

# **Pearly Prison of the Crocodile Queen**



**Maximilian Hart**

# Pearly Prison of the Crocodile Queen

by Maximilian Hart

## Introduction & Style

This is a one-shot dungeon delve for Level 3-5 characters with plenty of opportunities for characters to interact with the factions in play.

## Layout

The DM's "read-aloud text" looks like this!

Each room's level (each level is an additional ~20 ft below the sinkhole's rim) is indicated in parentheses after its title, as well as its width & length as seen from the likeliest entrance. Text boxes focus only on key points; you'll need to supply further imaginative description on your own. Items **bolded and underlined** are further explained in their own bullet or section. All monster statistics can be found on pgs. 7-8.

## Design & Balance Notes

This adventure is designed for characters of Level 3-5. It should take a single session of 3-4 hours to completely explore, but dedicated or focused groups could theoretically rush to the end in a much shorter amount of time. Some encounters will be easy. The Crocodile Queen is deadly. A green slime could kill a character if the party has no fire or cold. It's up to you to present things clearly and let the players decide what to do. If needed, you can adjust encounters to be more difficult or easy (see [Adjusting Encounters](#) on pg. 7).

## Chance

If the text says there is, say, a 1-in-6 chance of something occurring, roll 1d6, and on a 1, the thing happens.

## The Story

A hundred years ago there was a disagreement within an order of brine druids. They had created a pearl-inset circlet that would let them open a summoning portal to the deepest depths of the elemental plane of water. Some wanted to open the portal, others did not. The order split, with those opposed to the portal leaving their temple.

The portal was opened and a half-woman, half-crocodile monstrosity burst through, promptly consuming most of the druids who brought it to our plane. Only a few escaped to tell the tale. Ever since, the brine druids have plotted to retake their temple from Crocodile Queen.

Meanwhile, nearby townsfolk suffered the consequences. They began a custom of keeping the Crocodile Queen at bay through regular sacrifices of food, animals, trinkets, and jewelry over the years, but the townsfolk who brought their last "offering" didn't make it back. The worried townsfolk ask the players to check on the missing townsfolk, and feel free to whack the crocodile queen themselves. They're welcome to keep whatever they find (including decades of tossed offerings).

The players arrive to find the temple already raided, with brine druids having just moved in. While the druids were able to kill a few of the monsters, the Crocodile Queen herself proved unassailable. The story's end is up to the players: they can ally with the brine druids, leave them to their fates, fight the Crocodile Queen themselves, or do something entirely unexpected. Good luck!

## Prep & Faction Knowledge

Read "[Adjusting Encounters](#)" pg. 7

**Hook:** A town has asked you to rid it of a monstrous menace, but it seems some barnacled druids have gotten to the destination first. Will you ally with the druids, aid the temple's lizardfolk defenders, or clear the area entirely?

**Party Goal:** Find out what happened to the townsfolk, and (hopefully, maybe) make the town safe.

### What the brine druids know:

- They've been waiting for years for an opportunity to reclaim their temple (see "The Story"), but only now have the tides, stars, & omens aligned.
- They met stiff resistance, killing some slimy monsters and lizardfolk toadies, and paused to regroup before challenging the Monstrosity.
- They've seen no townsfolk.
- Suggested names: Nigys, Aphasgos, Gilos, Ogastrys

### What the lizardfolk know:

- This is their home and has been for generations.
- They don't know why the brine druids attacked or what they're after.
- They saw the townsfolk: there was a cave-in in **1. Stables**. One slipped, knocked the rest off the stairs from the stables, and they were all eaten by crocodiles upon hitting the water. It was hilarious.
- There's a secret door between **5. Baths** and **9. Storage**.
- Stay away from the balcony in **6. Dormitory**.
- Suggested names: Skeldos, Jirqishk, Thrarsesk, Krosskazz

## The Villain

The **Crocodile Queen** (named Craxethlaskana, if the players ask her and she doesn't eat them in response) is perpetually ravenously hungry. Once a day, she is cursed to spawn a new, fully grown crocodile offspring, and the effort leaves her starving and irascible. She cannot climb well enough to escape her prison, and cannot fit through the narrow corridors ... but she has *many* children ready to do her bidding. She knows the town nearby as a source of food.

## Treasure

Individual brine druids each have 1d6sp and 2d6cp on their person. Individual lizardfolk have 1d6gp, 2d6sp, and 3d6cp. Other than that, there is approximately 3700gp worth of treasure and 4 magic items ([ring of protection +1](#) in **10. Robing Room**, [potion of gaseous form](#) in **8. Storage**, [soggy flying carpet](#) in **10. Robing Room**, [pearl of crocodilian power](#) in **12. Central Temple**) to be found, in addition to whatever you decide to place at the bottom of the crocodile-infested water.

