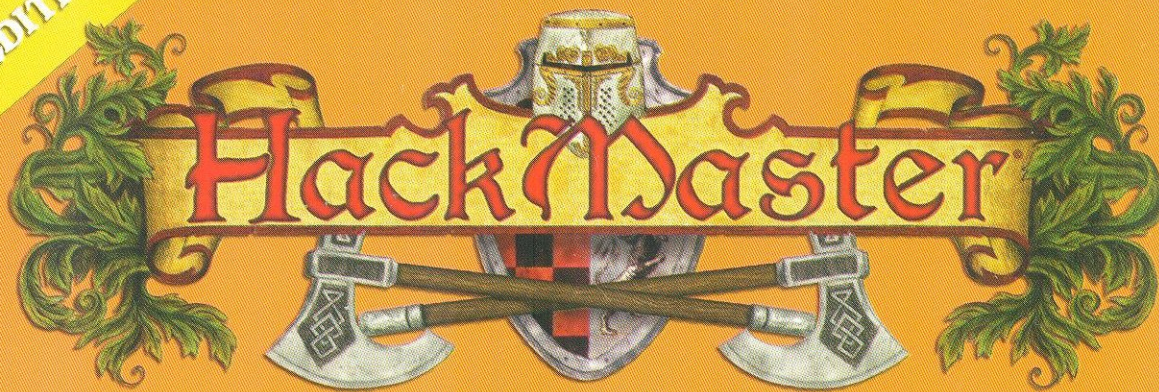


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FOURTH EDITION



CRYPT OF THE LIZARD KING



AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 5-7



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CRYPT OF THE LIZARD KING

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-7

* GAMEMASTER'S EYES ONLY *

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

INTRODUCTION

Prepare yourself my friend, for you are about to embark upon a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. This is one of the many fantastic adventures for the HackMaster® role-playing game, the single greatest game ever invented.

The story unfolds with some questions on the minds of the local populace. If the highwaymen who are raiding the lands of Beorn are only simple brigands, why are the merchants so terrified? And what are these rumors that are whispered among the frightened villagers - rumors of an old, enormously evil power that lies behind the robberies? The Count of Beorn wants to get to the truth and your party is all he could find to help him! It will have to do.

PLAYER'S BACKGROUND

For many years there has been peace in the lands of the Count of Beorn. The fertile plain of the river Vantress has yielded bountiful harvests, commerce has prospered, and the rule of the successive Counts of Beorn has been generally wise and good-natured, if occasionally corrupt. But of late disturbing reports of highway robbery have reached the palace at Ambigawd, the county seat of Beorn. According to the tales of whimpering merchants, the south lands are being overrun by a band of vicious brigands and the east roads are cut off by incursions of strange flying reptiles. Already there has been a complete halt to the rich trade caravans to and from Beorn's southern neighbors.

Three weeks ago the Count of Beorn sent a squad of 30 fighting men to one of the most affected areas, near the small village of Wayfare. So far there has been no report, no message, no rider - not even a rumor of their fate. Suddenly gravely concerned, the count has called for a special group of volunteers to go to the Wayfare area, discover the fate of the first expedition, investigate reports of the brigands, and if possible put an end to the trouble. Those who answer the call can expect danger and possibly even a horrendously painful death, but also great reward, for the count will be very grateful to those who reopen the trade routes.

A WARNING TO PLAYERS

What the hell do you think you are doing? If you plan on playing in this adventure and participating in the gore and carnage that it offers you, then you should damn well STOP reading now! What are you thinking? The information in ALL HackMaster adventures is strictly for GameMaster's (GM) eyes only! Attempting to glean clues from this adventure will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HackMaster Association (HMA). Be a man (or a woman as the case may be) of honor and put this book down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel - A GM's curse on your dice! May they fail you and consign you to an endless cycle of untimely player character deaths! May misfortune hound your every step in the game until the end of time. What are you even doing still reading this? We told you to stop five sentences ago!

Note: in the event you later receive your GM credentials and thereby qualify to possess the knowledge contained herein, this curse can be removed by sending a sincere 1,000 word apology along with a photocopy of your HMGMA membership card and a check for \$25.00 processing and handling to the HMA offices. Should the HMA, after reviewing the matter decide to reject your apology, no refund shall be given and the curse will remain in effect.

A Warning to GameMasters

Fellow GameMasters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between gaming sessions and share secrets and information. If many copies of this adventure are available to the players in your local gaming circle you can bet your lucky twenty-sider that some of the secrets in this adventure have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are belying you to the table with information they shouldn't have, you are strongly encouraged to alter the sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as it slowly dawns on them that you are wise to the intelligence leak.

GAMEMASTER NOTES ON NPCs

Shadrizar the Sadistic

Shadrizar the Sadistic is one of the stranger beings ever to challenge the wits and courage of a party of adventurers. It is he who is behind the highway robbery in the south, although he is much more than a simple brigand.

Some 250 years ago Shadrizar came into existence. How this happened no scholar can say with certainty, for this strange being combined the grotesque visage of the race of lizardmen with the intelligence of the race of men. He also had a large share of the greed, cruelty, and evil which is, alas, to be found in both races.

In his lifetime Shadrizar came to rule supreme over the lizardmen of the Symquios Swamp. His armies eventually conquered the men who farmed the Vantress, and at the height of his power, he had enslaved all humans in what is present-day Beorn County of Maurhaud'Feem.

The extent of his rule brought great wealth to Shadrizar, and he was able to employ the services of many powerful and evil magic-users in his various projects. Their greatest task, however, was the building of his own crypt - a vast temple in the heart of the Symquios Swamp, laden with treasure and magical items for Shadrizar's use in the afterlife.

During his glory, Shadrizar also had the great fortune to stumble on one of the rarest of magic treasures: a **Ring of Wishes** (with 3 charges, unbeknownst to him). Instructed by the magic-users he employed (and some say despite their treachery), Shadrizar first used this item to obtain spellcasting powers for himself, eventually achieving status as a 9th level magic-user in his own right.

However, Shadrizar did not make the wisest use of his ring. His great intelligence was often blinded by his obsession with self-glorification. A rash deed that made him appear heroic always appealed more to his selfish, chaotic nature than did a logical and cautious course of action.

It was this weakness, as well as his fear of using up its magical powers, that prevented him from using the ring against the inevitable rebellion of the men of Beorn. The rebellion started small, but after a year, his lizardmen armies had been pushed back to the edge of the swamp, and the rebellion was gaining more followers every day. Instead of using the ring, Shadrizar rode forth

himself at the head of his remaining lizardmen, to meet the rebels at the legendary battle of Vantress. After a fierce conflict, Shadrizar was mortally wounded by an enchanted arrow fired by the man who became the first Count of Beorn.

As Shadrizar lay dying on the field, his shattered army scattering back to the swamp all around him, he made his second wish: that one day he would rise again and wreak destruction upon the men of Beorn. Compelled by Shadrizar's wish, evil clerics in his former employ dragged Shadrizar's body from the field of battle. They began a process of mummification to preserve Shadrizar. However, this wish, as so many do, followed his wording but not his intent. Rather than allowing him to regroup his army and strike again, Shadrizar has only awakened now, more than 200 years later, as a mummy. The Count of Beorn rules almost as much land as Shadrizar once did, and the living lizardmen are shadows of their former glory, rarely venturing from the swamp and even thought to be myths by some of the people of Beorn.

Shadrizar's main goals are to reassert his power over the Symquois Swamp and Beorn, and to take horrible revenge upon the house of the Count of Beorn. His magical power is even greater than it was before, but fortunately his chaotic nature makes him easily distracted and makes it difficult for him to maintain a steady drive toward these goals.

Mordrak

Shadrizar's reappearance is regarded as a great opportunity by the forces of chaos, especially the demon-worshipping cleric Mordrak. Mordrak is the high-priest of the evil order that once mummified Shadrizar under the influence of Shadrizar's last wish. After the ritual of mummification the order was largely destroyed by the men of Beorn and the knowledge of his mummification was lost to them. Mordrak has offered his services to Shadrizar hoping to reestablish the power of his order, and relearn mummification for his own use. Mordrak is working to establish a stronghold of his vile faith in the areas near the swamp.



Evil creatures of many types, including the band of brigands now terrorizing the southern lands of Beorn, have naturally been drawn to Shadrizar's presence. These brigands are of course simply pawns in the hands of Shadrizar and Mordrak - the first ripple of what these two envision as a wave of evil that will sweep over the land of Beorn.

The GM should keep this background information in mind at all times. He must remember that Shadrizar's chaotic nature is probably the single biggest advantage the player characters (PCs) have when they confront this being and his followers.

Poadrus

This man may or may not be the original Poadrus, creator of the Nizar'fang race. In any event, he is keenly interested in the magic that may be housed in the Crypt of the Lizard King, and has been sending out flying patrols, bribing brigands, and doing everything he can to obtain information. He does not appear in this adventure directly, but may be used in a campaign.

Kryzaar

The black-skinned lizardmen control several swamps to the far south and have a few outposts in the Symquois Swamp of the lands of Beorn. They are very worried about the heightened activity of their green-skinned cousins, and have sent several patrols attempting to find out what has them organized again. They also hate the abominations that are Poadrus's Nizar'fang.

Melanee

This young lady arrived about four months ago and quickly set up residence in the house of the count. A month ago she left due to the lack of luxuries available when the trade caravans stopped. The count believes that if he can get the trade routes going again, she will return. He will pay handsomely for any information on her whereabouts. For more information on Melanee see other HackMaster adventures such as *Quest for the Unknown*, *Little Keep on the Borderlands* and *Robinloft*.

PREPARING FOR PLAY

Proper handling of this adventure requires careful preparation by the GM. There are several NPCs whom the GM may want to invest with full personalities. It is also absolutely essential that he read the entire contents of this adventure, commit it to memory, and carefully study and prepare the major encounters before play begins. I don't want to hear any complaining about it. Any GM with proper HMGMA credentials should be up to the task, for the sake of the game.

Adventuring Characters: This module is specially designed for a party of seven to nine characters varying in level from 5th to 7th. It is very important that the party balance good Hacking ability with creative spellcasting. Clerics are especially important in this adventure. However under no circumstances should the GM allow any cleric of greater than 7th level to participate as this may seriously unbalance the climactic encounter.

Special Warning: Before beginning play the GM should warn his players that this particular adventure is extremely hazardous. It is specifically designed to put characters of the specified levels to a severe test and put those unworthy out to pasture. Only best and most Hackready players will survive. Success in this adventure requires that the party exercise the utmost caution, think their actions through a great deal, and still be ready to Hack against any and all comers at a moment's notice. Some wussified players may not want to risk their favorite characters in an adventure of this difficulty. In such cases, it is recommended that the GM Wuss-Slap the sissy until he cries for his mamma. This is Hackmaster, not Wussmaster.

Maps: Included in this adventure are the following maps: a map of Beorn County, a detail map of the palace of the Count of Beorn at Ambigawd, a detail map of the village of Wayfare, a map of the Symquouis Swamp, and four dungeon level maps. The players may be allowed to look at and use the maps of Beorn, the palace, and of Wayfare, for the details they show are all common knowledge to the people of the area. All other maps should be kept hidden for use by the GM only.

Movement, Food, Shelter: Details pertaining to movement rates, obtaining food and shelter, random encounters, and other necessary information are included in the appropriate encounter sections.

Time: The GM must keep careful track of game time once the PCs enter Veridan's lair or Dungeon Level 1. Accurate timekeeping is crucial to determine the outcome of the final encounter with Shadrizar, for he is not as active during the day.

Players' Descriptions: Throughout this adventure, material that should be read to the players at the beginning of an encounter is boxed for easy reference.

To Begin Play: First read the players the boxed paragraphs under in the "introduction" section above. Then continue by reading the player's description for the first encounter immediately below, and begin play with that encounter. The characters should have spells prepared and weapons chosen before play begins, but any other equipping must be done after playing the first encounters below under "The Palace of the Count of Beorn."

THE PALACE OF THE COUNT OF BEORN

I. A PRIVATE MEETING

Hearing of the count's need, and relative wealth, your party has responded. Brigands usually manage to accumulate a good deal of treasure as well, and those you have encountered weren't particularly tough to handle. You begin to think that these brigands, however, may be tougher than usual. As you sit waiting outside the count's audience chamber, you see a succession of seasoned fighters enter full of enthusiasm, only to leave shortly with looks of disappointment and fear.

While pondering this strange situation, the door to the audience chamber swings open and the chamberlain announces that it is now your party's turn to meet the Count of Beorn.

As you enter, you see Jack Brutis Beorn, fifth Count of Beorn, seated comfortably on a high seat at the end of a long table. Standing behind him, resplendent in his robes of bright yellow and blue, is a man you know is Rolond, the High Priest of Benyar who commands a large following among the men of Beorn. In his right hand Rolond holds a slim, tapered wand of ivory. The tip of this wand is made of beryl.

The room itself is richly but tastefully appointed with curtains, tapestries, and other objects of value.

"Welcome, courageous volunteers!" The count says to you. "I assume you understand the nature of the task at hand?"

Jack Brutis Beorn (HF 1, EP 4240, 15th level fighter, S 14/54, D 12/12 C 11/54, I 14/41, W 10/08, Cha 9/19, Com 11/11, AL LN, AC 10, MV 12", HD Ftr 15, HP 92, SZ M, #AT 2, D d6-1 (ceremonial dagger + Strength bonus (14 Str)), SA Nil, SD nil, Quirks/Flaws: none,

Skills: weapon maintenance, armor maintenance, leadership 75, military battle sense 43, Talents: none, Lang: Human, Common, Halfling, Hon Ave, ML 14, TOP 46, Crit BSL: Def AC +11, FF 5)

1) HPs:

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Rolond, High Priest of Benyar (HF 33, EP 2354, 9th level cleric, S 10/12, D 10/23, C 11/34, I 15/54, W 17/29 Cha 13/31, Com 14/67, AL LG, AC 10, MV 12, HD Cl 9, HP 61, SZ M, #AT 1, D by weapon, SA spells, SD spells, Quirks/Flaws: none, Skills: religion general 51%, religion specific Benyar 51%, Divine lore 51%, Read/write 100%, Lang: Human, Common, Elven, Hon: ave, ML 16, TOP 30, Crit BSL: Def AC +2, FF 5)

Items: Wand of Enemy Detection

Spells: First level: Bless, Command, Cure Light Wounds x3, Detect Evil, Detect Magic, Sanctuary

Second level: Augury x3, Cure Moderate Wounds, Know Alignment, Slow Poison

Third level: Cure Blindness, Cure Disease, Dispel Magic, Prayer

Fourth level: Cure Serious Wounds, Divination

Fifth level: Commune

1) HPs:

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00000	00000	00000	00000	00000	00000

Beorn questions the party members about their experiences, previous adventures, and skill in dealing with danger. He then simply chats for a while, asking light-hearted personal questions, apparently trying to get some idea of the nature of the party. The GM may wish to have Beorn remark on any unusual clothing, races, or appearances of the party to get this dialogue started. Rolond stands quietly, seeming to be almost asleep on his feet and taking no notice of the conversation. In fact, the wand in his hands is a Wand of Enemy Detection that he has already used to determine that the party is not immediately hostile. If the party is planning murder or robbery of the count at this time then handle the situation accordingly - banishment, conscription, or execution as you see fit. It is possible that the party could be captured, branded with tattoos of shame and then dumped in the swamp if the GM still wants to run this adventure. Rolond is now quietly performing an Augury, using several small beads hidden in his left hand. The hand is covered by the sleeves and folds of his robe.

After three or four minutes Rolond looks directly at the count and nods his head slowly once. Beorn suddenly becomes very businesslike as his joviality evaporates. He says to the party:

"You are accepted for this task. What you must do seems deceptively simple. Travel to the village of Wayfare in the south, and learn the fate of my squad of men. They were led by Travis Ortan, one of my most trusted soldiers. Then find these detestable brigands and eliminate them. For this purpose, if you accept, I will issue you writs granting you the power of a Grand Inquisitor in my lands for a period of two weeks. You will have the power to dispense summary justice approved by my authority against any you find aiding any brigands in my land. But of all your tasks, this is the most important - to find out if there is any further evil behind these

vicious attacks. Signs and portents have pointed to the return of a great evil to this land, and I fear these resilient brigands are just the beginning.

Your reward will be 500 gp per person, plus whatever you may recover from the brigands or those aiding them, free from the normal treasure tax. I will provide you with a map to Wayfare and of the surrounding region, and I will also outfit your party with any reasonable equipment needed to accomplish this task. There may be additional rewards for any prisoners recovered. Many wish to know the fates of those who have disappeared of late and would be most grateful for any information you may learn. Lastly, strange flying lizardmen have been sighted on the eastern border moving southward, and are believed responsible for several deaths and disappearances. A bounty of 10 gp a head has been placed on these creatures. Proof of death can be accomplished by bringing the wingtips of each slain monster to the palace.”

To the best of his ability, the count answers any questions the party has. He agrees to cover the costs of outfitting the party with any unusual or costly items they desire as long as the total cost does not exceed 2000 gp worth of merchandise, and is locally available. If party members ask why the count believes there is more near Wayfare than mere brigands, he simply glances at Rolond, smiles, and says “So I have been told by my advisers.” Rolond says nothing else on the subject even if directly questioned.

The count then suggests that the party come into the main council room where merchants have assembled to give their firsthand reports to the party selected to deal with the brigands.

2. THE MERCHANTS' COMPLAINTS

The count leads you into the large chamber used for public audiences. He sits behind the center of a long table, facing the crowd in the room, and gestures for you to take seats on either side of him. Rolond, silent as ever, stands behind the count.

The audience chamber is filled with merchants. Their chattering has been hushed by the count's entrance. Scattered about the room are a few men clad in armor, obviously mercenary guards. Two large doors at the rear of the chamber are manned by guards in the count's livery. In each corner behind you, you notice a cleric in yellow and blue robes. Both are standing quietly with their heads lowered, occasionally muttering a soft word of devotion to themselves or to their deity.

In addition to the party, the count, and Rolond, the following people are in the room:

Men, Merchant (23) (HF 1, EP 15, Int 11, AL N, AC 10, MV12”, HD Ftr <0, HP 22 x10, 23x5, 24x5, 25x3, SZ M, #AT 1, D d6-2 (dagger), SA none, SD none, Lang: Human, Common, Hon: ave, ML 8, TOP 11x15, 12x8, Crit BSL: Def AC-4, FF 4, Reference HoB 5 p 11)

Men, Caravan Guard (6) (HF 1, EP 15, Int 9, AL LN, AC 7(studded leather), MV 12”, HD Ftr 0, HP 26x6, SZ M, #AT 1, D d6 (short-sword), SA none, SD none; Lang: Human, Common, Hon: ave, ML 11, Top 13x6, Crit BSL: Def AC-4, FF 5, Reference HoB 5 p 10)

Clerics (2) (HF 3, EP 180, 2nd level cleric, S 10/01, D 10/22, C 12/34, I 14/52, W 14/67, Cha 12/21, Com 11/38, AL LG, AC 10, MV 12”, HD Cl 2, HP 29, 30, SZ M, #AT 1, D by weapon, SA spells, SD spells, Quirks/Flaws: none, Skills: religion 45%, Lang: Human, Common, Hon: ave, ML 14, TOP 14,15, Crit BSL: Def AC-3, FF 7, Reference HoB 5 p 10)

The count introduces the party to this assembly, then asks the merchants to give what information they can to the party. This results in a babble of wailing, moaning, and groaning over goods and treasure lost, and guards killed, captured, or fled. The count sternly orders silence, and suggests that the party question the merchants, rather than letting all speak freely. The merchants reluctantly comply with the count's order.

All the merchants in the room are involved in the caravan trade with Beorn's southern neighbors. Some are honest, most are not, but none are actually in league with the brigands, although some would like to be. All have suffered losses from the brigand raids. In answer to specific questions from party members, the merchants provide the following information. Note that the only way that the party may obtain this information is by careful questioning. The GM should not give away any of this information unless the party asks the proper questions.

Merchant's Knowledge

1. The attacks by the brigands started along the main highway to the south but now occur near Wayfare and the Symquois Swamp.
2. The brigands always come from the south.
3. The brigands appear to be normal men.
4. The merchants believe the brigands to be very tough fighters. The mercenary guards have been completely ineffective against the brigands. These brigands have such a fearsome reputation and such number, most of the guards seem to flee the instant the attacks begin.
5. The brigands actively pursue the fleeing guards, while only robbing the merchants and sending them on their way. The merchants also believe several missing colleagues have been taken prisoner.
6. The brigand attacks are almost always preceded by the appearance of an old man who stops the head of the merchants' columns to ask for directions.

Each party member who obtains any of the above information should receive 50 EP for each of the numbered pieces of information they uncover.

If the party questions any of the fighters present, they are able to add that only a few of the brigands appear to be really tough fighters, but there are many. Most of the brigands choose to pursue the panic-stricken guards who flee when the attacks begin. Some of those questioned, with some reluctance, admit that they successfully fled to survive. In two cases, the guards were successful in repelling the brigand's attack. So far, however, none of the guards have been able to take a brigand prisoner. There is usually great confusion during the brigand attacks, so the exact number of brigands is hard to estimate.

While the party is questioning the merchants and their guards, the GM should roll secretly for each character to determine if anyone is able to detect that the room is being scryed (See GMG p 248). The scrying is being done by Shadrizar, who is using a Crystal Ball to keep track of happenings in the count's palace. A dispel magic spell or similar effect will prevent his Crystal Ball from working.

The GM should also occasionally remind the party of the presence of the clerics in the corners behind them. The GM should perhaps add every few minutes, “and of course you hear the cleric's in the background saying ‘may

the powers of good protect this place and all herein” and other things of this sort.

Any character who keeps a careful watch on the clerics notices that after a few minutes one of them leaves and is replaced by another from outside the room. As this is a scheduled routine relief, the Count of Beorn and Rolond take no notice of it. The replacement cleric is dressed identically to the first one and behaves in exactly in the same way. However, he is in fact the chaotic evil High Priest Mordrak, an ally of Shadrizar.

Mordrak (HF 35, EP 2396, 9th level cleric, S 14/14, D 11/45, C 14/41, I 15/53, W 18/89, Cha 8/23, Com 9/18, AL CE, AC 5 (chainmail), MV 9”, HD Cl 9, HP 64, SZ M, #AT 1, D d6+5 (Str and Mace+2), SA spells, SD spells, Quirks/Flaws none, Skills Mummification 23, religion general 53, religion specific demon 54, divine lore, 54, Talents: none, Lang: human, common, lizardman, Hon: ave, ML 16, TOP 32, Crit BSL: Def AC +2, FF 7)

Items: Dust of Disappearance, Mace +2

Spells: First level: Commandx3, Protection from Good, Cause Fear, Cause Light Wounds x2, Sanctuary

Second level: Rigor Mortis x2, Know Alignment, Spiritual Hammer, Dust Devil, Resist Fire

Third level: Dispel Magic, Feign Death, Curse, White Hot Metal

Fourth level: Cause Serious Wounds, Poison

Fifth level: Flame Strike

1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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□□□□□					

chainmail armor

AC	5	6	7	8	9
HP	□□□□□□□□	□□□□□□□	□□□□□	□□□□	□□□

After rolling for the detection of scrying and giving any observant character a chance to notice the replaced cleric, the GM should resume playing the role of the merchants and continue to mimic occasionally the chanting of the clerics. The third time he repeats the chanting, the GM should say “Oh great power of evil, destroy now thine enemies...” The GM should then count to five out loud. Any character still within 5’ of the count’s table (where they were seated) when the GM reaches “five” is caught in a Flame Strike that has just been cast by Mordrak. Characters who fail a save vs. spells take 6d8 points of damage, those who make their save take half.

Any character who reacts in time to avoid the Flame Strike should be easily able to spot the cleric who cast it. Other characters do not realize for one melee round exactly what has happened.

Mordrak had hoped to kill the count of Beorn with his Flame Strike. After casting it he attempts to escape in the confusion, using his robes as a disguise. The merchants, mercenary guards, and count’s guards are all too stunned to react swiftly. If Mordrak is to be stopped, he must be stopped by the party. Mordrak’s plan is to use the melee round after the Flame Strike to cast Sanctuary on himself and then duck out of the room and use his Dust of Disappearance. The invisibility provided by the dust lasts 2-20 turns and is proof against all normal means of detection, and even against a Detect Invisibility spell.

The GM may modify this plan as the situation requires - however it is very important that every effort be made to allow Mordrak to escape. The GM

should assume that once Mordrak makes it outside the palace gates, he has effectively escaped.

