

PORTALS OF TORSH

By **RUDY KRAFT**

Judges Guild

MINI-CAMPAIGN OF LAZAN, TORSH
& LIZARDMEN. MAPS, TREASURES,
CITIES, RUINS, MONSTERS
FANTASTIC HISTORICAL BACKGROUND



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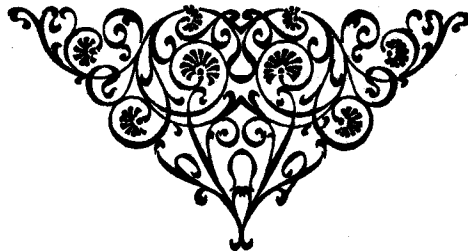
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Credits

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Introduction

This product is something new, or at least slightly new, in AD&D modules. It is designed as part of an independant world which is intended to link up to your AD&D campaign through a limited number of teleport doors or portals as they will be called in this booklet. It is no secret that many, if not most, Judges use the prepublished playing aids as special enviroments which can be entered only through portals. This product has been designed specifically to be used that way. If interest warrants, it will be the first in a series of such products.

Suggested Usage

It is recommended that the Judge read the entire product through at least once before attempting to use it in a campaign. There will undoubtly be some minor aspects which are inconsistant with that campaign and it would be best if they were altered prior to the start of play.

The characters will enter this world via a portal which should be placed in an appropriate location in the Judge's own world. If portals are common in the Judge's world it would be a good idea to alter the description of portals provided in this booklet to coincide with those already in play. When the characters enter this world the Judge ought to make them immediately determine (if they don't already know) exactly what they are carrying and, especially, how much food and water. Once the players have entered this world they will not be able to get back until they have found the appropriate portal (which would be either the one in Hex O or Hex T) as it is not possible to teleport directly out of this world through the use of spells or devices (although the Judge may elect to permit artifacts with Teleport powers to so function).

In the wilderness map key is provided a list of portals located in this area of the world. Most of them are directly keyed to other locations on the map but several are keyed to a _____. This indicates that these portals are intended to link up with other portals of the Judge's choice. For example, they could be linked up with portals on other continents of this world or they could lead to other worlds entirely (including products in this series).

If anyone has any questions concerning this product, they should feel free to write me for answers care of The Judges Guild, Inc., R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62526.

Rudy Kraft

Note: The Judge should be aware that the Lizard Men presented in this module are from another World, Universe, or Plane. As such, they are not the same as Lizard Men found commonly through out AD&D Worlds. The superior powers and abilities of these Lizard Men should not be considered normal to the typical Lizard Man of an AD&D World.



Players' Maps

In addition to the various maps constructed for the Judge there are several maps provided with this scenario which are intended for use by the players. These maps should be photocopied by the Judge and distributed to the players at the appropriate time. For the Judge's convenience all of these players' maps are listed below along with the location (and, where appropriate, price) at which the characters can obtain them.

Map	Place and Price
Treasure Map	Old Neshfal Magic User's Guild for 2500 Gold Pieces.
Map of Wilderness Near Old Neshfal	Old Neshfal Magic Users' Guild for 1000 Gold Pieces or Mistress Naji's bodyguards for 750 Gold Pieces.
Map of Wilderness Around Gnitrax	Human section of Gnitrax for 1500 Gold Pieces.
Lizard Wizard's Wilderness Map	Lizard Wizard's treasure.
City of Gnitrax	Upon arrival at Gnitrax.
City of Old Neshfal	Upon arrival at Old Neshfal

Portals

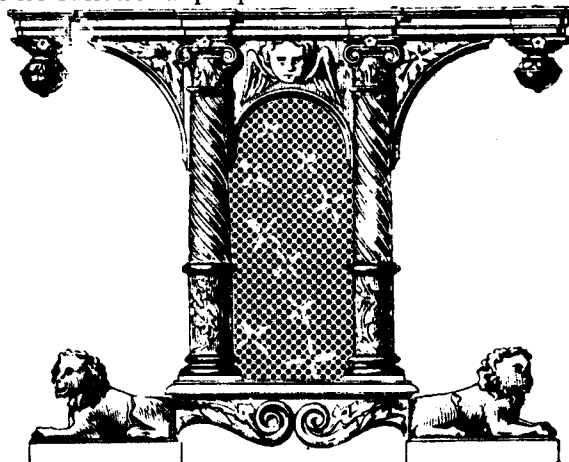
The portals between the various worlds were built between four and six thousand years ago by a race of mysterious beings who have since become extinct. During the time they were building the portals they beings, commonly known as the portal builders, were in control of much of the universe and they used the portals as their primary means of transportation and communication.

Most of the portals were built in open, undefended areas so that their use could not be restricted by any individual or group. As a result the purpose and functioning of the portals quickly became common knowledge among the subject races. The portal builders didn't seem to care, however, and they permitted anyone to use the portals.

Even when the civilization of the portal builders collapsed (for reasons which are not known) the portals remained (as too did the amulets which the portal builders used to control the portals). As time went by, a few of the amulets and the portals were destroyed but most kept functioning providing the only link between the various worlds. Although some portals are well known and without risk most of the portals are located in dangerous wilderness and the people who seek them are frequently never seen again.

Portal Description

All portals appear as wrought iron archways filled with a glowing mist. The mist can be of any color and, in fact, it usually changes colors from minute to minute (see below). The normal size portals are 20 feet across and 15 feet high. The individual size portals are two feet across and six feet high. Some of the portals have, in addition to the wrought iron, elaborate decorative tracings of various metals. As far as can be determined these tracings serve no functional purpose.



Types of Portals

There are three types of portals. Each of these types looks the same as the others to the untrained (non-portal builder) eye. Only by trial and error can the exact type and function of a portal be determined. Furthermore, it is entirely possible that there is a fourth (or even a fifth) type of portal which has not yet been discovered. The three types of known portals are as follows:

- 1) **Roundtrip Portals:** Anyone entering one of these portals arrives at a specific destination portal and anyone going back through that portal arrives back at the original starting point.
- 2) **One Way Portals:** Anyone using one of these portals arrives at a specific destination portal. However, that portal, if entered, does not lead back to the first portal. This second portal can be of any of the three types.
- 3) **Random Portal:** This portal teleports anyone who enters it to one of a specific group of other portals. The destination is totally random (unless, of course, there is an amulet of the portals controlling the decision). The group of potential destinations is a closed set, that is, someone entering portal A could be sent to B, C, or D while someone entering B could be sent to A, C, or D and so forth.

