

LEVEL 3 ADVENTURE MODULE

FIFTH EDITION FANTASY #19

DENIZENS OF THE REED MAZE

BY CHRIS DOYLE





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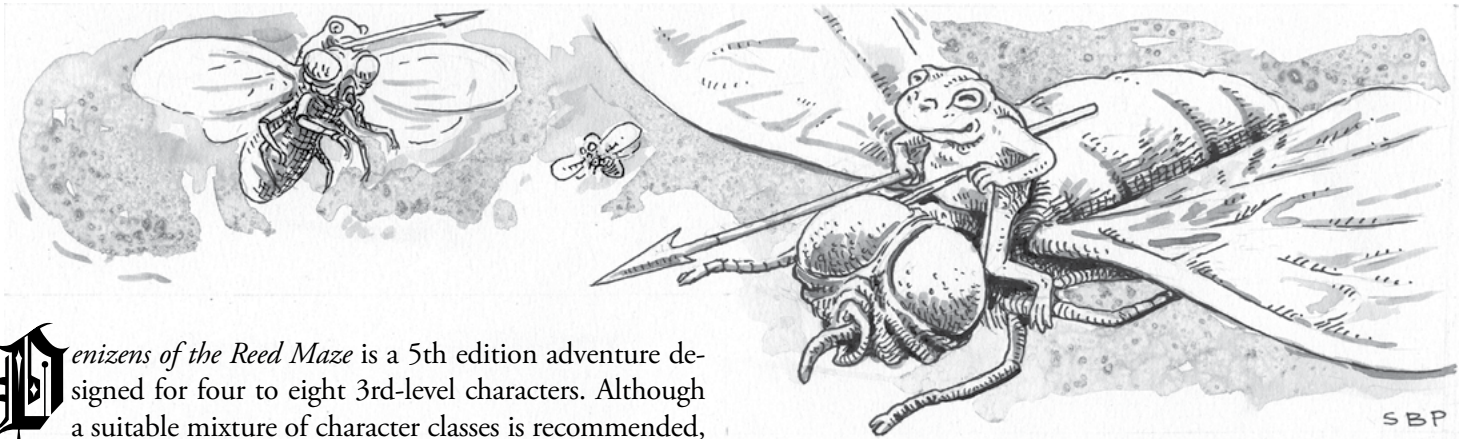
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DEPIZENS OF THE REED MAZE

By Chris Doyle



D*epizens of the Reed Maze* is a 5th edition adventure designed for four to eight 3rd-level characters. Although a suitable mixture of character classes is recommended, two or more stout fighter-types are recommended, along with one or two spellcasters, since many of the encounters result in direct combat. Most of the adventure occurs in the wilderness, so a druid or ranger (or both) would be most helpful. The reed maze is situated in a swampy fen south of a natural hill, which is surrounded on three sides by a wide river. Nearby are several forests as well as a wilderness fort, making the module easy to import into an existing campaign setting.

ADVENTURE SUMMARY

The characters are sent to investigate an aggressive tribe of frogfolk or locate a remote shrine on a hill surrounded on three sides by a swift-moving, difficult-to-cross river (the Notorc River). For ideas on the characters' actual mission, consult the Adventure Hooks section below. The southern end of the hill is bordered by a fetid fen with dense stands of high reed grass and several cut paths meandering throughout (similar to a corn maze). A tribe of frogfolk, recent arrivals to the region, created the maze at the behest of their shaman leader to protect the route to their village on the hill. The aggressive humanoids have already disrupted the locals, clashing with a tribe of lizardfolk, capturing an innocent fey for eventual sacrifice, and capturing local trappers for forced labor.

While the characters traverse the reed maze, they meet heavy opposition from the frogfolk under orders to defend their “holy land” from the invading humans. When the characters reach the shrine, they discover it has been despoiled by the frogfolk shaman. To discover the eldritch secrets of the shrine, they need to defeat the shaman and his allies. They might also discover a hidden stockpile of recently crafted (and stolen) weapons and armor—and the implications of an upcoming raid on a nearby human settlement.

BACKGROUND

Shortly after arriving in the region, the frogfolk set their eyes on the fens and its bountiful resources. The frogfolk soon identified a hill surrounded on three sides by the river as an ideal location for a village. They also discovered a hidden shrine dedicated to the Earth Mother (a nature deity). Consult **Map 1** for a view of the region.

Soon after, there was a bloody confrontation between the frogfolk and a band of local lizardfolk that resided on a mound in the fens to the west. Although the frogfolk took heavy casualties, the lizardfolk were nearly wiped out. The frogfolk retreated to regroup, while the lizardfolk's druidic leader communed with the Earth Mother for guidance. His deity guided him to the hidden shrine to find answers for how to deal with the frogfolk incursion. On a solitary quest, the lizardfolk druid made the secret trek to the shrine and has not been seen since. Weeks have passed, but the normally aggressive frogfolk have hunkered down on their hill and created a maze in the reeds to defend the easiest route to their village.

The change in attitude by the frogfolk derives from a recent change in leadership. The lizardfolk druid sought answers at the hidden shrine but instead was lured to his doom by an eldritch crystal in possession of the frogfolk. The corrupting magic enslaved the lizardfolk druid and over time transformed him into an evil frogfolk. Nearing the completion of his transformation, the druid assumed control of the frogfolk and banished the previous shaman. Guided by the cunning evil of their new leader, the frogfolk now prepare for war. After wiping out the remaining lizardfolk, they plan to turn their sights to the nearby human fort and other settlements.

Map #1

DENIZENS OF THE REED MAZE

1 hex = 300 feet

 The Fort

Road

Notorc River

N



2
1

ADVENTURE HOOKS

It's the GM's responsibility to get the characters to traverse the reed maze and investigate the hidden shrine. How this is accomplished is up to the individual GM, but below are a few hooks to get the creative thoughts flowing. If the GM uses one of these hooks, refer to the Concluding the Adventure section for additional details on how to accomplish the characters' goals and any repercussions.

- The characters owe a favor to a local druid. Perhaps they caused a forest fire or released a creature that disrupted the delicate balance of the local ecosystem. To make amends, they need to locate a hidden shrine dedicated to the Earth Mother, cleanse it, and rededicate it to the deity.
- The characters are hired to collect thistlewyn, a rare herb that grows only on a hill once held sacred by an ancient sect of druids. The character's patron could be a local ruler that needs the herb for a powerful healing potion to cure an afflicted scion, an enterprising merchant hoping to turn a tidy profit, or an eccentric wizard that needs it as a spell component. Or this hook could be combined with the one above, and the characters are working for a local druid.
- The characters are hired to locate a hidden shrine dedicated to the Earth Mother. Secreted in the shrine is a magical fountain that dispenses enchanted water able to cure a disease or remove an enchantment. The characters are given a special electrum flask that can hold a limited amount of the water without losing its magical properties. This hook works best if one of the characters or a close ally needs magical healing or an enchantment removed.
- While travelling along the Notorc River, the characters encounter a patrol of naiads (see area 2-3b) that live in the river. The naiads plead for assistance, offering a cache of pearls, or resort to charming one or more of the characters if necessary. A headstrong daughter of the naiad queen named Elendiria has recently gone missing after investigating the frogfolk village on her own. The naiads are convinced that the frogfolk are holding her prisoner (they are correct) and fear for her life.
- A copper dragon named Cupria approaches the characters and offers them a chance to select an item from her vast hoard in return for completing an errand of the utmost importance. A local tribe of frogfolk recently stole the dragon's sole egg, and it is due to hatch soon! She fears that if she razes the frogfolk village, the humanoids will destroy the precious egg. But if the characters recover the egg via a clandestine operation, the dim-witted frogfolk would be none the wiser. She grants each character a *potion of healing* to aid them in their quest.

RUMORS

Wise characters may want to gather some information about the frogfolk, the hidden shrine, or the local geography. By all means, let them! However, it takes a few silvers—or at least some complimentary ale at a tavern and/or a successful DC 13 Intelligence (Investigation) check—to glean some of these tidbits from social interactions with NPCs. At your discretion, choose (or roll 1d10 to randomly select) one or more of the following rumors, depending on the characters' actions and the amount of silver spent. Note that it is possible to get the same rumor more than once, though perhaps slightly reworded.

d10 Rumor

1. Frog-men inhabit the swamp in large numbers. (True.)
2. The land is cursed! The swamp is getting bigger and bigger each year. (False.)
3. A terrible monster lives in the Notorc River! (False.)
4. An ancient shrine is hidden on a hill surrounded by the sluggish river on three sides. (True). It is guarded by powerful eldritch wards. (False.)
5. A band of trappers hailing from a nearby fort have gone missing in the past few weeks. (True, see area 2-2e for details.)
6. An evil wizard/terrible demon/wicked witch (your choice) holds the frog-men captivated under a spell. He/She/It is preparing for battle to settle an old score. (Not exactly true.)
7. If you speak Orc to the frog-men, they cease their attack and flee. (False; in fact, just the opposite is true. The frogfolk hate orcs, and the Orc tongue incites them into a temporary rage, causing them to attack the speaker with reckless abandon and advantage on the next attack roll.)
8. The walking dead stalk the reed maze at night. (False.)
9. The Notorc River is enchanted. Don't drink from its frothy waters, lest you abandon all reason, enter the watery depths, and not return for one year plus one day. (Somewhat true, regarding the naiads.)
10. Some say the very reeds themselves whisper encouragement and information to those who are in desperate need. (True.)

BEGINNING THE ADVENTURE

Make a note of which adventure hook is used prior to beginning play, as this impacts the final encounter and conclusion. It does not matter which adventure hook is used, unless the GM wishes to harass the characters with wandering encounters, they eventually arrive at the only entrance to the reed maze (area 1-1) after a few hours trudging through the swamp.

PART I: THE REED MAZE OF THE FROGFOLK

GENERAL FEATURES

The reed maze is depicted on **Map 2**.

Reed Maze. Giant reed grass grows to heights of 10 to 15 feet, and its stems are densely packed together, making travel through it slow and tedious. The lines on the map depict crude paths cut down by the frogfolk, similar to a corn maze. Unless otherwise noted, these paths do not inhibit movement and are roughly 10 feet wide.

Off the Path. If characters choose to move off the path, it is considered difficult terrain, and all attack rolls and Dexterity-based skill checks and saving throws are at disadvantage. Unless the characters can get a point of reference from above or use a ranger's Natural Explorer (Swamp) trait, after they move 20 feet away from a clearing or path, their movement direction becomes random for each 10 minutes of travel (roll a d4: 1, north; 2, east; 3, south; 4, west). If the direction rolled is the direct opposite of the current direction traveled, reroll the random direction. For example, if the party is heading north, reroll any 1s, since it's impossible they would head backwards. Note that it's completely acceptable for the characters to continue heading in the desired direction.

Blazing a New Trail. The characters can cut down the reed grass with a sharp blade, such as a longsword or a machete, creating their own passages. This is time-consuming work that alerts creatures to the characters' arrival (no chance for surprise) at any numbered encounter area. Wandering monster checks increase to once per 30 minutes while cutting. It is possible to clear a 10-foot-by-10-foot section of the reed grass in 10 minutes. Thus, a 5-foot-wide path would be 20 feet long in 10 minutes.

Interacting with the Frogfolk. The frogfolk fear their new shaman, having borne witness to his terrible spells on too many occasions or observed others being fed to the giant python in area 2-3c. As such, there is only a 50% chance the frogfolk surrender or, more likely, flee an encounter, but only after 75% of them have been defeated. If interrogation is attempted, most frogfolk understand only about half of what is communicated in Common and reply with grunts, snorts, croaks, and guttural "ribbits."

Wandering Monsters. Wandering monster checks should be made once each hour. Roll 1d6. A roll of 1 triggers an encounter. If an encounter occurs, roll 1d8 and consult the table below.

d8 Monsters

- | | |
|-----|------------------------|
| 1-3 | frogfolk patrol |
| 4-5 | giant frogs |
| 6 | giant poisonous snakes |
| 7 | giant toads |
| 8 | giant mosquitoes |

Frogfolk Patrol. Numerous frogfolk patrols move about the reed maze and the hill. Roll 1d6 to determine the type of patrol encountered:

d6 Patrol Type and Notes

- 1 Frogfolk — 5 (1d4 + 3) **frogfolk** (see appendix A) armed with scythes (+3 to hit, 1d10 + 1 slashing damage) perform routine maze maintenance. A **frogfolk croaker** (see appendix A) accompanies this group to inspire them with soothing croaking.
- 2 Mounted Frogfolk — 3 (1d4 + 1) **frogfolk** armed with lances (+3 to hit, reach: 10 ft., 1d12 + 1 piercing damage) mounted on **giant lizards** roam the maze or hilltop.
- 3 Frogfolk Hunters — 4 (1d4 + 2) **frogfolk** armed with shortbows (range: 80/320 ft., 1d6 + 1 piercing damage) are heading out of the maze or returning from a hunting expedition.
- 4 Frogfolk Flyriders — 4 (1d4 + 2) **gripfoot frogfolk** (see appendix A) riding **giant horseflies** (see area 2-1) fly overhead. If they spot the characters, they swoop down to attack.
- 5 Frogfolk Brutes — 2 **frogfolk brutes** (see appendix A) are on a special errand for the shaman.
- 6 Frogfolk Ghouls — 2 **frogfolk ghouls** (see appendix A) have buried themselves in the muck along one of the soggy paths. They attack with claws while buried, seeking to restrain targets.

Giant Frogs. The frogfolk have attracted a large number of **giant frogs** to the maze, and they feed them often to encourage them to remain. 3 (1d4 + 1) giant frogs are hiding in the reeds and use their Standing Leap trait to attack with surprise.

Giant Mosquitoes. Searching for their next blood meal, a flight of 12 (1d8 + 8) **giant mosquitoes** attack the characters from above.