In the unlikely event Mordrak is captured, he resists all interrogations, and attempts to escape by any means possible, and prefers death to giving any information to the count or the party. He hopes that his body can be recovered and a new ritual of mummification can be performed on it, even though his order only knows a partial ritual. It is vitally important that the party not learn the secret of Shadrizar’s reappearance at this time.

Meanwhile the GM should note that, even if the party attempts to warn them before the flames hit, both the Count of Beorn and Rolond are caught in the flame strike. Both should automatically make their saving throws, and thus survive. Rolond, despite his own injury, immediately tends to the wounds of the count.

3. AFTERMATH

Following the attack by Mordrak, the count urges the party to make all possible speed on their mission, for he now “fears the worst” and feels that “quick, decisive action is vitally important.” More than this he cannot say. If compelled to speak by some magical means or a torch to the groin, he shares his fears about vague legends he has heard concerning the Great Lizard King Shadrizar the Sadistic, who once dwelled in the Symquois Swamp and who could do anything. According to legends, this horrid being is to return someday to take vengeance on the house of the Counts of Beorn.

If one of more party members were killed by Mordrak’s Flame Strike, Rolond agrees to cast a Raise Dead spell, provided the party agrees to perform their mission for the count. However, he will not cast more than one for the party now under any circumstance.

The party may purchase any type of normal equipment in the town of Ambigawd at three times the normal price. With the trade routes closed, costs have skyrocketed. Information is harder to find in town. The only knowledge available in the city is the fact that the peasants of the southeast are reputed to know many legends about the lizardmen who lived in the Symquois Swamp a very long time ago. The city folk however think the southeastern peasants are simple superstitious folk who believe in fairy tales and thus don’t believe the legends told by the peasants.

Some parties may insist upon outfitting a fake merchant’s caravan to make the trip southeast. The Count of Beorn disagrees with this plan, believing it will only slow the investigation down. An extremely persistent party is able to find 20 mercenary guards willing to go southeast for no less than 5 gp per day. None will fight unless cornered, preferring to flee at the first sign of trouble. In any event the mercenaries will refuse to go any farther than Wayfare.

THE JOURNEY TO WAYFARE

The GM may show the party the map of the County of Beorn, and allow the party to use it when planning and making their journey to the Wayfare area. Food and shelter are readily available at inns along the way, and from peasants in the villages indicated on the map.

Shadrizar attempts to scry the party once per night, at about midnight, from now until the party reaches the temple in the swamp. The GM should roll a secret Int check for each awake character at midnight each night to see if this scrying is detected. If the scrying is detected, the GM should not tell the party directly that scrying is taking place - rather give them hints of uneasiness and feelings of being watched, and players should figure this out on their own.

The party may have two types of encounters on the journey south to the Wayfare area: random encounters and planned encounters.

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These three fine fellows are wandering the plains in search of loot, food, and fun (not necessarily in that order). They choose to avoid a heavily armed party or caravan, but attack on sight a party that only consists solely of the PCs. The giants know nothing about the brigands in the Wayfare area. They know nothing about the fate of the count's men.

6. NIZAR'FANG

Nizar'fang (5) (HF 2, EP 65, Int 12, AL NE, AC 5, MV 12", 9" sw, 12" fl (D), HD 2+2, HP 30 x2, 31, 33, 34, SZ M, #AT 3, D d4-2/d4-2/d6, SA nil, SD nil, Lang: lizardman, common, Hon: ave, ML 11, TOP 15x2, 15, 16, 16, Crit BSL: Def AC -0, FF 5, Reference HoB 6 p 15)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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These creatures are one of several parties of Nizar'fang sent to the area to seek the temple of Shadrizar. Nizar'fang are the race of flying lizardmen reported in the area. A magic-user who has named himself Poadrus has sent several bands of Nizar'fang to the area, and they are completely unconnected to Shadrizar or the lizardmen of the Symquois Swamp. This magic-user has recently uncovered a history of the area and believes that items of great power exist in the temple. He is hoping to discover the source of Shadrizar's long-ago power, but is unaware that Shadrizar has returned. This band has no treasure but does have a leather satchel containing instructions for the band to search for Shadrizar's temple, gather any magical items found, and report back. The instructions are signed Poadrus.

7. WOLVES

Wolf, Common (10) (HF 0, EP 65, Int 3, AL N, AC 7, MV 18", HD 3, HP 32 x3, 34x3, 35x2, 37x2, SZ S, #AT 1, D d4+1, SA nil, SD nil, Lang: none, Hon: ave, ML 10, TOP 16x3, 17x3, 17x2, 18x2, Crit BSL: Def AC +1, FF 5, Reference HoB 8 p 91)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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These normal wolves have been attracted by the relatively easy hunting in the area. They attack on sight any party of 10 or fewer individuals.

8. LIZARDMEN

Lizardmen, Common (8) (HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 37, 35, 34x2, 32 x2, 28x2, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 18, 17, 17x2, 16x2, 14x2, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

- 1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
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This is a roving band of lizardmen from the Symquois Swamp that surrounds the Crypt of the Lizard King. The fact that they are openly roaming this far from the swamp should be a sure indication to an intelligent party of the nature of the real trouble at Wayfare! Each is equipped with a javelin they throw on the first round of combat and a small wicker shield bearing a strange heraldic symbol.

These warriors are extremely confident and extremely hostile to the party, attacking immediately, first with javelins and then with claws. In combat the Lizardmen do everything possible to take prisoners. Prisoners are taken to Shadrizar and used as sacrifices by his demon-worshipping allies. In the unlikely event the PCs are captured there is no chance to escape on the way to Shadrizar's fortress: players are tightly bound with chain and rope and closely watched. Upon arriving at the tomb, they are kept in Area 16 of the Lower Temple, where they are fed once per day for a week and then bought before Shadrizar, tortured, and sacrificed. Their chances are slim even if they can find a way to escape, for they will be unarmed in the heart of the Lizard King's Dungeon!

9. OLD MAN

Men, Peasant (1) (HF 0, EP 7, Int 13, AL NG, AC 11 (dex 8), MV 12", HD Ftr <0, HP 21, SZ M, #AT 1, D by weapon, SA nil, SD nil, Lang: human, common, Hon: ave, ML 10, TOP 10, Crit BSL: Def AC -4, FF 5, Reference HoB 5 p 12)

The man with the instrument looks like a bard but is in fact just a wandering musician named Pluck. His only weapon is a small dagger.

The innkeeper is William Brightboy. He is not armored, but keeps both an old sword and wooden staff handy behind his bar. He seldom uses either. Pluck approaches the party and offers to sing a song or two in exchange for a few coins. If specifically asked about local lore or stories, he offers to perform "The Ballad of Shadrizar."

This immediately disturbs the other customers in the inn, who make angry comments such as, "Let evil lie sleeping you fool!" and "Why invite more trouble? Stick with your silly songs and leave us in peace."

Pluck still sings the ballad, despite the customers' displeasure. If Pluck sings "The Ballad Of Shadrizar," the party hears the following lyrics:

The Ballad of Shadrizar

Shadrizar once was the Great Lizard King,
Said to have power stored in a ring.
O'er swampland and plains his dominions he spread.
His very name filled all creatures with dread.
To build his great tomb in the midst of the march,
Many men died in slavery most harsh.
His minions took all of our best for his altar.
Not for a day did his bloody thirst falter.
Then there arose the great Count of Beorn,
The greatest of heroes in those days of yore.
He slew Shadrizar in the battle of Vantress,
The lizardmen carried their slaughtered chief home.
And now he awaits in the cold sleep of death
His day of awakening, his first newborn breath.
Though deep in the ground his followers wait for him,
He'll come back for vengeance on those who opposed him.

Pluck is a competent musician, though not even he can make this song rhyme or keep to a meter.

Unless the party buys a round for the house, at inflated prices equal to double the normal cost, a brawl erupts when the song ends as the customers become angry enough at this blasphemy to attack the party and Pluck.

William Brightboy (HF 1, EP 15, Int 9, AL NG, AC 10, MV 12", HD Ftr <0, HP 25, SZ M, #AT 1, D by weapon, SA nil, SD nil, Lang: Human, Hon: ave, ML 12, TOP 12, Crit BSL: Def AC- 4, FF 6, Reference HoB 5 p 10)

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Pluck (HF 1, EP 15, Int 9, AL NG, AC 10, MV 12", HD Ftr<0, HP 22, SZ M, #AT 1, D d6-2 (dagger), SA nil, SD nil, Lang: Human, Hon: ave, ML 12, TOP 11, Crit BSL: Def AC- 4, FF 6, Reference HoB 5 p 10)

1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Men, Burly Farmer (15) (HF 1, EP 15, Int 9, AL NG, AC 10, MV 12", HD Ftr <0, HP 22x3, 23x3, 24x3, 25x3, 26x3, SZ M, #AT 1, D by weapon, SA nil, SD nil, Lang: Human, Hon: ave, ML 12, TOP 11x3, 11x3, 12x3, 12x3, 13x3, Crit BSL: Def AC- 4, FF 6, Reference HoB 5 p 10)

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The men are not armed and use the unarmed combat rules. If the party is small don't forget the overbearing rules. They beat the party into unconsciousness and dump them outside the inn if they are victorious.

Treasure: Pluck has 23 gp and 42 sp on his person. Brightboy has a bag of 155gp ticked away in a small locked box beneath the bar. Loose money, totaling 12 gp is on the table and in the bar area. Each of the farmers has 1d12 gp on his person.

2. AMBUSH AT THE OLD BRIDGE

You have come to a place where the road runs right through a marshy area. In the distance, about 300 yards ahead, you can see an old bridge that spans the length of the marsh. The entire area around the bridge is covered with a rich growth of water weeds. You hear the crying of what you think are water birds above.

Lurking in the marsh and the weeds, ready to ambush the party, are 16 lizardmen armed with clubs (treat as morning stars), javelins, and normal shields. The waterbird noises are just that - simple birds.

Lizardmen, Common (16) HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 37, 36, 35, 34x3, 32 x4, 30x3, 28x3, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 18, 18, 17, 17x3, 16x4, 15x3, 14x3, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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THE VILLAGE OF WAYFARE

The village of Wayfare lies in a shallow depression on the north side of the main highway. To the south, the ground slopes sharply down to the edges of the Symquois Swamp.

Wayfare has always been known as a prosperous peasant village, but its appearance now tells you immediately that this is no longer the case. From the upper edge of the slope you can see some 28 peasants' huts scattered in clusters on both sides of the road. All but five of these have been burned down. The fields, which should be filled with crops and farmers, contain nothing but blackened stubble.

The only building of note is a large wooden structure facing the main highway. Behind it is a large field, and near the field stands a good-sized copse of thick trees. There are no signs of human inhabitation to be seen from this distance.

1. THE COPSE

The copse is empty, except for the trees and insects that are normally found here. A rare moss can be found growing on some of the trees that can be used by an herbalist to brew a standard healing potion. There is enough moss to brew three doses.

2. THE HUTS

All but five of the peasant huts have been burned. Even the intact ones have obviously been stripped of all their contents. Only broken bits of personal items and furniture remain.

3. THE INN

As you enter this inn, you notice that the tavern room has been stripped of furniture. Only a few mugs are on the shelves behind the main bar, and only a few bottles of wine are standing there. As you are looking around, the innkeeper enters from the kitchen area, carrying a large sack and several pieces of cloth. He spots you, looks alarmed, and shouts, "What's this? Who are you? What do you want?"

The Innkeeper is a fat grubby fellow named Busby who will not fight at all - the party can kill him at any time if it so desires. The party has interrupted him late in the act of packing his belongings. All that he owns is piled into a wagon in the shed behind the main building.

If the party is friendly, Busby offers to sell them the six bottles of wine still on the self for a single silver piece, as he packs up the last mugs, wrapping them carefully in the pieces of cloth. He willingly talks with the party, and in-between some rambling about his ill-fortune, gives them the following information:

Nothing the party says or does persuades Busby to stay or offer the party any further assistance.

Treasure: Busby's only treasure is in his wagon. It consists of the furniture and dishes from the inn, plus a sack of 200 gp. The wagon is pulled by a single draft horse. The six bottles of wine on the self are the worst vintage Busby had. They are only worth 5cp per bottle and two

Busby the Innkeeper's Knowledge

1. The first brigand raids began about three months ago.
2. The raids have increased in frequency and intensity in the last several weeks.
3. The brigands have burned most of the village just in the past week.
4. The brigands usually strike at night. During their night raids, they have carried off many villagers as prisoners: men, women, and children.
5. Most of the men flee in panic when the brigands attack.
6. There have been other strange goings on, about which it is best not to talk. If pressed, Busby admits to seeing several strangely-shaped beasts flying over the village at night. There have been tales among some of the villagers about the lizardman returning to their old lands in the Symquois Swamp.
7. He is the last inhabitant of the village, and he is leaving as soon as his packing is finished. His family and hired hands have already left, heading toward the lands in the south where they have relatives.
8. There is one old man who lives in a hut by the edge of the Great Symquois Swamp. This old man refuses to leave - everyone just assumes he is hopelessly insane.

of the bottles have been tainted and act as a very mild poison. If anyone drinks the bad wine they must save vs. poison. If the save is successful then treat the drink as gutbuster. If the save is failed the character takes 2 points of damage and receives a -1 to all dice rolls for the next six hours.

4. TEPE'S VanDRACIS

As you approach the tiny hut by the edge of the Great Symquois Swamp, you hear a singsong chanting coming from inside. You also see smoke rising from a hole in the roof of the hut.

This is the hut of Tepes VanDracis, the old man referred to by Busby as hopelessly insane. VanDracis is unarmored and armed only with a dagger.

VanDracis is a hermit, but not by choice. He adopted his current lifestyle when the villagers would no longer tolerate his eccentric ways. Rather than face constant ridicule, he lives alone in his hut venturing out only to fish or hunt. He wears tattered green rags, has wildly flowing white hair, and his general appearance is as an offensive beggar.

As the party enters the hut, they hear a wild chanting verse:
"They all thinks I'm crazy, so crazy I am;
But still I'll be here when they ain't what they am!
They'll all be taken to Shadrizar's lay-air,
But me I'll be free as a bird in the air!"

One day last year old Tepes ventured a little too far out into the swamp on a hunting/fishing trip, and was captured. He was taken to Shadrizar, placed under a charm spell, and used for a while as a spy in the village area. Now his usefulness to Shadrizar has ended, but the charm has never been fully broken.

In addition to everything else, Tepes VanDracis really is insane. He constantly says things like "I wonder why the snakes in my hair never comb it? They're right there, after all. Lazy slobs." and "Where have all the pretty bug-gies gone? There are only ugly bugs now. It is a pity."

If treated with kindness, Tepes weaves true statements about Shadrizar into a type of nonsensical, mad conversation. The PCs can never be sure if Tepes knows what he is talking about, or if there is any truth at all to what he says. The true statements Tepes makes about Shadrizar are:

Tepes VonDracis's Knowledge

1. Shadrizar the Great Lizard King has returned.
2. Shadrizar is planning to renew his kingdom.
3. Shadrizar is not dead, well not entirely.
4. Shadrizar lives in a great temple in the heart of the swamp.

If the party expresses interest in Shadrizar, Tepes offers to take them to him on his raft.

Tepes VanDracis (HF 1, EP 15, Int 11, AL N, AC 10, MV12", HD F<0, HP 22, SZ M, #AT 1, D d6-2 (dagger), SA none, SD none, Lang: Human, Common, ML 8, TOP 11, Crit BSL: Def AC-4, FF 4, Reference HoB 5 p 11)

Treasure: Tepes has 25 sp tucked away in a sack. The sack is hidden beneath a loose board in the floor of his hut. Under the sack is a scroll of Chill Touch x3 cast at the 12th level of experience.

5. SPECIAL ENCOUNTER: THE COPSE AT NIGHT

It is possible that a party deceived by Travis Ortan's story might attempt to stake out the copse behind the inn. If so, the following encounter takes place the first night of the stakeout.

About an hour after midnight, you see two figures making their way across the meadow in the dark of the night. They appear to be clad in leather armor, and are carrying shields and spears. As they reach the center of the meadow, they stop, turn and look right in your direction, and begin to shout, "Death to the Count of Beorn! Death to the weakling, stupid, city rats he sends against us!"

The two figures are two brigands. They are bait, attempting to draw the party out into the meadow. This is part of a trap laid by Shadrizar to destroy the party.

Man, Bandit (2) (HF 1, EP 15, Int 9, AL CE, AC 8 (leather), MV 12",
HD Ftr 0, HP 24, SZ M, #AT 1, D d6 (club), SA nil, SD nil, Lang:
common, human, lizardman, Hon: ave, ML 15, TOP 12, Crit BSL:
Def AC - 4, FF 7, Reference HoB 5 p 9)

- 1) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

leather armor

AC 8 9

HP ☐ ☐ ☐

- [illegible]

leather armor

AC 8 9

HP

Note that if the party is invisible or otherwise magically hidden, the brigands are not able to turn and look in the party's direction. They do, however, stand in the center of the meadow and shout insults, challenging the party to come out and fight like men. Eventually, they even perform the manu

weasel dance (See p321 in the PHB) to try to get the party to attack. The brigands know the party's location because of Shadrizar's scrying that night.

If the party does not seem to move toward the brigands within one turn, the brigands appear to lose interest and move away toward the copse. Nothing more happens.

If the party does move into the meadow within one turn (10 minutes), the GM should allow them to get to the middle of the meadow, while the brigands flee towards the copse. The GM should then tell the party:

You hear a loud roar and see a large shape move across the full moon and then dive toward you.

The shape is that of the Chimera Veridan.

Chimera (1) (HF 13, EP 5000, Int 6, AL CE, AC 6/5/2, MV 9" 18" fly (E), HD 9, HP 65, SZ L, #AT 6, D d3/d3/d4/d4/2d4,3d4, SA breath weapon 3d8, SD nil, Lang: red dragon, Hon: great, ML14, TOP 32, Crit BSL: Def AC +7, FF 7, Reference HoB 2 p 22)

- 1) HPs: 

Veridan attacks from the air. He prefers to use his breath weapon, avoiding melee until the party is weakened. He is a tough, experienced chimera who attempts to neutralize the party's magic users first, then go after the rest.

Veridan has been sent by Shadrizar to destroy the party. He likes Shadrizar, and Shadrizar has been providing him with a good lair, lots of treasure, and regular easy meals. Thus, Vedridan is not inclined to parley and considers only the very largest of bribes (10,000+ gp).

If at any time the encounter is going against Veridan, he flies away (assuming he still has 50% or more of his hit points, otherwise he retreats on foot), heading south. He turns to attack any isolated, small groups of characters who are foolish enough to pursue him by flying or other magical means.

The two brigands who baited the trap disappear into the copse. If they are tracked, their trail leads through the copse to the edge of the Symquois Swamp, near the hut of Tepes VanDracis.

THE SYMQUOIS SWAMP

Maps and Mapping: The GM's map of the Symquois Swamp is for your use only. Don't let the sneaky players try to trick you into revealing it to them. Your players will need to make their own map like all the other adventurers who died in the swamp before them. The GM map shows the main streams and currents through the swamp. Accordingly, players should be instructed to describe their movement to you and directions. You have to tell the players when they reach a junction of major currents, which they do quite frequently.

Tepes VanDracis: A party that has Tepes VanDracis along has a great advantage. The route Tepes follows is marked on your map, and you can guide the players in making their own map along this route. During any type of encounter, Tepes should take no part in combat unless it is necessary to his survival. He should be played for all he is worth - make frequent insane comments to the players on his behalf. Have him adopt a pet toad and talk to it regularly.

Starting the party: It is extremely easy for a party without Tepes VanDraxis to become hopelessly lost in the swamp without ever finding the Crypt. If you are one of those weak-hearted GMs who gets a guilt complex every time

he lets the players do themselves in, you may assist the party by encouraging them to begin their journey into the swamp from Tepes's hut, even if he is not going to accompany them.

Disease: Each time the party camps every member should roll to see if they contract the Rotting Death disease (8% chance, see Table IO in GMG). Players should also make a check any time they drink water from the swamp or eat any plant or animal from the swamp.

PLANNED ENCOUNTERS - THE SYMQUOIS SWAMP

I. KRYZAAR

You see a large lean-to made of reeds and sticks surrounded by a perimeter of sharpened stakes. As you approach you see several black-scaled lizardmen of impressive size.

This is a small outpost established by the Kryzaar. They have several established in the swamp, though their main force lives in a swamp in another land. They are very concerned about the happenings in the swamp and their green-skinned kin. If the PCs are not hostile and pay a bribe of either 5000 gp or a magic item the Kryzaar give the PCs specific directions to the Crypt. The Kryzaar are not yet aware of Shadrizar but know that something is going on and that their green scaled kin have returned and are organizing out by the Crypt. The Kryzaar also sell a raft similar to Tepes's to the PCs for 100 gp. If Darkbile is with the party when they approach, they do not need to bribe this group in any way. If the party is returning from defeating Shadrizar and Darkbile is with them this group attacks the party until one party or the other is completely slaughtered.

Kryzaar (10) (HF 10, EP 1,000, Int 13, AL CE, AC 2, MV 12", HD 9, HP 50, 54, 56x2, 58x2, 59, 60x2, 62, SZ L, #AT 2, D 3d10/ d12, SA skewer/tail bash, SD nil, Lang: lizardman, Hon: ave, ML 16, TOP 25, 27, 28x2, 29x2, 29, 30x2, 31, Crit BSL: Def AC +7, FF 8, Reference KODT 77 p 49)

- 1) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 5) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 7) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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- 10) HPs: ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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2. QUICKSAND

If the PCs are in a raft a simple Dexterity check allows them to leap from the raft to solid land. If the PCs are on foot they have 1 turn to find a creative way out or they are sucked under the sand and die. Non-rangers only have a 1 in 10 chance of noticing the quicksand before they are trapped. Rangers have a 1 in 8 chance unless they have chosen swampland as their primary terrain in which case they have a 1 in 4 chance to notice it. Any group deliberately poking with a 10' pole ahead of them notices the quicksand before they are trapped.

3. ESCAPED SLAVES

You have just run into a group of three ragged humans. They are dressed in tatters and appear to be very gaunt. All bear multiple wounds and bruises, and one is moaning softly.

These people have escaped from the Crypt. They were meant to be sacrifices, but with the help of two other prisoners managed to overpower a lizardman and make their escape. Two of the slaves are simple peasants and the third is a former merchant guard. None will agree to accompany the party for any amount of gold. If questioning them, the players learn the following:

Prisoner's Knowledge

1. The other two prisoners who were with the group slipped off shortly after they made it out of the crypt. They went by the names of Travis and Melanee. Travis seemed to be quite enamored of Melanee. Heck, they all were quite enamored of Melanee.
2. They were all tortured by various lizardmen. The lizardmen told the slaves in broken common that they were to be sacrificed to the Great King.
3. None of the slaves ever saw the Great King.
4. The slaves all give different accounts of the shape and distances inside the temple. The only accurate information regarding the map of the Crypt is that it has more than one level. They were hunted, scared, starved, and wounded during their flight and simply cannot remember the way.

Slaves (3) (HF 1, EP 15, Int 11, AL N, AC 10, MV12", HD Ftr<0, HP 22, 23, 24, SZ M, #AT 1, D d6-2 (dagger), SA none, SD none, Lang: Human, Common, Hon: dishonorable, ML 8, TOP 11, 11, 12, Crit BSL: Def AC-4, FF 4, Reference HoB 5 p 11)

4. DARKBILE

As you approach you see a single black scaled lizardman driving a trident into a Nizar'fang.

The lizardman is in fact a Kryzaar. If the party is not hostile, communication is possible. In broken common the Kryzaar introduces himself as Darkbile. He is currently scouting the area to learn why the lizardmen and Nizar'fang are in the area. If the party gives him a magic item and at least 500 gp he joins the party in its quest for Shadrizar's lair. He does not betray the party until after Shadrizar is dead, at which point he attempts to butcher the party and make off with any treasure he can, if he believes he can kill the weakened party. If the party still appears powerful he leads them back to Area

1 above, and lets his fellow Kryzaar slaughter them. He does not leave the swamp.

Kryzaar, Darkbile (1) (HF 10, EP 1,000, Int 13, AL CE, AC 2, MV 12", HD 9, HP 60, SZ L, #AT 2, D 3d10/ d12, SA skewer/tail bash, SD nil, Lang: lizardman, Hon: ave, ML 16, TOP 30, Crit BSL: Def AC+7, FF 8, Reference Kotd 77 p 49)

1) HPs: 

RANDOM ENCOUNTERS - The Symquois Swamp

The GM should roll for encounters six times per day: morning, noon, evening, night, midnight, and pre-dawn. If the party has a planned encounter during the time period in question, no random encounter occurs. A random encounter is indicated on a roll of 1 in 8. When an encounter is called for, the GM may roll on the following table, or choose from it at will. The same encounter should not occur more than once in a two day period. If duplicate encounters are indicated within this time period, roll again. Monsters encountered carry no treasure unless it is designated in the text.