There are a couple other minor variations in portals. Most portals are large enough to take many human-sized creatures at once. However, a few will only fit one person at a time. These portals will only be linked up with other small portals (unless it is a type two portal in which case it may send to a larger portal but not receive from one). Another variant type of portal is usable only once each local day (most portals can be used an unlimited number of times each day).

Portal Color Effects

Depending on the color of the mist various effects (in addition to the expected teleportation) may occur. In general, the color of the mist varies at random remaining one color for anywhere from 30 seconds to a full day (see chart).

In general, the color of the portal should vary at random (roll 1D20) but some portals are safer and should only vary among the safer effects (roll 1D10+10). Which portals are safe and which are not is left up to the individual Judge.

Color	Special Effect	State	Notes
1) Blue-Silver	2D6 Lightning Bolt (20% chance each)	Non-Functioning	Color lasts 24 hours - Iron doubles damage
2) Green	Emits faint smell of Chlorine	10% chance of Working	Color lasts 16 hours
3) Yellow	Feels Damp	20% chance of Working	Color lasts 8 hours - Cloaks negate special
4) Umber	Drenching Wet	30% chance of Working	Color lasts 4 hours - Torches negate special
5) Orange-Gold	Feeling of Euphoria	40% chance of Working	Color lasts 2 hours
6) Iridescent	Tingling on Skin	50% chance of Working	Color lasts 1 hour
7) Red	Extremely Dry	60% chance of Working	Color lasts 20 minutes - Damp Skin negates
8) Maroon	Dehydrate (extreme thirst)	70% chance of Working	Color lasts 10 minutes - Soaking Self negates
9) Dark Blue	Uncontrollable	80% chance of Working	Contemplation of Home negates special
10) Light Blue	Feeling of Falling	90% chance of Working	"Feather Fall" negates special effects
11) Deep Purple	Claustrophobia Overwhelming	Works	"Blessing" negates special effect
12) Black and Silver	Causes Slight Amnesia (1D6 days)	Works	"Continual Light" negates special
13) White	Extreme Cold - Frostbite (50% con. chance)	Works	Tea negates special effect
14) Tan and Gold	Sedative (2D6 turns)	Works	Coffee negates special
15) Brown and Yellow	Hypertention (1D6 turns)	Works	Wine negates special effect
16) Turquoise	Dwarves Seized by Great Greed (1D6 turns)	Works	Not negatable
17) Gray	Elves Fall into Dreamlike Trance (1D6 turns)	Works	Blindfolding Elves negate special
18) Pink and White	Females Become Angry (1D6 turns)	Works	Holding Hands negates special
19) Sparkling Gold	Light-headed and Disoriented (1D6 melee round)	Works	Touch by Friendly Cleric negates special
20) Olive Green	Heals 1 Point of Damage	Works	Not negatable

Die Roll Modifiers

New Moon: -2, Quarter Moon: -1, Half Moon: +1, Full Moon: +2, Elves Only in Party: +2, Amulet of ESP: +1, Helm of Teleportation: +2, Amulet of Portals: +4.

Treat rolls of less than 1 as 1 and rolls of greater than 20 as 20.

Character Knowledge

It is possible to start the characters off with a fair amount of knowledge concerning the portals or with almost none. In fact, the characters could be told everything in this section of the product without causing significant damage to playability. However, it is likely to be a great deal of fun (for the Judge, if not for the characters) to start them off ignorant (although they should have a vague idea of teleport doors and what they do) and let them find out through trial and error. In any case the characters should not be told anything about the amulets of the portals (see below) beyond the mere fact of their existence nor should they be told anything concerning the effects of the various colored mists.

History of Lazan

This history of Lazan is significantly different from that of Earth. Mammals never evolved on this world and the Dinosaurs never became extinct. As there were no Humans, Orcs, Elves, or Dwarves to compete, the dominant intelligence on this planet was, of course, the reptilian Lizard Men.

Unlike Lizard Men on most other worlds, the Lizard Men of Lazan formed a highly civilized culture which expanded to cover their entire world. As might be expected of a Lizard Man civilization, it was, by Human standards, rather blood thirsty and gross but it endured for several thousand years, so it could not have been all bad. Eventually the civilization fell. The exact cause is not known but as it occurred around the time of the Portal Builders, it is likely that they had something to do with it.

In the 5,000 years since the fall, the world has remained primarily inhabited by Lizard Men. Some have reverted back to their barbarian state (or even further) while others (such as those living in Gnitrax) have remained relatively civilized.

History of Torsh

The continent of Torsh was at one time the center of Lizard Man civilization throughout Lazan. When things fell apart everywhere else, they fell apart here, too. In fact, there is a good chance things went wrong here first because most of the Portals into and out of the world are located on the continent of Torsh.

From the time of the fall up until 200 years ago, the history of Torsh was much the same as that of the rest of the world; various Lizard Men civilizations of minor significance rose and fell while tribes of barbarian Lizard Men lived in the swamps dodging Dinosaurs. However, 200 years ago, a nation of 5,000 Humans fleeing some enemy emerged from a Portal located near the ruins of the City of Neshfal. After destroying the portal so their enemies could not follow them, they set about making a life for themselves in this new world. After only a couple of days it became clear that things were not going well. The world was poisonous to Humans. Several children had already died and many others were very sick. In addition, much of the livestock was sick. Hurried magical research by their leader, the Wizard, Iormad, revealed that the danger came from trace elements present in the soil and in the local flora and fauna. Seeing no other way out for his people, Iormad sacrificed himself in a great magical ruitual to purify the entire plateau on which Neshfal was situated. The ritual worked and ever since that time Old Neshfal's environment has remained suitable for Humans. After several years a few of the citizens of Old Neshfal left to explore the rest of the world. One group of such citizens happened to find the Lizard Man City of Gnitrax. They were welcomed and eaten. Later groups were better treated and a few Humans even settled down to live there. However, living in Gnitrax is difficult for Humans because of the difficulty in obtaining non-poisonous food.



