

The Lizards of Rhazu

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The Hungry Marshes have always been a dangerous place to travel. Many a person has gone missing here. The treacherous terrain can cause someone to get stuck at any moment, bloodsucking leeches will leave their bodies as a lifeless husk, or one is attacked by a crocodile that seemed to be nothing more than a floating log in the moments before.

Lizardfolk used one of the lesser dangers. They mostly leave the travelers of the swamps in peace. Every now and then, someone comes across a lizardfolk hunting party. This usually ends in both parties fleeing the scene.

However in the last few months, the lizardfolk have become increasingly agressive. They have attacked travelers, and even expanded their activity by assaulting a logging camp in the forest nearby.

Introduction

This is an adventure for a group of **level 4** adventurers. You can play this adventure on a different level, but you will have to change the difficulty of the encounters accordingly.

This can be a stand alone adventure, or you can fit the adventure within an ongoing campaign. The Hungry Marshes can be any swamp within your game world, you can rename it if you wish.

Adventure Synopsis

The lizardfolk of the town of Rhazu have found a giant albino crocodile. Jugzoash, the head shaman of the village, has declared that this crocodile is a god. The giant crocodile was lured back to the village and the lizardfolk have been feeding the creature ever since. The lizardfolk hunting parties have been busy with trying to find enough food to satisfy the crocodile's enormous appetite.

Meanwhile, speaker Jugzoash has been communing with the crocodile. However, he is lying to the villagers by misinterpeting its messages. His ultimate plan is to have the lizard Queen Szhasha, sacrficed to the crocodile so he can become king himself.

Involving the Players

The player characters can be an adventuring party from the settlements nearby that is taking up a contract to solve the lizardfolk problem.

Another option is to have the player characters be related to one of the captives of the lizardfolk.

If you want a different style of adventure you could even have the player characters be members of a nearby lizardfolk tribe, whose territory has been breached by the lizardfolk of Rhazu.

Random Encounters

These are encounters that can happen in the swamp before the characters reach the lizardfolk village. You can roll a d20 for each hour of travel. Alternatively, you can select something from the list that is appropiate to the situation.

To travel to the village, have one player make a Survival (Wisdom) check. If the result is lower than **10**, the journey takes 8 hours. If the result is **10-15**, the journey takes 6 hours. If the result is **15** or higher, the journey takes 4 hours.

Encounter	D20 Roll
Crocodile	1-2
Fog	2-4
Giant Snake	4-6
Leeches	7-8
Hunting Party	9-10
Rowboat	11-12
Trap	13-14
Tribal Ward	15-16
Will-o'-Wisp	17-18
Nothing	19-20

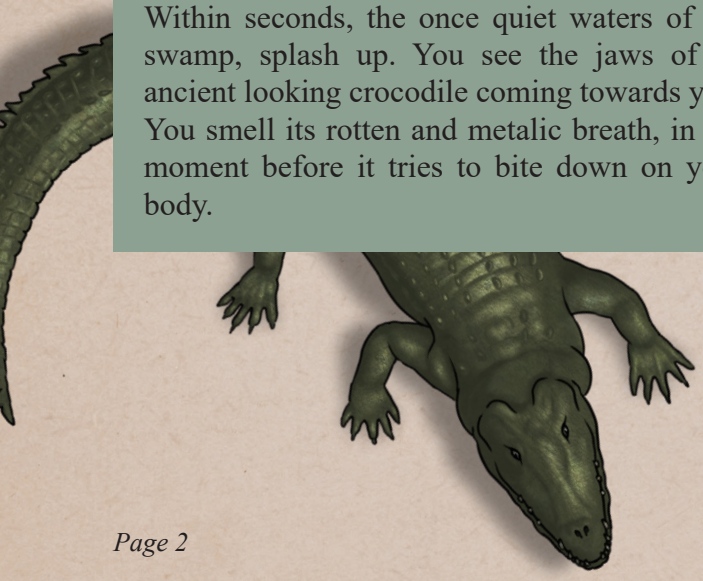
Crocodile

A float of 1d4+2 **Crocodiles** have made their home in these swampy waters.

A succesful DC 16 Wisdom (Perception) check, will make the character aware that they hear bellowing grunts, and realize that the floating logs are crocodiles.

If they fail the check, the players are suprised and immediatly attacked by two of the crocodiles. The other crocodiles are within a 30 ft. Range.

> Within seconds, the once quiet waters of the swamp, splash up. You see the jaws of an ancient looking crocodile coming towards you. You smell its rotten and metalic breath, in the moment before it tries to bite down on your body.



Fog

> The low hanging fog that was hovering above the swamp waters, are getting thicker with every minute. Slowly, the fog is starting to obscure your vision, with only the slushing footsteps of your allies leading the way.

