



## LOST AND FOUND FANE OF THE FROG

**L**ost and Found Fane of the Frog is a Fifth Edition adventure designed for three to five characters of 2nd to 4th level and is optimized for four characters with an average party level (APL) of 3. Characters who complete this adventure should earn half the experience needed to reach the 4th level. It is not specific to any setting and can take place in any area of trackless swamp not inhabited by humanoids.

### BACKGROUND

A tribe of bullying frogfolk worshipped their loathsomely bigoted god Wug'gi at a temple deep in this swamp. Centuries ago, the frogfolk's high priest and king vied for control, until the king died mysteriously.

Rather than submit to the priest's megalomaniacal rule, the new king, leery of suffering his father's fate, entombed him in the temple then led his people away, never to return. The spurned priest, left to rule over his temple alone, eventually saw his resentment, anger, shame, frustration and isolation transform him into the hateful undead Bullywight.

A hag named Wicked Jackie Chickenfoot has recently arrived in the area after her old coven broke up and is trying to establish herself as a new power in the swamp. She scouted the temple invisibly and now covets it. Wicked Jackie left clues luring the explorer Henry Walton to his (un)death at the temple (of his own doom), then paddled his boat back to

his house, made up a notice, and created a false persona as his "wife".

By luring people there for the Bullywight to add to his undead retinue, she hopes to cultivate his support for her swamp dominance or, at least, get permission to stash prisoners in an unused room. In the event anyone kills the Bullywight, she will seize the whole temple for her own headquarters.

### ADVENTURE HOOKS

After finding a poster in the town square reading "REWARD! Find Henry Walton. Come to his house by the swamp for details. URGENT!", the party checks it out. Locals know Walton as an eccentric academic who occasionally comes to town for supplies but spends most of his time exploring the swamp.

At his house, they meet the green hag Wicked Jackie disguised (with Illusory Appearance) as Walton's attractive 30-year-old wife. (Walton was actually single). She explains she found the lost Fane of the Frog but his boat drifted out of the swamp without him. She offers them 100gp to find him (actually, a box of pebbles & nails disguised with *minor illusion*), mentioning that since he was interested in history, not wealth, they can keep any treasures they might find.

The party may wish to heroically locate Walton, be curious to explore a newly-discovered mysterious ancient ruin, or seek the cash reward and opportunity to find valuable lost treasure.

If the party accepts the mission:

Walton's wife passes you a worn old journal stuffed with notes, maps, and drawings. They document decades of searching for the temple Walton believes an ancient race of monstrous frogfolk once built in this swamp. Water-damaged and largely illegible, the journal's final pages describe what he was certain was the entrance to the lost Fane of the Frog. According to the last entry, he found it near dusk, and after examining the inscriptions in the entryway, planned to explore it fully in the morning. He translated the ancient writings roughly as: "At this temple's heart is a chest of riches plentiful enough to provide for all who hop." The journal includes partially-legible maps and notes about landmarks on the way to the temple, which should allow you to follow his trail.

## THE FANE OF THE FROG

The frogfolk dug their temple to Wug'gi into a semi-wooded island in the stream deep within the swamp. The only remaining intelligent inhabitant is the frogfolk's former high priest, the Bullywight, who eagerly turns any humanoids he catches into zombie minions.

However, because he never travels more than half a night's distance from the temple, and few people venture far into the swamp, he is always short of victims; the few he finds eventually rot away. Currently he only has some lizardfolk (whom he despises as traditional enemies of frogfolk), a disobedient aquatic ogre, and the unfortunate explorer Henry Walton.

Using the journal and Walton's boat (which seats up to 6 medium creatures and a reasonable amount of gear), the party can find their way to the temple after about a day's travel.

The GM should roll as if for an encounter after each hour or two of travel, but none will actually happen. Instead, describe eerie sounds, such as deafeningly loud insect humming, unexplained splashes, or the creaking and snapping of branches that haunt the party's journey, with furtive movements seen in the shadows at the edge of their perception range.

The players should get the sense that many creatures lurk in the swamp, but for some reason are choosing not to engage. (This is because Wicked Jackie quietly uses Invisible Passage to follow the party at a distance on a log in order to shoo any hostile creatures away.)

Like Walton, the party reaches the temple near dusk.

The stream eventually leads to a hill that matches the one described in Walton's journal. Near the top, a large tree grows out of a hummock, roots partly obscuring an arched stone passage leading downward into the hill—exactly as Walton described. Signs of a campfire and a partially-collapsed tent remain under the tree.