Environment of Lazan

The environment of Lazan is not very hospitable toward Humans and other mammals. Although the air is suitable for breathing, the water is poisonous as are all native plants and animals. Fortunately, the poison is a slow working one and does not cause instant death. Each day that a mammal (Human, Elf, Halfling, Dwarf, etc.) eats or drinks native food or water (aside from that available in Old Neshfel) he or she must save versus poison. A failure to make the saving roll causes two points of damage while a successful saving throw only causes one point of damage. When enough damage has been taken to equal the being's hit points, the being becomes very sick. When twice that damage has been taken, the being dies. This damage is independent of normal damage accumulated through combat. The poison damage can not be healed in anyway except the passage of time. Each two days in which no poison food is eaten will heal one point of poison damage. The spell *Purify Food and Water* will make the appropriate amount of food and water safe. The spell *Slow Poison* will cause a person always to make their saving throw for that day and the spell *Neutralize Poison* will completely neutralize the effects from that day's intake of poisoned food.

Economics of Lazan

The planet of Lazan is extremely metal poor. In particular, Iron is very rare. As a result, items made of iron are much more valuable than they would normally be. This increased value is reflected in the price lists for the cities of Gnitrax and Old Neshfal. It is also reflected in the relative scarcity of plate armor and, to a lesser extent, other forms of metal armor. As a general rule, a lump of Iron is worth its weight in Gold. Silver is a bit rarer (relative to gold) than on other worlds so it too is increased in value relative to Gold. The same is also true for Copper. Thus, the normal rate of exchange on Lazan is 100 Copper Pieces equal 10 Silver Pieces equal 2 Electrum Pieces equal 1 Iron Piece equal 1 Gold Piece equal 1/5 Platinum Piece.

This change in the comparative value of metals would obviously have a serious affect on the prices of items available at the two cities discussed in this product. To assist the Judge in taking this into account, price lists have been provided for each of these cities. These lists are derived from the standard AD&D price lists which will make it easier for the Judge to extrapolate the price and availability of items not listed.

The Judge should also note that this variable rate of exchange makes it possible for players to make a profit on the "money market" if they return to this world after having discovered the exchange rates. (Example: They come to Lazan with 1000 Silver Pieces. Exchange it for 100 Gold Pieces and return home. At home they can exchange the Gold for 2000 Silver Pieces and thereby double their money.) This should be permitted as the dangers of the wilderness will present significant risks to such an enterprise. If this turns out not to be the case and the players are getting rich too quickly there are a variety of actions the Judge could take. For example, if the players have not kept the entire process very secret, they will find that non-player characters have entered the business (either as competitors or as bandits). In any case if the money exchange goes on for too long the market will be flooded and the value of Gold will rise to normal. The same general rules will apply to anyone attempting to import iron weapons, armor, and tools.

If the Judge feels that these economic rules are more trouble than they are worth, then he or she should go ahead and delete them.



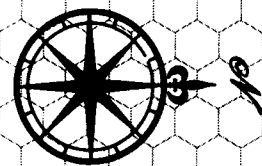
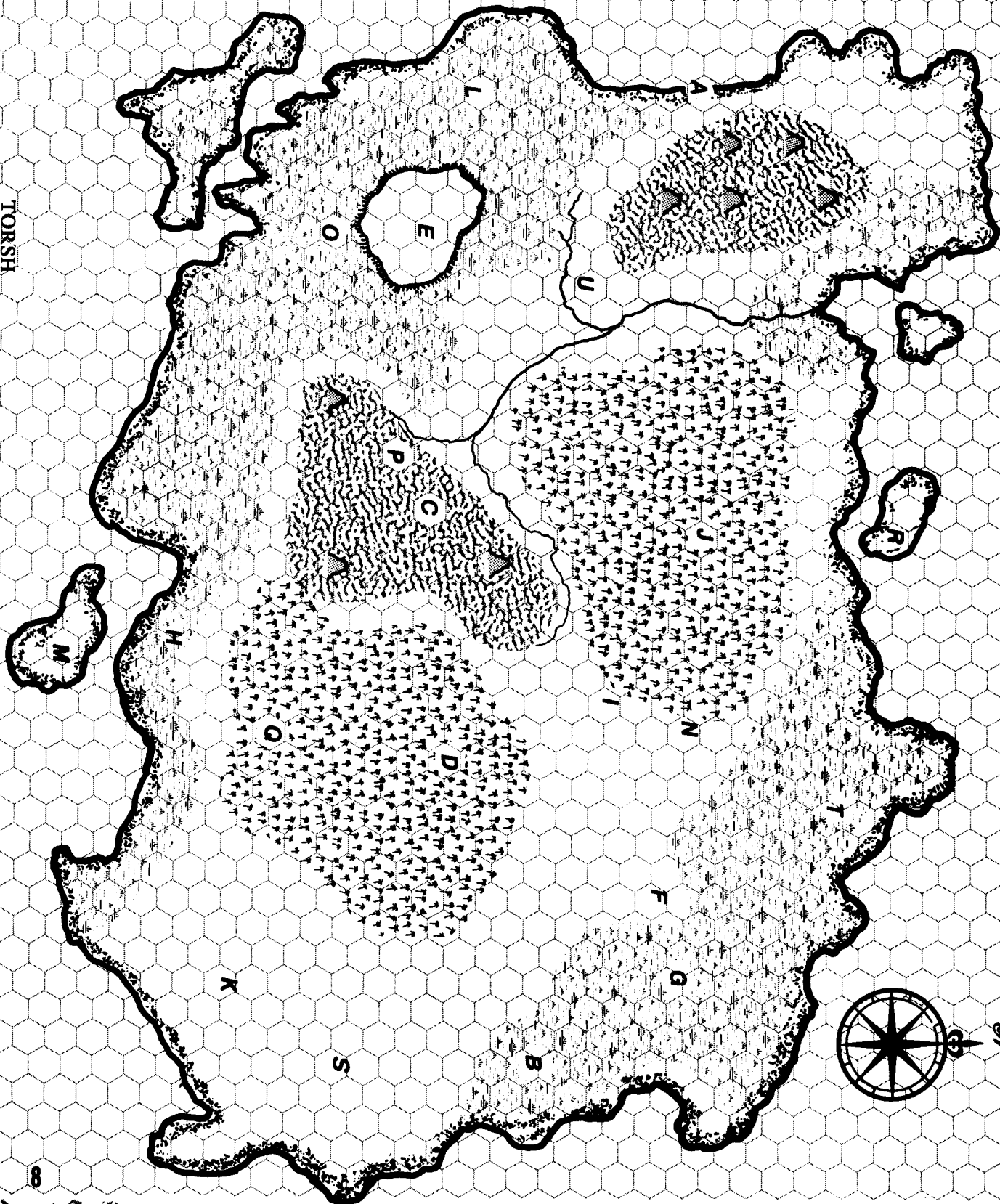
JUDGE'S MAP