Path
to
Map #3

Hill

Notorc
River

Notorc
River



N

11

Lake

10

4

8

9

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Map #2

THE REED MAZE

1 square = 30 feet

GIANT MOSQUITO

Tiny beast, unaligned

Armor Class: 13

Hit Points: 5 (2d4)

Speed: 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses: passive Perception 9

Languages: —

Challenge: 0 (10 XP)

ACTIONS

Blood Drain: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the giant mosquito attaches to the target. While attached, the giant mosquito does not attack. Instead, at the start of the giant mosquito's turn, the target loses 5 (1d4 + 3) hit points due to blood loss. A giant mosquito can detach by expending 5 feet of its movement. A giant mosquito automatically detaches after draining 10 hit points and flies off to digest its blood meal. A creature, including the target, can use its action to detach a giant mosquito.

A giant mosquito is about one foot in diameter with delicate gossamer wings twice its length. Typically, coloration is brown to black or possibly gray. It sports a nasty foot-long proboscis and a pair of bulbous, multifaceted eyes.

Giant Poisonous Snakes. The characters blunder into 2 (1d4) **giant poisonous snakes**. Randomly choose a character, and if the target fails a DC 13 passive Perception check, the character steps on a giant poisonous snake that is sunning itself. The creature responds by attacking with surprise. The following turn, the remaining giant poisonous snakes (if any) emerge from the reeds to attack.

Giant Toads. Although not necessarily allies of the frogfolk, numerous **giant toads** have moved into the reed maze, feeding on giant mosquitoes, striges, or the occasional frogfolk. A group of 2 (1d4) giant toads typically submerge themselves in the mud and attempt to ambush prey. There is a 40% chance a giant toad has 1d4 random gemstones in its gullet worth 10 gp (50%), 50 gp (40%), or 100 gp (10%).

KEY TO THE REED MAZE

AREA 1-1 – THE ENTRANCE

The dense stand of reed grass reaches heights exceeding 10 feet, with the tightly growing stems obscuring vision for more than

a few feet around. A crude opening has been hacked into the vegetation, perhaps 10 feet wide. The path is strewn with the jagged-cut tops of the reed grass stems. The humidity is oppressive, and the incessant chatter of birds and chirping of insects issues forth from the tangle of plants. The faint smell of rotting organic material teases your senses.

There is one entrance to the maze, maintained by the frogfolk with scythes. Although the map indicates the width of the path is 10 feet, it's really between 5 and 10 feet (1d6 + 4) at any given location.

The frogfolk have set up a simple ambush about 30 feet into the maze. On the east and west sides of the path, they have cut down a 20-foot-by-10-foot path parallel to the entrance path. In each clearing rest four **frogfolk** (see appendix A) armed with spears and scythes. One frogfolk uses its swamp camouflage trait to spy on any intruders approaching. He rallies his allies at the first sign of trouble, who launch a surprise attack the next round.

Tactics. The frogfolk employ a surprise hop attack from their clearing to the path, using their Leaping Charge trait, into the midst of the characters. The frogfolk attack in waves of four, two from each side, leading with their spears. A few of the frogfolk even hop back to the clearing and set up another Leaping Charge in a subsequent round.

Development. If four or more of these frogfolk are defeated, the rest are under instructions to flee to area 1-2 to support the guards there, while one alerts the guard post in area 1-5.

AREA 1-2 – PIT AMBUSH

The path finally opens up to a roughly circular clearing about 25 feet in diameter. Two paths exit the clearing, one due east and the other roughly north.

The clearing is riddled with four pits concealed under dried mud and a thin covering of reed grass stems. Any of these pits can be detected with a successful DC 15 Wisdom (Perception) check. The characters get advantage on this check if they are being overly cautious or use a 10-foot pole (or equivalent) to probe the ground. If a creature simply walks across this clearing, there is a 30% chance it falls into a pit. In combat (unless the GM depicts the battle on a map), the chance to fall into a pit increases to 50% per turn. The frogfolk are all aware of the pits and have no chance of falling in, even during combat. Each pit is about 10 feet deep, but the bottom is soft and peat-like. A creature that falls into a pit takes no fall damage, but the frogfolk have affixed 2 (1d4) sharpened wooden stakes at the bottom of each pit, which cause 3 (1d4 + 1) piercing damage each.

Four **frogfolk** (see appendix A), plus any frogfolk that fled here from area 1-1, are hidden in the reed grass at the edges of this clearing, using their Swamp Camouflage trait. They do not employ Leaping Charge attacks for fear of landing in a pit. Instead, they engage in melee with spears, always moving the characters around, trying to force them to fall into pits (hence, the increased chance to fall in, mentioned above).

Development. These frogfolk flee if reduced to two remaining. Fleeing frogfolk escape down the north path, trying to lure characters to areas 1-3 or 1-4, while the frogfolk themselves fall back to area 1-5.

AREA 1-3 – THE HERMIT’S GROVE

GM Note. This is a very dangerous encounter, and careless characters could easily meet their end here.

The path opens to a clearing averaging 40 feet in diameter. To the left is a boggy area enclosed with a crude wooden fence. The fence posts are topped with humanoid skulls, their jaws agape. Inside the wet area is a lumpy pile of rotting vegetation, algae, and organic debris. A fetid organic stench assaults your nostrils. To the left is a small mud-thatched hut situated beside the high reed grass. A dirty piece of cloth blocks a doorway, and a thin curl of smoke escapes through a crack in the roof.

Unless the characters actively search the entrance to the clearing and make a successful DC 13 Wisdom (Perception) check, one of the characters stumbles into a concealed trip wire. If located, it can be disabled with thieves’ tools and a successful DC 12 Dexterity check. The trip wire runs along the ground all the way to the interior of the hut. Inside, it is attached to a crude wind chime. If triggered, the occupant of the hut is alerted to intruders and “attacks,” as described below.

Boggy Pen. The boggy area behind the fence is a small pond about 5 feet deep and 20 feet in diameter. It’s mostly mud and rotting algae, providing the aforementioned acrid stench. However, hidden under the morass of the mound lurks a **bog beast** slumbering in the muck. When the bog beast moves, it instinctively releases its Stench. This bloated beast has a blubbery, cowlike body with a long, weak neck. Its oversized head is blunt with porcine (almost orc-like) features, including large, curved tusks. It also sports a long, serpentine tail equipped with a club-like end that it uses to defend itself. This horrid creature’s piercing gaze can cause instant death! Fortunately, the beast has a low metabolism and rarely raises its head out of the muck to use its Death Gaze, unless provoked. In combat, there is only a 50% chance per turn that it rears its head high enough to lock gazes with a single random character.

The hut is home to a frogfolk with milky-white eyes. The former leader of the frogfolk tribe, this shaman was overthrown by the current shaman (see area 2-3) and was forced to flee here a few months ago. Because he is completely blind, he now makes the perfect caretaker for the bog beast. Being immune to the creature’s Death Gaze, he can get close enough to feed it rotting organic material. Although currently an outcast from his own tribe, the hermit takes his new duty seriously, believing it to be some sort of a test by his god.

The blind hermit is a **frogfolk shaman** (see appendix A) with the following changes:

- He is blinded.
- He has the following spells prepared:
 - Cantrips (at will): *mending, produce flame, thorn whip*
 - 1st level (4 slots): *cure wounds, entangle, thunderwave*
 - 2nd level (3 slots): *gust of wind, spike growth*
 - 3rd level (2 slots): *conjure animals, wind wall*

Tactics. If alerted by the trip wire, the shaman grabs a red-hot poker from the firepit inside his hut. On his next turn, he bursts through the cloth doorway and furiously hops toward the fence and his pet. Even though blind, he can find his way to the fence without error out of habit. Assume he has a surprise round but spends his action reaching the fence. On the following turn, roll for initiative normally. With his first action, he plunges the red-hot poker into the bog beast’s flank (for 1d4 piercing damage plus 1 fire damage), inciting the creature into a rage. The following turn, the bog beast rears its head (automatically fixing its gaze on a random target) and begins to flail its tail about, also attacking a random target. As long as the shaman is alive, it continues to incite the bog beast with hot poker stabs (roll to hit with disadvantage) or cast a spell, as appropriate, on each of its turns. It starts with *conjure animals*, summoning 8 **giant mosquitos** (see “Wandering Monsters” above) and then *entangle, thunderwave, or wind wall* as needed. Note that while the blind hermit can be the target of the creature’s Death Gaze, the attack has no effect since the shaman is blind. He can also be on the receiving end of a tail swipe. Note that the shaman is not immune to the effects of the bog beast’s stench and needs to make a Constitution saving throw each turn.

Hut. The hut has a dark interior that spans roughly 8 feet in diameter. It smells somewhat rancid inside, thanks in part to the numerous dead lizards hanging from the ceiling. In the back corner is a small firepit filled with red hot coals. A pile of rotting algae serves as a crude bed.

Treasure. A silver-headed footman's mace (worth 65 gp) hangs on a peg on the wall. Hidden under the makeshift bed are a few personal effects, including a string of freshwater pearls (worth 120 gp), a bog beast tusk, a topaz (worth 250 gp), and a lizard-skin pouch (worth 35 gp) that holds seven magic beans. This last item is a variant *bag of beans* (see appendix B) with gold-thread drawstrings. Careful inspection of the bag with a successful DC 12 Intelligence (Investigation) check reveals faint runes stitched on outside.

Development. When the shaman dies, the bog beast settles down somewhat and has only a 50% chance to meet the gaze of a random target each round.

BOG BEAST

Large monstrosity, unaligned

Armor Class: 14 (natural armor)

Hit Points: 57 (6d10 + 24)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	3 (-4)	14 (+2)	6 (-2)

Senses: darkvision 60 ft., passive Perception 12

Languages: —

Challenge: 4 (1,100 XP)

Keen Smell: The bog beast has advantage on Wisdom (Perception) checks that rely on smell.

Stench: Any creature other than a bog beast that starts its turn within 10 feet of a bog beast must succeed on a DC 14 Constitution saving throw or become poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any bog beast for 1 hour.

ACTIONS

Tail: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or become knocked prone and stunned until the end of the target's next turn.

Gore: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Death Gaze (Recharge 5-6): The bog beast targets a creature it can see within 30 feet. If the target can see the bog beast, it must make a DC 14 Constitution saving throw. On a failure, it is reduced to 0 hit points. On a success, the target takes 22 (4d10) necrotic damage.

In a marshy pool wallows a loathsome horror that looks like a twisted combination of a shaggy buffalo and a bloated dinosaur on four stump-like legs. Its porcine head is situated at the end of a rubbery neck. A cloud of insects swarms around its grotesque body, while its foul, rotten stench assaults the nostrils of everyone nearby.

AREA 1-4 – “DEAD ENDS”

Up ahead, the path through the reed grass abruptly ends.

There are several of these locations, scattered throughout the maze. Unnumbered locations are simply dead ends (unless a devious GM would like to add an additional encounter or trap). However, locations labeled “1-4” are literally *dead* end: the frogfolk have devised traps for unwary intruders at these locations. Particularly cruel GMs can add to the read-aloud text in an effort to lure cautious characters into the trigger area of these traps. These lures could be the glint of sunlight off a piece of metal in the reed grass (a polished but otherwise normal dagger), a single frogfolk that slips into the reed grass (careful not to trigger the trap), or a concealed path that is obvious to a ranger, druid, or elf.

All of these traps were designed with the assistance of the captured trappers in area 2-2. Unless otherwise noted, all of the traps can be detected with a successful DC 16 Wisdom (Perception) check and disabled with thieves' tools and a successful DC 15 Dexterity check. All traps function only once, unless manually reset. Randomly determine or pick a suitable trap from the list below, and note that each can be used more than once:

Hidden Snare: When this trap is triggered by a single creature, the target must succeed on a DC 14 Dexterity saving throw or become ensnared by a thin cord affixed to a counterweight concealed in the reed grass. The target is restrained by the leg (or legs) and is pulled through 20 feet of reed grass away from the path. The frogfolk have lined this route with thorny branches, which cause 7 (3d4) piercing damage.

Bank of Spears: Hidden in the reed grass is a camouflaged rack of 10 spears, rigged to fire simultaneously from a spring-loaded mechanism attached to a trip wire. The spears are placed about 1 foot apart and are aimed to travel down the path in hopes of striking any and all targets standing on the path. Roll on the table below to determine how many spears target each character until reaching the maximum of 10. Each spear is considered a ranged attack with a +4 to hit that deals 3 (1d6) piercing damage on a successful hit. Attack rolls targeting the third or higher row of characters are at disadvantage.

d100 Number of Spears Targeting a Character

1-40	1 spear
41-70	2 spears
71-90	3 spears
91-100	4 spears

Log Dead Fall: Hidden in the reed grass is a 12-foot-tall log with a 1-foot-diameter trunk. It is balanced upright and held in place by a few carefully placed sticks. The sticks are attached to a trip wire. When triggered, the log falls into the path, targeting the character that tripped the wire. In addition to the weight of the tree trunk, the top has been crudely adorned with wooden and metal spikes plus broken sword and dagger blades. Unless dodged with a successful DC 15 Dexterity saving throw, the falling log causes 7 (2d6) bludgeoning damage and 7 (2d6) slashing damage.

Dart Volley: Hidden in the reed grass is a small, rooted sapling, bent backwards and held in place by a loose knot. When the trip wire is triggered, it releases the sapling, which flings a volley of 12 darts toward the path's end. The darts can target up to two creatures, either 6 (1d12) darts at one target or 3 (1d6) darts at each of the two targets. Each dart is considered a ranged attack with +3 to hit, delivering 1 piercing damage. Every dart is smeared with poison, requiring a separate DC 12 Constitution saving throw per dart. On a failed save, the target is poisoned for 1 hour. Since the poison has air dried, all saving throws are at advantage.

AREA 1-5 – TREE PLATFORM GUARD POST

GM Note. This towering tree can be seen before the characters reach the clearing described below. The characters should be given a few hints about its description, at the GM's discretion.