## Optional: Reaction Table

When the party encounters creatures, roll on this table, adding any relevant CHA modifiers, to see how the creatures might react:

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12+	Friendly, helpful

## General Features

**Atmosphere.** Most places are either damp and moldy or outright wet.

**Ceiling.** Corridors: 10' high unless otherwise noted. Caverns & rooms: 15-20' high unless otherwise noted.

**Walls.** In Levels 3 & 4, the walls and natural caverns glitter with fossilized mollusks with mother-of-pearl in their shells; this limestone, long ago, must have been under the sea.

**Floors.** The floors in Levels 3 & 4 and every outside area past **1. Stables** are slick with water. It does not impede normal movement, but if a creature sprints, it must succeed on a Dexterity check or fall prone.

**Doors.** Doors are only in levels 3 & 4 and are close-fitted stone, nearly watertight, and difficult to open or close. Do take note of whether a party closes a door behind them.

**Lighting.** The entire complex is unlit, relying on natural light.

## The Sinkhole

About 100 feet deep from rim to the warm, brackish water that nearly fills the bottom and boils with what looks like hundreds of **crocodiles** that fight over the slightest scrap that falls within reach, even if it's inedible. If a crocodile is injured, the rest will turn on it and tear it to shreds.

The walls of the sinkhole are difficult to climb, as they're slick with spray and a bit crumbly.

Some mysterious pull of tides or magic from the elemental plane of water regularly sends water surging up and down the bottom half of the sinkhole. The water is 200' deep, and there is an additional 5,000-10,000gp worth of jewelry and treasure at its bottom, at your discretion.

## Random Encounters

1-in-6 chance. Roll once each room or every 10 minutes of in-game time. On a 1, roll on the following table:

- Deep bellow** reverberates up from the bottom of the sinkhole. ([Here is a real-life alligator bellow for reference. Welcome to Florida.](#))
- Thin **trail of green blood** leading further down into the temple.
- Tidal surge** (Levels 3 & 4 only). Water rushes up from the bottom of the sinkhole with a roar, suddenly filling whatever area the PCs are in to a 3 foot depth before subsiding just as rapidly. Each creature must succeed on a dexterity check or be knocked off their feet and against the nearest hard surface, taking 2d6 bludgeoning damage. On subsequent occurrences, the PCs can brace themselves and roll the check twice, taking the better result, since they know what's coming, and monsters always roll twice and take the better result. On Levels 0-2, the PCs only hear the roar.
- Patch of **green slime** on the roof. Always hostile.
- Badly wounded brine druid** (levels 0-2) or **lizardfolk** (levels 3-4)) still with some fight in them.
- Brine druid patrol** (2d4) hunting for lizardfolk.
- Lizardfolk patrol** (2d4-1, minimum of two) hunting for brine druids.
- Crocodile.** Escaped from the sinkhole pool (or tossed up by the tidal surge) and is hungrily wandering the halls.

## Locations

An old stone building with a partially collapsed wooden roof stands on the edge of the sinkhole. Standing as close as you dare to the edge, you can barely make out a couple hanging bridges partway down, and, at the bottom, some sort of central structure surrounded by water.

### 1. Stables (0) - [25'x30']

The wind whistles through chinks in the side of a stripped-bare stable and its partially exposed rafters. A muddy **puddle** stains the middle of the stone floor. The back quarter of the building has **caved in** over a **stairway** leading down.

**PUDDLE:** Muddy tracks lead from the puddle to the stairway. Successful investigation recognizes both human bootprints (dried) and webbed bare footprints with strange bumps on them (damp & more recent).

**CAVE IN:** The rafters on the back quarter of the building have rotted away and caved in over the stairway. It looks partially cleared, enough for a small character or a lithe medium one to squeeze through. The rest can be cleared away with some effort, with a few beetles & vermin scurrying away.

**STAIRWAY:** Littered with debris on the top half. As it passes through the limestone and out into the sinkhole cavern, it becomes slick with spray from the regular tidal surge and takes a hard right turn down to **2. Landing**. A close inspection might reveal a few light scrapes near the top that go straight downward and off the stairs where they turn (see the lizardfolk [Faction Knowledge](#) on pg. 1).

#### **EXITS:**

- Door → outside.
- Staircase down → [2. Landing](#).

#### **TREASURE:**

- None.