**Encounter: Mosquitoes.** Once the party alights on the island, eight giant mosquitoes (treat as **stirges**) emerge from the branches and attack. Due to the mosquitoes' very loud whine, the characters will not be surprised.

At some point during combat, the character with the highest passive Wisdom (Perception) score hears faint, high-pitched cackling and snorting; this is invisible Wicked Jackie laughing at their struggles. If they ask what direction it came from, tell them it had an echoey sound, as if it came from inside the passage. Searching the surroundings will find no evidence of other creatures. (Wicked Jackie keeps her distance from the island and maintains Invisible Passage.)

**Treasure: Walton's Gear.** The contents of an explorer's pack can be gathered from in and around the collapsed tent.

## GENERAL FEATURES

Unless specified otherwise, areas of the temple have the following features.

**Walls and Ceilings.** The temple walls are faced with natural stones mortared with a surprisingly durable blend of mud and frog-spittle. Passages are 8 feet high arching to 12 feet at the center, chambers are 10 feet high at the walls, arching to 15 feet overhead.

**Illumination:** The temple is completely dark.

**Mucky floors:** All areas in the temple except the Entry Hall (**area 1**) and the Room of Plenty (**area 7**) have floors of thick, sticky muck which is difficult terrain for any creature other than those with webbed feet and a swim speed (frogfolk, lizardfolk, toads) or that doesn't use feet (snakes).

**Doors.** Doors are made of wood and are not locked but are swollen from dampness and require the listed DC Strength check to force open. Doors have AC 15, 18 hp, and immunity to poison and psychic damage.

**Evil aura:** All areas within the temple radiate a palpable aura of evil, giving undead advantage on all saving throws. This effect is cancelled within the area of a *hallow* spell or any 10-foot-by-10-foot area sprinkled with a vial of holy water.