Hex equals 15 Miles

- Swamp
- Volcano
- Jungle
- Lava Bed
- Plateau



TORSH



Wilderness Map Key

Hex	Description
A	One Dragon Turtle Lair: NA: 1; AC: 0; HD: 13; HP: 64; Damage: 2D6/2D6/4D8/Breath 6" x 4" x 4" Cloud of Steam; Treasure: 300 Electrum Pieces; 300 Gold Pieces; 33 Gems worth 8510 - however, one of the Gems (apparently worth 100 Gold Pieces) is a Time Crystal (see description of magic items).
B	A family of Black Dragons: NA: 3; AC: 3; HD: 6; HP: 36, 36, 6; Damage: 1D4/1D4/3D6/Breath ½" x 6" line of acid. Spells (larger two only): <i>Enhance, Dancing Lights, Shocking Grasp, Erase, Comprehend Languages, Sleep, Feather Fall, Shield, Push, Burning Hands, Enlarge, Nystul's Magic Aura</i> ; Treasure: 3000 Copper Pieces; 200 Electrum Pieces; 6000 Gold Pieces; 72 Gems worth a total of 23,150 - however, one of the Gems (apparently worth 100 Gold Pieces) is a Time Crystal (see descriptions of magic items); 1 Amulet of the Portals.
C	One Fire Lizard Lair: NA: 1; AC: 3; HD: 10; HP: 47; Damage: 1D8/1D8/2D8/Breath ½" x 1" x 1½" Cone doing 2D6 Fire Damage; Treasure: 4000 Silver Pieces; 100 Gold Pieces; 22 Gems worth a total of 7510 Gold Pieces.
D	One Beholder: NA: 1; AC: 0/2/7; HP: Total - 60, Body - 40, Big Eye - 20, Small Eye Stalks - 10, 10, 10, 10, 10, 10, 10, 10, 10; Damage: 2D4 plus Spells; Treasure: 12 Gems worth a total of 3610 Gold Pieces.
E	The City of Old Neshfal.
F	The City of Gnitrax.
G	Lair of Slana, the Lizard Man Vampire: Slana's casket is made of solid Silver (worth 10,000 Silver Pieces) and is kept near the ruins of a forgotten town. The casket is sunk into the swamp 10 feet under water and it can not be seen from the surface due to the water's brownish color. Slana is much the same as a Human Vampire except that instead of turning into a bat, he can turn into a Pteradon. Furthermore, he is unaffected by flowing water and (as would be expected of a Lizard Man) is able to exist under water without any difficulty. He can be killed by a stake through the heart just as any other vampire, but, unfortunately, a Lizard Man's heart is in a different position. AC: 1; HD: 8+3; HP: 42; Damage: 1D2+4/1D2+4/1D8+4; Each of his three attacks can drain two levels but he can never drain more than 2 levels from the same opponent in the same melee round. His treasure is 600 Platinum Pieces and 18 Gems worth a total of 6510 Gold Pieces.
H	Ruins of the Metal City: This city was once the capital of the powerful Lizard Man Empire which once controlled the section of the world. It is now a pile of jumbled rocks and rusting metals sinking into the swamp, inhabited only by the degenerate descendants of the Lizard Men who once lived here. These descendants appear as a cross between normal Lizard Men and Giant Lizards tending toward the Giant Lizards as they crawl on four legs rather than walk on two. Their degenerated state has given them a curse (or perhaps it is a benefit) that they can no longer touch the material of their once beautiful city. Thus they are all im-material to metal. They can walk through solid metal and metal weapons pass through them without doing them any harm. There are several hundred of these creatures in the ruins (which cover 15 square miles) but they will rarely be encountered in groups of more than 20. There is a 10% chance of encountering a group of these creatures for every 10 minutes spent in the city's ruins. NA: 2D10; AC: 5; HD: 3; HP: 11, 20, 5, 17, 9, 11, 12, 13, 10, 8, 9, 12, 16, 23, 5, 7, 13, 12, 14, 13; Damage: 1D3/1D3/2D6. These creatures have no treasure per se, but the famous artifact, The Lizard's Claw, is lost somewhere in the city. For every 30 minutes spent searching the city there is a 5% cumulative chance of finding it.
I	The Lizard Wizard's Tower.