Traveling through the fog requires a succesful DC 15 Wisdom (Survival) check. Add an hour of travel for each player that failed the check. If a player fails by 10 or more, their character becomes lost in the swamps on their own.

You can have the lost character find their way to the lizardfolk village on their own, or you can have them be attacked by a lizardfolk hunting party, and brought back to the village as a captive.

Giant Snake

A **Giant Constrictor Snake** is hiding in the branches above. The characters that are first in the marching order must make a succesful DC 14 Wisdom (Perception) check, to realize that the snake is there. If the check failed, the snake will let itself drop next to the players. The players are suprised.

> Something big falls down from the branches above you. As you see the slithering creature, you quickly realise that it is some kind of huge snake. The snake coils up and hisses just before it attempts to bite you.

Leeches

> A strange pulsating feeling spreads across your leg. Once you take a better look, you can see that more than a dozen leeches have attached themselves on your to your skin. Feasting on your blood.

Removing the leeches requires a successful DC 10 Wisdom (Medicine) check for each party member. On a failure, the wounds will continue to bleed causing 1d6 piercing damage each hour for 1d4 hours.

Hunting Party

With whooshing sound, a javelin flies through the air. Its source is a strange bipedal reptilian wearing eerie mask. The creature makes a gutteral sound. From the fog and the vines around you, the sound is repeated. It seems that you are surrounded.

2d4 **Lizardfolk**, and a their pet **Pteranodon** attack the player characters. Their intent is to incapacitate their prey and take them back to the village so that they can be sacrificed to the crocodile in the coming days.

Rowboat

A torn cloak floats on top of the swampy waters. When you take a closer look, you see a capsized rowboat, with a leather bag and a broken crate drifting next to it.

A successful DC 10 Intelligence (Investigation) check, reveals that the boat has been attacked. A broken javelin sticks in its hull.

Most of the contents of the bag have either drifted away, or sunk to the bottom of the swamp. But the bag still contains two soggy breads wrapped in linnen.

The crate has been opened, but the contents have been left inside. It contains mostly broken pottery.

A succesfull DC 15 Intelligence (Investigation) check, reveals a bloody handprint of reptilian origin on the side of the boat.

A pouch has dropped from the bag, and lies beneath it in the mud. It contains 2 platinum pieces, 14 goldpieces, 3 silver pieces, and 21 copper pieces.

There is a stamp on the crate, but it has almost faded. It reads '*Claire's Ceramics*'.

Trap

Sharp pieces of bone and wood are jammed in to the mud of this area. The spikes are barbed and coated in poison.

A successful DC 15 Wisdom (Perception) check from the player whose character is walking in front, reveals the spikes before it causes harm. On a failed check, the character takes 1d6 piercing damage and must also make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a succesful one.

Tribal Ward

The trees around this area are decorated with sticks and bones hanging from strings. They sound similar to a windchime.

A spear stands in the ground, the spear is decorated with three eerie looking tribal masks.

The tribal wards are placed as a warning to anyone passing through the area. They mark the lizardfolk territory.



Will-o'-Wisp

At first you think that you see lanterns in the distance. But when you get closer you realize that these floating balls of light are something completely different. You get the feeling that these lights want you to follow them.

Two **Will-O'-Wisp** are slowly hovering around the player characters. If the player characters do not follow the wisps, or try to flee, the wisps will attack.

If they decide to follow the wisps, they will lead the them to the corpse of a dead lizardfolk hunter. The creature has been dead for atleast two weeks, and the swampwater has turned it in to a horrendous, bloated figure.

Treasure. A javelin, heavy club, and spiked shield, a primitive amber necklace worth 100 gold pieces.



The Lizardfolk Village of Rhazu

The village of the lizardfolk is well defended by a cliff on the north side, and a wooden palisade with two towers on the south. It is a village of hunter/gatherers. They live of the fish, animals, insects, and plants of the swamps.

Only on rare occassions have they attacked the people living in the nearby lands. This all changed when a great and ancient crocodile (**Giant Crocodile**) was found three months ago. The crocodile is white of color and has bright red eyes.

The shaman of the village, Speaker Jugzoash (**Lizardfolk Shaman**) has declared that this creature is actually an old god named Gluglugugu. They lured the crocodile back to their village and they have been trying to satisfy its hunger by sacrificing any living creature that they can find.

The clan of lizardfolk is led by Queen Selzusk (**Lizard King/Queen**). But the Shaman is equally powerful due to respect and fear.

Jugzoash has been speaking with the crocodile by transforming himself in to a crocodile as well. Some of the villagers suspect that Speaker Jugzoash is not truthfull in the messages that he is translating.