This clearing is perhaps 60 feet in diameter, dominated by a majestic oak tree near the center. The tree must be 50 feet high or more, and it boasts numerous thick branches full of vibrant leaves. About halfway up is a series of crude wooden platforms that encircle the trunk. Hanging under the platform are several large oval mud-like wasp nests, abuzz with activity. Excited movement atop the platform is easily detected, but there doesn't appear to be an easy method for climbing up to the crude scaffold.

This is the central guard post for the frogfolk. Perched on the platform and among the branches of the tree, they can see all passages in the reed maze within a 100-foot diameter. Therefore, it is difficult to sneak up on these guards without the use of magic. The platforms are manned by six **gripfoot frogfolk** (see appendix A), and another six ordinary **frogfolk** (see appendix A) are hiding at the edges of the clear-

ing. Any remaining frogfolk that fled from areas 1-1 or 1-2 eventually end up here, so this should be a desperate fight!

The lowest platform is 15 feet off the ground. The frogfolk use their Leaping Charge trait or climb speed to ascend the tree. Climbing the tree requires a successful DC 15 Strength (Athletics) check. Since climbing requires both hands and concentration, attacks against a climber are made with advantage.

Tactics. The gripfoot frogfolk attack with shortbows as the characters approach. They target any characters using magic to reach their platform or other targets climbing the tree. One of the gripfoot frogfolk is armed with a +1 *shortsword*, and it switches to this weapon as soon as targets begin scaling the tree, using it to cut down a wasp nest each turn to drop on climbers with limited mobility. It takes 4 points of slashing damage to drop a nest, and there are five nests attached to the underside of the platform. A dropped nest makes an attack at +3 to hit. On a successful hit, the target suffers no damage but instead is attacked by an angry **swarm of wasps** for the next 1d4 turns before the swarm disperses. If a nest misses a target, it smashes on the ground, releasing a swarm that attacks a random target within 15 feet for only 1d4 turns before dispersing.

The gripfoot frogfolk on the platform have one more trick they can use. There are two clay pots filled with water and live leeches. Typically, these are used as snacks, but they could be deployed as a weapon in a pinch. Each pot can be dumped on climbing character as a +5 attack that causes 1 bludgeoning damage as the clay pot shatters, releasing a slimy mass of leeches. The impact from the clay pot and the disgusting contents causes the target to lose its grip and fall to the ground (for normal falling damage), unless the target succeeds on DC 15 Strength saving throw. In addition, numerous leeches cling to the target and begin to drain its blood starting next turn. Each turn, the target takes 1 hit point of damage from blood loss until one or more actions are taken to remove the leeches or the target suffers 6 points of damage from blood loss. The leeches can be removed by spending two actions to scrape them off or by spending a single action to apply an open flame, causing at least 1 fire damage to the leech-covered target.

The six ordinary frogfolk hiding in the reeds at the edge of the clearing take advantage of their Swamp Camouflage trait. They wait for a few turns before springing an ambush. Three of them use their Leaping Charge trait, leading with spears. The other three have wasp nests attached to the end of 10-foot poles. They use these poles to lob the angry insect nests toward targets with similar consequences as described above. Following this attack (which is good for only one at-

tack), they retrieve spears they stashed in the reeds and enter melee via Leaping Charge.

Platform. The wooden platform is outfitted to supply the frogfolk with all of their needs for a few days. This includes ample lizard jerky and dried insects (in sacks) and several gallons of freshwater in a 25-gallon wooden cask. There are also six sleeping mats fabricated from squirrel pelts sewn together (each worth 25 gp, after a good cleaning).

Treasure. Hidden in one of the sleeping mats is a pouch of 7 freshwater pearls (each worth 50 gp). Finally, a 2-foot-diameter silver-framed mirror rests against the tree trunk (worth 225 gp).

Development. The frogfolk can use the mirror to signal the flyerider guards in area 2-1 with a simple code of flashing reflected light. Unless the characters surprise these guards and assault the platform in the first round or two, one grip-foot frogfolk uses an action to use the mirror to warn the flyeriders of the enemies' approach. Sometime before the characters reach the hill, they are attacked by three **gripfoot frogfolk** mounted on **giant horseflies** (see area 2-1).

AREA 1-6 – STREAM CROSSING

This clearing is 40 or so feet across and is bisected by a sluggish stream strewn with slime-covered rocks and long, flowing strands of stringy algae. Another passage is hewn into the reed grass on the opposite side of the clearing. As you ponder the most prudent way to cross the stream, the tall stems part, and several frog-like humanoids lumber into the clearing, brandishing stout-hafted spears tipped with massive, jagged-metal heads.

This clearing is another guard post, and again, the frogfolk use the natural habitat to aid in their attack. The stream is about 15 feet wide and between 2 and 3 feet deep. Unless a creature takes a full minute to carefully cross the slippery rocks, the target must succeed on a DC 13 Dexterity saving throw or fall prone, ending its turn. Of course, a creature can try to jump over the stream.

Tactics. Four **frogfolk** (see appendix A) exit the reed grass and move to the stream's edge. The following turn, they attack by throwing their harpoons. On a normal hit or a miss, the weapon is retrieved with the cord the following turn and readied for a subsequent attack. If a target is ensnared by a barbed harpoon head (because the attack hits by more than 4, or a natural 20 is rolled), the frogfolk attempts to reel in the restrained target. If a battle map and miniatures are not used, assume the target is 30 $([1d4 + 1] \times 10)$ feet away when ensnared. The frogfolk and the target make contested Strength checks. If the frogfolk wins, the target is reeled in 10 feet. If the target wins, the target holds its ground. A tar-

get pulled through the stream is considered prone and can be attacked with advantage.

Three more frogfolk are hiding submerged in the stream, using their Swamp Camouflage and Amphibious traits. Although unarmed, they attack targets pulled into the water (or those who enter to cross) with bite attacks, or they initiate a grapple to pull enemies down into the water. Should the harpoons prove ineffective at dragging targets into their clutches, the submerged frogfolk attack targets crossing the water (with surprise) or from behind (also with surprise) after the characters pass to the other side of the stream.

AREA 1-7 – THE WHISPERING REEDS

AUTHOR'S NOTE

This encounter was inspired by the myth of King Midas, whose ears were transformed into those of a donkey. Of course, he concealed this disfiguration, but it's difficult to hide such a secret from your barber! Midas swore him to secrecy, but the barber could not contain himself. Finally, unable to contain himself, the barber spoke to the ground about the donkey ears, and the reeds that eventually grew in that spot repeated the secret to passersby via a divine whisper.

At this intersection of several cut paths, you hear the melodious whisper of an enchanting female voice.

This intersection in the maze played host to a horrible tragedy months ago. An elven druid of the Earth Mother was captured by the frogfolk. While being transported to the hidden shrine for eventual sacrifice, she used her druidic magic to escape her captors and fled back into the maze. She got as far as this intersection before the frogfolk caught up, and after a few more magical displays of the Earth Mother's wrath, she finally succumbed to several spear thrusts. The surviving frogfolk chanted and danced with glee at the defeat of the powerful druid, as her life slowly bled into the spongy peat. Channeling her willpower, she prayed to the Earth Mother in her final minutes, and the Earth Mother heard the dying pleas of a devout follower. Already furious at the despoiling of her sacred shrine (see area 2-3), she cursed the frog-men and the very site of her follower's brutal death.

When the characters enter this location, they hear the whispering of a melodious female voice. If the character understands Elvish, read the passage below. If the character doesn't understand Elvish, they still hear the whispering,

but unless magic is employed (such as *comprehend languages* or *tongues*), the character can't discern the meaning.

*Concealed in a stony scene
among golden fruit.*

*Search the branches keen,
without intent to loot.*

Since the frogfolk don't understand Elvish, they are unaware of the clue. Because this cursed place unnerves them, they quickly pass through this section of the maze.

Development. Ideally, the Elvish passage a character hears should be an important insight into the frogfolk, the shrine, the fate of the lizardfolk druid, or something else that is pertinent to the original goal of the adventure. As presented above, this refers to the command words for the *decanter of endless water* in the despoiled shrine. This is an important step in cleansing the shrine and rededicating the holy site to the Earth Mother. However, the GM can use any passage (or even more than one) that is more suitable to the campaign by simply altering the curse's origin. For example, perhaps the druid was slain by the green dragon Chloridia, and thus the characters get a clue to her deception as part of the dragon egg adventure hook. Or use this passage regarding the tragic corruption of the lizardfolk druid:

*The most holy one,
Clad in scale with flickering tongue,
A pilgrim to the hidden shrine
To treat with the enemy of mine.
Seduced by malevolent guile,
Suffered and twisted awhile,
From mauve mineral; a prisoner
But trapped in the flesh of another.*

AREA 1-8 – THE SLUMBERING BEAST

As you approach another clearing, you note the ground has become increasingly soggy. Each footstep is now followed by a soft squishing sound, and standing puddles of water occur here and there. This clearing is only roughly cut, possibly 75 feet in diameter, and seems to be more natural than manufactured, unlike previous clearings. A moss-covered hummock, maybe 10 feet high and 20 feet in diameter, is situated at the far end of the clearing.

Hiding on the hummock are five **frogfolk** (see appendix A) using their Swamp Camouflage trait. They are armed with three javelins each (+3 to hit, 1d6 + 1 piercing damage) and a spear for melee. As the characters approach, the frogfolk reveal themselves and begin by tossing javelins. Climbing the hummock to close in for melee requires a successful DC 10 Strength (Athletics) check.

Slumbering Surprise. The hummock is not entirely as it appears. It's actually a slumbering **giant snapping turtle**, and combat on its back eventually awakens it. Each round that at least one creature (frogfolk or character) is in melee on its back, there is a cumulative 10% chance it wakes up. If the turtle takes any damage, such as from an area-of-effect spell or a prodding spear of a frogfolk warrior, it automatically wakes up. However, the turtle starts out in state of torpor, and it takes a few moments to get its bearings to effectively attack. For the first three rounds of combat, its attacks are at disadvantage. Creatures still on its back by the 3rd round need to make a successful DC 12 Dexterity (Acrobatics) check each round or be tossed to the ground. This fall causes no damage, but the creature lands prone. Once fully awake, the giant snapping turtle is in a foul mood and attacks targets, including frogfolk, at random each round.

The giant snapping turtle is probably beyond the characters' ability to defeat, and they may need prodding to flee. If so,



the turtle does not pursue. The frogfolk flee the clearing if three or more of them are defeated, and they give a fully awakened giant snapping turtle wide berth.

Treasure. If the characters defeat the turtle and take the time to cut open its gut (which requires a very sharp blade and 30 minutes), they are rewarded with the discovery of a huge emerald worth 3,500 gp.

GIANT SNAPPING TURTLE

Huge beast, unaligned

Armor Class: 16 (natural armor)

Hit Points: 85 (10d12 + 20)

Speed: 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 4 (1,100 XP)

Amphibious: The giant snapping turtle can breathe air and water.

Sure-Footed: The turtle can avoid being knocked prone or involuntarily moved with a successful DC 10 Constitution saving throw.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 15). A grappled target is restrained, and while grappling a target, the giant snapping turtle can't use its bite attack.

The entire hummock shifts, shedding the frogfolk warriors off its peaked shell. A serpentine head with a beak-like mouth erupts from one end, vigorously snapping at the stunned frogfolk. The massive turtle's shell sports numerous ridges covered with algae and moss.

AREA 1-9 – BRIDGE TRAP

GM Note. There are two bridges, as indicated on **Map 2**. The first bridge is normal, but the second one is rigged to collapse. Use the following read aloud text for each bridge:

Ahead is a wooden bridge. Its rotting timbers span a sluggish stream that is at least 20 feet wide at this location.

The second bridge is rigged to collapse if more than 100 pounds of weight is placed on it. Since a typical frogfolk weighs about 75 pounds, one of them can cross at a time

without fear of the bridge collapsing. If examined from below, a successful DC 15 Intelligence (Investigation) check is required to discover the trap. If examined from above, this check is made at disadvantage. Without the use of sturdy lumber, there is no way to disable this trap. If triggered, any creatures on the bridge must succeed on a DC 15 Dexterity saving throw, or they are dumped into the water and take 3 (1d6) bludgeoning damage.

Green Slime. The real danger here is the colony of green slime that grows under the protective shade of the bridge. The colony was carefully cultivated by the previous frogfolk shaman, and despite the lack of care recently, it has flourished under the bridge. The patch is about 15 feet in diameter (about three times the size of a typical colony). If the water under the bridge is examined, a successful DC 14 Intelligence (Nature) check reveals the green slime, since it blends in well with the benign algae also growing in the sluggish stream.

A target that falls into the green slime can't avoid its corrosive attack. A creature that comes in contact with the green slime or starts its turn in a space occupied by the green slime takes 5 (1d10) acid damage. Wooden and metallic objects take 11 (2d10) acid damage each round. The green slime can be scraped off (ruining the scrapping object in the process) or destroyed by applying fire, cold, sunlight, or a cure-disease effect. Since the target will likely be wet from the stream, it may be difficult to effectively apply a flame to the slime. However, the green slime is destroyed by the natural sunlight in a few minutes.

AREA 1-10 – THE LAKE'S EDGE

Finally, the reed grass parts to reveal the base of a rocky hill to the north. In between the hill and your path stretches the placid surface of a pond, perhaps 200 feet across. Its turbid waters are choked with weeds and algae growth. About 10 feet from the shoreline, a pair of 10-foot-by-10-foot wooden rafts float in the water, apparently anchored to the lake bottom. On the opposite bank in the distance, you glimpse a small beach and a worn trail that skirts the hill and heads further north.

The frogfolk use the pond as an extra line of defense to protect the way to the tribe's village. The area around the pond is very marshy and considered difficult terrain. The mud is thick and deep, so each round of movement requires a successful DC 15 Strength (Athletics) check, or else the creature becomes stuck in the hip-deep morass of mud (escape DC 15).