- J Type 3 Portal built into a large boulder (random to K, L, M, N).
- K Type 3 Portal built into back of a small cave (random to J, L, M, N).
- L Type 3 Portal built into a pillar partially sunk into the swamp (random to J, K, M, N)
- M Type 3 Portal hovers in the air without any apparent means of support (random to J, K, L, N).
- N Type 3 Portal built into a large boulder (random to J, K, L, M).
- O Type 2 Portal built into base of small plateau rising out of the swamp (teleports to Start) (arrivals from _____).
- P Type 2 Portal sitting at the bottom of a 20 foot deep pit in the lava flow (does not teleport out) (arrivals from Start).
- Q Type 1 Portal built into base of large broken marble column (linked with the Portal in The Castle - the ruins section of Old Neshfal).
- R Type 1 Portal built into the side of a small mountain (linked with _____).
- S Type 2 Portal sitting in the open without significant support (teleports to _____) (no arrivals).
- T Type 3 Portal sitting on top of a rock in swamp (random to Start, _____, _____).
- U Type 2 Portals built into large Obsidian Statue of Brontosaurus (teleports to Q) (arrivals from _____).

Frequency of Encounters and Terrain Explanations

Clear: Clear terrain is a basically flat surface covered with a low, orangish grass cover. In Clear Terrain there is a 25% chance of an encounter twice a day.

Jungle: Jungle terrain is covered with densely overgrown vegetation, the bulk of which is orange but with an occasional blue-purple tree. The growth is so thick that normal Human parties (even those with mounts) will be able to travel no more than five miles a day. There is a 35% chance of an encounter twice a day when in Jungle Terrain.

Swamp: Swampy terrain varies greatly from wide expanses of water with occasional islands of dry land to a general overgrown muddy surface. Most swamp water is greenish red in tint with surrounding plant life generally being redish orange. It will usually take Human parties a full day to transverse five miles of swamp. In the Swamp there is a 35% chance of encounter three times a day.

Lava Flats: Lava Flats are large expanses of solidified black lava flows. This type of terrain is especially good for easy travelling especially considering the lower population density. However, occasional volcanic eruptions do add an element of danger. There is only a 20% chance of an encounter one a day in the Lava Flats.

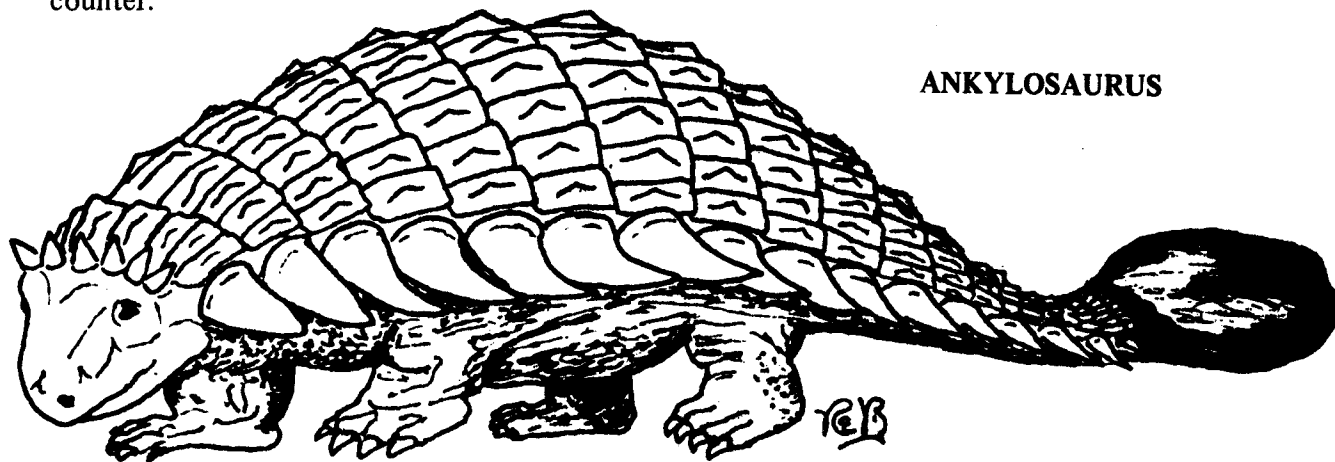
Ocean: There is a 25% chance of an encounter twice a day while at sea.

Volcanos: For the purposes of encounters Volcanos can be treated as Lava Flat Terrain. However, no encounters will occur in a volcano hex if an eruption is upcoming. When the characters first come within a hex of volcano there is a 20% chance that an eruption is currently in progress. If an eruption is in progress there is a 50% chance that it is an ash eruption. Lava Flows are basically harmless (if the characters are wise enough not to step in molten lava) but the ash eruption is tough on the lungs and will cause the loss of 1 Hit Points per day for as long as the character is within one hex of the volcano. Eruptions in progress will last an additional 3D20 days. If no eruption is currently in progress when the characters first come within 1 hex of a volcano, there will be a 2% chance each day that an eruption will begin. If an eruption does begin it will be a Lava Flow 40% of the time, an ash eruption 40% of the time and there is a 20% chance that the eruption will begin with a big explosion. If the eruption does begin with an explosion, everyone within 1 hex must save versus Fireball or 1D8 x 1D8 points of Damage (roll individually to determine damage). If the saving throw is made, no damage is suffered.

Wandering Monsters Table
(roll 1D1000)