I. GIANT FROG

Giant Frogs (6) (HF 1, EP 175, Int 0, AL N, AC 7, MV 3" 9" sw, HD 2, HP 24x2, 25x2, 26x2, SZ M, #AT 1, D D6, SA tongue, swallow whole, SD nil, Lang: none, Hon: ave, ML 8, TOP 12x2, 12x2, 13x2, Crit BSL: Def AC -0, FF 4, Reference HoB 3 p 40)

1) HPs: 
 2) HPs: 
 3) HPs: 
 4) HPs: 
 5) HPs: 
 6) HPs: 

Six giant frogs attack the party. Their standard weight is 150 pounds. Note that unless the party's water craft is designed to handle extra weight, there is a chance it could capsize if enough giant frogs leap on board (this is left to the discretion of the GM). If the party is using Tepes's raft assume a 10% cumulative chance of capsizing per frog that leaps on board.

2. LIZARDMEN

Lizardmen (8) HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 37, 35, 34x2, 32 x2, 28x2, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 18, 17, 17x2, 16x2, 14x2, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

1) HPs: 
 2) HPs: 

RANDOM ENCOUNTERS - The Symquois Swamp

Roll	Encounter
1	Giant Frog
2	Lizardmen
3	S n a k e ,
	Constrictor
4	Giant Toad
5	Giant Lizard
6	Catoblepas
7	Trolls
8	Ghouls
9	Nizar'fang
10	Kryzaar
11	Diseased Parasites
12	Mudmen

3) HPs: 

4) HPs: 

5) HPs: 

6) HPs: 

7) HPs: 

8) HPs: 

This is a standard patrol sent by Shadrizar to defend the swamp. They attack on sight. They prefer death to betraying Shadrizar and in fact so great is their devotion that if they are charmed or otherwise magically compelled to speak they die before uttering a word.

3. GIANT SNAKE (Constrictor)

Constrictor (1) (HF 8, EP 650, Int 1, AL N, AC 5, MV 9", HD 6+1, HP 41, SZ L, #AT 2, D d4/2d4, SA constrict, SD nil, Lang: none, Hon: ave, ML 8, TOP 20, Crit BSL: Def AC +4, FF 4, Reference HoB 7 p 84)

1) HPs: 

The snake drops from the trees above on a random party member, surprising 7 out of 10 times.

4. GIANT TOAD

Giant Toad (4) (HF 1, EP 120, Int 1, AL N, AC 6, MV 6" 6" hop, HD 2+4, HP 31, 32, 34, 35, SZ M, #AT 1, D 2d4, SA swallow whole, SD nil, Lang: none, Hon: ave, ML 7, TOP 15, 16, 17, 17, Crit BSL: Def AC -0, FF 3, Reference HoB 8 p 13)

1) HPs: 
 2) HPs: 
 3) HPs: 
 4) HPs: 

Four giant toads attack the party. Their standard weight is 150 pounds. Note that unless the party's water craft is designed to handle extra weight, there is a chance it could capsize if enough giant toads leap on board (this is left to the discretion of the GM). If the party is using Tepes's raft assume a 10% cumulative chance of capsizing per toad that leaps on board.

5. GIANT LIZARD

Giant Lizard (7) (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 33x2, 34 x2, 35x2, 37, SZ H, #AT 1, D d8, SA see HoB, SD nil, Lang: none, Hon: ave, ML 15, TOP 16x2, 17x2, 17x2, 18, Crit BSL: Def AC +1, FF 7, Reference HoB 4 p 88)

1) HPs: 
 2) HPs: 
 3) HPs: 

- 4) HPs:
5) HPs:
6) HPs:
7) HPs:

The Giant Lizards attack on sight. They are the descendants of Giant Lizards kept as hunting hounds by Shadrizar in his days of glory.

6. CATOBLEPAS

Catoblepas (1) (HF 13, EP 975, Int 3, AL N, AC 7, MV 6", HD 6+2, HP 45, SZ L, #AT 1, D d6+stun, SA death ray, SD nil, Lang: none, Hon: ave, ML 12, TOP 22, Crit BSL: Def AC +4, FF 6, Reference HoB 2 p 10)

- 1) HPs:
-

This creature is busy grazing and if carefully avoided does not attack. If approached or bothered in any way it attacks the party. Don't forget to check to see if the creature uses its death ray.

7. TROLLS

Trolls, Quorum (4) (HF 6, EP 270, Int 6, AL LE, AC 5, MV 12", HD 4+2, HP 38, 42x2, 44, SZ M, #AT 3, D d4+2/d4+2/d8+1, SA nil, SD regeneration, Lang: troll, Hon: ave, ML 11, TOP 19, 21x2, 22, Crit BSL: Def AC +2, FF 5, Reference HoB 8 p 30)

- 1) HPs: 
- 2) HPs: 
- 3) HPs: 
- 4) HPs: 

These trolls have recently migrated to the area and know absolutely nothing about Shadrizar. All these guys know is that the PCs look like a tasty meal.

8. GHOULS

Ghoul, Common (11) (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 27x2, 28x3, 29x3, 30, 31, 32, SZ M, #AT 3, D d4-1/d4-1/d6, SA paralyzation, SD nil, Lang: none, Hon: ave, ML 20, TOP 13x2, 14x3, 14x3, 15, 15, 16, Crit BSL: Def AC - 0, FF 10, Reference HoB 3 p 51)

- 1) HPs: 
- 2) HPs: 
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- 4) HPs: 
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- 9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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This wandering band of ghouls attack the party on sight.

9. NIZAR'FANG

Nizar'fang (10) (HF 2, EP 65, Int 11, AL NE, AC 5, MV 12" 9" sw 12" fly (D), HD 2+2, HP 29x2, 30x3, 31x3, 32x2, SZ M, #AT 3, D d4-2/d4-2/d6, SA nil, SD nil, Lang: lizardman, common, Hon: ave, ML 11, TOP 14x2, 15x3, 15x3, 16, Crit BSL: Def AC -0, FF 5, Reference HoB 6 p 13)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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This group of Nizar'fang is searching for the Crypt of the Lizard King, but pauses in its search to kill the PCs. If more than half of the Nizar'fang are killed, the remainder flee.

10. KRYZAAR

Kryzaar, Black Lizardmen (3) (HF 10, EP 1,000, Int 13, AL CE, AC 2, MV 12", HD 9, HP 56, 58, 59, SZ L, #AT 2, D 3d10/ d12, SA skewer/tail bash, SD nil, Lang: lizardman, Hon: ave, ML 16, TOP 28, 29, Crit BSL: Def AC+7, FF 8, Reference KotD 77 p 49)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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This is a small scouting patrol seeking to learn the truth behind the return of their green scaled kin to the Symquios Swamp. If the PCs parley with the Black Lizardmen and are not hostile it is possible that the PCs and the Black Lizardmen can go their own ways without combat. If the PCs try to pass themselves off as agents of Shadrizar or lizardmen then the Black Lizardmen attack. If Darkbile is with the party they are greeted and then ignored if they are on their way to Shadrizar's Crypt. If the party is on their way back from the Crypt this group attacks with Darkbile's assistance, seeking to possess Shadrizar's power for themselves.

11. DISEASED PARASITES

Parasites. Diseased (30) (HF 0, EP 1/10,000, Int 0, AL N, AC 3, MV 3" fly (A), HD 1/100 hp, HP 1/100, SZ T, #AT 1, D disease, SA see description, SD see description, Lang: none, Hon: dishonorable, ML 20, TOP n/a, Crit BSL: Def AC -4, FF 10, Reference HoB 6 p 56)

This is a great GM grudge encounter for PCs with a weak spot for helpless little animals. A sick looking dawg approaches the party, looks piteously at them, rubs up against a random party member's leg and then drops dead from disease. The parasites then leap to the nearest PC.

12. MUDMEN

Mudmen (8) (HF 4, EP 35, Int 0, AL N, AC 10, MV 3", HD 2, HP 28x3, 29x3, 30x2, SZ S, #AT 1, D nil, SA see HoB, SD see HoB, Lang: none, Hon: ave, ML 19, TOP 14x3, 14x3, 15x2, Crit BSL: Def AC -0, FF 9, Reference 5 p 50)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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These creatures were created by the runoff from the magical experiments of the wizards employed by Shadrizar in the old days.

THE ANCIENT TEMPLE

The ancient temple of the lizardmen is built into the side of a huge mound of muddy earth, which rises abruptly out of the swamp. The temple can be approached only by water.

The area of swamp around the temple island/mound is so dense that the mound cannot be spotted from distances of more than 100 feet. The water around the mound seems unusually dark and brackish. It is also really stinky. It smells worse than a herd of pigs at a bean convention.

As the party approaches the temple, begin reading the description for Area 1 below.

I. THE OUTER SANCTUM

After more than enough travel through these horrid swamps, you finally see a stone platform ahead of you, set into the side of a gigantic, sheer, muddy mound. On the surface of this platform a few marble columns still reach toward the open sky, while many others have fallen over and broken.

Three well-worn stone steps ascend from the water itself to the surface of this marble platform. A number of small skiffs are tied to spikes driven into these steps.

At the extreme rear of this platform you can just see some type of decorated wall.

If Tepes VanDracis is with the party, he becomes very excited at this point, and begins to shout, "There it is! There's where my good friend Shadrizar lives! Maybe he could tame the snakes in my hair. Or at least calm them down."

If the party decides to wait and watch the area for a while, they see nothing for as long as they wait and watch. Shadrizar has been spying on them more frequently as they get close to his temple. As long as the party makes

HP ☐ ☐ ☐

8) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐

leather armor : AC 8 9

HP ☐☐ ☐

9) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

leather armor : AC 8 9

HP ☐☐ ☐

10) HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

leather armor : AC 8 9

HP ☐☐ ☐

2. THE INNER SANCTUM

Behind the curtain wall, you see another chamber, this one with a proper stone wall. The ceiling is almost completely covered by moss. At the rear and in the center of this chamber is a large statue of a powerful, demonic being you have not seen before. The figure in the statue is crouched over and open-mouthed as if unleashing a terrible, threatening scream. The statue is not free-standing, but rather is a bas-relief carved into the rear stone wall of the chamber.

The walls on each side are decorated with shell mosaics. One shows a great battle between lizardmen and humans, with the men taking the worst of it. The other shows a hideous, huge lizardman with a gem-encrusted scepter kneeling before the same demonic figure depicted in the bas-relief. In front of the bas-relief is a large, smooth stone, about three feet high and eight feet long. It is deeply stained.

Three pools are in the floor of the room. Each is about 10' across. The pools appear to be covered with a scummy green algae.

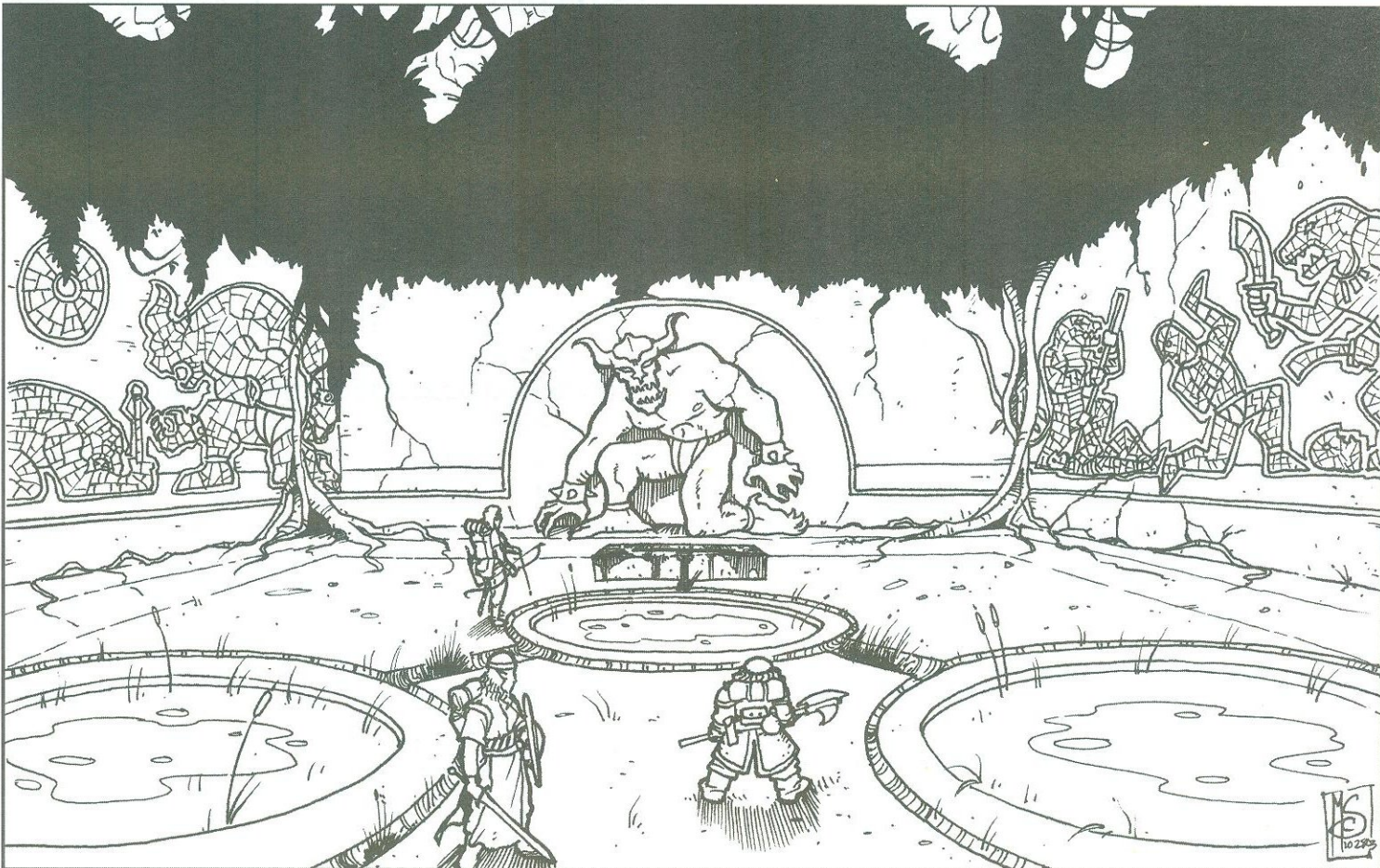
There is a **secret door** in the wall that contains the bas-relief. It is quite large: 20' wide. It may be opened by a Knock spell or by placing any small gem in the open mouth of the demon. The gem rolls through and can be found on the other side of the door when it opens. The door opens inward from the right.

Each pool is the home of a water weird. The water weirds form the melee round after Veridan appears. If Veridan does not appear, they form when the party has been in the room for one minute.

If the characters have already killed the Chimera he is not part of this encounter. If Veridan was not killed, he appears from Area 3 after the party has been in the Inner Sanctum for one minute. (Note: if the party made little noise while dispatching the brigand guards, there is a 50% chance that Veridan is still asleep in Area 3 and does not appear in this encounter.) Veridan has been returned to full hit points by healing spells from evil clerics.

Note that the ceiling is not as solid as it appears, as there is a large hole covered over by the hanging moss.

Veridan throws open the secret door in the panel with the demonic bas-relief and shouts, "Who is disturbing my guards and my rest?" He then attacks the party. His preferred method of attack is to fly above the party, using his breath weapon. He attempts to prevent the party from running out of the Inner Sanctum, for he knows the water weirds are forming, and that the party will probably be so distracted by his appearance they will not notice the water weirds until it is too late. He fights to the death here at his lair, and



neither negotiates nor gives any information. In the unlikely event that he is subdued, he shows the party his treasure, but lies about everything else in the dungeon (as seems appropriate to the GM).

When playing Veridan, the GM should bear in mind that this hardy old beast is almost 300 years old. He is also a genius of a Chimera with an Intelligence of six. Hey, it's not much but it's pretty good for his species. He had a good relationship with Shadrizar when he was younger, and in exchange for his guard services the reborn Shadrizar keeps him well-fed and shares a good deal of treasure with him. Thus he is unlikely to betray Shadrizar as long as he believes he has a chance to return things to the normal state of affairs.

There is a **secret trap door** behind the altar stone that can be opened easily once it is found. This is different from the secret door that leads to Veridan's lair. It reveals a flight of stairs 10' wide, which descends a distance of 30' to Dungeon Level 1.

Treasure: Beneath the scummy water of the water weird pools, the party may find the following:

Pool #1: gold brooch (8000gp), gold necklace (1200), coral pin (500gp), platinum bracelet (2000 gp), jade pin (15000 gp), diamond tiara (25,000 gp), ruby ring (6500 gp)

Pool #2: 1600 pp

Pool #3: 1300 gp, **Potion of Polymorph to Insect**

Water weird (3) (HF 13, EP 120, Int 11, AL CE, AC 4, MV 12" sw, HD 3+3, HP 36,38, 42, SZ L, #AT 1, D nil, SA drowning, elemental possession, SD reformation, sharp weapon resistance, half damage from fire, Lang: water elemental, Hon: ave, ML 19, TOP 18, 19, 21, Crit BSL: Def AC +1, FF 9, Reference HoB 8 p 76)

1) HPs:

2) HPs:

3) HPs:

Chimera, Veridan (HF 13, EP 5000, Int 6, AL CE, AC 6/5/2, MV 9" 18" fly (E), HD 9, HP 65, SZ L, #AT 6, D d3/d3/d4/d4/2d4,3d4, SA breath weapon 3d8, SD nil, Lang: red dragon, Hon: great, ML14, TOP 32, Crit BSL: Def AC +7, FF 7, Reference HoB 2 p 22)

1) HPs:

3. THE LAIR OF VERIDAN

The door swings open to reveal a large cave in the side of the mound. The chamber is more than 60' across, and a side passageway leads off to the left about 30' inside.

This is of course the lair of Veridan, the Chimera described fully in Area 2 above. Veridan is found here only if the party made no noise dispatching the brigand guards and the water weirds. If he is here, there is a 50% chance he is asleep. If not asleep, he is just awakening. If attacked here, Veridan attempts to force the party into the rear of the larger cavern, where he may trap them and still have an exit should the encounter go against him.

Treasure: The treasure of Veridan is piled in a huge mound in location 3A on the GM's map. It includes these items: 13,000cp, 23,712sp, 523 hsp, 10

agates (10 gp each), 100 pearls (100 gp each), 10 garnets (500 gp each), 15 rubies (1000 gp each), 2 diamonds (5000 gp, 4750gp), a **Potion of Fire Resistance**, a **Potion of Flying**, a **Potion of Water Breath**, **Footman's Flail +1**, **Plate Mail +1**, **Longsword +4 defender**, **Scroll of Protection from Undead**, **Ring of the Ram** (13 charges).

DUNGEON LEVEL 1: THE BRIGAND'S LAIR

The noise from the battle with Veridan, as well as the scrying of Shadrizar, has alerted the brigands on this level to the party's approach. For the rest of the adventure, Shadrizar does no more scrying - he is assuming that his chimera dispatched the party. He did not wait around to see the battle, for he was badly in need of rest. Before going to sleep for eight hours, he gave orders that normal movement is now allowed.

By the way, if you are a player and you have read this book this far then you are really in big trouble. We mean it mister!

RANDOM ENCOUNTERS - The Brigand's Lair

The following table is used for random encounters on Dungeon Level 1. Roll 1d10 every three game turns to check for an encounter. An encounter is indicated on a roll of 1 or 2. Consult the following table to obtain the exact encounter. The GM may use his discretion to choose an encounter rather than use the encounter rolled. No encounter should be used more than once; if the same encounter is rolled twice, roll again.

1. LIZARDMEN

Lizardmen (5) (HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 37, 34x2, 32 x2, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 18, 17, 17x2, 16x2, 14x2, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

1) HPs:

2) HPs:

3) HPs:

4) HPs:

5) HPs:

These lizardmen are from the tomb level below. They are searching for the escaped sacrifices. Of course since one human looks just like another to the lizardmen the party will do for replacements.

2. BRIGANDS

Men, Bandits (6) (HF 1, EP 15, Int 9, AL CE, AC 8/6 (leather, small shield), MV 12", HD Ftr 0, HP 24x3, 25x3, SZ M, #AT 1, D d6 (short sword), SA nil, SD nil, Lang: common, human, lizardman,

RANDOM ENCOUNTERS - The Brigand's Lair

Roll	Encounter
1	Lizardmen
2	Brigands
3	Clerics
4	Trolls
5	Yeth Hounds
6	Bats
7	Wights
8	Yeth Demon Hound
9	Gnomeling
10	Blarney Spellfilcher
11	Anthraxian
12	Lesser Lich

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

chainmail armor

AC	5	6	7	8	9
HP					

Elert (HF 23, EP 798, 6th level cleric, S 13/21, D 12/32, C 14/09, I 12/43, W 14/56, Cha 9/90, Com 8/56, AL CE, AC 5 (chain mail), MV 12", HD Cl 6, HP 51, SZ M, #AT 1, D d6+1 (mace), SA spells, SD spells, Lang: common, lizardman, human, Hon: ave, ML 19, TOP 25, Crit BSL: Def AC -0, FF 5)

Spells: First level: Command x2, Cause Light Wounds x2, Curse, Light, Dark

Second level: Resist Fire, Snake Charm, Dust Devil

Third level: Water Walk, White Hot Metal

1) HPs: 

chainmail armor

AC	5	6	7	8	9
HP	□□□□□□□	□□□□□□	□□□□	□□	□

Fotherck (HF 23, EP 758, 6th level cleric, S 12/21, D 13/32, C 11/09, I 13/43, W 14/56, Cha 9/90, Com 8/56, AL CE, AC 5 (chain mail), MV 12", HD Cl 6, HP 46, SZ M, #AT 1, D d6+1 (mace), SA spells, SD spells, Lang: common, lizardman, human, Hon: ave, ML 19, TOP 23, Crit BSL: Def AC -0, FF 5)

Spells: First level: Command, Light x2, Magic Stone x2, Detect Good, Curse, Cause Light Wounds

Second level: Resist Cold, Dust Devil, Chant

Third level: Flame Walk, Dispel Magic

1) HPs:

chainmail armor

	5	6	7	8	9
AC					
HP	□□□□□□	□□□□□	□□□□	□□	□

4. TROLLS

Trolls, Quorum (3) (HF 6, EP 270, Int 6, AL LE, AC 5, MV 12", HD 4+2, HP 38, 42, 44, SZ M, #AT 3, D d4+2/d4+2/d8+1, SA nil, SD regeneration, Lang: troll, Hon: ave, ML 11, TOP 19, 21, 22, Crit BSL: Def AC +2, FF 5, Reference HoB 8 p 30)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

☐☐☐☐ ☐☐

2) HPs:

3) HPs:

These good fellows have been doing a little business with the new power in the neighborhood. They attack the party on sight since they don't like outsiders interfering in their business. And don't ever ask them about their business. They don't like that either.

Treasure: Each troll has 100 gp paid to him by Shadrizar.

5.YETH HOUNDS

Yeth Hound (3) (HF 9, EP 750, Int 6, AL NE, AC 0, MV 15" 27" fly (B), HD 3+3, HP 33, 36, 40, SZ M, #AT 1, D 2d4, SA howl of fear, SD only hit by silver or magic weapons, Lang: demon, Hon: ave, ML 16, TOP 16, 18, 20, Crit BSL: Def AC +2, FF 8, Reference HoB 8 p 112)

1) HPs:

2) HPs:

3) HPs:

These beasts have been set loose to roam the halls of the dungeon complex killing and eating anyone not bearing the sigil of Shadrizar. Any party not disguised as servants of Shadrizar are attacked. These beasts are hungry as not many intruders make into the Crypt and will fight to the death.

6. BATS

Bats (50) (HF 0, EP 15, Int 1, AL N, AC 8, MV 1" 24" fly (B), HD 1-2 hp, HP 1 x25, 2 x25, SZ T, #AT 1, D 1, SA disease, SD disrupt spells, Lang: none, Hon: ave, ML 3, TOP 1, Crit BSL: Def AC -4, FF 1, Reference HoB 1 p 52)

The bats moved into the complex during Shadrizar's "sleep." Shadrizar has made no attempt to drive them out as he finds they creep out human intruders, and many of his warriors find bat meat to be quite tasty. These bats hang all across the passage and do not attack unless bothered by the party. The party must all make Dexterity checks to pass without waking them, or have another means of moving silently.