One of the lizardfolk spoke up against Speaker Jugzoash, because the shaman is getting all the best meat and the most comfortable hut in the village. Another one of the lizardfolk expressed her worries that this agressive hunting behaviour would anger the people from the nearby settlements. Both of the lizardfolk that spoke up, were thrown in the prison pit (**4**).

Speaker Jugzoash has an ultimate plan, to have Queen Selzusk sacrificed to the crocodile, and sieze complete power for himself.



1. Gate

Two wooden watchtowers flank a large gate. On each tower, a lizardfolk stands guard, holding a javelin and a spiked shield made out of the shell of a large turtle.

The gate and palisade are 10 ft. high. The logs of which the palisade and gate are made are sharpened in to points, making it more difficult to climb, requiring a succesful DC 14 Strength (Athletics) check.

The two **Lizardfolk** guards, have a passive perception score of 13. When they spot an unknown creature, they will inform the other villagers by beating their shield like a drum.

2. Speaker Stone

A raised flat rock looks over a pool of water that is being filled by a waterfall. Two tribal spears, decorated with skulls and masks stand in the ground next to the stone, giving the platform a look of importance.

This is the speaker stone. It is used by the Queen to adress the villagers, it is used in daily sacrifces to the **Giant Crocodile**.

Once a day, speaker Jugzoash transforms himself in to a crocodile and speaks with the giant crocodile Gluglуglugu from atop of the stone.

3. Sacred Pool

The flow of water makes this pool much clearer than the surrounding swamp. It is not hard to see a huge white crocodile that is comfortably floating.

The **Giant Crocodile** is lazy and fat, due to all of the food that was recently provided by the lizardfolk. But the creature still looks incredibly fearsome, its scales are thick, and his head is scarred. The piercing red eyes, are contrasted by its snow white skin.

The giant crocodile will attack anything that enters the sacred pool. If the creature is not fed for over eight hours, it will leave the pool and hunt the closest creature it can find.

4. Prison Pit

A simple wooden hatch covers this pit. An unrecognizable voice comes from inside. A lizardfolk, sitting by the campfire nearby, stands up and pokes into the pit with the back end of its javelin.

The muddy pit is 10 ft. deep and filled with filthy swampwater. Medium creatures can stand in the soft mud, small creatures must swim to keep their head above the water level.

Climbing out of the pit alone is difficult, and requires a DC 20 Strength (Athletics) check. When two medium or larger creatures assist eachother, or when a creature uses a rope, the DC halves.

The Pit is guarded by two **Lizardfolk**. If they see someone that is attempting an escape, they will bash their shields like a drum. Within two rounds 2d6 **Lizardfolk** will come to assist.

There are currently four prisoners within the pit. But you can add more or different prisoners to fit your campaign needs.

Claire (**Commoner**), is a merchant that trades in ceramic goods. She was traveling the swamp to go to a market in a nearby town. Her sister Sarah was traveling with her, but Sarah was sacrificed to the giant crocodile two days ago.

Zoran (**Scout**) was one of the guards at a logging camp that was attacked by the Lizardfolk recently. He will aid anyone that will help him escape. His weaponry is kept in the storage (**6**).

Drishk (**Lizardfolk)** has been imprisoned because he spoke up against speaker Jugzoash. He thinks the shaman is using the giant crocodile to gain power within the tribe. The shaman has been getting the best meat, and took possession of the most comfortable hut in the village.

Shrah (**Lizardfolk**) is one of the wisest of lizardfolk in the village. She expressed worries that the agressive behaviour of the lizardfolk might force an attack from the nearby settlements. The shaman has convinced the Queen that Shrah is a troublemaker, and she was thrown in the prison pit. Shrah is the only lizardfolk in town that speaks common, although brokenly.

5. Hut of the Shaman

One of the larger huts in the village is decorated with plants. Tribal wards are placed next to the entrance of the hut. Through the door, you can see objects hanging from the ceiling such as herbs, plants, and bones.

This is the home of speaker Jugzoash (**Lizardfolk Shaman**). He can be found within the hut during night times. The doorway is covered with chains of beads, and bones. Making it difficult to enter without being noticed.

Treasure. A finely carved wooden bowl (10 gp), 2x Potion of Healing, a necklace made out of bloodstone beads (100 gp).

6. Storage Hut

Many objects are carelesly piled up in this hut. It is covered with clothes, and half-rotten animal skins.

Although most of the objects in the hut are worthless personal belongings of previous prisoners, there are some valuable items as well.

Some of the prisoners weaponry can be found here, such as Zoran's longbow, leather Armor, and Shortsword. Feel free to add some simple objects that can be of value to your players.