Monster	Clear	Marsh	Jungle	Lava	Sea
Anatosaurus	001 - 041	001 - 048	001 - 064	001 - 035	-
Ankylosaurus	042 - 073	049 - 088	065 - 078	036 - 049	-
Antrodemus	074 - 093	089 - 128	079 - 099	050 - 084	-
Apatosaurus	094 - 134*	129 - 176	100 - 135*	-	-
Archelon Ischyrras	135 - 138*	177 - 188	-	-	001 - 090
Brachiosaurus	139 - 166*	189 - 216	136 - 156*	-	-
Camarasaurus	167 - 207*	217 - 264	157 - 191*	-	-
Ceratosaurus	208 - 231	265 - 284	192 - 219	085 - 115	-
Cetiosaurus	232 - 243*	285 - 316	220 - 226*	-	091 - 180
Crocodile, Giant	244 - 251*	317 - 364	227 - 240*	-	181 - 250
Dinichtys	-	365 - 380	241 - 246*	-	251 - 370
Diplodocus	252 - 283*	381 - 428	247 - 254*	-	-
Elasmosaurus	-	429 - 444	-	-	371 - 450
Gorgosaurus	284 - 307	445 - 452	255 - 268	116 - 158	-
Humans	308 - 339	453 - 468	269 - 289	159 - 200	451 - 480
Iguanadon	340 - 380	469 - 488	290 - 303	201 - 235	-
Lambeosaurus	381 - 408	489 - 536	304 - 317	236 - 277	-
Lizard, Fire	409 - 440	-	318 - 338	278 - 354	-
Lizard, Giant	441 - 480	537 - 584	339 - 397	355 - 431	-
Lizard, Minotaur	481 - 520	585 - 592	398 - 404	432 - 508	-
Lizard Men	521 - 560	593 - 640	405 - 425	509 - 529	481 - 540
Megalosaurus	561 - 580	641 - 664	426 - 460	530 - 551	-
Monoclonius	581 - 620	665 - 688	461 - 495	552 - 593	-
Mosasaurus	621 - 629*	689 - 700	-	-	541 - 660
Paleoscincus	630 - 650	701 - 716	496 - 516	594 - 635	-
Pentalceratops	651 - 690	717 - 756	517 - 558	636 - 677	-
Plateosaurus	691 - 730	757 - 788	559 - 616	678 - 705	-
Plesiosaurus	731 - 742*	789 - 800	617 - 637*	-	661 - 780
Pterandon	743 - 782	801 - 848	638 - 686	706 - 782	781 - 840
Shark, Giant	-	849 - 864	-	-	841 - 960
Snake, Giant Constrictor	783 - 814	865 - 896	687 - 742	783 - 838	961 - 000
Stegosaurus	815 - 854	897 - 916	743 - 812	839 - 859	-
Styracosaurus	855 - 894	917 - 956	813 - 882	860 - 873	-
Teratosaurus	895 - 926	957 - 960	883 - 903	874 - 922	-
Triceratops	927 - 966	961 - 990	904 - 959	923 - 970	-
Tyrannosaurus Rex	997 - 000	991 - 000	960 - 000	971 - 000	-

* These monsters will only be found near a body of water. If this is not the situation, roll another encounter.



ANKYLOSAURUS

Wandering Monsters

- 1) Anatosaurus: NA: 2D6; AC: 5; HD: 12; HP: 52, 49, 76, 42, 25, 18, 53, 84, 40, 63, 59, 26; Damage: 1D4.
- 2) Ankylosaurus: NA: 1D4+1; AC: 0; HD: 9; HP: 43, 44, 48, 29, 33; Damage: 3D6.
- 3) Antrodemus: NA: 1D2; AC: 5; HD: 15; HP: 60, 63; Damage: 1D4/1D4/6D4.
- 4) Apatosaurus: NA: 1D6; AC: 5; HD: 30; HP: 140, 128, 151, 142, 135, 129; Damage: 3D6/4D10 if steps on.
- 5) Archelon Ischyrras: NA: 1D4; AC: 3; HD: 7; HP: 29, 40, 23, 25; Damage: 3D4.
- 6) Brachiosaurus: NA: 1D6; AC: 5; HD: 36; HP: 154, 168, 160, 163, 165, 171; Damage: 5D4/8D10 if steps on.
- 7) Camarasaurus: NA: 2D4; AC: 6; HD: 20; HP: 75, 64, 73, 66, 72, 80, 62, 68; Damage: 3D4/3D10 if steps on.
- 8) Ceratosaurus: NA: 1D4; AC: 5; HD: 8; HP: 40, 36, 32, 35; Damage: 1D6/1D6/4D4.
- 9) Cetiosaurus: NA: 1D4; AC: 6; HD: 24; HP: 109, 106, 113, 111; Damage: 3D6/4D10 if steps on.
- 10) Crocodile, Giant: NA: 2D6; AC: 4; HD: 7; HP: 27, 36, 36, 43, 35, 33, 44, 25, 22, 35, 42, 39; Damage: 3D6/2D10.
- 11) Dinichtys: NA: 1D4; AC: 7; HD: 10; HP: 44, 45, 36, 54; Damage: 5D4 (swallow on a 20).
- 12) Diplodocus: NA: 1D6; AC: 6; HD: 24; HP: 111, 96, 74, 185, 120, 140; Damage: 3D6/3D10 if steps on.
- 13) Elasmosaurus: NA: 1D2; AC: 7; HD: 15; HP: 63, 72; Damage: 4D6.
- 14) Gorgosaurus: NA: 1D2; AC: 5; HD: 13; HP: 54, 64; Damage: 1D3/1D3/7D4.
- 15) Humans: Align: LN
 Fighters: NA: 2D4; Level 4; AC: 4; HP: 20, 24, 21, 17, 30, 19, 23, 24; Damage: 2D4.
 Magic Users: NA: 1D3; Level 5; AC: 10; HP: 12, 14, 11; Damage: 1D4; Spells: *Charm Person, Magic Missile, Sleep, Magic Missile, Web, Invisibility, Fireball.*
 Clerics: NA: 1D2; Level 4; AC: 4; HP: 17, 21; Damage: 1D6+1; Spells: *Cure Light Wounds, Cure Light Wounds, Bless, Hold Person, Speak with Animals.*
- 16) Iguanodon: NA: 3D6; AC: 4; HD: 6; HP: 35, 29, 34, 21, 29, 28, 37, 34, 21, 32, 33, 33, 33, 23, 38, 24, 27, 12; Damage: 1D3/1D3/2D4.
- 17) Lambeosaurus: NA: 2D8; AC: 6; HD: 12; HP: 58, 68, 42, 56, 68, 42, 66, 46, 76, 24, 48, 54; Damage: 2D6.
- 18) Lizard, Fire: NA: 1D4; AC: 3; HD: 10; HP: 53, 45, 39, 43; Damage: 1D8/1D8/2D8/Breath Fire 2D6.
- 19) Lizard, Giant: NA: 2D6; AC: 5; HD: 3+1; HP: 19, 10, 14, 15, 17, 8, 5, 21, 20, 17, 8, 11; Damage: 1D8 (double damage on a 20).