The pond is easily crossed by the frogfolk, who usually just swim across. But they maintain two wooden rafts to transport goods that need to stay dry (such as armor and weapons stolen from caravans) as well as the occasional visiting

landlubber or captive. If a character wants to swim across the pond, the water is considered calm. Although the pond is considered difficult terrain, no skill checks are required to cross.

Wooden Rafts. Each raft is anchored to a heavy rock at the bottom of the lake via a 15-foot-long, thick, slime-covered rope. The ropes can be untied if someone enters the water or if the rocks are hauled up to the boat with a successful DC 15 Strength (Athletics) check. The untethered anchor ropes are used to pull the rafts by swimming frogfolk. There are a pair of long poles (each about 15 feet long) hidden in the reed grass to the left that could be used to push the rafts across the pond. A successful DC 14 Wisdom (Perception) check is required to find these poles.

The water from the shoreline to the rafts gradually increases to about 7 feet deep. Hiding in the water between the shore and the rafts, down among the weeds and algae (granting advantage on their Stealth checks), are a trio of **crocodiles** kept as guards by the frogfolk. Each crocodile is lashed to a submerged rock on the lake bottom with a thick rope. The crocs have enough room to roam in a 20-foot diameter between the shore and the rafts. Although occasionally fed by the frogfolk, these crocodiles are quite hungry and attack without provocation, going so far as to fight over targets if there are too few to go around.

Unless the characters lure the crocs into the shallow water, they might not even realize their movement is restricted by ropes. But if the characters discover their restricted movement and hang back to utilize ranged weapon attacks, the crocodiles become enraged after a few rounds. Each round, a crocodile can use a bonus action to attempt to break free of the rope, succeeding on a DC 17 Strength (Athletics) check.

AREA 1-11 – CROSSING THE LAKE

While the characters cross the lake, via swimming or using the rafts in area 1-10, the frogfolk “cavalry” mount a bold attack. Continue by reading the following:

As you cross the placid waters of the pond, several dark shapes glide toward you. Three 4-foot-long beetles gracefully skate across the surface of the water on six spindly legs. Astride each beetle sits a diminutive frogfolk with bright green skin speckled with black blotches, brandishing a long spear.

This cavalry consists of three **gripfoot frogfolk** (see appendix A) riding **swamp striders**. They level their spears and charge. If any hit on this initial pass, they inflict an additional 4 (1d8) piercing damage. Any targets hit on a raft must succeed on a DC 10 Dexterity saving throw or be

knocked into the water. After the initial charge, the gripfoot frogfolk drop their spears and wield blowguns, while the swamp striders make bite attacks.

On the opposite side of the pond, a small (perhaps 50-foot-wide) sandy beach hosts a small camp used by the frogfolk cavalry. To the left of the beach, several crudely cut logs pierce the muddy bottom to form a makeshift pen. The frogfolk keep the swamp striders in this pen when not in use.

Path. An easily discovered path that winds up the hillside lies beyond the beach. See area 2-1 in Part 2.

SWAMP STRIDER

Medium beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 16 (3d8 + 3)

Speed: 30 ft., 60 ft. with Water Walker

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	1 (-5)	11 (+0)	2 (-4)

Skills: Perception +2

Senses: passive Perception 12

Languages: —

Challenge: 1/4 (50 XP)

Water Walker: Using its long legs, the swamp strider can move across the surface of still water.

While gliding across the water’s surface, a swamp strider has a speed of 60 feet.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the swamp strider attaches its stylets to the target. While attached to a target, the swamp strider doesn’t attack. Instead, at the start of each of the swamp strider’s turns, the target takes 6 (1d6 + 3) acid damage. The swamp strider can detach itself by spending 5 feet of its movement. It does so after the target dies. A creature, including the target, can use an action to make a DC 9 Strength check to detach the swamp strider.

The thin, 4-foot-long body of this beetle balances atop the water on six skinny legs. It skates gracefully across the placid surface of the lake. The creature’s head consists of a strong jaw featuring a set of sharp teeth and a pair of glistening stylets.

PART 2: THE HILL AND THE SHRINE

Secluded among the rocky outcrops of the windswept hill lies an ancient shrine dedicated to the druidic deity known as the Earth Mother. The tribe of frogfolk discovered the shrine and proceeded to despoil it on orders from their shaman. When the lizardfolk shaman arrived months ago, seeking a peaceful accord with the frogfolk, he was quickly captured, imprisoned, and corrupted by a malevolent idol. The curse of the idol gradually transformed him into a frogfolk and tainted his mind. He tricked his way to freedom, banished the current shaman (now living in area 1-3), and assumed control of the tribe. Since then, the new shaman has increased frogfolk raids on caravans and captured human trappers, forcing them to craft weapons. The stockpiling of weapons and armor, plus the recruiting of additional frogfolk tribes, are the first steps in a planned assault on the nearby fort.

GENERAL FEATURES

Terrain. Use **Map 3** for this environment. The hill is much drier than the reed maze and is rocky, adorned with scraggly shrubbery. The hill itself is considered difficult terrain, but there is no chance to become restrained like in the mucky swamp.

Paths. The path leading to areas 2-1 and 2-2 is considered normal terrain. The concealed footpath that climbs the summit to area 2-3 can be located with a successful DC 13 Wisdom (Perception) check.

Wandering Monsters. Use the Wandering Monsters table presented in Part 1. There is a 1 in 6 chance of a wandering encounter for every 30 minutes of exploration. However, only roll a 1d6 if an encounter is indicated.

AREA 2-1 – THE COMPOST PILE

The footpath meanders about the western edge of the hill along the Notorc River, though 50 feet above the river's surface. The path bears to the right, and you are greeted by the stench of organic decay. Peering over the cliff's edge to your left, you spy a compost mound perhaps 60 feet below the trail on a natural ledge. The pile is at least 50 feet in diameter and reeks of death and rot. All manner of organic debris, vegetation, rotting pieces of meat, and large bones attract a host of buzzing insects. Some of these insects are enormous, their sizes ranging from that of a small dog to an adult horse. To the right, a solidly built wooden shelf sits about 15 feet below the trail. The shelf is 30 feet long and 10 feet wide, extending over the heap of compost.

The frogfolk throw their trash onto this heap, and over the span of months, it has grown into a substantial pile, which

has attracted both normal- and giant-sized vermin. The frogfolk have managed to somewhat tame a few of the giant horseflies and use them as mounts. Despite numerous frogfolk dying from falls or being eaten by the giant flies, the shaman is proud of his aerial-assault riders. The gripfoot frogfolk, being lighter and having sticky footpads, seem to excel at riding these most unusual and unpredictable mounts.

The frogfolk can easily hop down to the wooden shelf, but characters who wish to explore will need to climb down. This requires a successful DC 15 Strength (Athletics) check. Failure results in a fall, but there is an 80% chance the creature lands on the ledge and takes only 3 (1d6) bludgeoning damage. The other 20% of the time, the creature falls 60 feet, landing on the compost heap. The compost somewhat reduces the effects of the fall, so the creature suffers only 10 (3d6) bludgeoning damage. However, this attracts the attention of several **giant horseflies** looking for a fresh meal.

FROGFOK AIR FORCE

The frogfolk have been experimenting with an air force, and this is their maiden battle. Each giant horsefly is ridden by a gripfoot frogfolk armed with a shortbow (+3 to hit, 1d6 + 1 piercing damage) and equipped with two large rocks attached to its mount via ropes. To open the combat, each horsefly makes a “bombing run” over the characters. Assume each rider maintains a distance of 60 feet, and during each pass, one of the rocks are dropped from each giant horsefly. Assume each rock is a ranged attack (+4 to hit) that deals 9 (2d6 + 2) bludgeoning damage. Following two bombing runs, one of the horseflies moves in for melee, while the other riders attack with shortbows. These ranged attacks are made at disadvantage, as the riders are desperately trying to hang on while the giant horseflies hover.

Cave. A small cave entrance is located on the shelf, leading to the living quarters of the **gripfoot frogfolk** (see appendix A) flyeriders. This natural cave spans about 30 feet in diameter. There are a total of six flyeriders in the frogfolk's air force, but be sure to adjust the number encountered here if the characters have already been attacked by a patrol (see “Wandering Monsters” in Part 1) or if any flyeriders have fled back here. There is no real limit to the number of giant horseflies that can be encountered in this area, but only six have leather saddles.

Map #3 THE HILL AND HIDDEN SHRINE

1-square = 30 feet

Notorc
River

2
FROGFOLK
VILLAGE

3
THE
HIDDEN
SHRINE

1
COMPOST PILE

Path to
Map #2

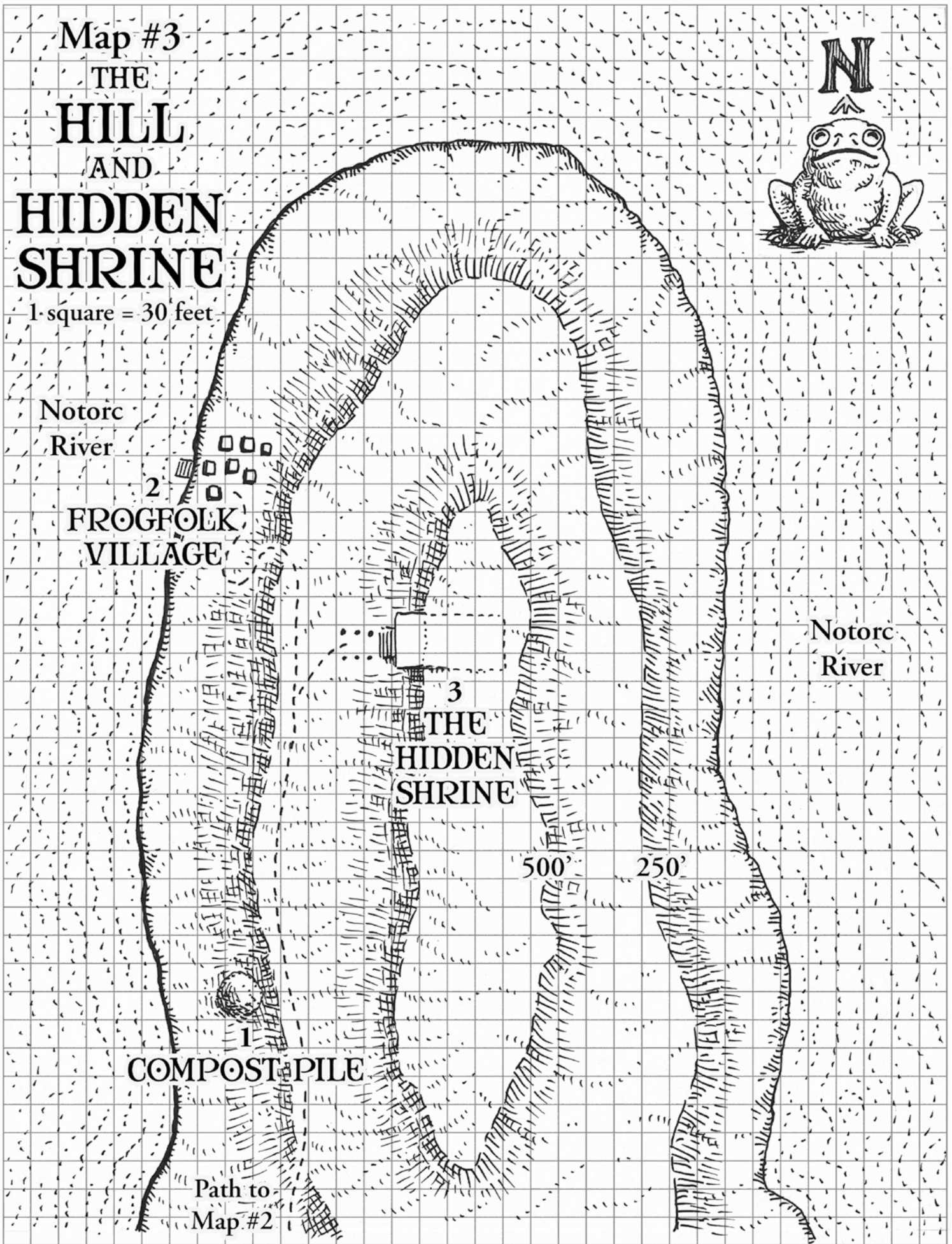
N



Notorc
River

500'

250'



The cave contains a firepit, six reed-grass sleeping heaps, and a pile of watermelon-sized drop rocks (22 total). There are also extra weapons, including spears, shortbows, a barrel holding 72 arrows, as well as three sealed clay pots of honey. The latter is used to lure the giant horseflies to the platform for mounting, a dangerous process that takes a few minutes.

Treasure. The shaman rewards his flyriders well. Each carries triple the amount of personal treasure. In addition, there are three hidden stashes of treasure scattered about the cave: one in a hollow depression under a pile of flea-infested reed grass, one in the false bottom of a small cask, and one in a concealed niche in the back wall. Each hidden cache requires a separate successful DC 15 Wisdom (Perception) check to locate. Each cache contains an assortment of valuables:

- 17 gp, one freshwater pearl (worth 25 gp), and a mahogany snuffbox inlaid with mother-of-pearl (worth 115 gp)
- 11 gp, three freshwater pearls (each worth 25 gp), and an electrum necklace (worth 175 gp)
- 4 gp, two freshwater pearls (each worth 25 gp), and a gold idol of a fat, squat demon (worth 85 gp)

GIANT HORSEFLY

Large beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 33 (6d10)

Speed: 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	10 (+0)	1 (-5)	10 (+0)	2 (-4)

Senses: passive Perception 10

Languages: —

Challenge: 1/2 (100 XP)

ACTIONS

Blood Drain: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the horsefly attaches to the target. While attached, the horsefly doesn't attack. Instead, at the start of each of the horsefly's turns, the target loses 10 (2d6 + 3) hit points due to blood loss. The horsefly can detach itself by spending 10 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the horsefly.