Succeeding a DC 15 Intelligence (Investigation) will reveal a stash of coins worth 180 gp.



7. Village Hall

This is a simple but large building. There are no walls, but only wooden poles that keep up the roof. There are some tables, and next to them are logs and rocks that function as seats.

This is a hall that is used as dining room and kitchen. At any point during daytime 2d6 **Lizardfolk** can be found here. During night time 1d4 **Lizardfolk** are in and around the building.

8. Creche

Highpitched voices come from inside this building. On entry, you see baskets made out of ribcages from large animals. Inside the baskets are infant lizardfolk.

Once the eggs from the Birthpools (**12**) hatch, the infants are taken to the creche. During daytime, the creche is monitored by 2 **Lizardfolk**. At any point, 3d4 infants (**Lizard**) are inside. The infants will attack if they feel threatened, or if their nurses are being assaulted.

9. Lizardfolk Houses

These smaller huts contain raised platforms that function as beds. The interior is simple and primitive.

These are the houses of the lizardfolk. They mainly live outdoors. But at night they retreat to their homes to sleep in peace.

Some of the lizardfolk keep pets. There are 2 x **Giant Lizard** wandering around town.

Treasure. Each house has 5d10 gold pieces worth of primitive jewelry and trinkets.

10. Sweat Lodge

Steam and a metallic smell comes from inside of this building. Every now and then, you see an unclothed lizardfolk walking in or out, and washing themselves in the rushing stream next to the lodge.

This building has a puddle of water and a fire. Hot stones are put in to the water, causing the steam to rise. This Sweat Lodge is used by the lizardfolk to shed their skin.

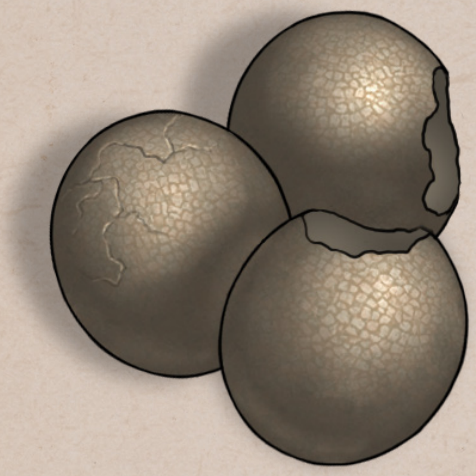
11. Ancestral Cave

This cave is lit by the gloomy light of three hovering orbs. The yellow flickering light, shows that there are hundreds of stacked skulls. They seem reptilian in nature.

This is a burial chamber. The lizardfolk place the skulls of their dead in this cave. The lizardfolk have a symbiotic relation with 3 x **Will-O'-Wisp** that are in the cave. The lizardfolk bring them their sick, and elderly, on which the wisps feed. In exchange, the wisps guard the cave against unwanted visitors.

The Will-O'-Wisps attack any non-lizardfolk creature that touches the skulls or treasure.

Treasure. Onyx (50 gp), lapis Lazuli (10 gp), bone flute (20 gp).



12. Birth Pools

When you get close to these three pools, you see that they hold many fist sized eggs.

This is where the eggs are kept until they hatch. They are nursed by 3 x **Lizardfolk** during the day time. The lizardfolk are extremely cautious, since one of the nurses was attacked by the giant crocodile recently.

13. Hut of the Lizard Queen

This is one of the larger huts within the village. It is decorated with plants, and vines. In front of the building, two lizardfolk stand guard.

This is the home of Queen Selzusk (**Lizard King/ Queen**). It is protected by 2x **Lizardfolk**.

The house is decorated with the bones of the creatures that she has defeated, including the skull of a troll.

Treasure. Jade necklace (200 gp), quartz statue of a gekko (100 gp), tribal Mask (25 gp)

Concluding the Adventure

If speaker Jugzoash is killed and the two imprisoned lizardfolk are still alive. Shrah and Drishk will convince the Queen that the shaman was evil, and bringing the lizardfolk clan to ruin. Shrah will become the new village shaman and speaker.

If the giant crocodile is killed, the villagers understand that the crocodile is not the god that the shaman had claimed. The shaman will be removed from his position, and eaten by the lizardfolk.

If the queen is killed, speaker Jugzoash will be happy, but to show the villagers that he is a worthy leader, he will hunt down the queen's killers and not rest until they are destroyed.

If the prisoners are freed, the two imprisoned lizardfolk will convince the queen that speaker Jugzoash is evil. A fight will take place between those loyal to the queen, and those loyal to the shaman. If the players do not interfere, the shaman will win this fight. But the players can turn the tide.

If you run this adventure, we would love to know how your experience was.

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Enjoy!
Jan Loos & Limithron