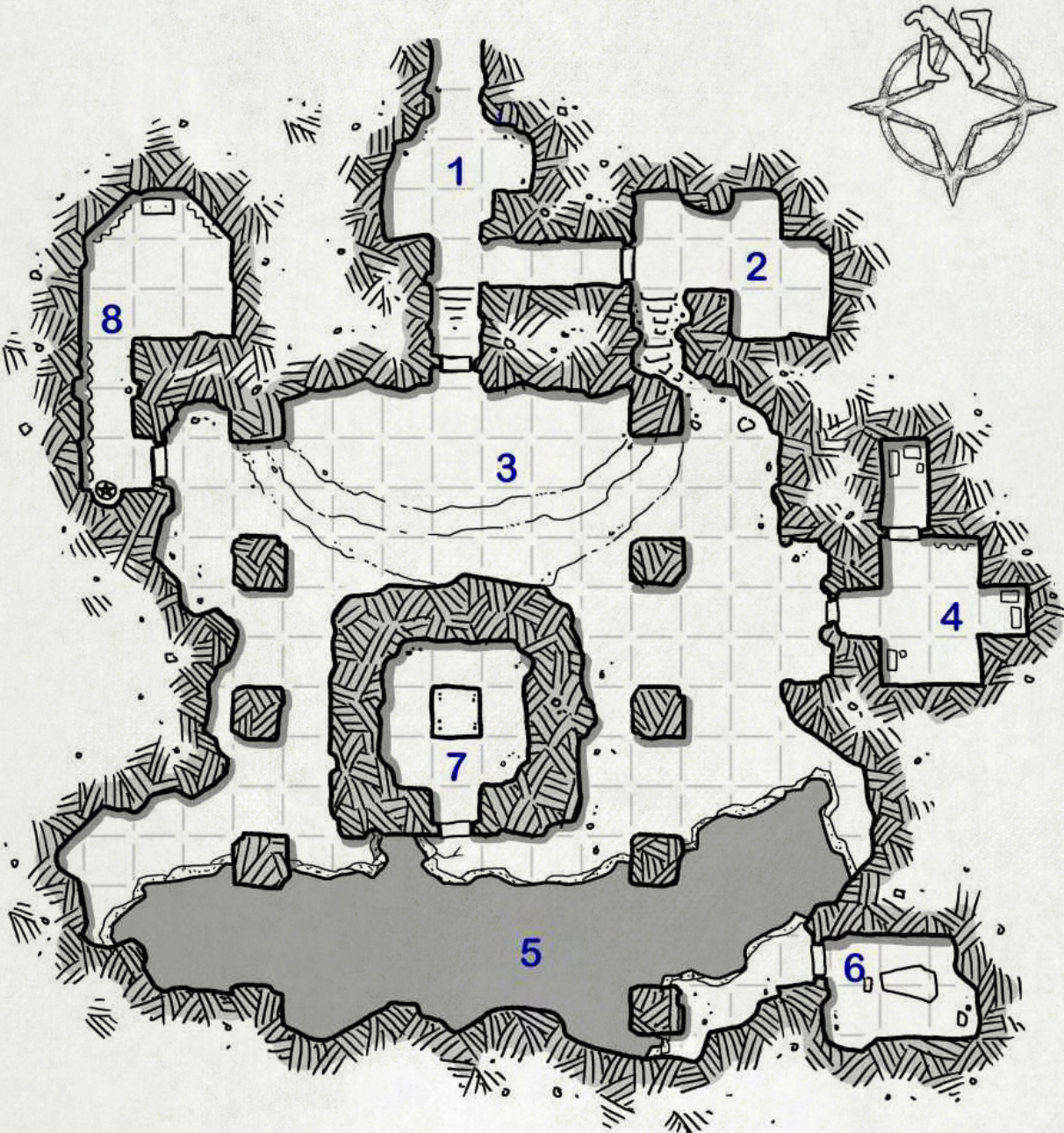
### 1. ENTRY HALL

The passage descends into the hill and opens into a small dirt-floored chamber with stone walls, parts of which seem to have sagged or collapsed over the centuries. The remaining walls show pebbly mosaics whose contents are difficult to clearly discern due to fading colors and fallen pieces: they might depict swamp life, or the activities of humanoids or frogs or insects, perhaps even gods or demons.

This room and attached hallways are not difficult terrain. To the south, carved stone stairs descend to a closed door while a side passage slopes downward slightly to the east. The south door is partly petrified ancient wood and stuck tight, requiring a successful DC 18 Strength check to open.

A successful DC 10 Wisdom (Survival) check of the floor finds both booted and clawed/webbed footprints; a result of 15 or higher tracks the booted footprints going down the stairs to the door and then coming back up, with the monstrous footprints going both ways along the east passage.

# LOST AND FOUND FANE OF THE FROG MAP



1 square = 5 feet

## 2. GUARD ROOM

The swollen wooden door to this room can be forced open with a successful DC 10 Strength check.

Like the Entry Hall, this room is sagging or collapsed around the edges, the wall mosaics eroded and indistinct. On the mucky floor are scattered humanoid bones, bits of rotted clothing or gear, rusted armor, and scraps of wooden implements. Beside the door, a winding narrow passage descends further into the earth. Milling around the room are four reptilian humanoids who now shuffle towards you.



**Encounter: Zombie Lizardfolk.** Four lizardfolk **zombies** (treat them as **zombies** with a 20-foot swim speed, thus not affected by the difficult terrain) shamble about this area. When a creature opens the door or enters the room, the zombies will attack.

If the zombies knock any creatures unconscious, they will immediately drag them down the stairs to the Bullywight in **area 8**. Characters who have not encountered Lizardfolk before will not realize these ones are zombies before their Undead Fortitude is triggered, unless their passive Wisdom (Perception or Survival) score is 15 or more.

**Treasure: Lost Gear.** Anyone searching through the floor after combat finds a discarded sack submerged in the mud containing the items in a dungeoneer's pack, although the rations spoiled long ago. It also contains a coin pouch with 5 gp and 20 sp. (Finding the sack during combat requires the Search action and a successful DC 15 Wisdom (Perception) check).

## 3. GREAT CHAMBER

This area features a large open space arching to 20 feet high with columned halls to either side, although almost half of the west hall has collapsed.

**Encounter: Toad and Snake.** Lurking among the columns are a **giant toad**, which the Bullywight hopes to tame as a mount, and a **giant constrictor snake**, which has been stalking the toad. Both are unaffected by the difficult terrain. The hungry toad immediately leaps to bite (then swallow) the first character to get within 20 feet, while the equally hungry but more patient snake hides in the shadows and tries to move stealthily around behind the party in order to constrict an unsuspecting character distracted by the toad.

Either monster will seek to escape if reduced below half of its hit points.