### 2. Landing (1) - [10'x15']

The stairs descend to a natural landing. Ahead, a **stone building** extends from the wall of the sinkhole, and, to the left, a **rope bridge** stretches across to another landing where a hole in the sinkhole wall leads into a cavern of some sort. Below, a **second rope bridge** spans the sinkhole from left to right.

**STONE BUILDING: (3. Guardroom)** Of likely unknown (brine druid) but highly regular construction. Excellent angles, perfectly mortared, etc. There is no door, just an open doorway.

**ROPE BRIDGE:** Attached on both ends to pitons set deep into the rock. It is sturdy and leads to **5. Refectory**.

**SECOND ROPE BRIDGE:** Goes from **4. Armory** on the right (~20 feet down) to **7. Baths** on the left (~40 feet down).

#### **EXITS:**

- Staircase → [1. Stables](#)
- Doorway → [3. Guardroom](#).
- Rope bridge → [5. Refectory](#).

#### **TREASURE:**

- None

### 3. Guardroom (1) - [40'x60']

This room extends deep into the limestone walls and becomes a natural cavern. **Holes** of various sizes dot the floor. **Incense** burning in a thurible set on the floor in the center of the room cannot quite mask the faint acrid **smell** that lingers in the air. A number of **dead lizardfolk** litter the floor.

**DEVELOPMENT:** When the characters get about halfway across the room, they hear gruff noises and the faintest snatches of conversation coming from

a passageway leading out of the room in the far wall. The noises are not approaching.

**HOLES:** Range from ½" to nearly 6" across. A coin or object dropped down does not make a sound. (They're several hundred feet deep & the sound is deadened by the column of **poison gas** inside each) The acrid **smell** is stronger near the holes.

**INCENSE:** The thurible is of high quality and is worth 100gp. The incense is of terrible quality and is worthless. It does work, though: If the thurible is taken from the room or the incense is put out, the damaging effect of the **poison gas** is doubled.

**SMELL:** The faint remnants of the **poison gas** that periodically puffs into this room.

**DEAD LIZARDFOLK:** A half-dozen scattered throughout the room. They have recently been slain. Successful investigation discovers their wounds were made by jagged-edged weapons.

**POISON GAS:** For every few minutes the characters spend in the room, there is a 2-in-6 chance that a puff of poisonous gas escapes the holes in the floor, doing 2d6 poison damage to anyone in the room on a failed Save vs Poison, halved on a success.

#### **EXITS:**

- Doorway → [2. Landing](#)
- Passageway → [4. Armory](#)

#### **TREASURE:**

- Thurible (100gp)

## Locations

### 4. Armory (2) - [60' dia.]

The tunnel winds downwards, opening up into a large natural cavern with its **left end** open to the air of the sinkhole. Large quantities of **weapons, armor, and banners** are shoved to one side, and a group of **barnacle-encrusted humanoids** stand in a wide **circle** around one of their own. A **passage** on the far side of the room leads further down.

**LEFT END:** A rope bridge stretches down across the sinkhole to **7. Baths**.  
**WEAPONS, ETC:** 17 spears, 12 clubs, 13 shields, 8 sets of crocodile hide armor. Three crude banners depicting a half-human, half crocodile. Searching the pile also reveals a small chest containing 90gp, 550sp, 1050cp and a braided gold torc worth 500gp.

#### **BARNACLE-ENCRUSTED**

**HUMANOIDS:** **Brine druids** resting and in the process of consulting their deity for guidance. They have with them three dead brine druids who perished in the fight in **3. Guardroom**. (More are holding **5. Refectory**.)

**CIRCLE:** Makeshift divination circle inscribed with chalk runes and pottery shards set in a pattern.

**PASSAGE:** Descends 30' until blocked completely with large stones. Close inspection reveals that they collapsed from the roof and were bolstered up with timbers with ropes tied to them leading further down the passage, through the blockage. (Fleeing lizardfolk triggered this defense.) The stones will take 2d4 hours to clear.

#### **EXITS:**

- Passageway → **3. Guardroom**
- Rope bridge → **7. Baths**
- Blocked Passage → **9. Trophy Room**

#### **TREASURE:**

- 90gp, 550sp, 1050sp
- Braided gold torc (500gp)
- Assorted weapons & armor

### 5. Refectory (1) - [50'x80']

The hole in the side of the sinkhole opens into a dining hall, whose wall is covered with thick green **paint**. A **staircase** leads out of the room to the right, and there's a tiny **alcove** on the left. **Barnacle-encrusted humanoids** crouch among scraps of **food** behind long, upended tables, facing the staircase; they turn towards you as you enter.