7. WIGHTS

Wights (2) (HF 13, EP 975, Int 10, AL LE, AC 5, MV 12", HD 4+3, HP 36, 41, SZ M, #AT 1, D d4, SA energy drain, SD silver or magic to hit, Lang: common, lizardman, Hon: dishonorable, ML 14, TOP n/a, Crit BSL: Def AC +3, FF 7, Reference HoB 8 p 86)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐

2) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐☐☐ ☐

The wights are headed to the tomb level below. They are constrained by Shadrizar from attacking his allies, but recognize the party for what they are and attack. If the encounter seems to be going against the wights, or if they are turned, they go to the island on the tomb level and prepare to defend it.

8.YETH THE DEMON HOUND

Yeth (1) (HF 64, EP 9000, Int 9, AL CE, AC 0, MV 18", HD 9+3, HP 68, SZ L, #AT 3, D d8/d8/2d10, SA howl of fear, SD +1 or better weapons to hit, Lang: demon, common, Hon: dishonorable, ML 18, TOP 34, Crit BSL: Def AC +8, FF 9, Reference CotLK)

1) HPs: 

Yeth is the progenitor of the Yeth Hound species. He normally appears as a giant pit-bull 7' at the shoulder with a very human-like face. He can also choose to assume a quasi-humanoid form appearing as a cross between a human and a dawg. In that form he can wield weapons and magic items.

Gnomeling (1)(HF 7, EP 260, 4th level thief, S 8/89, D 17/71, C 11/11, I 12/23, W 10/03, Cha 11/32, Com 13/42, AL CN, AC 5 (leather armor), MV 4", HD Th 4, HP 26, SZ S, #AT 1, D d6-2 (dagger), SA backstab, SD thief skills, Quirks/Flaws: none, Skills: looting basic 34%, reading/writing 19%, swimming dog paddle 20%, appraising 19%, weapon maintenance, Talents: freeze, Lang: common, gnomeling, halfling, Hon: ave, ML 9, TOP 13, Crit BSL: Def AC - 3, FF 5, Reference HoB 3 p 79)

leather armor : AC	8	9
HP	☐ ☐	☐

Blarney (HF 56, EP 4980, 10/9th thief/illusionist S 8/42, D 18/54, C 13/23, I 18/67, W 11/12, Cha 15/38, Com 10/07, AL CE, AC 0 (bracers AC 4), MV 4", HD Th/Ill 10/9, HP 55, SZ S, #AT 1, D d6 (dagger+2), SA backstab, spells, SD spells, Quirks/Flaws: greedy, pack-rat, Skills: coin pile approximation 90, looting basic 90, looting advanced 70, appraising 70, appraising gem 50, skilled liar 70, general upkeep, shave/groom, weapon maintenance, armor maintenance, slip into shadows 75, pinch 50, rope use 40, Talents: potion identification, Lang: common, gnome, human, halfling, orc, pixie, dragon, Hon: great, ML 11, TOP 27, Crit BSL: Def AC +1, FF 5)

[illegible]

he casts Invisibility and runs away using his **Pink Leg Warmers of Speed** to escape. If the party chooses not to allow him along, he casts Invisibility once they leave and follows them, filching what he can at every opportunity. In no case will he fight the party directly, escaping with either his Legwarmers or Teleport. The party should not be able to kill him unless they are extraordinarily lucky.

If the party didn't encounter the diseased dawg earlier in the adventure, here's your next opportunity to stick it to them in their weak spot. This little kitten approaches the party, wagging its tail and giving the nearest member a friendly lick. It never attacks the party and is very happy if petted or carried. The kitten follows the party around wherever it goes hoping for attention.

This creature was once one of Shadrizar's magic-users. He attempted to follow his master into undeath. Unfortunately his power was insufficient to achieve true lichdom, instead he achieved his current undead form. He can no longer learn any new magic and cannot leave the dungeon. He is very unhappy with his failure and takes it out on the party by attacking them on sight.

23

The brigands, who heard the encounter with old Veridan and guessed its outcome, have prepared a reception party for the PCs. The great hall is an enormous ambush.

The brilliant light is from the Gem of Brightness wielded by the 7th level magic-user Jordan, who is assisting the brigands. As soon as the party opens any door to the great hall, Jordan throws its effect on the doorway, attempting to center it on the eyes of the first party member who peers in. The brigand and bowmen open fire, and then the pole arm men are sent in to charge.

Jordan assists as he can with his spells, and uses his Wand of Fear (which is what set so many caravan guards fleeing) if it appears that the encounter is going against the brigands. If the players are clearly winning despite his best efforts, Jordan is among the first to flee. He tries to return to his quarters, where he might hide or, as is more likely, defend himself more effectively. If this retreat is impossible, he flees to the surface. Fleeing brigands, however, are completely demoralized if the party gets the upper hand, and immediately attempt to escape outside.

The brigands' force consists of:

Man, Bandit (20)

(5)(HF 1, EP 15, Int 9, AL CE, AC 5/2 (chain mail, medium shield), MV 12", HD Ftr 0, HP 26x5, SZ M, #AT 1, D d8 (long sword), SA nil, SD nil, Lang: common, human, lizardman, Hon: ave, ML 15, TOP 13,x5 Crit BSL: Def AC - 4, FF 7, Reference HoB 5 p 9)

1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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chainmail armor

AC	5	6	7	8	9
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HP	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Medium shield: AC	+3	+2	+1
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HP	□□□□□	□□□□□	□□□□□
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2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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chainmail armor

AC	5	6	7	8	9
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HP	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Medium shield: AC	+3	+2	+1
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HP	□□□□□	□□□□□	□□□□□
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3) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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chainmail armor

AC	5	6	7	8	9
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HP	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Medium shield: AC	+3	+2	+1
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HP	□□□□□	□□□□□	□□□□□
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4) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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chainmail armor

AC	5	6	7	8	9
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HP	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Medium shield: AC	+3	+2	+1
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HP	□□□□□	□□□□□	□□□□□
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5) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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chainmail armor

AC	5	6	7	8	9
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HP	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Medium shield: AC	+3	+2	+1
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HP	□□□□□	□□□□□	□□□□□
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(5)(HF 1, EP 15, Int 9, AL CE, AC 8 (leather), MV 12", HD Ftr 0, HP 25x5, SZ M, #AT 1, D d10 (halberds), SA nil, SD nil, Lang: common, human, lizardman, Hon: ave, ML 15, TOP 12x5, Crit BSL: Def AC -4, FF 7, Reference HoB 5 p 9)

1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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3) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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4) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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5) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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(5)(HF 1, EP 15, Int 9, AL CE, AC 8 (leather), MV 12", HD Ftr 0, HP 25x5, SZ M, #AT 1, D d6 (spears), SA nil, SD nil, Lang: common, human, lizardman, Hon: ave, ML 15, TOP 12x5, Crit BSL: Def AC - 4, FF 7, Reference HoB 5 p 9)

1) HPs:

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leather armor : AC 8 9

HP	□□	□
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2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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3) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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4) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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5) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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(5)(HF 1, EP 15, Int 9, AL CE, AC 8 (leather), MV 12", HD Ftr 0, HP 24x5, SZ M, #AT 2 or 1, D d6/d6-2 (short bow/dagger), SA nil, SD nil, Lang: common, human, lizardman, Hon: ave, ML 15, TOP 12x5, Crit BSL: Def AC - 4, FF 7, Reference HoB 5 p 9)

1) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9

HP	□□	□
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2) HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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leather armor : AC 8 9
HP □□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

leather armor : AC 8 9
HP □□ □

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

leather armor : AC 8 9
HP □□ □

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

leather armor : AC 8 9
HP □□ □

The first five are armed with swords, chain mail, and shields, the next five are armed with halberds and leather armor, the next five have spears and leather armor, the final five have short bows, leather armor, 20 arrows each, and a dagger.

Leaders:

Sword Leader (HF 4, EP 216, 3rd level fighter, S 16/54, D 13/32, C 12/76, I 11/45, W 12/89, Cha 9/04, Com 10/23, AL CE, AC 5 (chain mail), MV 12", HD Ftr 3, HP 39, SZ M, #AT 1, D d8+5 (Long sword+1), SA nil, SD nil, Quirk/Flaw: one-eye, Skills: wuss slap 20, jugular swipe 56, military battle sense 34, Talents: none, Lang: common, human, lizardman, Hon: ave, ML 16, TOP 19, Crit BSL: Def AC -1, FF 6)

Treasure: Long Sword +1

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□

chainmail armor

AC	5	6	7	8	9
HP	□□□□ □□□	□□□□ □	□□□□	□□	□

Pole Arm Leader (HF 4, EP 216, 3rd level fighter, S 16/54, D 13/32, C 12/76, I 11/45, W 12/89, Cha 9/04, Com 10/23, AL CE, AC 5 (chain mail), MV 12", HD Ftr 3, HP 39, SZ M, #AT 1, D 2d4+5 (Ranseur+1), SA nil, SD nil, Quirk/Flaw: none, Skills: jugular swipe 56, military battle sense 34, Talents: none, Lang: common, human, lizardman, Hon: ave, ML 16, TOP 19, Crit BSL: Def AC -1, FF 6)

Treasure: Ranseur +1

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□

chainmail armor

AC	5	6	7	8	9
HP	□□□□ □□□	□□□□ □	□□□□	□□	□

Bowmen Leader (HF 5, EP 350, 4th level fighter, S 12/54, D 16/32, C 12/86, I 12/45, W 12/89, Cha 12/04, Com 10/23, AL CE, AC 5 (leather, dexterity), MV 12", HD Ftr 4, HP 46, SZ M, #AT 1, D d8 (short bow) (+3 to hit), SA nil, SD nil, Quirk/Flaw: trick knee, Skills: wuss slap 20, military battle sense 54, military small unit tactics 33, Talents: dead eye, Lang: common, human, lizardman, Hon: ave, ML 16, TOP 23, Crit BSL: Def AC -2, FF 6)

Treasure: Mace+1

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □

leather armor : AC 8 9
HP □□ □

Lieutenant (HF 19, EP 1045, 7th level fighter, S 18/57, D 14/32, C 14/76, I 14/51, W 12/19, Cha 11/24, Com 10/33, AL CE, AC 3 (chain mail, dexterity, Ring of Protection +1), MV 12", HD Ftr 7, HP 67, SZ M, #AT 1, D d8+9 (Long sword+3 Frostbrand, strength), SA nil, SD nil, Quirk/Flaw: none, Skills: wuss slap 43, brawler 56, military battle sense 62, military small unit tactics 34, mortal combat 24, Talents: opportunist, Lang: common, human, lizardman, Hon: ave, ML 16, TOP 33, Crit BSL: Def AC -1, FF 7)

Treasure: Potion of Flying, Boots of Levitation, Long sword +3 Frostbrand, Ring of Protection +1

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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□□□□ □□

chainmail armor

AC	5	6	7	8	9
HP	□□□□ □□□	□□□□ □	□□□□	□□	□

Jordan (HF 34, EP 1130, 7th level magic-user, S 10/01, D 12/23, C 10/45, I 17/82, W 12/45, Cha 13/90, Com 16/37, AL NE, AC 6 (Cloak of the Bat, Ring of Protection +2), MV 12" fly 15"(B), HD Mu 7, HP 48, SZ M, #AT 1, D d6 (Staff+1, strength), SA spells, SD spells, Quirks/Flaws: paranoid, Skills: arcane lore 55, spellcraft 43, anatomy basic 33, alchemy 20, Talents: less sleep, antipathy (cats), photographic memory, Lang: common, human, lizardman, red dragon, gnome, troll, Hon: ave, ML 12, TOP 24, Crit BSL: Def AC -0, FF 5)

Treasure: Ring of Swimming, Wand of Fear (34 charges), Gem of Brightness, Cloak of the Bat, Ring of Protection +2, Staff +1

Spells: First level: Detect Magic, Identify, Spider Climb, Burning Hands x3, Mending

Second level: Blur, Cloud of Pummeling Fists, Continual Light

Third level: Continual Darkness, Dispel Magic, Flame Arrow

Fourth level: Detect Scrying, Hurl Animal, Wizard Eye

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □□□

Fighting brigands use any magical items they possess to their best advantage. Fleeing brigands use magical items and spells to aid their escape. Jordan uses Hurl Animal immediately upon seeing any kind of cat or cat-like being.

Inspection of the area after the melee reveals a very large room with several tables and chairs that have been pushed aside to make room for the ambushing brigand force. There is no treasure in the room. Any treasure owned by the brigands has been stashed in chests in the appropriate barracks or room.

3. STORAGE ROOM

This room is merely a small storage room. It contains some worthless miscellaneous items such as cheap candle sticks, four dozen candles, some creamy ointments (worthless - makes any user break out in a mild rash), and a big ball of string.

This area is the brigands' kitchen. There are several tables, pots, pans, a fireplace (the vent is too small for even a pixie-faerie to climb), and miscellaneous kitchen and food service utensils. A small unlocked door leads to Area 4a, and a similar door to the stairs in 4b. The room has two barrels of dried mushrooms labeled JS. A successful looting skill check uncovers a large kitchen knife that has been recently sharpened. The knife counts as a dagger in combat and is considered +1 until it successfully hits after which it counts as a normal dagger.

Barrel contents	Code letters
Ale	Z
Salted Pork	MK
Salt	LC
Lard	VW
Beef Jerky	QS

4a. PANTRY

This pantry contains enough food to supply the party for the duration of the adventure. There are good stocks of smoked fish, hams, and a variety of greens as well as 10 large barrels.

4b. WINE CELLAR

This wine cellars contains 12 barrels of strong wine, labeled AW, and one barrel of potable water, labeled AQ. The strong wine can be sold for 4-40 gp per barrel.

5. ARMORY

Several empty weapons racks line the walls of this room. The only weapons here are six light crossbows and 72 crossbow bolts. None of the weapons are magical.

6. BARRACKS

You see a large number of cots and cheap mattresses scattered about the room. Beneath each of the cots you see a small wooden chest.

There are 25 cots in this room, the barracks for half of the brigand's regular force. Each small chest contains some old clothes, some odds and ends of leather armor, and 2-8 gp. The fifth and 17th chests examined also contain two pearls each, worth 50 gp apiece. Every sixth chest examined is trapped with a poisoned dart trap. The dart shoots from the front of the chest up to 10' when the chest is opened. The dart is covered with type E poison. The chests are all locked with poor locks, +15 to any attempt to pick locks.

7. BARRACKS

As you peer into this room, you quickly notice that there are a few brigands sleeping on some of the cots that are scattered about.

Men, Bandit (10) (HF 1, EP 15, Int 9, AL CE, AC 10 , MV 12", HD Ftr 0, HP 23 x3, 24 x2, 25 x2, 26 x3, SZ M, #AT 1, D d8 (long sword), SA nil, SD nil, Lang: common, human, lizardman, Hon: ave, ML 15, TOP 11 x3, 12 x2, 12 x2, 26 x3, Crit BSL: Def AC - 4, FF 7, Reference HoB 5 p 9)

Pantry Contents

Barrel contents	Code letters
Ale	Z
Salted Pork	MK
Salt	LC
Lard	VW
Beef Jerky	QS
Wine (watered)	AW
Rye Flour	FT
Salted Cod	EJ
Corn Meal	KO
Potable Water	AQ
Pickled Carrots	CT
Pickles	CC

- 1) HPs: 
2) HPs: 
3) HPs: 
4) HPs: 
5) HPs: 
6) HPs: 
7) HPs: 
8) HPs: 
9) HPs: 
10) HPs: 

Asleep in this barracks are ten brigands. Each keeps his sword and shield near his cot. The brigands are not in their leather armor but may have time to grab their shields when they awaken (GM's discretion based on the PC's actions). Otherwise, this room is identical to Area 6 above, including the chests and traps. There are only 20 bunks (and chests) here, however.

8. JORDAN'S CHAMBER DOOR

As you proceed down the corridor you see that there is an 8' stout wooden door with a bas-relief carving of a demon next to the door on the corridor wall.

This bas-relief is nothing more than artwork. The door is in fact a doorant. The door does not open for anyone except Jordan unless destroyed.

Doorant (1) (HF14, EP 975, Int 11, AL CN, AC -2, MV 0, HD 7, HP 54, SZ M, #AT 1, D d12, SA nil, SD nil, Lang: human, common, Hon: ave, ML 17, TOP 27, Crit BSL: Def AC +5, FF 8, Reference HoB 2 p 63)

- 1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

8a. JORDAN'S CHAMBER

You see a finely furnished chamber with thick fur carpeting, a brass bed, a good wooden desk and chair, a washstand, writing equipment, and various knickknacks. There is a door in the wall to your left.

These are Jordan's quarters. A search of the desk reveals that one drawer is locked. It can be opened with a Knock spell, or by saying the word of command, "Open." (Jordan isn't the most creative mage...) The desk could also, of course, be smashed to get at the contents of the drawer. In the drawer are several sheets of parchment with writing on them. Most contain notes on spell research that indicate that Jordan has been researching some type of spell for affecting undead, but without success thus far. One sheet of parchment contains the following verse in the common tongue:

"Past the doors you cannot find,

Down the steps you cannot climb,

And across the river of nothingness

You'll find your way.

Beware the marksman and his prey.

Shun the royal brides!

Then find the place I lie in eternal feast!
 Past glories I despise
 The light of vengeance fills my eye.
 Treasure I give my faithful servant,
 Guardian loyal of this, my reborn lair."

The verse is obviously not written by the same hand as Jordan's notes. The brass bed is worth 2000 gp but weighs 400 lb. On the desk are two gold candlesticks worth 100gp each and weighing 5 lb each. No other treasure is in the room except the furniture itself. The desk would fetch 150 gp on the open market and weighs in at 150 lb. The fur carpet is worth 300 gp and weighs 100 lb. Each of these items is awkward to carry, and impossible to fight with without dropping.

There is also a sheet of paper with a stick figure representation of a cat on it, with several Xs drawn through it and the words "DIE DIE!" written under it. This holds no significance, other than affirming that Jordan has an extreme dislike for cats.

9. JORDAN'S STUDY

This room has long, low, work benches along the right and left walls. These benches contain such items as bottles and vials, a lamp and a burner, weights, and other alchemical equipment. Across from you, there is a reading stand in the right-hand corner of the room.

This is Jordan's study and laboratory. Strangely, the party sees no books here. There is little of value here - most of the liquids and powders turn out to be worthless to non-alchemical mages, things like wererat blood, powered kobold horn, and troll blood. Others contain mild Class A poisons or mild acids (on the scale of digestive acid). The alchemical equipment (including the liquids and powders) is worth a total of 1500 gp and weighs 45 pounds. This equipment must make an item saving throw versus normal blow for every mile it is transported. The saving throw should be made as glass and each time the equipment fails it is reduced in value by 10-100 gp, and if the save fails, there is a 10% cumulative chance that the carrier suffers 1d4 damage from glass or acid mixtures.

There is one valuable vial of powdered diamonds worth 350 gp, however. The vial can be found in one turn of searching. There is a **secret door** behind the empty reading stand. If the door is found, it cannot be opened except by throwing some of the powdered diamonds directly at it. If the players study the floor near the secret door they discover a few specks of diamond dust.

10. JORDAN'S TREASURE ROOM

As the door opens, you peer into total darkness.

The blackness is caused by the Continual Darkness spell Jordan has placed here. Careful inspection of the room (if the darkness is dispelled) shows that it is apparently completely empty. There is, however, an invisible chest against the back wall of the room, which can be found by careful searching for two turns. The chest is locked. Inside is a bag containing 500 gp, a second bag containing 500 pp, a mass of loose copper totaling 2,537 cp, and a book.

The book is Jordan's spell book. It is finely bound in leather, covered with runes and has a clasp lock (+20 to attempts to pick). The magic runes on the

front of it and on its opening page are **Explosive Runes** (see spell description in PHB, p. 200). The book contains the following spells:

First level: Read Magic, Detect Magic, Erase, Identify, Spider Climb, Dancing Lights, Jump, Burning Hands, Mending

Second level: Continual Light, Stinking Cloud, Shatter, Magic Mouth, Levitate, Invisibility, Detect Invisibility, Wizard Lock, Cloud of Pummeling Fists

Third level: Blink, Flame Arrow, Haste, Monster Summoning I, Fly, Explosive Runes, Continual Darkness, Dispel Magic

Fourth level: Fire Trap, Charm Monster, Polymorph Other, Fire Shield, Confusion, Fire Charm, Detect Scrying, Hurl Animal, Wizard Eye

Note to the GM: if Jordan has been chased away from the battle with the party that took place in Area 2 above, he is found hiding here.

Jordan cannot see in the darkness anymore than the PCs can, but he shuffles silently around the room to avoid searching. He cannot avoid more than 2 people searching the area. A character in the room making a successful Detect Noise check can hear him moving. Only if the Continual Darkness is dispelled or he is detected will he attack, and he defends himself with all his remaining spells in a desperate last stand. If detected he first uses his Gem of Brightness (GMG p. 253), which dispels the darkness and potentially blinds the PCs.

The GM should also remember that spells can be cast from spell books in a manner similar to scrolls. If in dire straits Jordan can do this to try to escape, which also has the added benefit of depriving the PCs of some of the potential treasure by erasing that spell. Remember, we're on your side.

11. GUARDS' QUARTERS

Immediately upon opening the door, you see seven men in armor seated at a large table in the middle of the room. A woman in a torn and revealing costume is dancing on another table. They have been drinking, as is evident by several wine battles and mugs on the table, and you have apparently interrupted a dice game. Four different tattered and ripped paintings line the walls.

A party that listens at the door before going into this room hears occasional guffaws and shouts of "Come on, baby!" and "Har! You lose!"

These men are the captain of the brigands band and his six bodyguards. The captain had entrusted the handling of the minor party of intruders to his lieutenant, not wanting to interrupt his own gambling and drinking. The seven men attack the party on sight. The brigands fight to the death, and in the unlikely event any are captured they prefer death to telling the party anything of value.

The dancing girl shrinks back into a corner and is completely unarmed. If not watched she flees. Unfortunately she ends up in Area 19 and is killed by the mummy there. This means that the mummy is active when the party arrives in that room, unless they can stop her from fleeing by blocking the entrance or holding her. She only speaks a dialect of the lands south of the Great Swamp, and only knows a few words in Common. The dancing girl also doesn't know very much, she was captured in a raid long ago and has been forced to entertain the captain and his men ever since.

The other items in this room include six locked chests, each containing clothing and 1d100 pp, six cots, and 200 gp on the table in various piles.

The **secret door** from here to Area 15 can be opened by a small hidden latch behind one of the tattered paintings on the wall.

Captain (1) (HF 24, EP 1888, 8th level fighter, S 18/57, D 14/32, C 16/76, I 15/51, W 12/19, Cha 11/24, Com 10/33, AL CE, AC 1 (Chain Mail+3, dexterity), MV 12", HD Ftr 8, HP 74, SZ M, #AT 1, D d8+9 (Longsword+3), SA nil, SD nil, Quirk/Flaw: none, Skills: wuss slap 43, brawler 56, military battle sense 62, military small unit tactics 34, mortal combat 24, kidney bruise 44, taunt minor 23, cricket in pea pod 44, Talents: opportunist, Lang: common, human, lizardman, Hon: ave, ML 16, TOP 33, Crit BSL: Def AC +4, FF 8)

Treasure: Rod of Lordly Might, Necklace of Strangulation, Potion of Diminution, Chain Mail +3, Longsword +3

1) HPs: 

chain mail +3

AC 2 3 4
HP   
5 6 7 8 9
    

Men, bandits (6) (HF 1, EP 15, Int 9, AL CE, AC 8 (leather), MV 12", HD Ftr 0, HP 24, 25,26,27x2,28, SZ M, #AT 1, D d6 (club), SA nil, SD nil, Lang: common, human, lizardman, Hon: ave, ML 15, TOP 12, 12, 13, 13x2, 14, Crit BSL: Def AC - 4, FF 7, Reference HoB 5 p 9)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐

leather armor : AC	8	9
HP	☐ ☐	☐

2) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

leather armor : AC	8	9
HP	☐ ☐	☐

3) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

leather armor : AC 8 9

HP ☐☐ ☐

4) HPs:  leather armor : AC 8 9

HP  

5) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

leather armor : AC	8	9
HP	☐ ☐	☐

6) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

leather armor : AC	8	9
HP	☐ ☐	☐

12. POLEARM AND BOW LEADER'S QUARTERS

These are the quarters of two of the leaders of the group in Area 2. There may be several polearms and bows scattered about - a 20% chance of each type found on Table 9T in the PHB. None are magical. These quarters are nice but unremarkable. There are two large locked chests here with standard locks, each containing 100-500 gp.

