WETLAND'S NIGHTMARE

REQUESTED BY: TALL TALE AFICIONADO

- **Where.** The Wetlands
- **When.** Asap
- **Guild Reward.** 2,500 gp
- **Character Levels.** A group of three 8th level characters, or four 6th level characters.

True horror lurks within the murky Wetlands... an airborne wyvern, its pallid hide gleaming in the dark skies, body sparking with electricity. Beware!

Goal. Hunt the Khezu wreaking havoc in the Wetlands.

Where is the Khezu?

During the day, the Khezu spends its time in the cold damp caves of the swamp sleeping or hunting vespoids and hornetaur. Typically it makes its lair in area 8, but it has been known to venture to other caves for food.

During the nights, the Khezu hunts flying through swamp using its nose to detect prey that it can single out and and take back to eat.

Starting Location: A.

The Hunter's begin their journey waking up in the early morning in area A of the map below. The area is dense with trees and hard ground making it the perfect place to make camp. A large tent for each hunter surrounds a smoldering campfire. A large blue chest sit to one of a tent with supplies provided by the guild. **Guild Supplies Recommendation:** 1 healing potion each, 2 days rations each, 2 antidotes, and 4 hot drinks.



Area 1. A small forested area that is frequently filled with Herbivores such as **Kelbi** and **Aptonoth**. Areas of the grass are burned in jagged electric lines, but new growth can already been seen sprouting from the area.

Area 2. A medium-sized clearing in the forest. Some stray trees grow throughout the clearing, the fog *heavily obscures* the area here.

A Large Bulldrome with a missing tusk lays dead on the ground, its body black and charred. Next to it another slightly smaller **bulldrome** mourns its death. 2d8 **bullfango** wander the area searching for mushrooms to eat.

Area 3. A small area that looks like a clearing in the forest, there is a pile of junk on the Western wall where hunters can retrieve items that have been stolen by melyn. A large cave entrance can be seen to the south.

Area 4. A rounded, sunken, swampy area with three entrances. There is dim fog that lightly obscures this area, the khezu that inhabits this area come here constantly to hunt, the ground here is considered difficult terrain due to its soggy nature. A large tusk (from the bulldrome in area 2) can be found here. This area is also littered with sinkholes that act as *quicksand* (DMG 110). The DC to spot them is 16

Area 5. A large field of 4-foot tall grass. A **tzitzi-ya-ku** hunts in this territory with its adopted pack of 1d4 **velociprey** and 1d4 **ioprey**.

Area 6. A sunken marsh area, the ground here is very moist with lots of puddles that expel poisonous gas from below, and that make standing your ground difficult. to the North of the area, a small cave entrance can be seen. A pack of 2d6 **wild melyn**, 1d4 **melyn**, and 1d4 **felyn** are scavenging the area and they love anything shiny. *Failed skill checks in this area trigger the poisonous pools. A creature that fails a DC 15 Constitution saving throw takes 2d6 poison damage is poisoned for 24 hours.*

Area 7. A small cave with bright pink crystals in it. The crystals can be mined for normal mining materials, There is a small pond at the back of this cave. It is extremely cold in the cave, the area is usually filled with vespoids and hornetaurs. khezu like to hang out in here.

Area 8. A weird, 20 foot tall doughnut-shaped cave. There are large red and green crystal formations here, the floor is damp and covered in bones of small creatures, and it is extremely cold. Vespoids, hornetaur, and khezu makes its lair here.

Roaming Monster: Gypceros

When the group enters a new area, roll a d8. The gypceros enters the area same as the number rolled. The group may see a shadow pass over if it flies over the area they are in to reach the area they are in.

**For more information on the area for possible effects and resources you can gather, refer to [Amellwind's Guide to Monster Hunting](#) for the Wetlands stat block in the location section of the guide.*