**PAINT:** Thick green gobs of poor-quality paint cover old plaster. If removed, it damages the plaster, but enough remains to show scenes of brine druid life & worship (including a divination scene not unlike the live circle in **4. Armory**).

**STAIRCASE:** The staircase leads down to **6. Dormitory**. There are no enemies on it, visible, or audible. The bottom few steps are slick with water.

**ALCOVE:** Was once a kitchen, with a stone fireplace filled with decades-cold ashes. Rummaging in the ashes will yield a gem-studded silver goblet worth 500gp.

#### **BARNACLE-ENCRUSTED**

**HUMANOIDS:** **Brine druids** alert and keeping watch for enemy lizardfolk coming from **6. Dormitory**.

**FOOD:** Mostly raw meat of some sort. Some might be identifiable as crocodile meat, if a character has encountered it before.

#### **EXITS:**

- Rope Bridge → **2. Landing**
- Staircase → **6. Dormitory**

#### **TREASURE:**

- Gem-studded silver goblet (500gp)

### 6. Dormitory (3) - [15'x30']

**Hammocks** hang from **wooden pegs**, and a number of small **alcoves** have been roughly hacked into the glittering stone wall of the room. The **floor** is slick with water, and a dank smell permeates the air. An echo of scurrying footsteps recedes away from behind a slightly open **door** on the wall of the room opposite. Stairs on the right lead up to a tiny **balcony** overlooking the sinkhole.

**HAMMOCKS:** A dozen, hanging about 4' above the floor. Dry. Sewn from thinned-out crocodile hide.

**WOODEN PEGS:** Shoved into holes gouged out of the wall.

**ALCOVES:** These rough alcoves stand in contrast to the clean-cut stone around them, which glitters with mother-of-pearl. They contain bits and scraps of food, and strings of crocodile teeth. A silver headband worth 100gp is hidden in one alcove, another contains a pure gold ring worth 500gp, and a third, used as a fireplace, still has warm ashes in it.

**FLOOR:** The floor is wet, as is the bottom 3 feet or so of the wall.

**BALCONY:** The top of the stairs is surrounded by a sphere of magical energy that casts *charm person* on the first creature each day to enter its aura, with the command: "Swim." A makeshift wooden railing takes a few seconds to climb over, leaving a character's nearby allies ample time to prevent any potential dives.

**DOOR:** The door is slightly open. The passage floor is slick with water and winds gently downwards to **7. Baths**.

#### **EXITS:**

- Staircase → **5. Refectory**
- Door → **7. Baths**

#### **TREASURE:**

- Silver headband (100gp)
- Pure gold ring (500gp)

## Locations

### 7. Baths (3) - [100' dia.]

A deep, luxurious **pool** sits at the center of the wet floor. Just outside a small doorway to the right, a **rope bridge** ascends across the sinkhole. The **walls** have been painted a thick green, but the part of the **ceiling** that hasn't collapsed still boasts a beautiful mosaic. A small crowd of **lizardfolk** rest here, eating, and three of their dead are stacked near the rope bridge.

**POOL:** The clear, fresh water of this naturally warm pool is 25' across. It's 3' deep at the edges, and sinks to about 8' deep in the middle. The water filters through small holes dotting the limestone at the pool's bottom.

**ROPE BRIDGE:** Stretches up across the sinkhole to **4. Armory**.

**WALLS:** Thick green gobs of poor-quality paint cover the natural beauty of the mother-of-pearl. A narrow crack of paint in the northern wall betrays a secret door and a 5' high tunnel leading to **8. Storage**.

**CEILING:** The mosaic on what's left of the 20' high ceiling is composed of blue and green stones arranged in an abstract representation of the tides, an almost-mirror of the intact mosaic in **9. Trophy Room**. Three stones in particular are valuable: two blue quartz crystals (35gp each), and a large moonstone set at the center of the piece (70gp).

**LIZARDFOLK:** The lizardfolk here are on watch and recovering from their fight with the brine druids in

**6. Dormitory**. They are eating the remnants of one of their fallen.

**EXITS:**

- Passage → **6. Dormitory**
- Rope bridge → **4. Armory**
- Tunnel → **8. Storage**

**TREASURE:**

- Two blue quartz crystals (35gp each)
- Large moonstone (70gp)

### 8. Storage (3) - [40'x40']

The stone **door** to this square room seals tightly, and a **tunnel** leads up to the left. The room itself is packed with **supplies**, and **shelves** line the mother-of-pearl-studded walls. You detect a faint acrid smell.