13. SWORD LEADER'S QUARTERS

This is the quarters of the sword leader from Area 2. There may be several swords scattered about - a 20% chance of each type found on Table 9T in the PHB. None are magical. These quarters are nice but spartan. The only item of interest is a practice dummy stuffed with straw, obviously well-used. There is one large locked chests here with standard locks, each containing 100-500 gp.

14. LIEUTENANT'S QUARTERS

This sparsely furnished room belongs to the lieutenant of the brigand band. Aside from the usual furnishing there is nothing to be seen. A careful search of the room reveals a **secret hiding place** at point A behind a loose stone in the wall. Inside this cavity is a large chest. The chest is locked, and trapped cleverly (-15% to Remove Traps) with poisoned needles that fly out in all four directions (possibly giving someone standing close a double dose). The needles are coated with Type E poison. Inside the chest are 1231 sp, 3753 gp, 25 pp and a letter. The letter is an offer for 10,000 gp and a body-guard job if the lieutenant can provide the secret of Shadrizar's power. The note is signed Poadrus.

15. CAPTAIN'S QUARTERS

This room is ornately furnished but with the types of items that actually have little value. The overall appearance is rather tacky. The room is carpeted with a cheap wool rug, and contains a desk, bed, several chairs, and several wall paintings (mainly of battle scenes between men). There is a sword in a scabbard hanging over the bed.

The sword is simply a normal bastard sword given to the brigand leader by his father, though it counts as an honor token for purposes of honor. A **secret trap door** can be found in this room by careful searching beneath the rug. It opens into a rope ladder that descends 20 feet to a narrow 5 foot wide corridor. At the end of the corridor is a ladder up to the trap door in Area16.

Under the bed is a leather satchel containing 100 pp and 2 mithril coins along with a **Potion of Madness** that is labeled healing.

16. THE BRIGANDS' TREASURE ROOM

As you peer up to the floor of the room above, you see a few glints of metal coming from a huge pile in the middle of the room. Another dark mound appears to be moving slowly towards you, though it could be your imagination...

The trap door leading up to this room is locked. Once the party overcomes the lock, they find the room above to be completely dark, and the air stale and filled with a mild stench. A light shining into the room (or infra-vision) reveals what the GM should describe as two large mounds: one of treasure, and one that looks like a heap of rotting vegetation. The second mound is a shambling mound. This creature has been sent to guard the brigands' treasure - a small gift from the lizard king. The shambling mound does not leave the treasure room, but attacks anyone who enters.

Treasure: The treasure is lying in open heaps on the floor of the room. It consists of 8,175 cp, 4,428 gp, 1,635 hsp, 745 pp, 19 pieces of jewelry (5x250 gp, 5x 1000 gp, 5 x 2000 gp, 4 x 10,000 gp), a **Potion of Speed**, and a **Cursed Scroll** (4d6 damage to reader).

Shambling Mound (1) (HF 26, EP 6000, Int 5, AL NE, AC 0, MV 6" 12" sw, HD 8, HP 57, SZ L, #AT 2, D 2d8/2d8, SA suffocation, SD stealth, Lang: none, Hon: ave, ML 18, TOP 28, Crit BSL: Def AC +6, FF 9, Reference HoB 7 p 49)

1) HPs:  

17. EMPTY ROOM.

This room appears to be completely empty, except for a few chairs scattered about.

There is nothing of value in this room. One of the chair legs was too short, and was propped up with a stack of fliers for "Father Mordrak's School of Demon-Worship". It briefly describes the advantages of worshipping demons, undead or dark gods, including phrases like "Why wait for a reward in the afterlife - get the reward you deserve now!"

18. WORSHIP AREA

As you round a turn in the corridor, you see ahead what is clearly some type of worshipping area. In the center of this area is a large free-standing statue of the same demon you have already seen at the temple entrance. Behind the statue is a darkly stained altar. On each side of the statue there are small 5' diameter pools. Behind the altar is a tapestry depicting a demon tormenting a human captive. There are doors leading out of this area to the right and to the left.

The area is reserved for worship by the brigands and by the demon-worshipping clerics who are in league with them and with Shadrizar. The pools are filled with blood and if anyone takes the time to examine them a blood golem rises from the pool and attacks. At the bottom of each pool is a **Ring of Protection +1**. If anyone says anything derogatory about the demon, a single clay golem steps out of the statue and attacks - this only happens once. Close examination of the altar reveals that the bloodstains are fresh. The entire area radiates evil.

Golem, Clay (1) (HF 17, EP 5000, Int 0, AL N, AC 7 MV 7", HD 11, HP 70, SZ L, #AT 1, D 3d10, SA See text, SD see text, Lang: none, Hon: ave, ML 20, TOP n/a, Crit BSL: Def AC +9, FF n/a, Reference HoB 3 p 84)

1) HPs:  

Golem, Blood (2) (HF 10, EP 925, Int 0, AL N, AC 6, MV 15", HD 6, HP 50, SZ S, #AT 2, D d8/d8, SA See text, SD See text, Lang: none, Hon: ave, ML 20, TOP n/a, Crit BSL: Def AC +4, FF n/a, Reference HoB 3 p 84)

1) HPs:  

2) HPs:  

19. MUMMIFICATION ROOM

There are several mummified corpses both human and lizardman. The walls are lined with jars containing the internal organs of those who have been mummified. There is also a large bloodstained table on which sit bandages, knives, and other implements used in the process of creating a mummy.

In this room Shadrizar and his clerical allies practice the art of mummification. All the mummies are completely dead, failures of the art, except for one. There is one lizardman mummy that is in the final stages of reanimation. The party has three rounds to act before the mummy rises and attacks. The mummy gives no indication of life until it stands to attack. If the dancing girl from the brigand lair ran here she has awakened the mummy and her body is found lying on the floor and the mummy attacks the moment the party enters.

Mummy, Follower (1) (HF 25, EP 3000, Int 5, AL LE, AC 3, MV 9", HP 6+3, HP 57, SZ M, #AT 1, D d12, SA fear, disease, SD see text, Lang: lizardman, Hon: ave, ML 15, TOP n/a, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 52)

1) HPs:  

20. CLERICAL PREPARATION ROOM

In the center of this room is a large round table. A stick of incense in a burner is on the center of the table. Around the room are a set of pegs driven into the walls, and red-trimmed black robes hang from seven of these pegs. A large basin of dirty water is beside a door.

The door leads to Area 19. This is the room used by the demonic clerics for meditation, preparation for ceremonies, etc. Five of the robes are normal, the other two are magical - all radiate evil. The two magical robes are a **Robe of Vermin** and a **Robe of Shielding**. The basin is filled with unholy water.

21. CLERICAL STUDY

You see what appears to be a small library. There are about 100 books scattered about on shelves around the walls, and two or three books lying on a large table in the center of the room. There is a reading stand against the back wall of the room, upon which a large tome lies open.

Examination of the books in this room reveal that they are standard works that would be of general interest to clerics of chaotic evil alignment. The collection of books weighs 500 pounds and is worth up to 1000 gp to the right buyer, though they are all non-magical (except the treatise on Continual Darkness).

There are eight works of special interest:

1. Chained to the reading stand is a **Book of Vile Darkness**.
2. There is a book on the table about mummification. It takes eight hours to read the book, and any character who reads the entire book gains d4 points in the mummification skill if he already possesses the skill. Also, for purposes of this adventure, he gets +1 to hit and +1 damage against the mummies created using this book.

3. A short and very pro-lizardman history of the first empire of Shadrizar is mixed in with the other books and is worth 100 gp to the Count.
4. A careful search of the library also uncovers a book on anatomy. Reading this book grants a reader who already has basic anatomy an additional d8 points in that skill. It requires eight hours to read the book.
5. A travel brochure extolling the virtues of Morosvia is tucked into one of the other books, apparently being used as a bookmark. It describes Morosvia as a "great family vacation destination". For more details on Morosvia see the HackMaster adventure Robinloft.
6. A Manual of Bodily Health can be found on the table.
7. An eight page treatise on the Continual Darkness spell. A magic user can learn Continual Darkness from this treatise but it requires eight full pages in his spell book.
8. There are also five diary-sized books of very bad poetry written in the Lizardman language - these books were written by Shadrizar himself when he was young, and have become holy relics. If anyone can decipher Lizardman, all the poems are angsty free verse with lines like "The darkness in my soul is an oozing hole/No light escapes my sad being/No one hears my cries for help/The night is my only true friend".

22. CLERIC'S CELL

You see a young man sitting on the floor praying, though he stands as soon as you enter. This cell is empty except for a bed, a small table, and a floor mat.

This man is a 3rd level cleric specially chosen by Mordrak. The man is totally loyal to his faith - in fact, fanatical. He dies rather than reveal useful information to the party. If possible, he raises an alarm, which brings the clerics from Area 24 and 25 to his aid. This particular cleric's name is Shmar.

Shmar (HF 6, EP 225, 3rd level cleric, S 10/32, D 11/21, C 14/11, I 13/92, W 14/54, Cha 13/31, Com 14/34, AL CE, AC 9 (robes), MV 9", HD Cl 3, HP 35, SZ M, #AT 1, D d6+1 (mace), SA spells, SD spells, Quirks/Flaws: none, Skills: religion general 51%, ride land based 33%, religion demon 24%, Talents: none, Lang: common, human, lizardman, Hon: ave, ML 12, TOP 17, Crit BSL: Def AC-2, FF 7)

Spells: First level: Light, Dark, Cause Light Wounds, Command, Detect Good, Fear

Second level: Dust Devil, Silence 15' Radius

1) HPs:

robes AC 9

HP

Shmar has no treasure - all his worldly goods have been devoted to the religious work he enjoys so much.

23-26. CLERICS' CELLS

These cells are identical to Area 22 except for their clerics. Area 24 and 25 have two clerics each in them. All have the same basic statistics.

Cleric (6) (HF 6, EP 225, C3, S 10/32, D 11/21, C 14/11, I 13/92, W 14/54, Cha 13/31, Com 14/34, AL CE, AC 9 (robes), MV 9", HD Cl 3, HP 35, SZ M, #AT 1, D d6+1 (mace), SA spells, SD spells, Quirks/Flaws: none, Skills: religion general 51%, ride land based 33%, religion demon 24%, Talents: none, Lang: common, human, lizardman, Hon: ave, ML 12, TOP 17, Crit BSL: Def AC-2, FF 7)

Spells: First level: Light, Dark, Cause Light Wounds, Command, Detect Good, Fear

Second level: Dust Devil, Silence 15' Radius

1) HPs:

robes AC 9

HP 

Any of these clerics that become aware of the party's presence attempt to alert the others and the Dark Knight in Area 28, who is alerted only when someone enters Area 28a and shouts, or enters Area 28b.

27. SECRET DOOR TO AREA 28

This wall is covered by a painting of the now-familiar demon being worshiped by the clerics.

The door can be opened with a Knock spell or when it is sprinkled with the unholy water from, Area 20. The wall has a slight moldy discoloration where unholy water has been splashed many times.

28. CHAMBER OF THE UNHOLY WARRIOR

A. Vestibule

This finely carpeted little room contains a long wooden bench and a basin of dark, filthy water. There is a thick curtain separating this antechamber from the main room.

There is nothing else of interest in this room, though if the party spends too long searching or makes any loud noise, the knight in the next room attacks through the curtain, surprising 8 out of 10 times. The water is unholy water that has been congealing for some time, used to permit passage back through the door.

B. Main Chamber

If the knight has not been alerted, read the following:

As you peer into this chamber, you see a man in plate mail armor kneeling in prayer in front of a small shrine. The opening of the door has alerted him to your presence, and he rises quickly, turns, and faces you.

The man is the Dark Knight Lon-Khain-ai.

Dark Knight (1) (HF 23, EP 2610, 9th level Dark Knight, S 15/34, D 12/21, C 14/23, I 10/43, W 15/45. Cha 17/32, Com 15/23, AL CE, AC 1 (Plate Mail +2), MV 9", HD Dk 9, HP 90, SZ M, #AT 3/2, D d10+4 (Two-Handed Sword of Wounding, strength), SA wuss slap 18 hp+1d4 Honor, SD detect good 60 ft., disease carrier, aura of evil, command undead, Quirks/Flaws: none, Skills: religion general 54, religion demon 34, military battle sense 33, reading/writing 22, Talents: none, Lang: common, human, lizardman, demon, Hon: ave, ML 20, TOP 45, Crit BSL: Def AC +7, FF 7)

Spells: Cure Light Wounds

Treasure: Two-Handed Sword of Wounding, Plate Mail +2

1) HPs:

plate mail +2: AC 1 2

HP

AC 3 4

HP

AC 5 6 7 8 9

HP

Lon-Khain-ai quickly moves against any intruders with a fierce and fanatical wrath. He is especially fond of causing death by his **Sword of Wounding**, and seldom passes up the opportunity to do so.

His chamber is richly furnished with fine carpeting (worth 800 gp and weighing 100 lb) and several fine items, such as a pair of silver candelabra worth 600 gp and weighing 60 lb. The walls are hung with black curtains all around except in front of the small shrine built into the back wall. This shrine houses the candelabra and a small, black statue of the Dark Knight's demon-gawd. The statue is worth 2,500 gp because of its workmanship, but any person touching and carrying it has a 2% cumulative chance per day to summon a Demon of type II-VII (d6+1, equal chance of each). He won't be happy about being summoned. There is a **secret door** behind the curtain in the slanting wall, and it is opened by lifting up the statue, or by a Knock spell.

29. TEMPLE TREASURY

In contrast to the luxury of the room you are standing in, this is a small, musty room of bare stone, covered with cobwebs except at its very center. Three chests - one large and two very small - are in the center of the room.

All three chests are locked and covered with contact poison of type M. There is a 15% chance that any character examining a chest notices the poison before touching it.

The large chest contains 5,000 gp and 2,000 pp. The small chests each contain a small cylindrical ivory case with an ivory stopper in one end. Each of these cases is worth 100 gp. Inside the first case opened is a **Cursed Scroll** that drains all magical items in the possession of the reader. The second case contains a **Scroll of Protection from Demons**.

30. TRAP ROOM

This seems like just another empty room. There are doors on the walls to your right and left.

The room is empty, but the door at A and across from it (on the north and south walls) are actually a false door with a gong behind it. Anyone who bashes down the false door rings the gong alerting all creatures on this level.

Once it is located the **secret door** at B can be easily swung open.

31. TRAP ROOM

This room at first appears identical to Area 30 but an examination of the ceiling reveals small spouts at the top of the wall. If the party opens the door at A water starts to fill the room and other doors lock shut. If the party spiked the entrance door open there is a 50% chance the spike is dislodged

and the door closes. The party drowns unless they can find and bash down the **secret door** at B. It takes three turns for the room to fill completely.

32. EXIT TO THE CRYPT LEVEL

You see nothing in this area but a stone corridor 30' long.

Actually there is both a monster and a trap door in this area. At the end of the 30' there is a trapper. If the party can defeat the trapper on the floor they can discover the trap door under it. The trap door can be easily opened, and reveals a set of stone stairs leading to the tomb level. The stairs descend at a modest angle, and at their bottom the party is just barely able to see a stone floor ahead (in order to see this, someone must shine a light down the stairway).

The stairs are trapped, and when the first character steps on the fifth stair, they recede with an enormous noise and become a very steep inclined plane. Any character on the stairs at this time should be allowed a Dexterity check with a -4 penalty. Those who make the check cling to the smooth rock of the inclined plane, and have to find some way to get back up. Of course if anyone above them failed their check then that person slams into the clinging character and both fall. Those who fail or who are dislodged by those who failed plummet 30' down into a flaming pit that has appeared at the foot of what was once the stairway. The pit is 10' deep and the characters are able to climb out easily, but those without some form of fire resistance or other magical protections such as Feather Fall will take 2d6 damage from the fall and an addition 2d8 fire damage each round they are in the fire.

Trapper (1) (HF 38, EP 3000, Int 13, AL N, AC 3, MV 3", HD 12, HP 68, SZ L, #AT 1, D 4+AC, SA surprise, suffocation, SD camouflage, resistant to cold and fire, Lang: trapper, common, Hon: ave, ML 17, TOP 34, Crit BSL: Def AC +10, FF 8, Reference HoB 8 p 17)

1) HPs:

DUNGEON LEVELS 2 AND 3: THE CRYPT

The trapped stairway and the pit of the fire mark the transition from the dungeon level to the tomb level proper. The tomb level is extremely hazardous. Running it properly requires a good deal of careful study and thought by the GM before play begins! Surviving it requires a lot of luck by the players!

If the players have been particularly weakened by the hazards of the upper level, they have little chance of surviving the tomb level, which means more skulls on the screen for you. However, there are several areas on the isle of the Crypt where they can rest, recuperate, and even memorize spells in relative security. Such areas are marked R# (R1, R2, etc.) on the GM's map for the tomb level.

There are no random encounters in this level.

I. THE SHORE OF THE RIVER OF NOTHINGNESS

Having descended safely to the lower level, you find yourselves in a huge single cavern room that extends far beyond your torchlight in all directions except behind you. Ahead of you 20-30 feet away flows a river. It appears to be quite wide - you cannot see the opposite shore.

Exploring the river bank reveals that the river indeed runs to either end of the cavern room, and then goes underground as the high ceiling (90' at its highest points) curves down to seal off the room. A party exploring the near side of the river also finds two snug little caverns going about 20' into the hilly, stony terrain on which they are walking. These caverns are located at R1 and R2. A party that camps in either of these caverns can rest for up to a full day without being disturbed. After that time the party has a 30% cumulative chance per day of being attacked by 1d4 wights from Area 3.

If the party spends two turns on the river bank a raft suddenly and mysteriously appears on the river bank at the location marked A on the GM's map. A Detect Magic spell shows a magical aura coming from both the raft and the river. The raft appears big enough to carry the entire party across the river. See Area 2 below.

2. THE RIVER OF NOTHINGNESS

The river is aptly named, for it does not exist. Both the raft and the river are complicated illusions, cast some 250 years ago as part of the security for the Lizard King's Crypt. For purposes of Dispel Magic the illusions are cast at the 18th level of experience.

- Characters who attempt to disbelieve in the raft should be allowed a save vs. spells at +2. Those who save no longer see the raft, but still see the river.
- Characters who attempt to disbelieve the river should be allowed a save vs. spells. Those who save see that what appeared to be a river is in fact nothing but a huge, dry ditch, 20' deep and 60' across.
- Characters who attempt to disbelieve the dry ditch should also be allowed to save vs. spells. Those who save see acid vats hidden in the locations shown on the map, where the illusory dry river bed hides them from the sight of those who fail to save.
- Characters who step into any area marked with an acid vat fall into the vat, no saving throw allowed. Such characters take 4d4 points of damage per round until extricated from the vat. Each vat is 10' deep and filled with acid to a depth of 8 feet.

Note that when a character falls into an acid vat, the illusion of the dry river bed over that particular vat is broken for the entire party. The illusion still covers the other vats, however, until characters attempt to disbelieve and make saving throws as described above.

3. BURIAL MOUNDS OF THE LIZARD KING'S SLAVES

As you approach the far side of the riverbed, you see a large number of earthen mounds on the far side. No sound comes from the area.

The mounds are burial mounds for the slaves of the Lizard King Shadrizar. The slaves were killed and buried when Shadrizar was laid to rest, in the hope that they would help him in his afterlife. The mounds themselves are quite harmless, but this area is also the lair of 16 wights.

The wights attack the party at the earliest opportunity. Any wights turned by a cleric flee to a location out of sight behind the tomb building (see below) but return as soon as the effects of turning wear off.

Wights (16) (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 31, 32x2, 33x2, 34x3, 35x3, 36x2, 37x2, 38, SZ M, #AT 1, D d4, SA energy drain, SD silver or magic weapons to hit, Lang: human,

lizardman, Hon: ave, ML 14, TOP n/a, Crit BSL: Def AC +3, FF n/a, Reference HoB 8 p 86)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:

Treasure: The wight's treasure is hidden in the burial mound marked C on the GM's map. This mound appears to be more recently disturbed than the others. The treasure can be found by digging for three full turns. In addition to the skeleton of a human being, the digging party finds 4,000 ep, 100 pp, and four agates worth 100 gp each.

4. THE CAMP OF THE LIZARDMEN

In the distance, behind the mounds at the opposite end of the cavern, you can see a number of campfires burning. You can vaguely make out tall humanoid shapes moving around the fires.

These are the campfires of lizardmen who were drawn to the area by news of the return of the Great Lizard King. They have made their lair here and are awaiting orders. Already some have formed into raiding parties to follow in the wake of the destruction caused by the brigands.

As long as the party does not come nearer than 90' to any of the campfires the lizardmen take no notice of them. They ignore any sounds of a struggle with the wights, whom they detest anyway. Basically, the lizardmen are totally convinced that no harm can possibly come to them this far down in the

dungeons of Shadrizar. They assume that anyone down here is going about the business of the Lizard King. If the party comes within close viewing, the lizardmen see them for what they are and mount an attack.

There are eight lizardmen around each fire. If they do attack, the group nearest the party attacks first. The second nearest group prepare themselves to attack two melee rounds later, with succeeding groups following at a rate of one group per melee round. Only a powerful party has much chance of withstanding the onslaught. There are a total of seven groups.

Treasure: A careful search of all the campfires results in the finding of a total of 5,000 gp in small sacks, containing about 100 gp each. There are also seven otter furs worth 5 gp each. The party can also find a fine mahogany box with a small latch. The box is locked but not trapped. Inside is a platinum crown studded with garnets and pearls having a total value of 15,000 gp, intended as a gift to Shadrizar from the Lizardmen.

Lizardmen (8 per group) (HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 37, 35, 34 x2, 32 x2, 28 x2, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 18, 17, 17 x2, 16 x2, 14 x2, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:

5. THE DOORS OF THE CRYPT

The walls of a large building loom before you, standing 20' high. In the center of the wall facing the river, you see two 5' wide, 12' tall doors. The doors are at least bronze-plated, if not solid bronze. The metal has been divided into little panels, and each panel has a small scene done in bas-relief. Most of these scenes depict the everyday life of lizardmen, but those in the top panels on each side show a great Lizard King wielding a fearsome trident in battle against humans, or receiving sacrifices of humans and other slaves. Other depictions of the Lizard King in some of the panels show him with lightning bolts and fireballs leaping from his fingertips. These majestic doors are tightly shut.

These are the doors to the Crypt of the Lizard King Shadrizar the Sadistic. As works of art they would be extremely valuable on the open market, commanding about 35,000 gp if some way can be found to get them to the surface.

The doors have no handles, locks, or other opening devices. They can be opened by a Knock spell or by speaking the words "Open in the name of

Shadrizar, the Great King!" (The doors accept almost any mention of Shadrizar's name spoken directly to it). All other attempts to open the doors fail. When the doors do open they swing open inward, silently. Any of the lizardmen in Area 4 know the password and trade it for their lives if captured. None of the lizardmen believe that the party has any chance of victory and are happy to send the characters to Shadrizar to be killed.

6. THE HALL OF TRAPS

As the doors open and you are able to see inside, you see a corridor to the right and one to the left, each going only 30 or 40 feet before ending in front of a door. Another corridor runs straight ahead, also ending in a door.

The doors are standard wooden doors with metal supports and hinges. None of them are locked.

The Hallway is called "The Hall of Traps," because it contains a number of mechanical and magical devices designed to capture the unwary graverobber. The corridors to the right and left of the doors have collapsing floor stones in front of each door, which plunge any character standing on them into a 20' deep pit full of spikes. Any character falling into such a pit takes 2d12 damage from the fall onto the spikes. On the upside the one on the left contains the corpse of an escaping slave who had managed scrawl a warning on the wall as he died. The warning reads "Beware the Images of the Past." The traps can be sprung by tapping firmly on the floor with a staff, pole, or like object. However, exactly one round after either of the pit traps is sprung the ceiling stones 10' behind the traps fall to the floor, completely sealing off the pit trap area. The stone that falls fills the corridor's entire width and is a full 10' thick. Any player standing in the square beneath the falling ceiling must make a Dexterity check (add one for PCs possessing the acrobatic skill suite) to scramble out of the way of the falling stone. Those who fail this check take 10d6 points of damage.

The central corridor is also trapped. However, luckily for the party, a forgetful or clumsy lizardman courier has recently died here and the spears that would normally impale the PCs are stuck in the lizardman. The lizardman still holds a piece of dark, leathery parchment in his hand. If the parchment is read it says "Poadrus in days of yore we were allies against the humans, however, your incursions into my domain cannot be forgiven. If you do not seek war with the Great Shadrizar you will withdraw your troops immediately." The "parchment" is in fact made of skin. Characters with the appropriate anatomy or knowledge skills may be able to tell that the skin is from a Nizar'fang.