Nearly 12 feet long, this giant insect has a black body covered with coarse black hair. Its delicate wings are translucent, and

its multifaceted eyes glint green and yellow. Twitching mouthparts reveal a slender but sharp proboscis.

AREA 2-2 – FROGFOLK VILLAGE

The frogfolk village is located on the northwestern side of the hill, along the river. This area could be accessed from the river, but the waters here are swift and deep. The other option is a footpath from the reed maze that skirts along the edge of the hill and leads to the village. The small frogfolk settlement contains mostly noncombatant females and immature efts, but a few adult males are present for defense. Consult **Map 4** of the village for the layout. Below are a few notes on each of the locations.

AREA 2-2A – THE RIVER

Along the shoreline near the village, the Notorc River becomes shallow and weed-choked. A crude wooden dock extends 20 feet into the river, and a dug canal blocked with thick wooden poles leads to the eft pond (area 2-2d).

The frogfolk often throw scraps of food into the river, which has now become a popular hunting area for a **giant pike**. The giant pike is not picky about its meals and has consumed many frogfolk. The new shaman is in awe of the great fish and tries to appease it with occasional sacrifices at the end of the blood-soaked wooden dock. Any activity in the water has a cumulative 10% chance of attracting the giant pike per round. This percentage increases to 30% near the end of the dock.

Development. If the characters assault the village from the water, they first need to contend with the giant pike. During this clash, four **frogfolk** (from area 2-1c) slip into the water to deal with any characters that survive the initial attack by the giant pike. If the characters are on a raft or in a boat, two frogfolk working together can use their actions to capsize the vessel with a successful DC 14 Strength check.

GIANT PIKE

Large beast, unaligned

Armor Class: 14 (natural armor)

Hit Points: 26 (4d10 + 4)

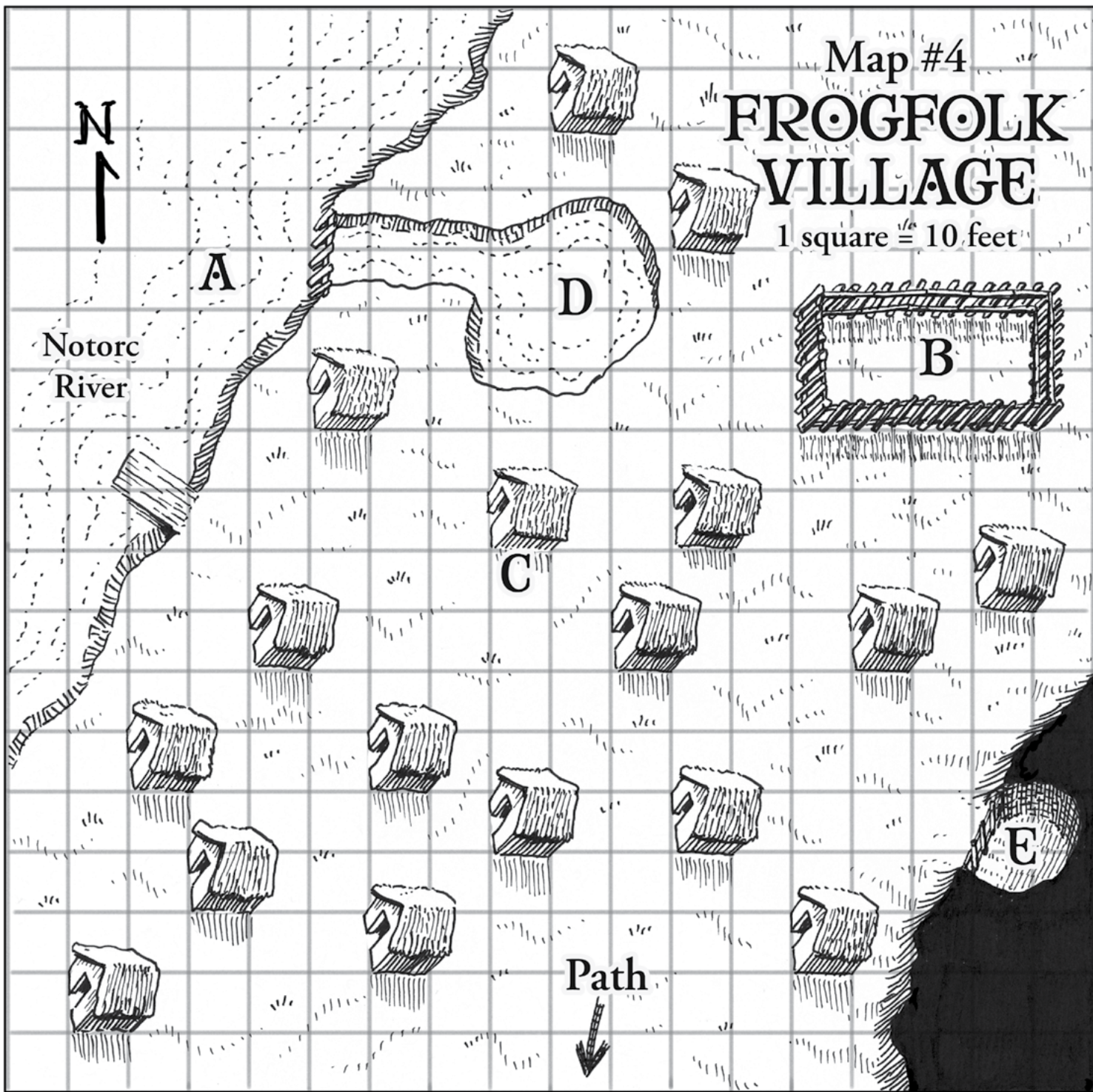
Speed: swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	1 (-5)	10 (+0)	2 (-4)

Skills: Stealth +4

Senses: passive Perception 10

Languages: —



Map #4
FROGFOLK VILLAGE
 1 square = 10 feet

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Challenge: 1 (200 XP)

Ambusher: The giant pike has advantage on attack rolls against any creature it has surprised.

Underwater Camouflage: The giant pike has advantage on Dexterity (Stealth) checks made while underwater in weedy terrain.

Water Breathing: The giant pike can breathe only underwater.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 15 (3d8 + 2) piercing damage.

This oversized fish has a fusiform body in excess of 10 feet long. Dark greens decorate its top, while its sides are silvery with green netlike blotches. The wide, gaping mouth reveals a row of irregular, pointed teeth.

AREA 2-2B – THE GIANT LIZARD PEN

Just outside of the village is a ramshackle wooden fence. Inside the pen roam six **giant lizards**, though during the day, there is a 40% chance three are being used to patrol the hill. Otherwise, the giant lizards are enclosed in the pen, and the six **gripfoot frogfolk** (see appendix A) riders are unarmored and in the village. If this occurs, one of the gripfoot frogfolk spends an action opening the pen and, unless neutralized, incites the giant lizards to exit the pen and attack on the following round.

Development. If the island is under alert (from a mirror signal in area 1-5 or fleeing frogfolk), four mounted lizard riders armed with light lances and orders to attack all outsiders are posted just outside the village.

AREA 2-2C – TYPICAL DWELLING

The village contains 17 crude wooden huts with thatch roofs. The wood was collected from the forest to the north and transported by raft to the village. It was a major undertaking, but now the frogfolk live in relative comfort on a highly defensible hill, surrounded by the swift-moving river on three sides and the reed maze to the south.

In addition to the six **gripfoot frogfolk** lizard riders, the village contains eight male **frogfolk** (see appendix A), 21 non-combatant female frogfolk, plus 27 noncombatant efts in the pond in area 3-1d. The last few weeks have been rough on the tribe, between creating the village huts with transported wood and increasing the defenses with the creation of the reed maze. Most male frogfolk have been pressed into patrol duty, while the female frogfolk gather food and tend to the young.

Each hut is a single 10-foot-by-10-foot room with a few moist reed-grass nests for sleeping and a simple firepit in the middle. The ceilings are typically adorned with hanging dried lizard meat or other game (some look like humanoid haunches), and 1d4 odd weapons (typically javelins or spears) are present.

Treasure. A careful search of each hut takes about 10 minutes, and a successful DC 12 Wisdom (Perception) check reveals 5d6 gp worth of treasure in the form of various coins, small gems, and odd effects. Each hut houses one or two 1d4 females, with room for several more males (currently stationed in the reed maze or at the shrine).

Development. If the characters openly attack the village, the gripfoot frogfolk and the male frogfolk are quick to pick up arms and fight. The females seek to flee the village or at least avoid combat unless they are cornered or the efts in area 2-1d are threatened. One frogfolk spends an action lighting an empty hut on fire with a torch. In three rounds, the hut is ablaze, and due to the wet wood and reed roof, it generates a great deal of smoke that can be seen for miles. Any frogfolk on patrol, in the reed maze, or at the shrine (except for the shaman) respond by hastening back to the village, although it takes 5d6 minutes for them to arrive.

AREA 2-2D – EFT POND

This small pond is attached to the lake via a 3-foot-wide artificial channel. Thick wooden poles placed at the inlet to the river prevent predators (such as the giant pike) from entering the pond and the efts from wandering out. The pond itself is shallow (no more than 4 feet deep) and covered with slimy algae and odorous muck. Hiding in the warm water are juvenile frogfolk. These 27 tadpole-like efts are just under two feet long and have a long tail, olive-green skin, and nub-like appendages that are not fully formed. They are difficult to see among the algae and muck, requiring a successful DC 17 Wisdom (Perception) check to notice.

AREA 2-2E – THE CAVE

Along the rock wall of the hill is a small natural cave. A 9-foot-wide and 7-foot-high opening leads to a single chamber that is little more than 20 feet in diameter. The entrance is blocked by thick wooden poles planted between the rocky ceiling and dirt floor. A crude gate with thatch ties provides access to the cavern. One or two **frogfolk** (see appendix A) guard the gate at all times.

The chamber inside smells faintly of animal waste and contains three reed-grass pallets for sleeping. Three dirty human male **commoners** are imprisoned here, slaving away for their frogfolk masters. These unfortunates were members

of a band of trappers who plied their trade in the northern forest. They were captured by the frogfolk, but instead of being killed and eaten (or fed to the giant pike), the shaman had a better idea. The frogfolk force them to manufacture spears, bows, and arrows under a watchful eye each day, using resources collected from the northern forest. They were also employed to construct the traps in area 1-4.

The prisoners have been here almost three months and, although underfed, are otherwise in reasonable health. They desire freedom, but after two of their members tried to escape and were subsequently killed, the remaining trappers fell in line. If freed, they could be convinced to aid the characters with a successful DC 15 Charisma (Persuasion) check. But clearly, they would prefer to return to their families at the fort.

Development. To date, these trappers have crafted hundreds of spears and other weapons, far more than the current tribe needs. The prisoners are unsure of what they are meant for, but once a week, the weapons are gathered and taken down the path to the south. The weapons are being stockpiled at the hidden shrine and will be used to attack a nearby settlement.

AREA 2-3 – THE HIDDEN SHRINE OF THE EARTH MOTHER

The shrine is not visible from the river, the fens, or even most locations on the hill. Once a sacred druidic site, its outer walls are designed to blend into the surrounding terrain. It can be located by following a concealed path that meanders along the base of the hill. This side path can be detected with a successful DC 13 Wisdom (Perception) check. The route has seen increased movement recently, as evidenced by frogfolk tracks. The path gradually rises as it nears the shrine.

Construction. The shrine is comprised of fitted stones, but exterior surfaces have been altered with druidic magic to blend in with the surrounding landscape. Climbing exterior walls of the shrine requires a successful DC 15 Strength (Athletics) check, while interior walls require a successful DC 20 Strength (Athletics) check. Floors, unless otherwise noted, are smooth flagstone. The main worship hall (area 2-3b) has a 30-foot-high domed ceiling.

Stream. Curiously, a diminutive trickling stream, originating from area 2-3b, exits the shrine and follows the path for about 100 feet before disappearing into a crevasse.

Lighting. All interior chambers are dark, save for area 2-3d, which is exposed to the open sky and the elements.

Wandering Monsters. There are no wandering monsters in the shrine.

AREA 2-3A – THE SHRINE ENTRANCE

The footpath wanders to and fro as you make a steady climb through the rocky outcroppings of the hill. The path eventually seems to follow a small stream, little more than a trickle, crossing it several times at random locations. Ahead, you spy a stone structure, worn and crumbling after decades or perhaps even centuries of exposure to the harsh elements. Oddly, the structure is designed to blend into the surrounding landscape to cloak its location from afar. Six carved columns, about 20 feet tall, line a walkway to a crumbling set of hewn steps. The steps glisten with moisture and slimy algae. The stone doors hang slightly ajar, and the source of the stream appears to be somewhere inside the shrine, as it slowly leaks down the steps and collects into a small pool at their base.

Three toad-like, ogre-sized humanoids stand alert at the base of the steps, clutching spears and wearing turtle shells on their backs. They break out in guttural, croaking laughter as your band approaches.

The three toad-like humanoids are **frogfolk brutes** (see appendix A) that form the shaman's elite guard. They taunt the characters, diverting their attention away from the six **gripfoot frogfolk** (see appendix A), each hiding atop one of the columns. The columns are covered with verdant growth, so the gripfoot frogfolk can apply their Swamp Camouflage trait's bonus to their Stealth checks to hide.

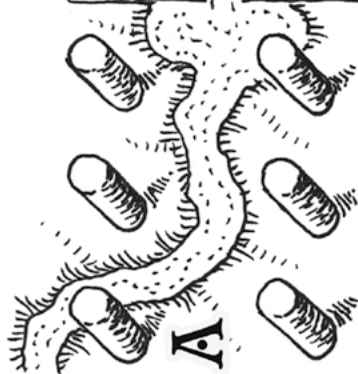
If the characters don't advance, the brutes jump down to engage with the characters, hopping back onto the steps (about 10 feet up) on the following round. They don't suffer the effects of the slippery steps, unlike the characters, since they can just hop over them. The steps are considered difficult terrain, and each round moving up or down the steps (or if engage in melee upon them) requires a successful DC 13 Dexterity (Acrobatics) check, or the creature slips. On a slip, the creature must make a DC 13 Dexterity saving throw. A failure sends the character stumbling to the base of the steps and landing prone. Success indicates just falling prone.