**DEVELOPMENT:** A **green slime** lives on the roof above the door.

**DOOR:** Lined with strips of now-damp wood to seal as tightly as possible against the regular tidal surge. Some water still seeps in with it closed, however. Difficult to open.

**TUNNEL:** The tunnel is only about 5' high, and the floor is slick with water.

**SUPPLIES:** Crates and barrels of mundane supplies, much of which is water damaged, as well as some antique driftwood furniture of brine druid make.

**SHELVES:** The shelves are lined with dusty jars of clear liquid: water from various sources, salt and fresh. A few smaller jars have odd, preserved fish floating in them. A thorough search reveals a [potion of gaseous form](#) tucked among the liquids.

**SMELL:** The green slime.

**EXITS:**

- Door → **10. Landing**
- Tunnel → **7. Baths**

**TREASURE:**

- [Potion of gaseous form](#)

### 9. Trophy Room (3) - [40'x60']

**Passages** extend from either end of this cold room, which is adorned with a **mosaic** on the ceiling and carved **reliefs** on the glittering, mother-of-pearl walls. Twin rows of stone **pedestals** stand at attention; only three are fully intact.

**PASSAGES:** One leads up to **4. Armory** but is blocked halfway by a large pile of rocks with ropes leading from it. The other leads to **10. Landing** and a heavy stone door.

**MOSAIC:** This mosaic is composed of mostly blue and green stones arranged in an abstract representation of the tides, an almost-mirror of the damaged mosaic in **7. Baths**. A close inspection reveals that two small, round stones (that should be centerpieces to the design) are missing. An artist might recognize that one should be black and the other white. None of the remaining stones are valuable.

**RELIEFS:** Depictions of creation, separation of waters, the tides & moon, and undersea scenes. Characters familiar with navigation or sailing might recognize that the relief doubles as a symbolic yet remarkably accurate tidal chart for the area.

**PEDESTALS:** Natural limestone pillars attached to the floor that have been carved down. One has a gem-studded silver goblet (500gp) embedded slightly into the stone itself. The second has an inset where a second goblet could go, but the inset has been chipped and broken (*the goblet that goes here can be found in 5. Refectory*). The third turns into a **stone chest** at the top.

**STONE CHEST:** The chest is unlocked but magically **trapped**. When it is opened, a loud clanging noise erupts, immediately triggering a roll on the random encounter table, rerolling on a 1 or 2. Contains coins.

**EXITS:**

- Blocked Passage → **4. Armory**
- Passage → **10. Landing**

**TREASURE:**

- 400gp, 500sp, 1050cp
- Gem-studded silver goblet (500gp)

## Locations

### 10. Landing (3) - [10'x60']

This landing stretches around the northern part of the sinkhole. A closed **stone door** on each end leads into the sinkhole's walls, and a small wooden **building** squats on the center of a wooden **platform** extending out towards the center of the sinkhole. On the far side of the platform, a narrow stair descends towards the **water's** surface and a central stone **temple** structure.

**STONE DOOR:** Lined with strips of now-damp wood to seal as tightly as possible against the regular tidal surge. Some water still seeps in with it closed, however. Difficult to open.

**BUILDING:** Wood logs soaked and swollen around the thick ropes that hold it tightly together make up the walls and roof. The door is wooden.

**PLATFORM:** Wood logs about 12" wide, soaked and swollen. There is some space, about 2", between each log, and the party can see down 20' to the crocodiles below. Any character with a negative Dexterity modifier moves at half their usual speed.

**WATER:** The first closer look, and it reveals a frankly absurd number of crocodiles. See [The Sinkhole](#) on pg. 2.

**TEMPLE:** Natural stone spire rising from the center of the water. It has been shaped and intricately carved, and is far older than the brine druid construction the party has seen thus far, but of a similar style.

#### **EXITS:**

- Stone door → [8. Storage](#)
- Stone door → [9. Trophy Room](#)
- Building → [11. Robing Room](#)
- Stairs → [12. Bridge Stairs](#)

#### **TREASURE:**

- None

### 11. Robing Room (3) - [40'x60']

The little light that filters into this damp, green-smelling one-room building sparkles up through the large cracks in the **floor**. A large, soaked **rug** adorns the center of the floor, and you see some **vestments** hanging along one **wall**. Several lizardfolk await your arrival, and one is wearing some vestments.

**FLOOR:** Continuous with the platform in [10. Landing](#).

**RUG:** Dirty and sopping wet with the constant tidal surges, this is a [soggy flying carpet](#). The lizardfolk are unaware of its properties.

**LIZARDFOLK:** Cannot be surprised here; this is their "final stand" for their queen. See [Adjusting Encounters](#) (pg. 7) for numbers. The vested one is a **lizardfolk shaman** wearing a [ring of protection +1](#).