## 4. RECTORY

The door to this room has swollen and become stuck but can be opened with a successful DC 10 Strength check. This room was the living quarters for the frogfolk clergy. The acolytes slept in the alcove at the back, the high priest in the room behind the north door.

Since rising as undead, the Bullywight has no need to eat or sleep, so it neglects the area, preferring to stay in the Frog Chapel. All that remains here are stone furnishings and scraps of rotted cloth hanging from hooks on the walls.

**Treasure: Forgotten Chest:** Behind another swollen door, the north room contains a very rusty locked iron chest (the key long lost, it requires a successful DC 20 Dexterity check to open with thieves' tools). It contains ten semi-precious stone beads worth 10 gp each and a jar of *restorative ointment*.

## 5. MURKY LAKE

This area of the Great Chamber is washed out and flooded with 5-foot-deep murky water, heavily obscuring anything beneath the surface.

Hiding under the water (swimming horizontally) is an aquatic **ogre zombie** (use the stat block of an **ogre zombie**, but with 30 ft. swim speed) that attempts to surprise and grapple (and drown) anyone entering the water.

If characters open the door to the Room of Plenty (**area 7**), it reaches out and attempts to grapple a character and pull them into the water. (The zombie is supposed to grab intruders and drag them to the Bullywight but has trouble remembering the second instruction.)

## 6. SPURNED TOMB

Before you lies a looted tomb! Tapestries and mosaics are torn down, the lid has been thrown off a stone sarcophagus, bones are scattered within.

The Bullywight jealously trashed the tomb and removed the king's burial goods to the chest in the Room of Plenty (**area 7**). A successful DC 15 Intelligence (History) check reveals the penultimate king of the frogfolk was interred here.

## 7. ROOM OF PLENTY

This was where the frogfolk's holiest rites took place, the site mentioned in Walton's (more or less) translated inscriptions.

The door is swollen tightly shut, requiring a successful DC 15 Strength check to open. The room inside is a little drier and the floor is not difficult terrain.

In the center of this vaulted chamber sits a large stone chest with huge bronze hinges. The walls feature mosaics crudely displaying scenes of frogfolk cruelly dominating other life forms. The back wall illustrates a ceremony, with the chest thrown open and a cloudy aura radiating out, to the delight of ecstatic batrachian worshippers.

**Treasure of the Frogfolk:** A *detect magic* spell reveals an aura of conjuration from the chest itself, and auras of transmutation and abjuration from within.

Opening or closing the chest's heavy stone lid is an action requiring a successful DC 15 Strength check (another character can Help). Whenever the chest is open, it casts spells or effects as if it were a *staff of swarming insects* with a spell save DC of 13.

When the chest is first opened, a cloud of harmless flying insects pours forth, filling the room and (if the door is still open) spreading out to a 30-foot radius, making the area heavily obscured for 10 minutes unless dispersed by a strong wind.

If the chest remains open for a second round, or is closed and then opened again, on initiative count 10 it casts *insect plague*, spreading out the door (if open) to a radius of 20 feet with flying, biting locusts dealing 22 (4d10) piercing damage to any creature in the area of effect (or ends its turn there) who fail a Constitution save, half to those who succeed. This effect lasts 10 minutes.

On the third round open, on initiative count 10, it casts *giant insect* creating 10 **giant fire beetles** which spread out and then attack nearby creatures at random for 10 minutes (or until killed).

If the chest is open for a fourth round, the sequence repeats; the cloud or *insect plague* don't stack but restart their duration.

After an hour, the chest will reset and repeat the whole cycle if opened. If the chest is moved or destroyed (AC 17, 18 hp), it loses these powers.

Anyone reaching into the open chest can feel several small objects within it; as an action they can gather up 1d4+1 of them, chosen at random. It contains six pieces of smoky quartz each worth 10 gp, a *ioun stone of protection* in the shape of a scarab, and a *figurine of wondrous power: ebony fly*.



## 8. FROG CHAPEL

The door opens relatively easily.

A life-size clay statue of a batrachian humanoid stands in an alcove on the left. A 15-foot-tall arched hallway turns to the right; on the far side, full-length faded tapestries in once-lurid colors depict humanoid frogs in various grotesque ceremonial activities.

**Encounter: Bullywight and Acolyte.** The Bullywight, having sensed an intrusion into the temple, is hiding (Stealth +4) in an alcove behind the tapestry in the hallway.