7. BANQUET HALL OF THE LIZARD KING

You are looking in the entrance of a strange, triangular room. In the center of the room is a large table, fully 12' long, spread with every type of delicacy. There are eight chairs around the table; the chair at the head is a throne made of wood with a very large shell that serves as its back. The tableware is all of gold. On the walls are pictures of lizardmen at a great feast. The pictures appear to be made of an unrecognizable mosaic material.

The material is difficult to recognize because the PCs have never seen anything quite like it before. It is in fact strongly magical, and radiates magic if a Detect Magic is cast. So do the food and tableware. One turn after the party has entered the room, the lizardmen in the mosaic begin to step out of the picture into the room. They are extremely friendly and gracious, and

even speak the common tongue in a heavy accent. They say, "Greetings, guests of the Great King. Welcome to the eternal feast. Please let us serve you."

If the PCs agree to join the feast the lizardmen serve them every type of food, wine, and delicacy in a seemingly endless supply until the PCs grow tired of eating. After eating their fill, the PCs may leave the room by any route they choose. The lizardman then step back into the mosaic. Those who eat the food must make a saving throw vs. spell. If they succeed nothing happens but, if they fail they are considered charmed by Shadrizar as a Charm Person spell cast by an 18th level caster. Those with the glutton flaw have to make a Wisdom check if they wish to avoid eating the food.

Should the party attack the lizardmen then it is obvious that the party are not guests and the lizardmen attack in endless waves until the party are killed or leave the room. Only five lizardmen initially serve the party but if combat occurs an additional five lizardmen step forward each round until the party dies or flees. There are never more than 50 lizardmen in the room at any given time. The bodies of lizardmen killed simply disappear. Be careful not to let this encounter turn into an EP farm for a clever party. If they repeatedly enter this room just to scrape up a few more EPs with no real fear of the inhabitants, eventually the gawds of fair play will intervene and the magic will simply fade away.

Unfortunately for the party the lizardmen are not true illusions and cannot be disbelieved, though all parties who think they know what they are doing will try. They are more akin to magical constructs. The spell that summons the lizardmen was cast long ago by an 18th level caster and can be dispelled by a successful Dispel Magic. A Protection from Evil spell or effect also keeps the lizardmen at bay.

The food is not poisonous nor does it possess any special value. If taken from the room the food disappears. The only special effect of the food is the charm effect described above. The silverware, chains, and other items in the room are all fake. If any items are removed from the room they stand revealed to be cheap wooden versions.

The special effect of this room is triggered whenever the door is opened. The lizardmen calmly adjust to any behavior short of attacking them, with graciousness.

There is a trapdoor hidden underneath the great table in the center of the room. Note that the table has a long tablecloth covering it, so a player has to crawl underneath to have any chance of finding the door.

Lizardmen (5+) (HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 34x5, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 17, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

- 1) HPs: 

- 2) HPs: 

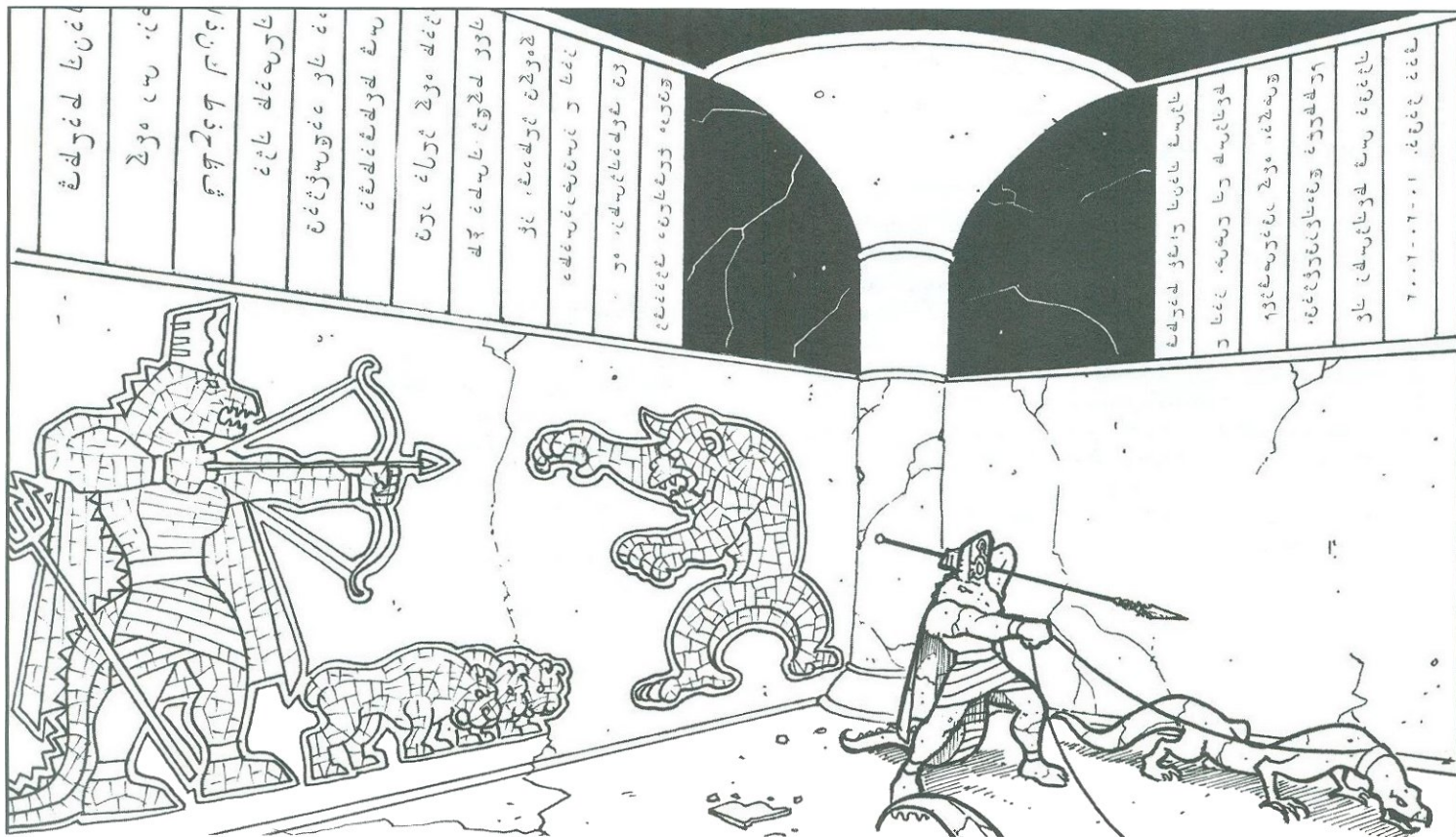
- 3) HPs: 

- 4) HPs: 

- 5) HPs: 


8. THE HALL OF HUNTING

On the long wall opposite the door is a huge mosaic that depicts a hunting scene. The main figure, at the end of the wall near the door, is a hideous, huge lizardman wearing a golden crown. In his hands he holds a great longbow with an arrow nocked and ready to let loose. At his side hangs a large trident. Before him are three large hounds, and charging at them and him is a horned brush grappler.



In front of the mosaic are four polished marble statues. The statues form a hunting scene containing the same Lizard King holding a spear with two giant lizards flanking him and an owlbear fleeing from these hunters.

As soon as the door to this room is opened, a magic mouth appears on the inside of the door and says, "Great King, live forever! Welcome to your Hunt!"

This room is empty except for the mosaic, which provides an eerie illumination for the entire room, and the statues. If any member of the party remains here for one full turn, the owlbear animates and attacks the party until killed.

If the owlbear is killed, the giant lizards animate and attack the party.

The giant lizards attack until they are killed. If they are killed, the Lizard King animates and attacks. His first attack is to hurl his spear at a random party member, then for the remainder of the combat he attacks with his trident.

These stone creatures were created by the same magic as the mosaic in Area 7. As with the lizardmen servants the creatures are not illusions and cannot be disbelieved. The creatures do not leave the room to pursue the party.

Owlbear (1) (HF 5, EP 900, Int 5, AL N, AC 5, MV 12", HD 5+2, HP 45, SZ L, SA hug, SD nil, Lang: none, Hon: ave, ML 12, TOP 22, Crit BSL: Def AC +3, FF 6, Reference HoB 6 p 51)

1) HPs: 

Giant Lizard (2) (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 33, 37, SZ H, #AT 1, D d8, SA see HoB, SD nil, Lang: none, Hon: ave, ML 15, TOP 16, 18, Crit BSL: Def AC +1, FF 7, Reference HoB 4 p 88)

1) HPs: 

1) HPs: 

Lizard King (1) (HF 9, EP 975, Int 10, AL CE, AC 3, MV 9" 15" sw, HD 8, HP 61, SZ L, #AT 1, D 5d4, SA skewer, SD nil, Lang: lizardman, red dragon, common, human, Hon: ave, ML 16, TOP 30, Crit BSL: Def AC +6, FF 8, Reference HoB 4 p 92)

1) HPs: 

9. HALL OF WAR

The wall opposite the door of this room is completely covered with a mosaic that depicts a huge hideous lizardman, wearing a golden crown, who is leading a large troop of lizardmen into battle against a group of hill giants. Almost as soon as the door is opened, a mouth forms in it and speaks, saying, "Great King, live forever! May you have victory for all eternity!"

Anyone touching the door receives an electrical shock for 6d6 damage. One full turn after any member of the party has opened the door, illusions of four hill giants appear and attack the party. One turn after that illusions of ten lizardmen appear and attack. One turn after that an illusion of a lizard

king appears and attacks. These illusions are at the 16th level of experience for purposes of Dispel Magic. The players may notice that the illusions do not take any damage - any PC who sees an illusion receive a critical "hit" receives an immediate saving throw to see if he realizes that the creatures are illusions.

10. THE LOWER TEMPLE ANTEROOM.

The stairs lead down into a room with only one exit: a pair of large, black stone doors. On either side of these doors is a basin with water in it.

The two doors are solid, but unlocked. Each has a large brass pull ring attached to it, so the doors open toward the room the party is in. Characters who listen at the door hear a low unholy chanting coming from the room on the other side. The water is unholy water, recently made.

11. THE LOWER TEMPLE

As the door opens, you see a familiar figure 60' in front of you behind a bloody altar. It is the cleric who attacked you at the Count of Beorn's palace in Ambigawd! He is flanked by two others of his order and there are a number of lizardmen in the room, standing with their backs to you. Apparently you have interrupted some kind of ceremony.

The figure behind the altar is in fact Mordrak. Flanking him are his two assistants Armand and Nolth. Also in the room are eight lizardmen. The lizardmen obey any orders given by the clerics. Finally, there is a captive bleeding on the altar.

Mordrak attempts to handle the situation using the lizardmen as cannon fodder while he and his assistants use their spells to thwart the party. If the encounter is turning against the clerics, Mordrak leaves the others to their fate and attempts to flee through the door. He goes as quickly as possible to warn Shadrizar.

Note: There is a small possibility that the party killed Mordrak earlier in the adventure - if this happened simply run the encounter without him.

The two secret doors are operated by tiny levers behind the altar. There are three such levers. Lowering the lever on the right (as the character faces the altar from the rear) opens the door at "A." Lowering the lever on the left opens the door at "B." Lowering the lever in the center causes an **Arrow of Thief Slaying** to be fired from "B" directly at the back of the character flipping the lever. This arrow automatically hits for d6+3 damage and kills any thief that fails a save vs. spells. This trap may be detected and removed normally. The arrow may be salvaged from the trap if it does not go off.

There is no treasure in this room other than that on the clerics.

If the party goes immediately to the captive she can be saved. The captive dies if the party does not help within three rounds of the beginning of the battle. The captive is in fact a female half-elven druid of 2nd level. She is the last of a prior group of adventurers that tried to defeat Shadrizar. If the party uses the healing proficiency at -35% they can render her stable but unconscious. First aid is insufficient to heal her. Any form of healing magic works. Consider her to be at -8 hit points when the healing begins. If returned to consciousness and given a weapon she gladly assists the party in defeating Shadrizar.

The captive's name is Shalala and she knows a great deal about the Crypt. In particular she knows all about the Crypt Areas 1-11. She also knows the way to the prisoner cell.

Mordrak (HF 35, EP 2396, 9th level cleric, S 14/14, D 11/45, C 14/41, I 15/53, W 18/89, Cha 8/23, Com 9/18, AL CE, AC 5 (chainmail), MV 9", HD Cl 9, HP 64, SZ M, #AT 1, D d6+5 (Str and Mace+2), SA spells, SD spells, Quirks/Flaws none, Skills Mummification 23, religion general 53, religion specific demon 54, divine lore, 54, Talents: none, Lang: human, common, lizardman, Hon: ave, ML 16, TOP 32, Crit BSL: Def AC +2, FF 7)

Treasure: Mace +2

Spells: First level: Commandx3, Protection from Good, Cause Fear, Cause Light Wounds x3

Second level: Rigor Mortis x2, Know Alignment, Spiritual Hammer, Dust Devil, Resist Fire

Third level: Dispel Magic, Feign Death, Curse, White Hot Metal

Fourth level: Cause Serious Wounds, Poison

Fifth level: Flame Strike

1) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□					

chainmail armor

AC	5	6	7	8	9
HP	□□□□ □□□	□□□□ □	□□□□	□□	□

Armand (HF 13, EP 285, 5th level cleric, S 14/33, D 11/31, C 14/43, I 13/22, W 15/53, Cha 13/31, Com 14/34, AL CE, AC 9 (robes), MV 9", HD Cl 3, HP 35, SZ M, #AT 1, D d6+1 (mace), SA spells, SD spells, Quirks/Flaws: none, Skills: religion general 51%, ride land based 33%, religion demon 24%, Talents: none, Lang: common, human, lizardman, Hon: ave, ML 12, TOP 17, Crit BSL: Def AC-2, FF 7)

Spells: First level: Light, Dark, Cause Light Wounds, Command, Detect Good, Fear, Curse

Second level: Dust Devil, Silence 15' Radius, Spiritual Hammer, Rigor Mortis

Third level: White Hot Metal

1) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□					

robes AC 9
HP □

Nolth (HF 13, EP 285, 5th level cleric, S 10/32, D 15/21, C 14/15, I 13/42, W 16/41, Cha 13/31, Com 14/34, AL CE, AC 7 (robes, dexterity), MV 9", HD Cl 3, HP 35, SZ M, #AT 1, D d6+1 (mace), SA spells, SD spells, Quirks/Flaws: none, Skills: religion general 51%, ride land based 33%, religion demon 24%, Talents: none, Lang: common, human, lizardman, Hon: ave, ML 12, TOP 17, Crit BSL: Def AC-2, FF 7)

Spells: First level: Light, Darkx2, Cause Light Wounds, Command, Detect Good, Fear

Second level: Dust Devil, Silence 15' Radius, Cause Moderate Woundsx3

Third level: Cause Nasty Wounds

1) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□					

robes AC 9
HP □

Lizardmen (8) (HF 1, EP 65, Int 7, AL N, AC 5, MV 6", 12"sw, HD 2+1, HP 37, 35, 34 x2, 32 x2, 28 x2, SZ M, #AT 3 or 1, D d2/d2/d6 or by weapon, SA nil, SD nil, Lang: lizardman, Hon: ave, ML 14, TOP 18, 17, 17 x2, 16 x2, 14 x2, Crit BSL: Def AC -0, FF 7, Reference HoB 4 p 92)

1) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□				

2) HPs:

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3) HPs:

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4) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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5) HPs:

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6) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□					

7) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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8) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Shalala (HF 2, EP 142, 2nd level druid, S 13/65, D 13/31, C 14/83, I 11/23, W 15/39, Cha 16/34, Com 16/96, AL N, AC 10, MV 12", HD Dr 2, HP 32 (currently -8), SZ M, #AT 1, D by weapon, SA none, SD none, Quirks/Flaws: enmity lizardman, Skills: botany 52, forestry 50, animal lore 23, Talents: none, Lang: human, common, elf, gnome, Hon: ave, ML 14, TOP 16, Crit BSL: Def AC -3, FF 7)

1) HPs:

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□					

12. THE CHAMBER OF THE BRIDES OF SHADRIZAR.

This dark, round chamber contains a hideous stench and a hideous sight: four coffins with their lids cracked open are arranged around a fifth coffin in the center of the room. The entire room seems oppressive and terrifying rather than sacred, and the furnishings of the room are rotten and tattered.

The coffins contain the five brides of Shadrizar. All five are dead and mummified. Four are completely dead but their preserved bodies rest here nonetheless. The fifth, in the center coffin, is the first successful attempt at creating another mummy by Shadrizar. The other four are failures.

At the moment, this repulsive creature is resting. She does not rise until one turn after the party enters the room or if she is attacked. No one stops to warn her about the party, they go right past her to Shadrizar himself.

Mummy, Follower (1) (HF 25, EP 3000, Int 5, AL LE, AC 3, MV 9", HP 6+3, HP 57, SZ M, #AT 1, D d12, SA fear, disease, SD see HoB,

Lang: lizardman, Hon: average, ML 15, TOP n/a, Crit BSL: Def AC +5, FF n/a, Reference HoB 5 p 52)

1) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

The bride has no treasure.

Anyone searching the coffins must roll a save vs. disease or catch the mummy rot associated with mummy followers, though just opening them does not incur this.

13. SHADRIZAR'S STUDY

This room is obviously a magic-user's study. Several books of quaint and forgotten lore are scattered about, including several relating to the summoning and binding of demons. The room is full of tables and shelves filled with vials, chemicals, and the apparatus of magic. There are however no notes, notebooks, or other items of obvious value here.

The equipment in this room is both fragile and antique. Any attempt to remove the equipment from the room results in the destruction of the equipment as it is simply too fragile and old to transport. The only items of value are a complete set of spell components for every spell in Shadrizar's spellbook, a **Crystal Ball**, and a single **Potion of Rainbow Hues**.

Shadrizar's spellbook is located in Area 14.

14. SHADRIZAR, THE GREAT LIZARD KING

The precise situation in the room at the instant the party enters depends upon what has happened so far in the adventure.

If Shadrizar has been warned by Mordrak or one of his other minions he is seated in his throne facing the party as they enter, and the creature that warned him is standing to the left of Shadrizar.

If Shadrizar has not been warned he is resting in his sarcophagus dreaming of his future glory. If the party has the extreme good fortune to arrive while Shadrizar is dreaming they can automatically surprise him for two segments. After that Shadrizar rises and fights back. Sorry, no instant kill on the head mummy.

Regardless of whether Shadrizar was surprised or not, the GM should read the following to the players as they enter.

As your light penetrates the awesome gloom of this room, you behold a chamber that radiates a palpable aura of evil. The floors are smooth marble streaked with black, the walls and columns the same. The sole adornments, paintings of demonic figures, are spaced about the side walls. Against the rear wall you see a huge marble stone that resembles an altar. Resting atop it is a box-like object made of gold, some 9' long and 3' deep. In front of this display is a wooden throne, with armrests and posts carved into gargoyle-shapes.

At this point, the GM should continue the description according to the circumstances. If Shadrizar is awake, he is without a doubt seated on his



throne, his great trident in his right hand. Any creatures or characters with him are standing by his left side. Don't forget to have characters viewing him make saving throws against his aura of fear.

Shadrizar's preferred method of combat begins with his casting a powerful spell, probably Cloud Kill, and then wading into battle with his trident. If his bride has not been defeated in Area 12, she arrives to watch after one round but does not become involved in the battle unless personally attacked - Shadrizar prefers to be a hero in her presence. If Shadrizar is defeated then the bride attacks wildly with a shrieking, inhuman scream.

If Mordrak is present he fights fanatically to the death with a morale of 20.

Shadrizar (1) (HF 57, EP 14000, Int 14, AL CE, AC 0, MV 9" 9" sw, HD 9+3, HP 67, SZ L, #AT 1, D 3d10+3 (Trident+3/3d6(unarmed)), SA see text, SD see text, Lang: common, red dragon, lizardman, human, Hon: great, ML 18, TOP n/a, Crit BSL: Def AC +7, FF n/a, Reference CotLK)

Shadrizar is still coming into his powers as a mummy lord and as such only has the powers of a 9th level cleric.

Shadrizar's Spells: Magic-User

First level: Magic Missile, Spider Climb, Jump, Enlarge, Reduce, Light

Second level: Web, Stinking Cloud, Detect Good

Third level: Fireball Sidewinder III, Lightning Bolt, Haste

Fourth level: Dig, Wall of Fire

Fifth level: Cloud Kill

Cleric

First level: Curse, Command, Cause Light Wounds, Detect Good, Detect Magic, Darkness

Second level: Aid, Dust Devil, Cause Moderate Wounds, Resist Fire

Third level: Cause Nasty Wounds, Continual Light, White Hot Metal,

Fourth level: Cause Serious Wounds, Poison

Fifth level: Insect Plague

1) HPs: 

SHADRIZAR'S TRIDENT

This is an intelligent +3 **Trident of Submission**. It has the following powers and abilities (Int 12, CE, Telekinesis 250 lb-twice/day, one turn per use, purpose- defeat human-blindness 2d6 rounds). Anyone hit by the trident must also save vs. disease or contract mummy rot per a mummy follower. See GMG p. 275 for more details.

Shadrizar's gold sarcophagus is easily worth 20,000 gp if intact, or 15,000 gp just for the gold., but it also weighs in at 1,500 lb. Inside the sarcophagus is a key carved out of human bone, and Shadrizar's spellbook. The lid is resting next to sarcophagus.

SHADRIZAR'S SPELLBOOK

Shadrizar's spellbook is clearly just that, and is recognized as a book of spells as soon as it is seen. The book is a large thick book of papyrus with gold-plated wooden covers. It is closed and locked with a simple clasp (+10 to attempts to pick locks). The cover has the image of the demonic figure so common in Shadrizar's lair. The spellbook also carries a curse. Any person,

other than Shadrizar, who uses the book can only be rid of it by a Remove Curse spell. That person loses 1 point of Intelligence per week that he owns the book. When a person's Intelligence is reduced to 0 the person dies. If he dies for any reason and is buried while the book is in his possession, he rises d10 weeks later as a fetid mummy, determined to revive Shadrizar. A Remove Curse stops the Intelligence drain and allows the person to be rid of the book - it does not however restore lost Intelligence. Due to having been handled so much by Shadrizar, anyone using the book must also save vs. disease at +2 or contract the mummy rot disease as if touched by a mummy follower.

The spellbook contains the following spells:

First level: Affect Normal Fires, Burning Hands, Comprehend Languages, Detect Magic, Erase, Feather Fall, Hold Portal, Identify, Magic Missile, Spider Climb, Jump, Enlarge, Reduce, Light, Read Magic, Shocking Grasp, Gabal's Magic Aura, Charm Person

Second level: Web, Stinking Cloud, Detect Good, Darkness 15' Radius, Detect Invisibility, Invisibility, Knock, Mirror Image, Ray of Enfeeblement, Wizard Lock, Cheetah Speed

Third level: Fireball Sidewinder III, Lightning Bolt, Haste, Blink, Dispel Magic, Explosive Runes,

Fourth level: Dig, Wall of Fire, Charm Monster, Ice Storm, Polymorph Other

Fifth level: Cloud Kill, Feeblemind, Wall of Stone

If the secret door to Area 14a is discovered, it can be opened easily with a push and is not trapped or locked. The door to Area 17 is Wizard Locked and can only be opened by means effective against that spell.

14a. THE TRAPPED ENTRANCE

The corridor before you ends in a large painting of the now-familiar demon that seems to appear everywhere in this complex.

The corridor actually ends in another secret room. The area in front of the door is trapped with a 10' by 10' pit trap, and characters stepping on the floor here automatically fall through for 4d6 damage. (2d6 for the 20' fall and 2d6 for the spikes.) The spikes are rusty and slime-covered forcing any one who is impaled on them to make a disease check in addition to taking damage. The door is unlocked and can be opened easily. It is easy to get back out of the pit as there are metal hand rails leading back up. There is also a **secret door** into Shadrizar's true treasure room at the bottom of the pit. This well-concealed door is locked and can only be opened with the key from Shadrizar's sarcophagus.

15. FALSE TREASURY

As you enter you see large heaps of copper, silver, shells, and weapons.