- 20) Lizard, Minotaur: NA: 1D8; AC: 5; HD: 8; HP: 36, 45, 27, 29, 39, 62, 54, 38; Damage: 2D6/2D6/3D6.
- 21) Lizard Men: NA: 10D4; AC: 5; HD: 2+1; HP: 9, 7, 12, 13, 10, 12, 4, 17, 16, 13, 13, 9, 8, 10, 10, 15, 12, 13, 12, 6, 4, 3, 13, 6, 14, 14, 13, 4, 5, 14, 11, 10, 16, 9, 7, 11, 12, 13, 12, 14; Damage: 1D2/1D2/1D8.
- 22) Megalosaurus: NA: 1D2; AC: 5; HD: 12; HP: 57, 53; Damage: 3D6.
- 23) Monoclonius: NA: 2D6; AC: 3/4; HD: 8; HP: 41, 36, 31, 39, 33, 27, 45, 42, 30, 37, 41, 30; Damage: 2D8.
- 24) Mosasaurus: NA: 1D3; AC: 7; HD: 12; HP: 55, 64, 51; Damage: 4D8.
- 25) Paleoscincus: NA: 1D4; AC: -3; HD: 9; HP: 43, 36, 45, 38; Damage: 2D6.
- 26) Pentaceratops: NA: 2D6; AC: 2/6; HD: 12; HP: 53, 61, 48, 46, 56, 60, 42, 66, 58, 49, 53, 61; Damage: 1D6/1D10/1D10/Trample 2D10.
- 27) Plateosaurus: NA: 5D4; AC: 5; HD: 8; HP: 44, 45, 36, 38, 32, 35, 39, 43, 29, 31, 42, 36, 37, 39, 33, 34, 33, 38, 37, 39; Damage: Nil.
- 28) Plesiosaurus: NA: 1D3; AC: 7; HD: 20; HP: 95, 84, 89; Damage: 5D4/ Flippers 2D6.
- 29) Pterandon: NA: 3D6; AC: 7; HD: 3+3; HP: 14, 21, 12, 17, 14, 19, 20, 13, 14, 14, 17, 18, 16, 14, 24, 6, 9, 15; Damage: 2D4.
- 30) Shark, Giant: NA: 1D3; AC: 5; HD: 13; HP: 67, 54, 72; Damage: 5D4.
- 31) Snake, Giant Constrictor: NA: 1D2; AC: 5; HD: 6+1; HP: 22, 29; Damage: 1D4/2D4.
- 32) Stegosaurus: NA: 2D4; AC: 2/5; HD: 18; HP: 88, 76, 79, 89, 91, 77, 73, 75; Damage: 5D4.
- 33) Styecosaurus: NA: 2D4; AC: 2/4; HD: 10; HP: 48, 50, 36, 54, 45, 39, 43, 45; Damage: 2D8.
- 34) Teratosaurus: NA: 1D3; AC: 5; HD: 10; HP: 46, 41, 49, 44, 45, 39, 41, 44; Damage: 1D3/1D3/3D6.
- 35) Triceratops: NA: 2D4; AC: 2/6; HD: 16; HP: 73, 70, 81, 64, 75, 71, 79, 68; Damage: 1D8/1D12/1D12/Trample 2D12.
- 36) Tyrannosaurus Rex: NA: 1D2; AC: 5; HD: 18; HP: 83, 81; Damage: 1D6/1D6/5D8 (swallow on 18+).





LIZARD HORSE

Lizard Horse

Frequency.....	Common
Number Appearing	5 - 30
Armor Class.....	5
Move.....	18"
Hit Dice.....	2+2
% in Lair	Nil
Treasure	Nil
Number of Attacks	2
Damage/Attack.....	1 - 6/1 - 8
Special Attacks	Nil
Special Defenses	Nil
Magic Resistance.....	Standard
Intelligence	Animal
Alignment.....	Neutral
Psionic Ability.....	Nil
Attack/Defense Modes	Nil

This animal can occasionally be found wild in the wilderness but they are usually found serving as mounts for the more civilized Lizard Men or for those citizens of Old Neshfal who have cause to leave their protected environment.

These animals have two major advantages over horses. They do not need to be trained to fight as they are sufficiently vicious in their natural state (however, they do need to be trained to accept a rider). More importantly, unlike normal mammalian horses, these creatures are at home in the environment of Lazan and will not suffer from the slow poisoning effect.

All equipment made for normal horses (i.e. saddles, barding, etc.) will not fit Lizard Horses. Instead they must be provided with specially made equipment. Under normal circumstances, such

equipment would be fairly expensive but on Lazan such equipment is usually easier to obtain than normal horse equipment. The Lizard Horses can carry 4000/6000 Gold Piece weight.

Special Magic Item Descriptions

Amulet of the Portals: The Amulets of the Portals were made by the Portal Builders to control the Portals. In the thousands of years since then, the Amulets have been used by a variety of races and creatures, few of whom knew the exact nature of the Amulets.

The Amulets are made of iron set with seven Gems (each worth 1000 Gold Pieces). The Gems are an Opal, Ruby, Diamond, Sapphire, Topaz, Pearl, and Emerald. As a piece of jewelry, the entire piece is worth 8000 Gold Pieces.

The Amulets give their wearer the following powers:

- 1) The wearer can not be killed by a malfunctioning teleport in any form. That is, the person will never materialize inside a solid substance when teleporting, instead the teleport will simply fail to work. This power also protects the wearer from malfunctioning portals. If the person enters a portal which would normally kill or wound, it will instead ignore the person. Note that the Amulet will not protect someone from being teleported to an environment in which they could not survive (such as a poison atmosphere). It only protects against the dangers in teleporting.
- 2) If the portal which is being used is one which is capable of leading to more than one destination, the wearer can choose via a mental command which of the possible destinations the party will arrive at. Note that the wearer must be aware of the ability of the portal to lead to that destination for it to be used.
- 3) The wearer will always be aware of the presence and direction of all portals within five miles.

It is advisable that the Judge only include this magic item if he or she plans to have several worlds interconnected only by portals.