If discovered, he immediately attacks, followed by his “acolyte” (see below) from the chapel; otherwise, he waits for intruders to enter the chapel and encounter his “acolyte” before attacking them from behind.

If the party has not already killed them, he will call his zombie lizardfolk guards to Dash to his aid before revealing himself (it takes them 2 rounds to reach the Chapel from the Guard Room). He will avoid the front line and hop over the party to attack an unarmored spellcaster from the rear, if possible. The Bullywight and his “acolyte” are both unaffected by the difficult terrain.

Down the hallway is a chapel with a granite altar flanked by more tapestries; on the altar is a small but plump statue. Crouching in front of the altar is a frog-like humanoid wearing muddy robes (if it has not yet entered combat). If any characters enter, it slowly turns around and then hops to the attack.

**Bullywight:** Treat this undead frogfolk priest as a **wight** but with Intelligence 8 (-2), Wisdom 14 (+2), Charisma 13 (+1), swim speed 40 ft. and long jump 20 feet and high jump 10 feet with or without a running start. Instead of bow and longsword, he wields a *+1 mace*: +5 to hit for 6 (1d6+3) bludgeoning damage. He still wears priestly vestments and prayer beads but has no clerical powers. He wants to make more zombies, so uses his life drain each round as part of his multiattack if an opponent looks weak or is already wounded.

**“Acolyte”:** This is the **zombie** of Henry Walton. The Bullywight dressed Walton in a frog costume of scraped hides under his robes so he can pretend Henry is one of his acolytes. Walton still wears his *boots of striding and springing* giving him a move of 30 ft. and the ability to standing jump 18 feet or running jump 39 feet. Due to his costume, hopping movement and gasping croaks, it won't be obvious that he is a zombie unless his Undead Fortitude is triggered, nor that he was human unless his mask is removed.



**Trapped Treasure: Jade Statue** Picking up the frog statue from the altar triggers a counterweighted pedestal trap that can be spotted with a successful DC 10 Wisdom (Perception) check and deactivated with a successful DC 20 Dexterity check using thieves' tools. Trying to defeat the trap by replacing the approximate missing weight of the statue before the trap triggers will seem to succeed at first but fail. When the trap triggers, it tips over the clay statue in the hallway, which shatters harmlessly. (The poison gas it originally contained has long since lost efficacy). The jade statue weighs 10 pounds and would sell to a collector for 500 gp.

**Treasure: Magic Items** Victorious characters can recover the Bullywight's *+1 mace* and Walton's *boots of striding and springing*.

## LEAVING THE FANE OF THE FROG

Wicked Jackie the **green hag** waits for the party to leave the temple. She sits in Walton's boat in the middle of the stream. She wears her “Walton's wife” disguise at first but drops it once she begins speaking, cackling at the party's surprise.

As a reward for sending them to the temple and for continued use of the boat, she demands her share of treasure from the temple; if they haggle, what she wants most are the *ebony fly*, the *ioun stone*, and the jade statue, in that order. (She will warn the party that walking out of the swamp would take days.) You may apply contested Persuasion, Deception, or Intimidation checks (from either side) to this negotiation as seems appropriate. If the party has killed the Bullywight, Wicked Jackie starts in a positive mood and may be persuaded with good rolls or roleplay to settle for a single item in exchange for the boat; if the Bullywight still rules the temple, she will want more to make up for it.

If the party retreats from the tomb without killing the Bullywight or finding much treasure, she “suggests” that they take a rest and then try again in the morning so they can earn the boat back, and even keeps wandering monsters away in the meantime. (This will, of course, increase her sense of entitlement to treasures).

If they refuse to deal, she turns herself invisible as she slowly paddles the boat away (10 ft. per round); anyone chasing her will have to contend with the **swarm of quippers** she has summoned to the stream, and then face her claw attack once they get next to the boat. Given an opportunity, she may try to grab and make off with the fly, stone, or frog. If she takes 21 or more hp damage, she uses *Invisible Passage* to escape.

## WRAP UP

If the characters pay off Wicked Jackie, she returns the boat and bears them no ill will.

If they lose the boat, it will take two full days to wade out of the swamp, with whatever random encounters you (or Wicked Jackie) want to send their way.

If they wounded or drove her off without any treasure, they have made a powerful enemy with years or decades to plan revenge.

If you wish, you can add a random swamp encounter or two to liven up the day-long boat trip back to civilization. Ω

# CREDITS

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