**VESTMENTS:** Made of many thin layers of crocodile skin. (100gp)

#### **EXITS:**

- Wooden Door → [10. Landing](#)

#### **TREASURE:**

- [Ring of protection +1](#)
- [Soggy flying carpet](#)
- Crocodile-skin vestments (100gp)

### 12. Bridge Stairs - [5'x60']

These narrow, wet, wooden stairs descend towards the temple. Below, you hear the periodic hiss and thrash of crocodiles. As you begin down, a tremendous bellow reverberates throughout the sinkhole, and the water below boils and surges upward, soaking you with spray.

The door at the base of the stairs leading into [13. Central Temple](#) is shut tight, like the other stone doors.

### 13. Central Temple (4) - [70' dia.]

This towering edifice of stone soars upward. Seven narrow **pillars** stand in a wide ring about a deep **central pool**. Dim light filters through the pool and glitters off the mother-of-pearl-encrusted **walls** as they curve into a ceiling high above.

**DOOR:** If closed, a tidal surge is less powerful (air pressure keeps the water from rising too high). If open, a tidal surge is more powerful.

**CENTRAL POOL:** 20' across. The stone structure continues solidly down into the water before beginning to break up around 15' down, where plenty of natural openings allow free passage into the rest of the water in the sinkhole. If a character approaches within 15' of the pool, the **Crocodile Queen** explodes out of the water with her leap ability & attacks.

**WALLS:** Characters familiar with astronomy might recognize from the glitter of light off the mother-of-pearl that it is arranged in constellations that mirror the stars, plus a few old, long-dead constellations.

**PILLARS:** Free-standing, 12" thick. The Crocodile Queen can easily smash through one if she desires.

**CROCODILE QUEEN:** Wears a mother-of-pearl shell circlet set with three pearls: black, white, and green. If the characters bypassed [10. Robing Room](#), half the lizardfolk there (including the shaman) rush to her aid after 1d4 rounds. 50% chance of a **tidal surge** at the beginning of each round that the PCs are in combat here.

#### **EXITS:**

- Door → [12. Bridge Stairs](#)

#### **TREASURE:**

- Mother-of-pearl circlet: black pearl (700gp), white pearl (125gp), and pale green [pearl of crocodilian power](#).

## Monsters & Items

### Adjusting Encounters

Before you run this adventure, make note of how many creatures are in each room according to the following. Or just roll the dice and let them fall where they may!

#### Lizardfolk in **7. Baths**:

APL (Average Party Level)	Number Appearing
3	Number of party members x 2
4	(Number of party members x 2) + 2
5	(Number of party members x 2) & each has two attacks & max HP.

#### Lizardfolk in **10. Robing Room**:

APL (Average Party Level)	Number Appearing
3	(Number of party members x 2) + 1 lizardfolk shaman
4	(Number of party members x 2) + 2 + 1 lizardfolk shaman
5	(Number of party members x 2) + 2 + 2 lizardfolk shamans

#### Brine druids in **3. Guardroom** and **5. Refectory**:

APL (Average Party Level)	Number Appearing
3	Number of party members
4	Number of party members x 1.5
5	Number of party members x 2

In **3. Guardroom**, add one additional wounded brine druid. Each group of brine druids is composed of one brine druid barnacle (2 at APL 5) and multiple regular brine druids.

In **8. Storage**, there is one slime if the APL is 3-4. If the party is level 5 or higher, there are two slimes.

For random encounters, add one lizardfolk or brine druid to the number rolled for each APL above 3. Add a second slime if the APL is 5.

### Brine Druids

These former humans' flesh, right down to their webbed toes, becomes covered with barnacles and their hair turns into seaweed as their age and devotion increase. A brine druid's dream is to someday become one with the sea and give themselves fully to the call of the deep.

Brine Druid & Brine Druid Barnacle
<b>AC</b> 5 [14] <b>Hit Dice</b> 3* (13hp) <b>Attacks</b> 1 × sword (1d6+1 or by weapon + 1) <b>THACO</b> 18 [+1] <b>Movement</b> 90' (30') / 90' (30') swimming <b>Saving Throws</b> D12 W13 P14 B15 S16 (2) <b>Morale</b> 10 <b>Alignment</b> Neutral <b>XP</b> 50 <b>No.</b> 2d4-1, minimum 2 (6d6) <b>Treasure Type</b> D
<b>Weapon:</b> Sawtooth sword, which deals +1 damage against unarmored targets. <b>Spells:</b> Each individual has one 1st level cleric spell memorized. (Choose or select at random.) <b>Barnacle:</b> Each group is led by a cleric of 3rd level who has maximum HP. The master has two 1st level spells and one 2nd level spell. (Choose or select at random.)