This treasury was created to throw nosy interlopers off the scent of the real treasure. There is 10,234 cp and 1,021 sp in coin. The room also contains 27 ornamental shells (treat as base 1 gp gems). The PCs also find the weapons of all those captured by the lizardmen and brigands in this room. There are at least three of every kind of sword and a 50% chance of any weapon found on Table 9T in the PHB.

17. SHADRIZAR'S TREASURE

18. HIDDEN ROOM

CONTINUING THE ADVENTURE

tries to kill one so that he can get close to the others and kill them too. He is afraid of the party discovering him and wants them gone or dead.

Training with Rolond is the same as monastic training. Training with the Royal guards is the same as a Kobar but with an additional +25% to attempts to learn weapon proficiencies, maintenance skills, or military skills. There is a normal Kobar just outside of town at which characters of other classes may train.

If Shadrizar was not destroyed his lizardmen and brigands regroup and any losses are quickly replaced. He continues to send his troops farther and farther north. The PCs would have to go back and fight their way through the entire module again to get back to Shadrizar's heart.

Once it is public that Shadrizar has been defeated the Crypt will be ransacked by Nizar'fang sent by Poadrus, looking for anything valuable. Eventually the PCs may be the targets of attacks by Nizar'fang, thinking they have Shadrizar's power and riches.

The Kryzaar go to war with their weaker but more numerous green scaled kin after Shadrizar's demise. This war is fought mainly in the swamplands, and has little impact on Beorn, other than keeping both races busy.

APPENDIX

NEW MONSTERS

Kryzaar

Aka: Black Lizardmen
 Hackfactor: 10
 Ep value: 1000
 Climate/Terrain: Subterranean
 Frequency: Very Rare
 Organization: Tribal
 Diet: Carnivore
 Intelligence: High to Genius (13-18)
 Alignment: Chaotic evil
 No. Appearing: 2-20
 Size: L(8' tall)
 Movement: 12"
 Psionic Ability: Nil
 Attack/Defense modes: nil/nil
 Morale: Average Foolhardy (16)
 Armor Class: 2
 No. Of Attacks: 2
 Damage/ Attack: 3-30/1-12/per weapon
 Special Attacks: Skewer/tail bash
 Special Defenses: nil
 Magic Resistance: Standard
 Hit Dice: 9

DESCRIPTION: When one first gazes upon the monstrous visage of a Kryzaar Lizardman, he cannot help but feel a chill of horror. These creatures stand some 8 feet tall, just as their cousins the king Lizardmen, however, Kryzaars are much more thickly built, with massive musculature and glistening black skin. One can view the darkness in their hearts simply by gazing into their smoldering red eyes.

COMBAT/TACTICS: Kryzaars, also known as Black Lizardmen, are experts at tactics. They do not fight with any sort of animalistic, primitive rage. They are highly intelligent and they will bide their time before striking if they

think it will give them an advantage: establishing ambush zones is a skill that they seem to be born with. Often, they will lure greedy adventurers to their deaths with shiny piles of treasure.

Not only do they know tactics, they also know human anatomy. Human flesh is their favorite food, after all. They commonly use a massive trident to skewer their prey, and because of their knowledge of human anatomy they do 3-30 points of damage with a successful hit against humans. They can also use their massive tails to strike for 1-12 points of damage per hit. They can use any weapon usable by humans, and because of their expert knowledge of human anatomy, they gain +1 to hit and damage on all weapon attacks against humans (including the trident attacks mentioned above).

One of their favorite things to do, after they have skewered their prey, is to roast it slowly over an open fire. The entire tribe gathers to join in the feast on such occasions. Sometimes, prey will be kept alive for awhile to train young Kryzaars in anatomy and weapons tactics.

There is a good chance (90%) that any other humanoids encountered will be captured for further study and consumption. No species is safe from the clutches of these fiends.

HABITAT/SOCIETY: Kryzaar Lizardmen thrive in dark, damp places. Tribes of Kryzaars may take over ownership of dungeons, and then divert natural and magical springs to ensure their habitat is dank enough. Their lairs are usually dripping with moisture, and there are usually puddles of water along the floors, although most of the dungeon will not be flooded. Egg chambers, however are usually partially flooded to maximize moisture needed by the growing offspring. To add nutritional value, eggs are often bathed in human blood.

Kryzaar tribes are highly organized, usually led by a chieftain. Chieftains are selected by a council, and then must undergo rigorous physical and mental tests and trials before they are ceremonially given the reigns of leadership. Once he is selected, the chieftain's word is law. Disobedience is met with swift and certain death.

ECOLOGY: Once per season, female Kryzaars lay between 1-6 eggs each. All eggs laid are stored in a communal egg chamber, to be cared for and guarded. Each egg chamber usually holds between 10-60 eggs. One month after the eggs are placed in the chamber, they hatch. Between 1-10 hatchlings are killed and eaten by the strongest hatchlings. This ensures that only the strongest Kryzaars populate the tribe.

Yield:
 Medicinal: Nil
 Spell components: Nil
 Hide/Trophy items: Kryzaar Lizardmen skin can usually be made into armor if it is not too damaged, (AC 4), with 8 initial hit points.
 Treasure: D+

Lesser Lich

Aka: Dead Mage
 Hackfactor: 40
 EP Value: 3000
 Climate/Terrain: Any
 Frequency: Very Rare
 Organization: None
 Activity Cycle: Any
 Diet: None
 Intelligence: Genius (17-18)
 Alignment: CE
 No. Appearing: 1
 Size: M (6' tall)

Movement: 9"

Psionic Ability: nil

Morale: Resolved (18)

Armor Class: 5

No. of Attacks: 1

Damage/Attack: 1d8+weapon

Special Attacks: Spells

Special Defenses: Spells, Undead Immunities

Magic Resistance: Standard

Hit Dice: 9

DESCRIPTION: Lesser Liches look like gaunt skeletal corpses and are sometimes confused with normal liches or mummies. They have pinpoints of red lights in the depths of their dark eye-sockets and can see normally in the darkest day or brightest light. They tend to dress as extravagantly as they can. They wear magical jewelry or clothing whenever possible in a sad attempt to make up for their lack of great magical might.

COMBAT/TACTICS: A Lesser Lich uses spells to overcome problems whenever possible even if there is a better way to solve it. Any damaging spells are used before mundane attacks are resorted to. Victims physically struck by a Lesser Lich take 1d8 damage in addition to any weapon damage. A Lesser Lich always attacks magic-users first. All Lesser Liches are magic-users of 9th level. Unlike a normal Lich the life force of a Lesser Lich is stored in the Lesser Lich's body.

Habitat/Society: Lesser Liches were once magic-users attempting to become true liches. They failed and instead became a mockery of the power of a true lich. The Lesser Lich is limited in power to 9th level and can never advance beyond it. All attempts at learning or creating new spells or creating magical items, scrolls, or potions fail for the Lesser Lich. Lesser Liches are obsessed with obtaining magic items that they can use to enhance their power. They have a great envy and hatred of magic-users who can continue to advance in power. This jealousy can be used to defeat the creatures.

Ecology: Lesser Liches are created when a magic-user attempts to become a Lich and fails. There is a 10% chance that a Lesser Lich is created each time a magic-user fails at an attempt to become a Lich.

Yield:

Medicinal: nil

Spell Components: nil

Hide/Trophy Items: nil

Treasure: A

Other: nil

Armor Class: 0

No. of Attacks: 3

Damage/Attack: 1d8/1d8/2d10

Special Attacks: Panic/death howl

Special Defenses: +1 or better to hit, takes magic damage only, demonic immunities

Magic Resistance: 20%

Hit Dice: 9+3 (68hp)

DESCRIPTION: Yeth can appear either as a giant dawg with a human-like face or as a humanoid pit-bull.

COMBAT/TACTICS: Each round Yeth can claw twice and bite once or use one of his innate powers or he can howl. Yeth's howl causes anyone within 90' of Yeth to save vs. spells at -3 or run in panic for 2d6 rounds or until the howling stops. Anyone who fails the save vs. spell must also make a system shock roll or die due to suffering a massive heart attack brought on by fear.

Yeth can only be harmed by magic weapons and even then he only takes damage from the magic bonus. Thus a +1 sword does only 1 point of damage to Yeth. This makes him a truly formidable foe, though magic affects him normally (though the GM must take his magic resistance into account).

Yeth has all the standard powers and immunities of a demon (see Hob 5 p. 75). Yeth has a 5% chance of gating in one demon of type I-III.

Yeth is extremely near-sighted due to a splash of salimic acid that just touched the edge of his eyes. Yeth cannot see anything more than 30' in front of him and suffers a -4 to hit with any ranged attack.

HABITAT/SOCIETY: Yeth wanders the lower planes searching for a pair of eye-glasses. He is often accompanied by a Yeth Hound which acts as a seeing eye dawg for the great dawg.

ECOLOGY: No one is certain where Yeth originally came from. He is rumored to have once been a general in An'Gnarl's gnoll army. Some sages

Yeth the Demon Hound

AKA: The Blind Dawg

Hackfactor: 64

EP Value: 9000

Climate/Terrain: Abyss

Frequency: Unique

Organization: None

Activity Cycle: Any

Diet: Carnivorous

Intelligence: High (14)

Alignment: CE

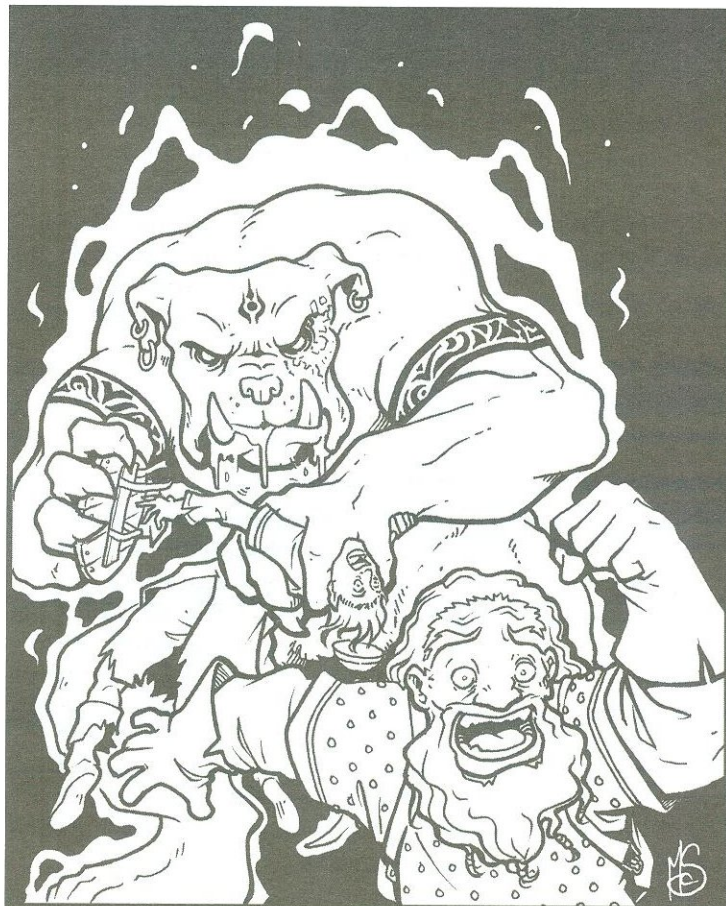
No. Appearing: 1

Size: L (8' tall)

Movement:

Psionic Ability: nil

Morale: Resolved (18)



believe that Yeth was a hell hound that swallowed 10,000 souls and that any hell hound that could manage to duplicate this feat would undergo a change into a demon similar to Yeth. A gnomish drinking song on the other hand claims that Yeth was once a normal dawg who fought to save his magic-user master from a demon and after lapping up the demons blood became the demon he is now. Yeth is the demon that was tricked into being the father of the Yeth Hound species. No Yeth Hound ever attacks Yeth under any circumstance, and follows any order, even if suicidal, that Yeth gives.

Shadrizar

AKA: The Great Lizard King
Hackfactor: 57
EP Value: 14,000
Climate/Terrain: swamp
Frequency: Unique
Organization: Monarchy
Activity Cycle: Any
Diet: None
Intelligence: High (14)
Alignment: CE
No. Appearing: 1
Size: L (8' tall)
Movement: 9", 9" sw
Psionic Ability: nil
Morale: Resolved (18)
Armor Class: 0
No. of Attacks: 1
Damage/Attack: 3d10+3/3d6+disease
Special Attacks: See Text
Special Defenses: See Text
Magic Resistance: Standard
Hit Dice: 9 (67 hp)

DESCRIPTION: In his true form Shadrizar appears as a large humanoid mummy with a tail. Shadrizar also has the power to appear as he did in life. When he chooses to appear as he did alive he is a very imposing figure. In that form he appears as a large and regal looking lizardman holding a large trident with bandages loosely wrapped about it and trailing behind it.

COMBAT/TACTICS: Shadrizar starts combat with a powerful spell such as Cloud Kill and then wades into melee combat with his great trident. He resorts to additional spells if attacked by a group with obvious spellcasters or if he is clearly outmatched. While he prefers to kill in melee he is very intelligent and uses spells when needed.

Shadrizar radiates an Aura of Fear that causes all creatures that see him to make a saving throw vs spells at -1. Victims who miss their saving throw are paralyzed with fear for 2d4 rounds, although the aura can be negated with a Remove Fear, Cloak of Bravery or similar spell.

If Shadrizar is somehow disarmed he attacks barehanded for 3d6 damage and a rotting disease that manifests itself in d12 weeks. Twenty-four hours after being infected, victims lose one point each of Strength and Constitution and two points of Comeliness as their skin begins to flake off. Victims cannot be healed by any means and the shaking and convulsions make spell casting and memorization impossible. A Regeneration spell restores the victim's lost hit points, but nothing else. A series of Cure Disease spells (one for each day the victim has been infected) temporarily halts the infection, but only a Wish spell can cure a victim. Those that die from Mummy Rot crumble to dust. The only way to resurrect a victim is by casting a Cure Disease and a Raise Dead or Resurrection spell within six turns of the victim's death. If this is not done, the victim remains dead forever.

Shadrizar is turned as a 9 HD undead. He takes only one point of damage from holy water and contact with a good aligned holy symbol inflicts 1d6 points of damage. Contact with an unholy symbol from Shadrizar and Mordrak's faith restores 1d6 hit points. Shadrizar wears an unholy symbol around his neck, thus he effectively regenerates 1d6 points of damage per round.

Shadrizar Has the abilities of both a 9th level magic-user and a 9th level cleric.

Shadrizar can only be hit by magic weapons, and those magic weapons only deal half of their total damage. Shadrizar is immune to sleep, charm, hold, cold, poison, paralysis, and normal fire. Electrical attacks inflict 50% more damage than normal. Magic fire affects Shadrizar normally.

Shadrizar can only be permanently killed if his heart is destroyed. Shadrizar's heart in kept in a clay jar. If the heart is destroyed before Shadrizar's body is destroyed he takes 3d10 damage. If Shadrizar is touched by sunlight he is turned to dust until the next evening when he reforms.

HABITAT/SOCIETY: Shadrizar rules the lizardmen of the Symquois Swamp.

ECOLOGY: As an Undead Shadrizar has no place in the local ecosystem.

Yield:
Medicinal: nil
Spell Components: His bandages can be used to inflict his rotting disease with a Cause Disease spell.
Hide/Trophy Items: nil
Treasure: See above
Other: nil

NEW SKILLS

Mummification

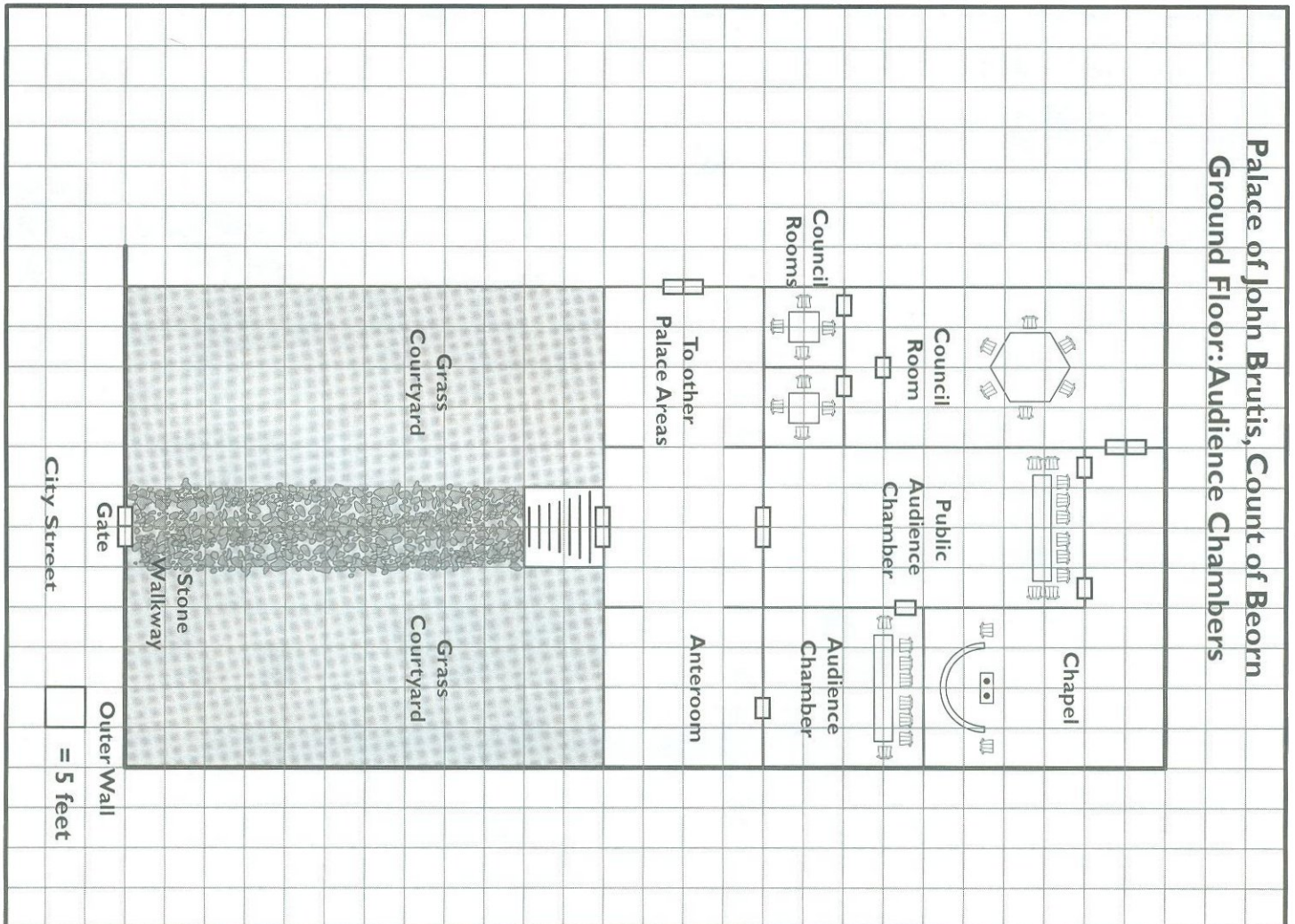
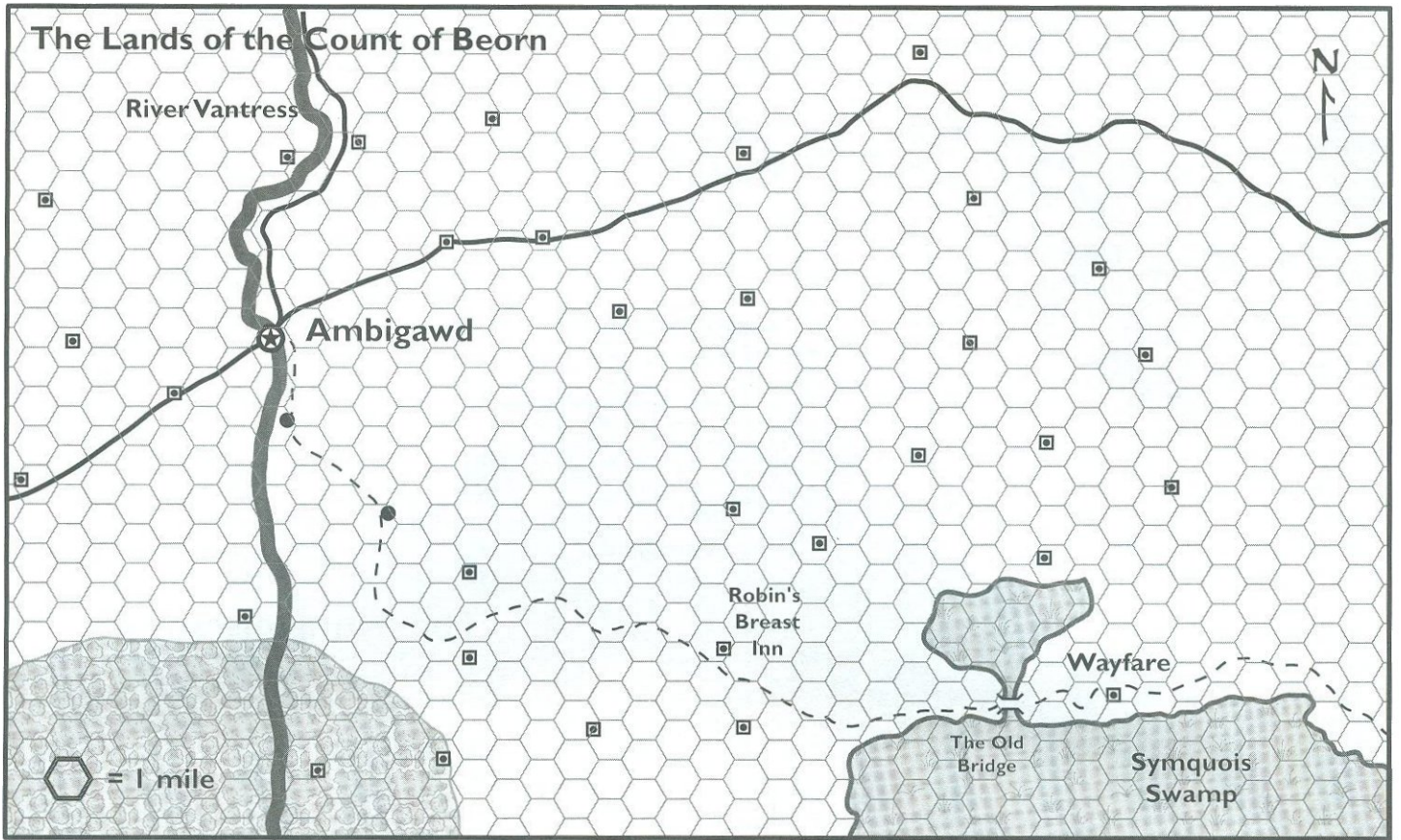
Name	Category	BP	Ability	Mastery	Preq	Cost	Difficulty
Mummification	Soph.	2	Int	d6	none	675gp	15%