Meanwhile, the gripfoot frogfolk pepper the characters with poisoned darts fired from their blowguns. They remain out of reach, perched on top of the columns. The columns can be climbed with a successful DC 15 Strength (Athletics) check. Another option could be to topple one of the columns, although this requires an action and a successful DC 22 (Strength) Athletics check. If another character assists with the attempt, the check is made with advantage. A gripfoot frogfolk suffers 7 (2d6) bludgeoning damage if it is clinging to a column when it falls.

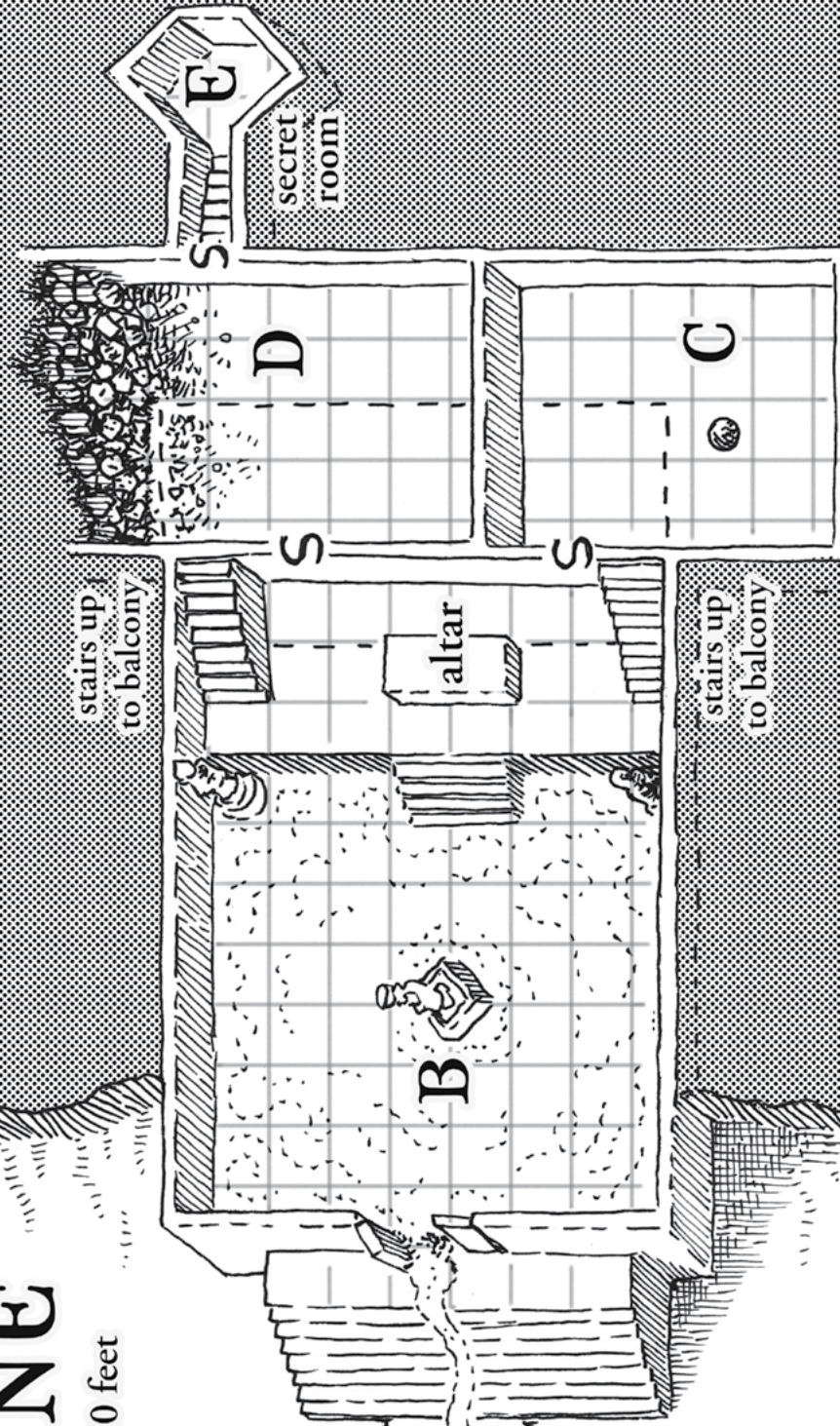
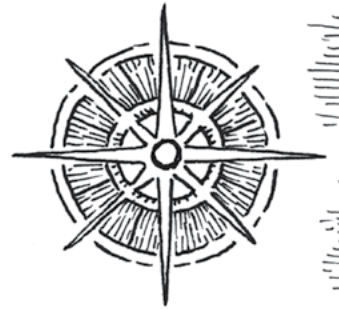
Map #5

THE HIDDEN SHRINE

1 square = 10 feet



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Development. If the characters appear to have the upper hand in this conflict, one or two of the brutes flee to area 2-3b to warn the shaman.

AREA 2-3B – MAIN TEMPLE

The threshold of the doorway is partially blocked by a 2-foot-high wall of rocks and mud mortar. Although easy to step over, the purpose of the wall seems to be to keep water in, and only a small amount trickles over the top.

Beyond lies the shrine's main worship area. The room is 80 feet wide and more than 100 feet long, with a domed ceiling reaching 30 feet high at its peak. Murky water covers the floor, with patches of floating slime and algae strewn about. The air is thick with the humid, fetid stench of the marsh.

Centered in the chamber is a rose-colored stone fountain. Its basin is 15 feet square, ringed by a retaining wall about 3 feet high. The center of the statue is dominated by a tangle of faded white marble depicting a naked water fey in a frivolous revel. A spout of water cascades from a metal bowl at the top of the structure and tumbles into the basin. Clearly, this is the source of the water covering the floor. Chained to the statue is a diminutive fey creature with pale green skin, seaweed-like hair, and sharp elven features. The forlorn creature appears sickly and downtrodden from her imprisonment.

Behind the fountain is an elevated stage slick with moisture. A pair of statues flanks the stage along the wall, each fashioned in the form of a female warrior. A massive stone-block altar with smooth sides adorned with a forest motif rests on the stage. Displayed on its surface is a purple crystal the size of a melon and crudely shaped like a squatting toad or other frog-like creature. A frog-man wearing a reed headdress, sporting numerous tattoos, and wearing various religious regalia glares out from behind the altar.

A pair of staircases flank the altar, leading up to a balcony that overlooks the chamber. A flurry of movement on the balcony catches your eye.

This shrine was built and maintained by druids centuries ago. It is dedicated to the Earth Mother (or a suitable nature deity in the GM's campaign). If the characters' objective was to discover and cleanse the shrine, this is the location to do so. However, frogfolk have despoiled the shrine, and their new leader currently makes his lair here. This area is well-defended, and the characters should have their hands full with combat here. Bloath'ack, the **frogfolk shaman** (see appendix A), stands on the stage, while four **gripfoot frogfolk** (see appendix A) hide up in the balcony. Two **frogfolk ghouls** (see appendix A) keep submerged in the water, one near each side of stairs leading to the stage.

Floor. The floor is covered in about 2 feet of filthy water. Under the water, the smooth stone floor is littered with rock debris, so this part of the shrine is considered difficult terrain. The stage and the balcony are normal terrain.

Stairs. The stairs leading to the balcony have been purposely covered with slimy algae, making the surface very slippery. Traversing the steps requires a successful DC 15 Dexterity (Acrobatics) check, or the creature slips, taking 2 (1d4) bludgeoning damage and getting deposited, prone, at the foot of the stairs. The balcony is 30 feet deep and runs the length of the chamber. Once occupied by a few stone pews and two large stone, throne-like chairs, these fixtures have been destroyed by the frogfolk and defiled with their waste.

Tactics. Bloath'ack begins the encounter by casting *conjure animals*, summoning eight **giant frogs** that appear in the water. He commands these frogs to focus on any small targets that can be swallowed and, above all, to prevent any creatures from reaching the stage. While he maintains concentration on the *conjure animals* spell, he employs *poison spray*, *thunderwave*, or *thorn whip* as appropriate. When six or more of the giant frogs are defeated or a few creatures reach the stage, he drops his concentration so he can cast *hold person* or *spike growth* (under the water to make it harder for others to reach the stage). He reserves *cure wounds* for himself.

The gripfoot frogfolk are armed with shortbows (+3 to hit, 1d6 + 1 piercing damage). From the balcony, they use the short wall for half cover. Since the balcony partially overhangs the stage, attacks on targets on the stage itself are at disadvantage. If need be, several of these gripfoot frogfolk can hop down to the stage to support the shaman during combat.

Fountain. The metal bowl at the top of the statue is actually a *decanter of endless water*. It is currently set to the stream function, dispensing one gallon per round. Normally, the water dispensed would exit a drain at the bottom of the basin, which leads to a portal to the Elemental Plane of Water (which is the origin of the water from the *decanter*). The shaman has blocked the drain with a small metal shield (actually, a +1 *shield*), which is causing the overflow. The command words to the decanter can be found on the walls in area 2-4d.

The unfortunate creature chained to the fountain is Elendiria, a **naiad** princess recently captured by the frogfolk. She is held fast by cold iron manacles of exquisite quality (worth 75 gp). Bloath'ack has the key. Alternatively, the manacles can be picked with thieves' tools and a successful DC 20 Dexterity check. Elendiria is slowly dying from exposure to the elemental water (she has 5 levels of exhaustion), but that



matters little to the shaman. He plans to sacrifice her on the altar very soon to complete his despoiling of the shrine. Elendiria is grateful if released, but she needs assistance to get back to the river and her village.

Statues. The statues each memorialize a different druidic hero from when the shrine was built. The statue to the left depicts a female ranger with flowing hair, wearing leaf armor and wielding a longbow notched with a thick arrow. A careful examination of the arrow with a successful DC 17 Intelligence (Investigation) check reveals it is a real arrow painted white. It can be easily removed and is actually an *arrow of dragon slaying*. The statue to the right depicts an elven maiden wearing leather armor and a scimitar at her belt. Her outstretched hand holds a bundle of herbs, and she appears to be casting a spell. A careful search of this statue with a successful DC 14 Intelligence (Investigation) check reveals an ivory scroll tube (worth 175 gp) that appears to be part of the statue. It too can be easily removed, and if its watertight seal of wax is broken, two *spell scrolls* (*stone shape* and *barkskin*) can be found inside.

Altar. The strange purple, naturally toad-shaped amethyst on the altar is revered by the shaman as the focal point of his religion. But it is also the source of his transformation from a lizardfolk to a frogfolk and the cause of his insanity.

The crystal is worth 5,000 gp, but it bears a terrible curse by a long-forgotten frog-god. It radiates faint magic and palpable evil. If the crystal is in a creature's possessed for a week, the target loses 1 point of Charisma as its skin breaks out in warts. The warts worsen for the following three weeks, with a cumulative 1 point of Charisma loss each week, and the target takes on an increasingly frog-like countenance. After four weeks, the transformation is complete, and the target becomes a full-fledged frogfolk with an NE alignment. This curse has no effect on frogfolk. The crystal can be destroyed by inflicting 15 hit points of damage (AC 15), but it has immunity to nonmagical weapons and resistance to slashing and piercing weapons. A *greater restoration* spell is needed to remove the curse from a creature, but this must be done before the crystal is destroyed. A successful DC 20 Intelligence (Arcana) check reveals that fact.

Treasure. The altar has a secret compartment not yet discovered by the frogfolk. It can be located with a successful DC 20 Wisdom (Perception) check, but it is locked, and the key is long lost. The lock can be picked with thieves' tools and a successful DC 18 Dexterity check. The compartment holds a pewter offering plate (worth 75 gp), a pewter pitcher (worth 120 gp), a set of four matching pewter plates (each worth 15 gp), and three *spell scrolls* of *cure wounds* in a pewter scroll tube (worth 55 gp).

Secret Doors. The back wall depicts a bas-relief scene of a forest with druids tending to plants, animals, and waterways. This wall conceals two secret doors, one leading to area 2-4c and the other leading to 2-4d. Each can be located with a successful DC 15 Wisdom (Perception) check.

NAIAD

Small fey, chaotic good

Armor Class: 12

Hit Points: 10 (3d6)

Speed: 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	18 (+4)

Skills: Animal Handling +4, Persuasion +6

Damage Immunities: poison

Condition Immunities: charmed, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: Aquan, Elvish, Sylvan

Challenge: 1/2 (100 XP)

Amphibious: The naiad can breathe air and water.

Innate Spellcasting: The naiad's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spell, requiring no material components:

3/day: *charm person*

Magic Resistance: The naiad has advantage on saving throws against spells and other magical effects.

ACTIONS

Dagger: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Water's Embrace: The naiad commands a creature to drown itself. One creature charmed by the naiad that is within 60 feet of her and can hear her must make a DC 14 Wisdom saving throw. On a failure, the target spends its next turn moving toward the nearest body of water and submerging itself. The target voluntarily forgoes holding its breath and begins to drown. A drowning creature can survive the number of rounds equal to its Constitution modifier (minimum 1). At the start of its next turn, the target drops to 0 hit points and is dying. Until the creature dies, it can repeat the Wisdom saving throw at the start of each of its turns, ending the charmed condition on a success.

A childlike fey pops her head above the placid surface of the pool. She has green, plantlike fronds for hair, and a bright-pink lotus flower adorns her brow. She beams with a wide, inviting smile.

