

LAIR OF THE LEECH LICH

A Dungeon by Sean Fager

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REWARD OFFERED

Viscount Sinclair hereby offers unto any interested parties a reward of eight hundred golden coins, that some brave souls enter the Bog of Greynoon and return with Sir Pioty, High Swordarm of the King's Temple.

Bog Travel :

Signs surround the bog, reading "Use or Possession of Magical Energies within Greynoon is restricted by Royal Order." Colored lights (**Will-O'-Wisps**) follow the group and dance through the trees, singing children's songs (example below) and using illusions to tempt the foolhardy towards ruin at the hands of the swamp. Anyone who follows their coaxing either falls into a mire (a restraining and suffocating trap) or is lead into ambush (roll on Encounter table) Moving faster than quarter speed requires an Average Perception check to avoid stepping off of firm ground into the hungry mire. Every six hours of travel the pathfinder makes an Average Nature or Hard Perception check. On a success they discover The Lair or find their way out of the swamp, at the pathfinder's discretion. Every six hours roll on the Encounter Table.

The singing of the Wil-O'-Wisps makes peaceful rest, Prayer, and Spell Refreshing require an average Concentration Check.

Flames of earth, not of heaven,
Wood and steel and bread unleavened
Don't get touched and don't reach *Out*
Magic Mirror, all reflowt.

The Lair : A stone archway leads into a small earthen embankment deep within the bog, descending into the earth at a steep angle. Everything within is coated in slime, moss, or a trickle of water. Anyone moving at over half speed requires an acrobatics check to avoid falling prone. Torches which touch the ground are extinguished.

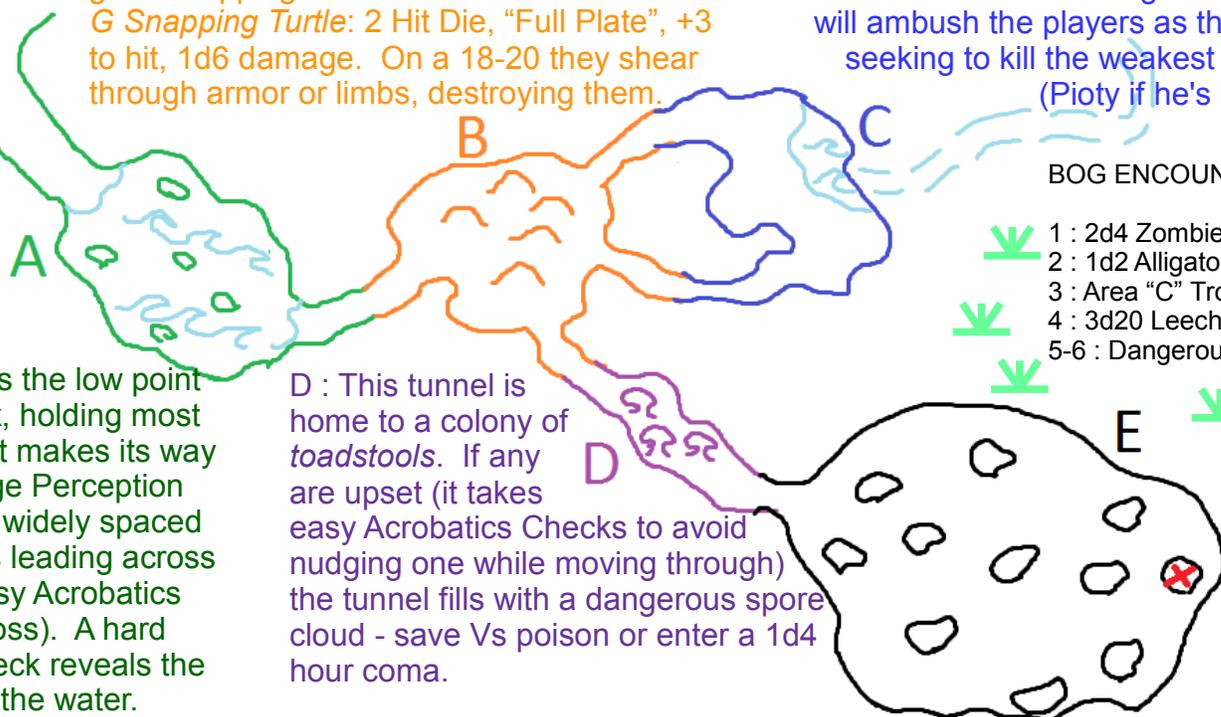
B : Hemispherical protrusions sit throughout the room. If any are poked, prodded, or sat on, several reveal themselves to be 2d3 giant snapping turtles.

G Snapping Turtle: 2 Hit Die, "Full Plate", +3 to hit, 1d6 damage. On a 18-20 they shear through armor or limbs, destroying them.

C : A pool rests on the edge of this room. A submerged water-filled tunnel leads to a secret exit, but requires an average Endurance Check to avoid suffocating. A **Young Troll** (4 Hit Die, +4 to hit, 1d8+2 damage, regenerates) has made his home here. If forced to flee through the tunnel it will ambush the players as they leave, seeking to kill the weakest member (Pioty if he's still alive)

BOG ENCOUNTERS

- 1 : 2d4 Zombies
- 2 : 1d2 Alligators
- 3 : Area "C" Troll
- 4 : 3d20 Leech Swarm
- 5-6 : Dangerous Terrain



A : This room is the low point of the complex, holding most of the water that makes its way in. An average Perception Check reveals widely spaced stepping stones leading across the room (easy Acrobatics Check to cross). A hard Perception Check reveals the alligator in the water.

Alligator: 2 Hit Die, "Scalemail" Bite (+5 to hit, 1d8 damage, auto-grapple) or Thrash (Auto-hits grappled target, deals 2d6 damage and knocks prone) 1d4 **Leeches** attach to each body in the water every round, dealing 1 damage each per round until removed (plucked off 1 per turn, or exposed to damaging amounts of fire)

D : This tunnel is home to a colony of **toadstools**. If any are upset (it takes easy Acrobatics Checks to avoid nudging one while moving through) the tunnel fills with a dangerous spore cloud - save Vs poison or enter a 1d4 hour coma.

E : This chamber is filled with natural pillars. **Pioty** (4 HD Paladin, 4 Hit Points remaining, Bound, Disarmed) is tied fifteen feet up on one at the far end of the room. If he sees the party he will desperately plead for them to kill him, and quickly. (If he dies the Leech and Warrior lose all his powers) **The Leech "Lich"** (2 HD, +4 life stealing 1d8 bite, Climbs at full speed, hides, cunning and intelligent) knows every spell Pioty did, and any cast within the Lair in the last 24 hours. It is man-height, a planar traveler chaotic and evil but not actually undead. His attacks heal himself and **The Phantom Warrior**. **The Phantom Warrior** (4 HD, +6 to hit) is armed with Pioty's gear (masterwork non-magical) and functional phantom versions of any magical items the party brought with them. He can cast any spell the Leech can.