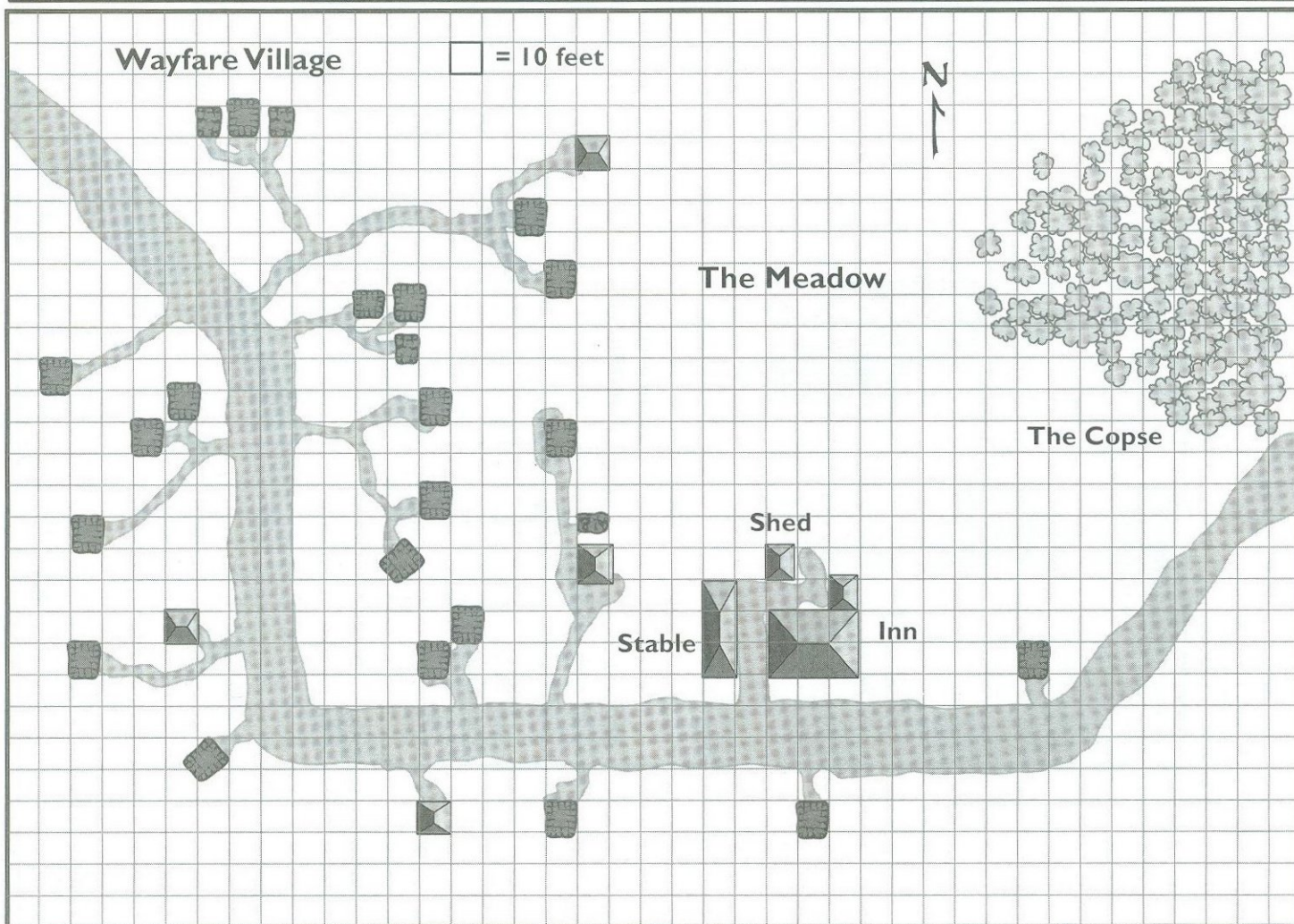
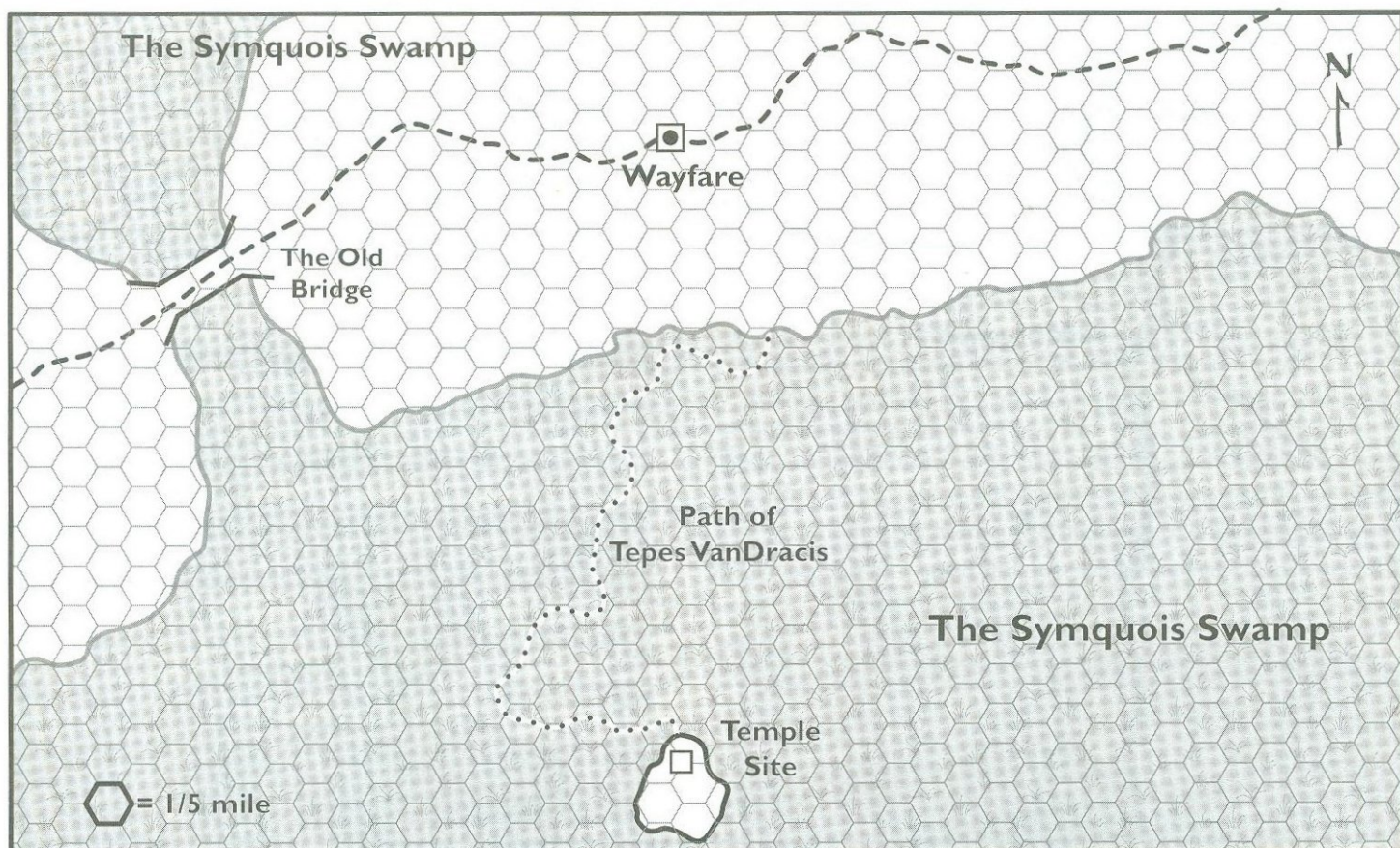
This skill does not allow the user to create undead. Rather it is the ability to conduct the burial technique known as mummification. This is also useful to those who work with undead as it allows the user to repair 1d4 points of damage to a corporeal undead each time the undead is damaged. This works in a manner similar to the Healing skill for living creatures.

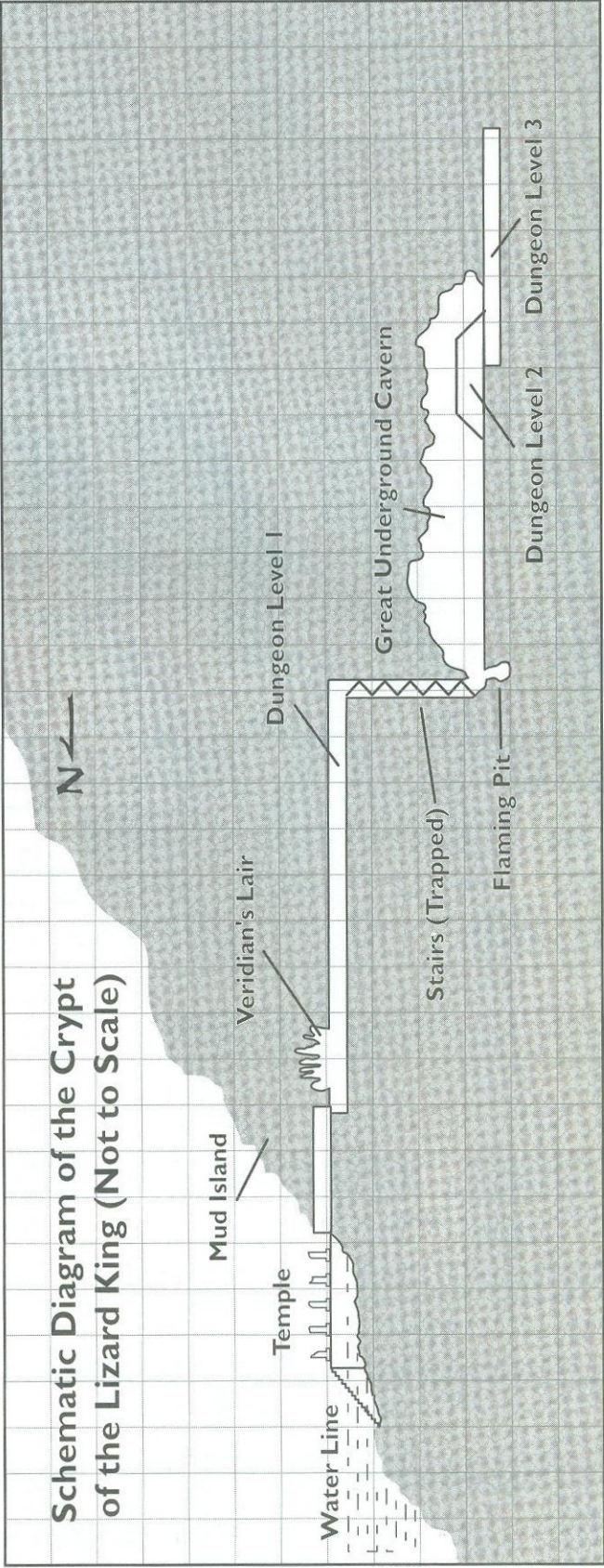
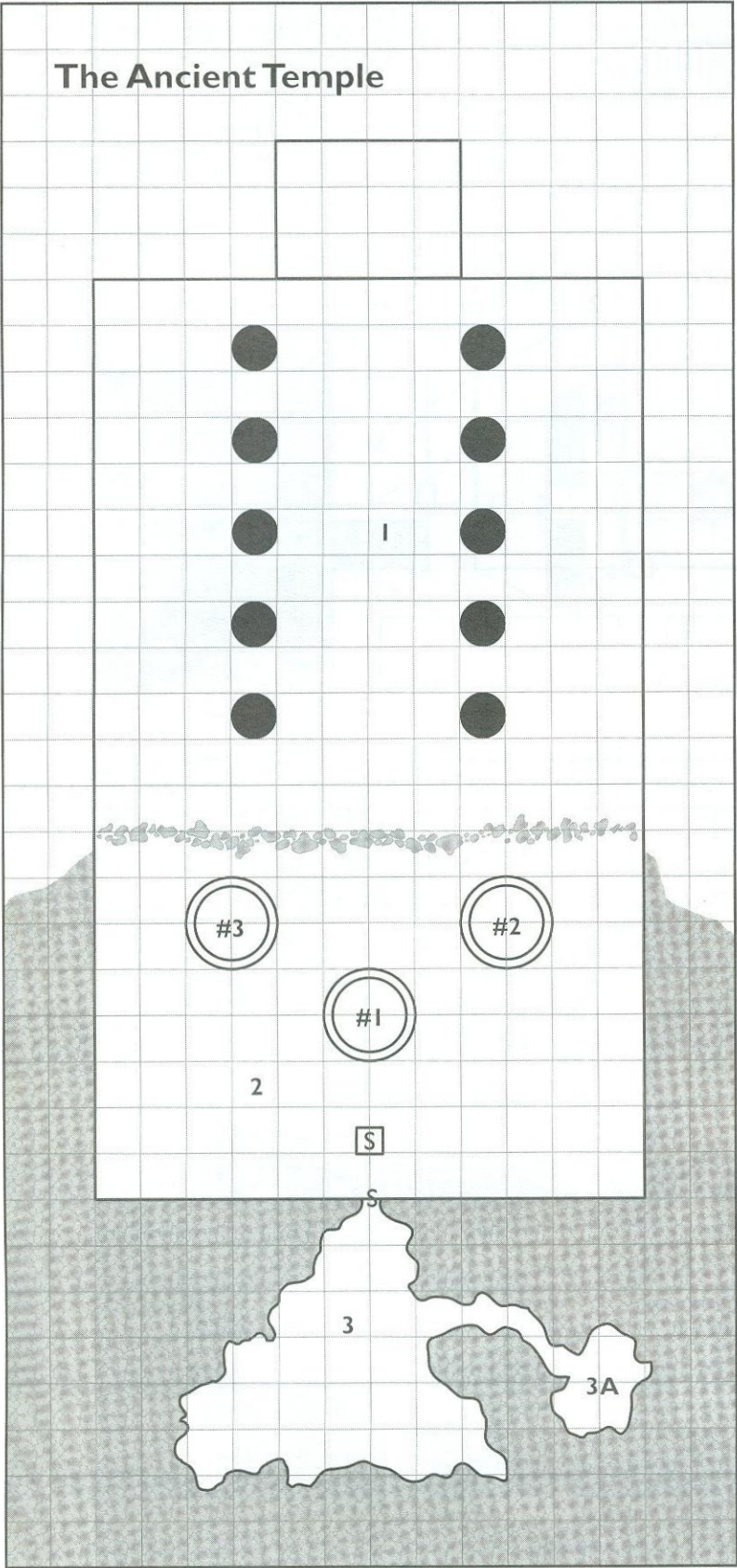
NEW ITEMS

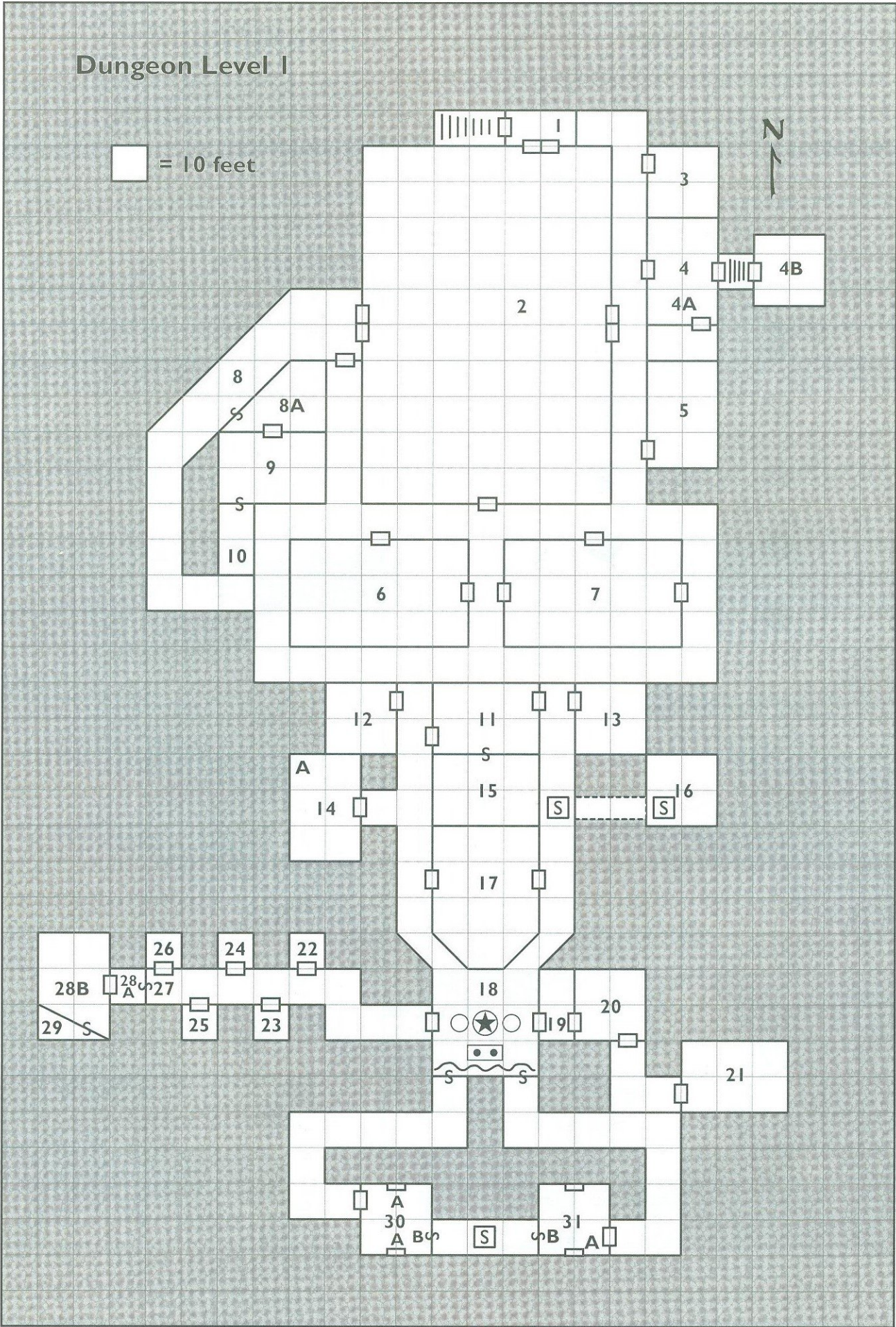
Shadrizar's Trident

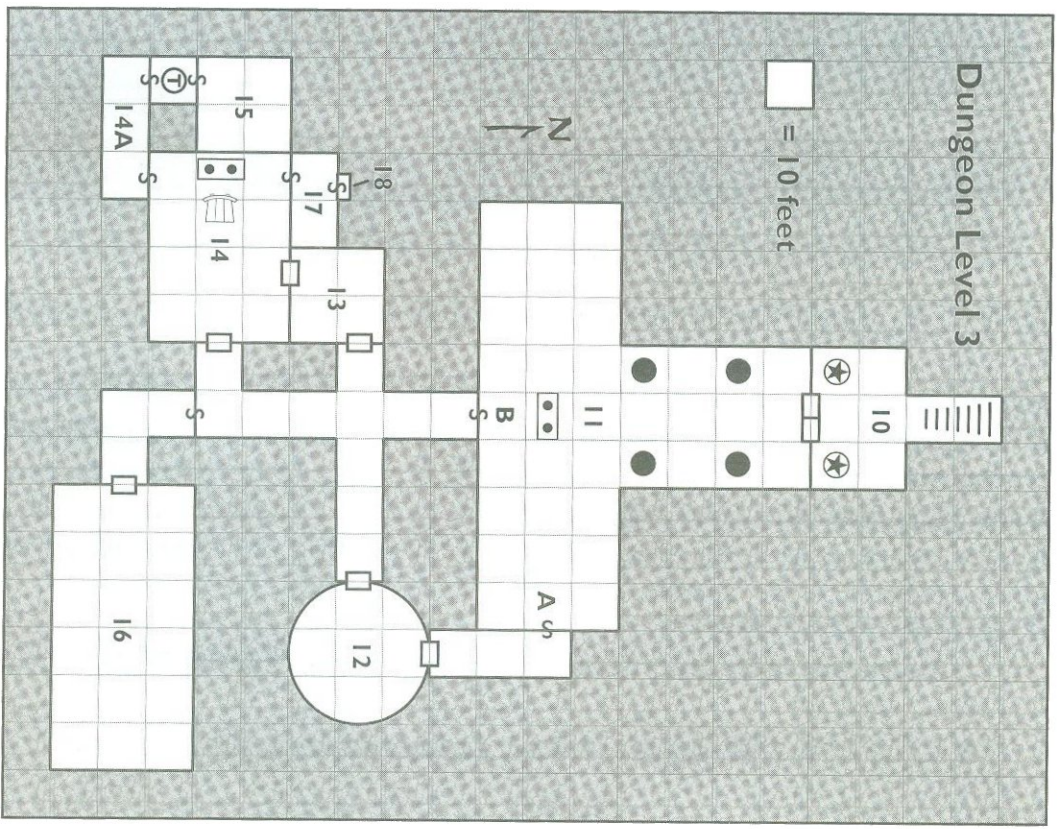
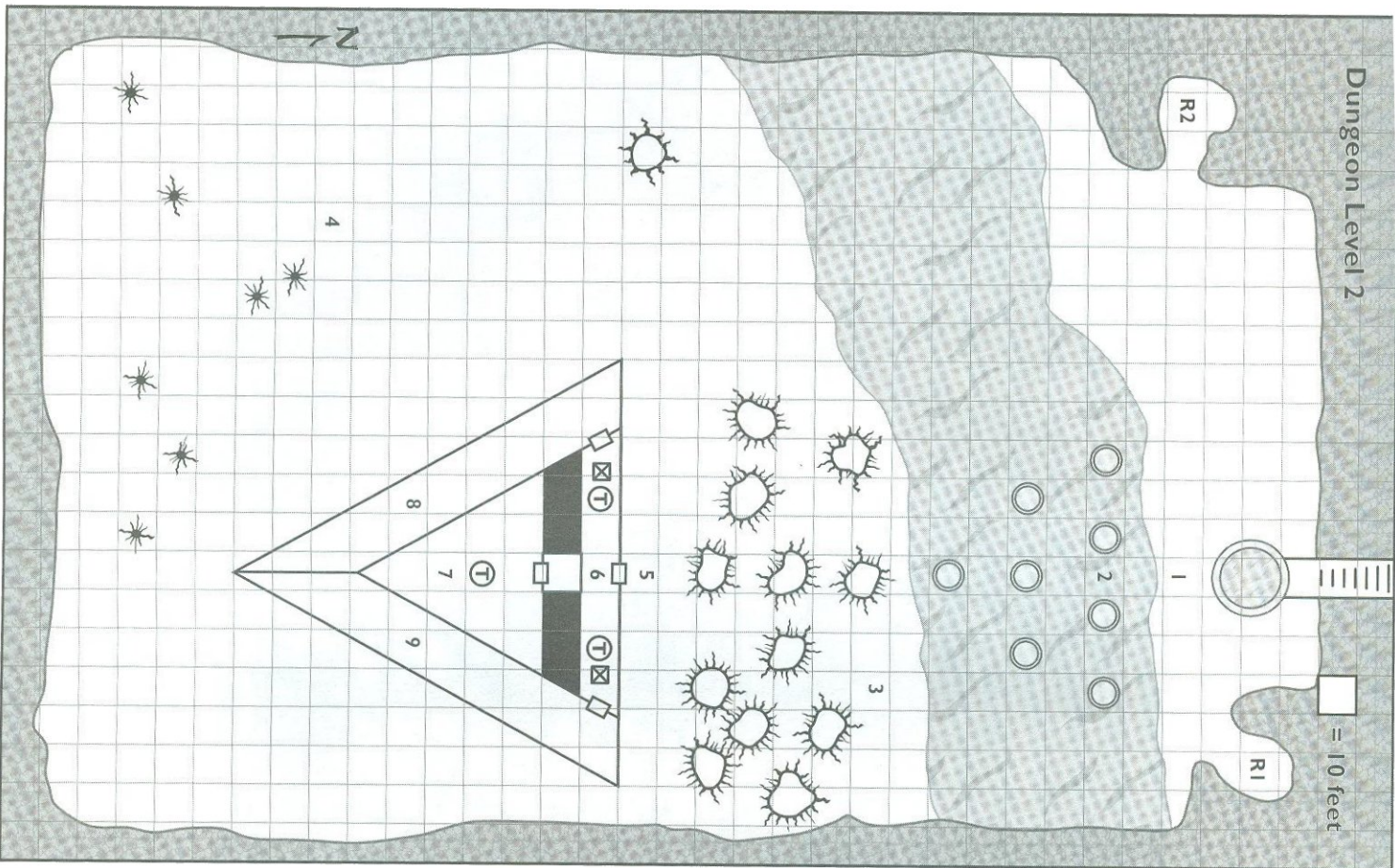
This is a lizard king trident that has the powers of a Trident of Submission and a +3 enchantment. The trident is intelligent and it has the following powers and abilities (Int 12, CE, Telekinesis 250 lb-twice/day, one turn per use, purpose- defeat human-blindness 2d6 rounds). Anyone hit by the trident must also save vs. disease or contract mummy rot per a mummy follower. See GMG p. 275 for more details. The Trident hates good humanoids (Men, Elves, Dwarves, Gnomes, Halflings, Pixie Fairies) and always wants to kill them. As long as the trident is not wielded by a good humanoid the trident will not force ego checks. If a good humanoid picks up the trident an ego check has to be made to avoid being forced to kill all nearby humanoids.











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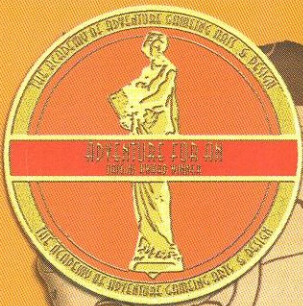


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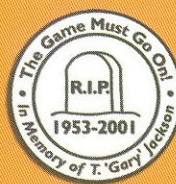
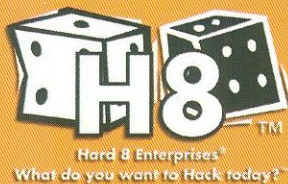
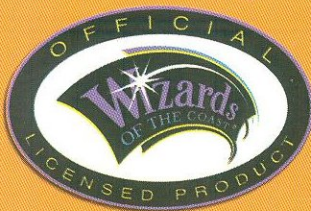
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