AREA 2-3C – THE TREASURY

This chamber is about 60 feet by 50 feet with a 20-foot-high ceiling. The room is dusty, full of rubble and debris. Your attention is captured by a pile of glistening coins at the base of a carved column. Coiled around the column is a golden snake with brown, mottled spots as thick as a halfling. In the far corner, a brass brazier's burning embers shed an orange light. A thin coil of smoke escapes through cracks in the ceiling that reveal pinpoints of light from outside.

This chamber once belonged to the druid hierophant who presided over this region. Now Bloath'ack uses it as his living quarters and a treasury for the entire tribe. The space is guarded by a massive python (a **giant constrictor snake** with 88 hit points). Bloath'ack used *animal friendship* and *speak with animals* repeatedly to befriend the serpent, and since it is regularly fed, it does not attack the shaman. However, the beast gladly consumes others, including unwary frogfolk.

With its 10-foot reach, it can remain near the top of the column and still bite targets on the ground. Climbing the column requires a successful DC 15 Strength (Athletics) check. If a creature comes within range to constrict, the python does so. But the following round it prefers to drop its

restrained prey on the ground (for 1d6 bludgeoning damage) to soften up his meal.

Treasure. The pile of treasure includes the following coins, gathered from the ruins of the shrine and from ambushed travelers: 3,334 cp, 1,367 sp, 111 ep, and 456 gp. Intermixed in the pile are the following gems: three bloodstones (worth 50 gp each), two purple garnets (worth 100 gp each), and a peridot (worth 700 gp). There is also an electrum chalice set with tiny emeralds (worth 475 gp), three gold rings (worth 55 gp, 125 gp, and 500 gp), and a copper tiara set with green crystals (worth 110 gp). The brazier is about 3 feet in diameter and decorated with inlaid runes. This is an *everwarming brazier* (see appendix B) and is easily worth 650 gp just from the craftsmanship alone. This enchanted item sheds dim light in a 15-foot radius and radiates warmth in the same area.

Development. If the dragon egg adventure hook was used, the egg rests near the *everwarming brazier* on a pile of fresh reed grass.

AREA 2-3D – CRUMBLING ROOM

This area appears to be unoccupied. The north wall is mostly collapsed, and about a third of the room is buried in rubble. This part of the chamber is exposed to the open sky, so the air is somewhat fresh and less humid here. The east wall is covered with an elaborate bas-relief of an enchanted glade dominated by a majestic oak bearing golden acorns. An array of fanciful fey creatures are hidden throughout the scene.

The frogfolk mostly avoid this chamber for fear of further collapse. However, it does provide a route to area 2-3e, though it is concealed behind a secret door disguised as the sculpted oak tree. The door can be located with a successful DC 20 Wisdom (Perception) check and can be opened by depressing a large knot at eye level.

Hidden in the enchanted glade bas-relief scene are the words to activate (and to deactivate) the *decanter of endless water* in area 2-3b. Each of these can be found with a successful DC 14 Intelligence (Investigation) check. However, the word to shut it off is buried behind some rubble, which takes about 15 minutes to unearth. The words are as follows:

“Seeca” (turns the *decanter* off)

“Ramets” (stream setting; currently on)

“Nafi'toun” (fountain setting)

“Segrey” (geyser setting)

Treasure. The frogfolk fear that the golden acorns are cursed because when they tried to remove one with a macana, it broke. The acorns are not cursed and can be pried off the



wall with any sharp object. There are 17 golden acorns, each worth 5 gp.

Development. If the characters' goal was to collect thistlewyn, a few sprigs of it can be found growing among the rubble and soil under the opening. A successful DC 13 Intelligence (Nature) check is needed to identify it among the other weeds. If the characters thought to get an accurate description or a sketch of thistlewyn, this check is made with advantage.

AREA 2-3E – THE SECRET STOREROOM

The secret door slides open to reveal a dark stone staircase that descends into the stale earth.

The stairs continue down for 20 feet before opening into a hexagonal chamber 20 feet in diameter. The original purpose of this chamber is lost to time, but perhaps it was meant to be a tomb. However, its current function is all too clear: this is a storeroom stockpiled with weapons.

Weapon Stash. The chamber contains the following weapons: 350 spears, wrapped in bundles of 10 by thick cords; 240 javelins, also wrapped together but in bundles of 20;

and 45 shortbows, wrapped individually in burlap. A barrel in the corner is filled with arrows (300 of them, if anyone cares to count). Next to the barrel are 22 woven nets (each 10 foot by 10 foot), neatly folded and ready for use. Finally, a wooden chest holds 147 spearheads and 88 javelin tips. Also inside the chest is a crude map on an animal skin that depicts the nearby fort and crude notes bearing strategies for how best to attack the structure in waves to penetrate the outer defenses. These notes make it very clear that hundreds of attackers would be needed to succeed.

All of the weapons have been recently manufactured and have yet to see battle, which can be discerned with a successful DC 12 Intelligence (Investigation) check. They have been crafted by the imprisoned trappers in area 2-1e. It should be clear that the frogfolk are planning an offensive attack on the fort based on the map and the fact that the number of weapons are far more than the current tribe needs at this time. The shaman has already sent couriers to other frogfolk tribes to the south and eagerly awaits their arrival to bolster his attack force. The shaman's ultimate designs are up to the GM.

CONCLUDING THE ADVENTURE

Depending on which adventure hook the GM used, consult the following section for notes on completing the corresponding quest.

QUEST: CLEANSING THE SHRINE

To cleanse the shrine, the characters must complete the following steps:

- The characters need to break down the temporary wall at the entrance threshold, draining the water from area 2-3b. The wall has AC 17 and 25 hit points. It takes about 1 hour for all the water in area 2-3b to drain through the broken wall.
- The characters must then shut off the *decanter of endless water* and/or unclog the drain to the Elemental Plane of Water.
- Next, the characters need to clean the main worship area, removing all of the algae and frogfolk filth. This takes about 40 man-hours to complete.
- Finally, the shrine must be rededicated by a cleric or druid that worships the Earth Mother.

If the characters complete all of these tasks, they get a 600 XP group reward and receive a special charm from the Earth Mother. This could be a *charm of vitality*, *charm of animal conjuring*, *charm of heroism*, or *charm of luck*. The first three charms are detailed in the core rulebook, and the last one is detailed below. It is recommended that each character receives a different charm.

Charm of Luck. Once per day, you can reroll any die, but you must use the new roll. This charm lasts for 7 days.

QUEST: COLLECTING THE THISTLEWYN

The thistlewyn grows in area 2-4d, among the rocks and debris from the collapsed ceiling. The druids that once called the shrine home stored rare seeds here, and the conditions were ideal for the thistlewyn to take root following the recent frogfolk occupation. The characters can harvest 3d6 sprigs of the herb, but they need an accurate description of the plant first; otherwise, a successful DC 15 Wisdom (Survival) check is needed to identify the herb. If the characters succeed, they earn a 200 XP group reward. Whoever hired the characters needs only five sprigs. Any remaining sprigs can be sold for 25 gp each.

QUEST: COLLECTING THE ENCHANTED WATER

The enchanted water must come from the *decanter of endless water* before it touches the foul water in the basin. Although its water flows directly from the Elemental Plane of Water, adding it to the enchanted electrum flask causes it to gain the desired enchanted properties (as determined by the GM). By completing this task, the party gets a 250 XP group reward and the benefits of the magic elixir.

QUEST: RESCUING ELENDIRIA

The naiad princess is imprisoned in area 2-3b. Releasing her is an easy task, but transporting her to the river could prove challenging, as she currently has 5 levels of exhaustion. Completing this task earns the party a 300 XP group award and whatever reward (if any) was negotiated from the naiads that live in the river.

QUEST: RETURNING THE DRAGON EGG

Cupria is not actually a copper dragon. She is really Chloridia, a **young green dragon** using *alter self* to appear as a copper dragon. She can innately cast the following spells once per day (spell save DC 13, +5 to hit with spell attacks):

1st level: *sleep*

2nd level: *alter self*

Chloridia really did have her dragon egg stolen by the frogfolk, and she genuinely fears for its safety. Since she suspected the characters would not help an evil dragon, she used magic to appear as a copper dragon in need. However, she still radiates lawful evil if the characters have any way to detect it. She desperately wants the egg returned, hopefully before it hatches, which could reveal her deception. A successful DC 18 Intelligence (Nature) check reveals the species of dragon after it hatches. However, Chloridia has no intention of honoring her bargain with puny humanoids. She takes the egg by force and flees via flight. If the characters put up a fight, she mocks them, casts a *sleep* spell, and perhaps makes a few claw swipes before making her escape.

A young green dragon is out of the characters' league, but this is the perfect opportunity to set up a reoccurring villain. She keeps a lair deep in a copse of evergreens to the north. She has an aboveground nest among the boughs of several bent pine trees, beneath which is a cave where she conceals her treasure hoard. Although beyond the scope of this adventure, there are some at the fort who might know the location of her lair.

APPENDIX A: NEW MONSTERS

FROGFOLK

Frogfolk are frog-like humanoids that dwell in fetid swamps, dismal rainforests, and occasionally dank, underground caverns. They are also encountered near and around plentiful water sources, as they need to keep their skin moist. Frogfolk are brutish, thoroughly malicious, and often foul-tempered. Notably dim-witted, save for their shamans, they are easily swayed under the leadership of a powerful creature.

The common frogfolk is only a little shorter and lighter than a human; however, other variations occasionally grow from mutated tadpoles, including the diminutive croakers, gripfoots, as well as ogre-like brutes. Frogfolk leaders are typically shamans, although occasionally a powerful warrior frogfolk exerts its will on a tribe. Shamans can perform a ritual to create undead frogfolk ghouls that they use to reinforce their rule over the other frogfolk.

The frogfolk that inhabit the reed maze are considered advanced; they use weapons and armor and have developed sound tactics utilizing different weapons, the maze environment, and even several of the local denizens of the swamp. Unless otherwise noted, assume all frogfolk encountered have one spear and a turtle shell shield attached to its back (equivalent to hide armor; AC 12).

The frogfolk have even developed a few new weapons to fend off intruders. These include harpoons, macanas, and scythes.

A harpoon is a stout spear tipped with a dual-forked head complete with reversed prongs designed to sink into flesh and hold fast. At the opposite end of the wooden shaft is a 30-foot-long rope. If a harpoon hits by 4 or more than what is needed, or on a natural 20, it becomes lodged in the target, restraining the target. Each round, the target suffers 2 (1d4) piercing damage. The harpoon can be removed by the target by spending an action, but this causes 5 (2d4) piercing damage. The rope (AC 11) can also be severed by dealing 3 slashing damage or pulled apart with a successful DC 13 Strength check.

A macana is a wooden paddlelike sword set with sharp animal teeth (often shark teeth but in this case crocodile teeth) or obsidian shards.

A scythe is a large two-handed sickle used primarily by the frogfolk to create and maintain the reed maze, though in a pinch, it makes a devastating melee weapon as well.

FROGFOLK

Medium humanoid (frogfolk), neutral evil

Armor Class: 13 (shield)

Hit Points: 13 (2d8 + 4)

Speed: 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	8 (-1)	9 (-1)	7 (-2)

Skills: Perception +1, Stealth +3

Senses: passive Perception 11

Languages: Frogfolk, understands Common

Challenge: 1/4 (50 XP)

Amphibious: A frogfolk can breathe air and water.

Leaping Charge: A frogfolk can long jump up to 25 feet, and its high jump is up to 15 feet, with or without a running start. If it attacks with a spear at the end of this move, it deals an additional 4 (1d8) piercing damage.

Speak with Frogs and Toads: A frogfolk can communicate simple concepts to frogs and toads when it speaks Frogfolk.

Swamp Camouflage: A frogfolk has advantage on Dexterity (Stealth) checks made when hiding in swampy terrain.

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Spear: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if the melee attack was made with two hands.

This rubbery, frog-like humanoid, while somewhat hunched, stands roughly 5 feet tall and carries a spear with feathers and animal teeth dangling from its wicked point. A turtle shell shield is slung over its back.

FROGFOLK CROAKER

About 2 feet tall, the drab-colored frogfolk croaker prefers to avoid conflict. These small frog-men are valued by shamans for their ability to produce several croaks that inhibit enemies. In combat, they are protected by frogfolk warriors and often perch out of enemies' reach or behind the ranks of other frogfolk.

FROGFOLK CROAKER

Small humanoid (frogfolk), neutral evil

Armor Class: 14

Hit Points: 7 (2d6)

Speed: 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	8 (-1)	12 (+1)	12 (+1)

Skills: Perception +3, Stealth +6

Senses: passive Perception 13

Languages: Frogfolk

Challenge: 1/4 (50 XP)

Amphibious: A frogfolk croaker can breathe air and water.

Leaping Charge: A frogfolk can long jump up to 25 feet, and its high jump is up to 15 feet, with or without a running start. If it attacks with a javelin at the end of this move, it deals an additional 3 (1d6) piercing damage.

Speak with Frogs and Toads: The frogfolk croaker can communicate simple concepts to frogs and toads when it speaks Frogfolk.

Swamp Camouflage: The frogfolk croaker has advantage on Dexterity (Stealth) checks made when hiding in swampy terrain.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 piercing damage.

Dart: *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Disconcerting Croak (1/Day): The frogfolk croaker issues a guttural croaking sound it can maintain for 1 minute. Any non-frogfolk creature within 30 feet of the frogfolk croaker that can hear must make a successful DC 11 Wisdom saving throw or become unnerved for the duration of the croaking. An unnerved creature has disadvantage on all attack and ability check rolls. If three or more frogfolk croakers use their Disconcerting Croak ability at the same time, the saving throw is made at disadvantage.