### Crocodile

Crocodile
<b>AC</b> 5 [14] <b>Hit Dice</b> 2 (9hp) <b>Attacks</b> 1 × bite (1d8) <b>THACO</b> 18 [+1] <b>Movement</b> 90' (30') / 90' (30') swimming <b>Saving Throws</b> D12 W13 P14 B15 S16 (1) <b>Morale</b> 7 <b>Alignment</b> Neutral <b>XP</b> 20 <b>Number Appearing</b> 0 (1d8) <b>Treasure Type</b> None

### Crocodile Queen

See [The Villain](#).

Crocodile Queen
<b>AC</b> 4 [15] <b>Hit Dice</b> 5** (22hp) <b>Attacks</b> 1 × bite (1d8), 1 x tail (1d8) <b>THACO</b> 15 [+4] <b>MV</b> 90' (30') / 90' (30') swimming <b>Saving Throws</b> D10 W11 P12 B13 S14 (5) <b>Morale</b> 12 <b>Alignment</b> Chaotic <b>XP</b> 425 <b>Number Appearing</b> 1 (1) <b>Treasure Type</b> I
<b>Leap:</b> 15' jump, does not count vs movement speed <b>Spawn:</b> Every other round, the Crocodile Queen can spawn a <b>crocodile</b> .

### Green slime

Dripping, acidic green slime that clings to walls and ceilings.

<b>Green Slime</b>
<b>AC</b> No hit roll required <b>Hit Dice</b> 2* (9hp) <b>Attacks</b> 1 × touch (consume flesh) <b>THACO</b> 18 [+1] <b>Movement</b> 3' (1')
<b>Saving Throws</b> D12 W13 P14 B15 S16 (1)
<b>Morale</b> 12 <b>Alignment</b> Neutral <b>XP</b> 25
<b>Number Appearing</b> 1 (0) <b>Treasure Type</b> None
<b>Surprise:</b> Drops on surprised characters from above. <b>Acid:</b> When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal (including armour) in 6 rounds, but cannot affect stone. <b>Consume flesh:</b> Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds. <b>Removing:</b> Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime. <b>Immunity:</b> Unharmed by all attacks except cold or fire.

### Lizardfolk

Utterly and completely devoted to the Crocodile Queen; her shamans draw their power from her.

<b>Lizardfolk</b>
<b>AC</b> 5 [14] <b>Hit Dice</b> 2+1 (10hp) <b>Attacks</b> 1 × weapon (1d6+1 or by weapon + 1)
<b>THACO</b> 17 [+2] <b>Movement</b> 60' (20') / 120' (40') in water
<b>Saving Throws</b> D12 W13 P14 B15 S16 (2)
<b>Morale</b> 11 <b>Alignment</b> Neutral <b>XP</b> 25
<b>Number Appearing</b> 2d4 (6d6) <b>Treasure Type</b> D
<b>Weapons:</b> Crocodile-tooth spears & slings. <b>Shaman:</b> A lizardfolk shaman has maximum HP, knows the <i>cause fear</i> and <i>darkness</i> spells, and can cast each once per day.

### Potion of Gaseous Form

The character's body becomes a cloud of vapour. This has the following effects:

- **Equipment and clothing:** Drops to the floor.
- **Movement:** The character may move, as a cloud of gas, through small cracks in stone walls, wooden objects, etc.
- **Attacking:** Is not possible, while in gaseous form.
- **Invulnerability:** The character's AC is -2 [21]. Non-magical weapons cannot harm the character.

### Ring of Protection +1

Grants a measure of protection from harm:

- **Armour Class:** A +1 AC bonus.
- **Saving throws:** A +1 bonus to all saves.

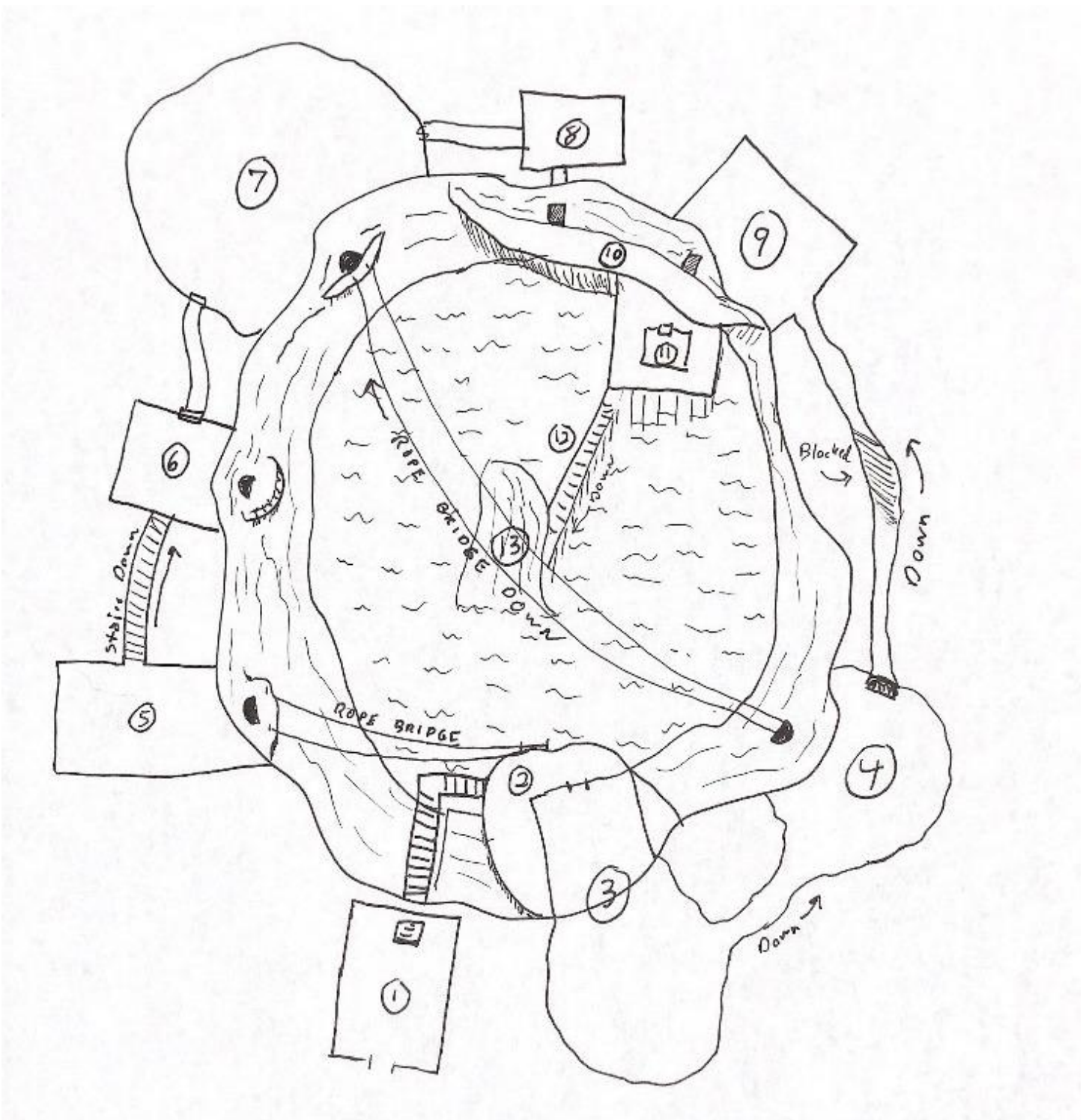
### Soggy Flying Carpet

A soggy, wet carpet that can fly through the air. It can carry up to 3 characters and their gear at a speed of 40'. It constantly and perpetually drips water.

### Pearl of Crocodilian Power

While this pearl is on your person, you can use an action to speak its command word and regain one expended 1st level spell. Once you have used the pearl, it can't be used again until the next dawn. When you use the pearl, roll a d20. On a 1, the pearl permanently stops working and you develop a ridge of crocodilian scales along your back.

# Map



It ain't purty, but it oughta convey what's where to you, the referee.

# Boring But Necessary Stuff

Copyright ©2022 Maximilian Hart, [d20digest.substack.com](http://d20digest.substack.com)

Maps by Maximilian Hart. Edition: January 2023.

This is a work of fiction. Names, characters, places, and incidents either are products of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is entirely coincidental, unless you are actually a real-life half-crocodile, half-human monstrosity, then yeah, I'm lookin' at you.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Game Content:** The Open content in this book includes the monster names, descriptions, statistics, and abilities; and item names, descriptions, statistics and abilities. No other portion of this work may be reproduced in any form without permission.

## Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Old-School Essentials System Reference Document © 2019 Gavin Norman. Author Gavin Norman.

Pearly Prison of the Crocodile Queen. © 2022, Maximilian Hart. Author Maximilian Hart.