Drowsy Croak (1/Day): The frogfolk croaker issues a deep, soothing croaking sound it can maintain for 1 minute. Any non-frogfolk creatures within 30 feet of the frogfolk croaker that can hear must make a successful DC 11 Wisdom saving throw or fall asleep for 10 minutes. A slumbering target can be awakened with an action from an ally or if it suffers damage. If three or more frogfolk croakers use their Drowsy Croak ability at the same time, the saving throw is made at disadvantage.

This frog-like humanoid is about 3 feet tall at the shoulder, but being a natural sloucher, it looks smaller. Its dull brown skin glistens with moisture.

GRIPFOOT FROGFOLK

Another small variety of frogfolk, gripfoot frogfolk stand about 3 feet tall. Named after their sticky footpads, these lightweight humanoids are expert climbers and can ride beasts without a saddle. Their skin is often brightly colored, featuring rich greens, brilliant yellows, or bold oranges. Skin glands produce a mild poison that makes their flesh distasteful to predators. Gripfoot frogfolk have learned how to concentrate the mild poison to venom blowgun darts or arrows. Some even set poison traps to guard their lairs. During battle, they prefer to hang back, remaining out of reach and utilizing ranged attacks.

GRIPFOOT FROGFOLK

Small humanoid (frogfolk), neutral evil

Armor Class: 13

Hit Points: 10 (3d6)

Speed: 30 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills: Stealth +5

Senses: passive Perception 10

Languages: Frogfolk

Challenge: 1/4 (50 XP)

Amphibious: A gripfoot frogfolk can breathe air and water.

Leaping Charge: A gripfoot frogfolk can long jump up to 25 feet, and its high jump is up to 15 feet, with or without a running start. If it attacks with a bite at the end of this move, it deals an additional 3 (1d6) piercing damage.

Speak with Frogs and Toads: The gripfoot frogfolk can communicate simple concepts to frogs and toads when it speaks Frogfolk.

Spider Climb: The gripfoot frogfolk has suction-producing pads on its feet and can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sneak Attack: Once per turn, the gripfoot frogfolk deals an additional 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll or when the target is within 5 feet of an ally of the gripfoot that isn't incapacitated and the gripfoot doesn't have disadvantage on the attack roll.

Swamp Camouflage: The gripfoot frogfolk has advantage on Dexterity (Stealth) checks made when hiding in swampy terrain.

ACTIONS

Bite: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Javelin: *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Blowgun: *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take an additional 4 (1d8) poison damage and gain the poisoned condition for 1 hour.

This frog-like humanoid is considerably smaller than its companions and boasts bolder coloration, including bright green and yellow splotches.

FROGFOLK BRUTE

These wart-covered, bloated brutes are nearly as wide as they are tall, easily towering over an average human. About as intelligent as a pile of algae-covered rocks, the frogfolk brutes are never leaders of a troop, but often serve as enforcers and personal bodyguards for shamans and other leaders. They are generally lazy and gluttonous, using their sticky tongues to restrain targets and pull them closer for the killing blow.

FROGFOLK BRUTE

Large humanoid (frogfolk), neutral evil

Armor Class: 11

Hit Points: 37 (5d10 + 10)

Speed: 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills: Athletics +5, Stealth +3

Senses: passive Perception 10

Languages: Frogfolk

Challenge: 1 (200 XP)

Amphibious: A frogfolk brute can breathe air and water.

Speak with Frogs and Toads: The frogfolk brute can communicate simple concepts to frogs and toads when it speaks Frogfolk.

Swamp Camouflage: The frogfolk brute has advantage on Dexterity (Stealth) checks made when hiding in swampy terrain.

ACTIONS

Multiattack: The frogfolk brute makes two melee attacks: one with its tongue and one with its macana. It can make a bite attack in place of a tongue attack.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Macana: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Tongue: *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* The target is grappled (escape DC 13). If Medium or smaller, a grappled target can be reeled 5 feet closer to the frogfolk brute as a bonus action at the end of the frogfolk brute's turn.

This frog-like humanoid has a bloated body and a wide maw filled with tiny piercing teeth. Its shiny skin is gray-green and pockmarked. Its eyes gleam threateningly as a slobbering tongue protrudes from the corner of its mouth.

FROGFOLK SHAMAN

Wielders of druidic magic, frogfolk shamans are feared by the other frogfolk. It is not uncommon for a shaman to wear humanoid-crafted armor and wield a magical weapon that came into the tribe's possession. Frogfolk shamans can perform a dark ritual to animate frogfolk that fall in battle. The shaman has control over a limited number of these undead, which are often tasked with endless guard duty.

FROGFOLK SHAMAN

Medium humanoid (frogfolk), neutral evil

Armor Class: 16 (hide armor and shield)

Hit Points: 32 (5d8 + 10)

Speed: 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	10 (+0)

Skills: Perception +4, Stealth +4

Senses: passive Perception 14

Languages: Frogfolk, Common

Challenge: 2 (450 XP)

Amphibious: A frogfolk shaman can breathe air and water.

Leaping Charge: A frogfolk shaman can long jump up to 25 feet, and its high jump is up to 15 feet, with or without a running start. If it attacks with a spear at the end of this move, it deals an additional 5 (1d8 + 1) piercing damage.

Speak with Frogs and Toads: A frogfolk shaman can communicate simple concepts to frogs and toads when it speaks Frogfolk.

Spellcasting: A frogfolk shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *poison spray, produce flame, thorn whip*
- 1st level (4 slots): *cure wounds, entangle, thunderwave*
- 2nd level (3 slots): *flaming sphere, hold person, spike growth*
- 3rd level (2 slots): *conjure animals*

Swamp Camouflage: A frogfolk shaman has advantage on Dexterity (Stealth) checks made when hiding in swampy terrain.

ACTIONS

Multiattack: A frogfolk shaman makes two melee attacks: one with its bite and one with its spear.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

This frog-like humanoid stands somewhat taller than its minions. Clad in lizard-scale armor and carrying a shield, the creature rattles as it hops, thanks to its reed-grass adornments and the many gaudy metal trinkets hanging from it.

FROGFOLK GHOUL

In spite of the name, these undead creatures are not truly ghouls, but rather zombie-like, reanimated frogfolk under the control of the frogfolk shaman that created them. Sometimes referred to as “uncroakables” by adventurers, frogfolk ghouls tirelessly attack or perform other mundane duties.

Undead Fortitude. A frogfolk ghoul does not require air, food, drink, or sleep.

FROGFOLK GHOUL

Medium undead, neutral evil

Armor Class: 13 (natural armor)

Hit Points: 27 (6d8)

Speed: 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances: fire

Damage Immunities: lightning, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities: charmed, exhaustion, poisoned



Senses: darkvision 60 ft., passive Perception 10

Languages: understands Frogfolk but can't speak

Challenge: 1 (200 XP)

Leaping Charge: A frogfolk ghoul can long jump up to 25 feet, and its high jump is up to 15 feet, with or without a running start. If it attacks with a javelin at the end of this move, it deals an additional 3 (1d6) piercing damage.

Swamp Camouflage: The frogfolk ghoul has advantage on Dexterity (Stealth) checks made when hiding in swampy terrain.

Turn Resistance: The frogfolk ghoul has advantage on Wisdom saving throws to resist being turned.

ACTIONS

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, and the target is grappled (escape DC 12). While grappling a creature, the frogfolk ghoul cannot bite another target.

Javelin: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Rotting flesh flakes off of these frog-like zombies' bony frames. Their unfocused eyes flicker with unholy light as they bare their elongated yellowed teeth and dirt-encrusted claws.

FROGFOLK WEAPONS

Weapon	Value	Damage	Weight	Properties
Harpoon	4 gp	2d4 piercing	6 lbs.	Thrown (20/60 ft.)
Macana	5 sp	1d8 slashing	4 lbs.	
Scythe	10 gp	1d10 slashing	10 lbs.	Heavy, two-handed

FROGFOLK TREASURE

In addition to armor and weapons, frogfolk keep numerous pouches and pockets on their harnesses. Unless otherwise noted, a typical frogfolk carries 1d6 gp. Gripfoots, croakers, and brutes carry 2d6 sp and 2d6 gp each. All frogfolk also possess a randomly determined object from the Frogfolk Odds and Ends table below. In addition, there is a base 30% chance each frogfolk carries an additional piece of minor treasure as indicated in the other table. The GM is encouraged to expand these tables as needed. Frogfolk ghouls carry no treasure.

Frogfolk Odds and Ends

d12	Item(s)
1	Pouch with 3d6 dead flies
2	3d4 dried algae wafers
3	1d4 pieces of lizard jerky
4	Pet rock
5	Fishing line with a crude metal hook
6	Dead rat (missing tail)
7	Flask half filled with fermented swampberry juice
8	1d4 dried giant-lizard dung patties
9	Crude wood carving of a bog beast
10	Pouch containing various swamp herbs and berries
11	Collection of 3d4 animal teeth
12	Pouch of rotting seeds

Frogfolk Minor Treasures

d12	Item(s)
1	1d4 white, cream, or pink freshwater pearls (each worth 15 gp)
2	A copper trinket (worth 5d4 sp)
3	1d10 ancient gold coins (each worth 5 gp to a collector)
4	Ivory carving of a naked nixie (worth 35 gp)
5	A pouch of powdered gemstones (worth 22 gp)
6	Dagger with a yellow topaz set in pommel (worth 55 gp)
7	Set of crude crystal dice; loaded, but not favorably (worth 12 gp)
8	Pouch of 1d6 + 2 silver arrow heads (each worth 1 gp)
9	Drow house brooch depicting a scythe and a mushroom (worth 50 gp)
10	Filthy silk scarf (worth 10 gp, if thoroughly cleaned)
11	Mink pelt with head still attached (worth 70 gp)
12	Electrum whistle (worth 35 gp)



APPENDIX B: NEW MAGIC ITEMS

EVERWARMING BRAZIER

Wondrous item, uncommon

This metal brazier is often fashioned from bronze or copper, and typical includes runes in relief on its surface. Speaking a command word activates the brazier, while a second command word deactivates it. While activated, it sheds dim light in a 15-foot radius and radiates gentle warmth within 5 feet.

VARIANT BAG OF BEANS

Wondrous item, rare

There are many varieties of magic beans.

If all of the beans are dumped out at one time, they explode for 12 (5d4) fire damage in a 10-foot radius, igniting flammable objects. Any creatures in the blast radius must make a DC 15 Dexterity saving throw, taking half damage on a successful save.

If a bean is removed one at a time and planted in the soil (which takes an action) and then watered (another action), randomly determine the effect of the bean according to the table, which occurs 1 minute later.

d8 Effect

- 1 A 10-foot-by-10-foot pit that is 20 feet deep appears. Falling in the pit causes 7 (2d6) bludgeoning damage. At the bottom are spikes (60%; in addition to falling damage, a target suffers an additional 10 (4d4) piercing damage), goose feathers (30%; negating falling damage), or a **black pudding** (10%).
- 2 **Zombies** (2d4) claw out of the ground and attack random targets.

- 3 A 5-foot-high shrub sprouts, bearing 2d12 berries. These berries either heal 1d4 hit points each (50%; spoiling in 24 hours) or are poisonous (50%; failing a DC 13 Constitution saving throw deals 9 (2d8) poison damage, and the target gains the poisoned condition for 1 hour).
- 4 Insects erupt from the ground. They are either locust (25%; as per **swarm of insects** with flying speed of 30 ft.) or harmless moths (75%; all creatures in a 10-foot radius are blinded for 1d4 turns).
- 5 The ground in a 20-foot radius is transformed into a pool of mud. The terrain is considered difficult, and each round a creature is in the mud, it must succeed on a DC 15 Strength saving throw or become restrained (escape DC 15).
- 6 A sprawling green vine as thick as a tree sprouts from the ground, reaching a height of 30 feet. If climbed, it either acts as a *rope trick* spell (80%; duration: one hour) or leads to a random outer plane (20%).
- 7 A patch of 1d4 + 1 large toadstools sprout from the ground. Each one can cure a disease if eaten (25%; acts as *lesser restoration*) or if disturbed, releases a 10-foot-diameter cloud of poison spores (50%; DC 15 Constitution saving throw, taking 18 (4d8) poison damage on a failure) or wails like a **shrieker** (25%; immediately roll for initiative).
- 8 A 10-foot-tall pitcher plant grows. It has 1d4 + 1 pitchers that hold sweet nectar. If the nectar is imbibed, it acts like a random *potion* (roll a d6: 1, *healing*; 2, *vitality*; 3, *gaseous form*; 4, *diminution*; 5, *growth*; 6, *hill giant strength*).



FIFTH EDITION FANTASY

DENIZENS OF THE REED MAZE

A LEVEL 3 ADVENTURE

Fifth Edition Fantasy is here! This adventure module is fully compatible with the fifth edition of the world's first fantasy RPG, and is ready to play in your home campaign!

Your band of adventurers is gaining quite a reputation for yourselves in the border lands. A local patron encourages you to investigate a recently aggressive band of frogfolk, stirring in the nearby fens. The frogfolk have displaced a benevolent tribe of lizardfolk, and rumors persist they gather resources for an all-out war. The frogfolk have even cut twisting passages through the tall reed grass to defend the route to their hill-top lair. Something sinister must be behind these actions!

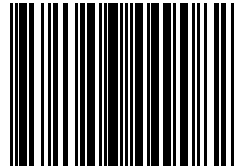
Following a trek through the stinking morass of the reed maze, your band finds a hidden shrine once dedicated to the Earth Mother but now the lair of the frogfolk leader. But all is not as it seems in this desecrated temple. What foul eldritch sorceries have corrupted the frogfolk leader and can the heroes put an end to its diabolical machinations?

Denizens of the Reed Maze is an all new 5E wilderness crawl adventure suitable for a group of 3rd level characters. Contained herein are challenges to test the mettle of both seasoned players and neophytes. In addition to detailed encounters in the swampy reed maze, this module contains a keyed frogfolk village, and a ruined shrine now controlled by the despicable new leader of the tribe, plus full 5E statistics on several varieties of frogfolk.



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