Lance of Dinosaur Slaying: This lance was made a long time ago by an unknown Wizard. It was constructed out of the back bone of a Tyrannosaurus Rex. The Lance is unaligned and can be used by anyone capable of using a Lance. When ever it hits a Dinosaur, it does 6D10 Damage. On a roll of a 20, the Lance will impale its target doing double damage. However, if the impalement doesn't kill the Dinosaur, the Lance will remain stuck in its target's body and will be pulled out of the hands of its wielder.

Lizard's Head: This is an artifact. It is a five foot long rod made of iron with a vicious looking Lizard's Head at one end (not a real head, of course, it is also made of iron). The possessor of the Lizard's Head has the following powers:

- 1) Complete control over all Dinosaurs within 400 yards (the wielder can communicate with them telepathically and thereby give them orders).
- 2) The user can teleport twice a day with no chance of error.
- 3) The user causes hostility in all mammals within 6". Unintelligent mammals will automatically attempt to attack. Intelligent ones will merely dislike wielder intensely.
- 4) The owner must eat an intelligent being each month or the artifact will not function.

The artifact is not aligned and can therefore be used by beings of any alignment (although Good characters will have trouble justifying the eating of other intelligent creatures).

Time Crystals: Time Crystals appear to be nothing more than small, clear 100 Gold Piece Gems. However, they are extremely fragile (they save as non-magical crystal). Whenever one of these crystals is broken (either accidentally or on purpose) the creature or being nearest to it within a five yard radius, effectively goes back in time one melee round. The being can then change his or her actions for that melee turn with the knowledge of what would happen. If the being elects to perform the same actions all over again then exactly the same things would happen. If the being changes his or her actions then new results are possible but only for direct results of the changes in action. For example: Tom has a Time Crystal. He and Joe are fighting a couple of Ogres. Tom's Ogre misses him but Joe is hit and killed. Tom elects to break the crystal and instead of striking at his Ogre, he attacks Joe's Ogre, killing it before it gets a chance to hit Joe. As Tom's Ogre was not directly effected by the change, it still misses Tom.

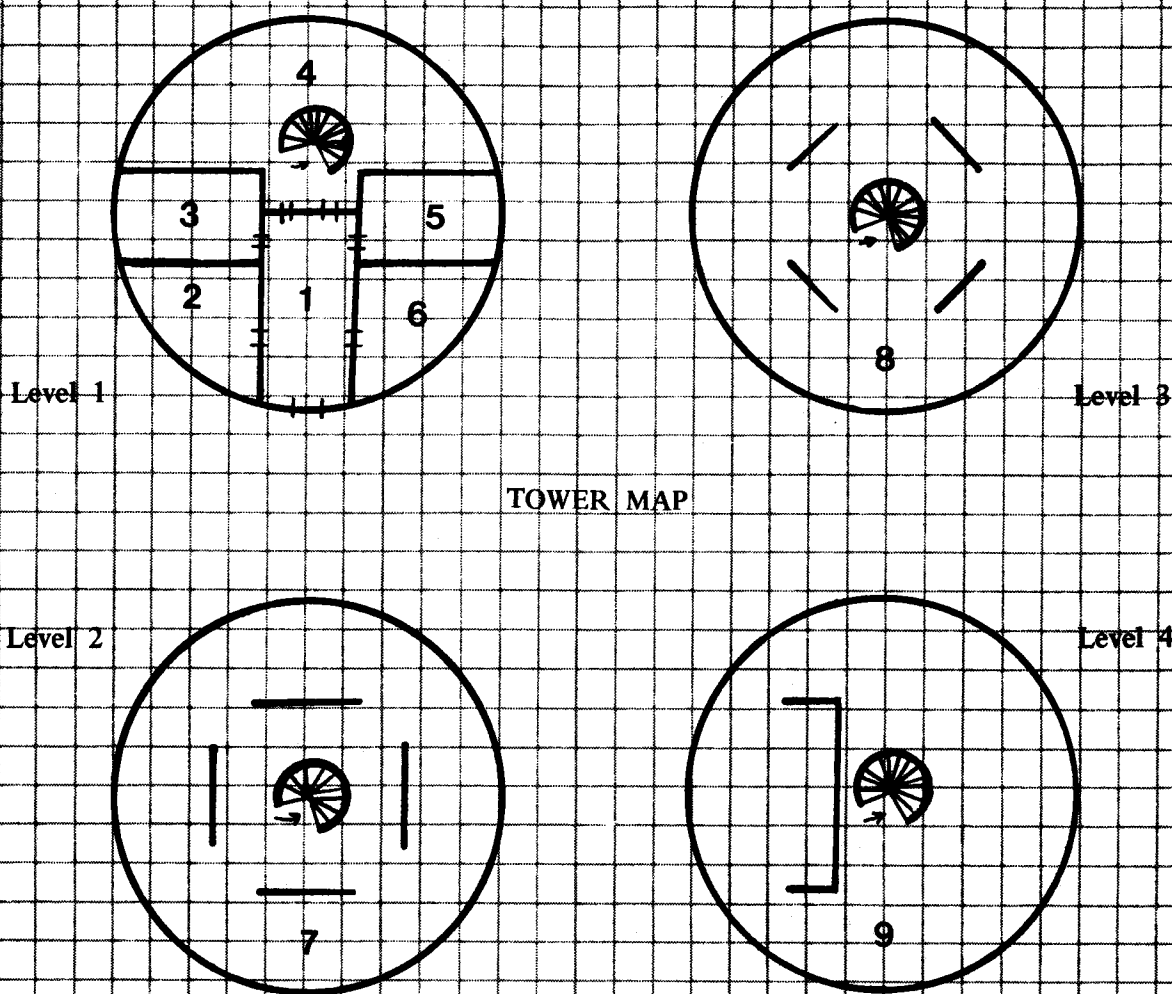
It is also possible for the crystal to be broken by accident in which case, it will take effect normally. For example, Herbert the Wizard has a Time Crystal. He is engaged in a duel of spells with the Wizard McFee. Herbert gets initiative and attempts to *Charm* McFee. The spell fails. McFee then *Fireballs* Herbert killing him. Herbert's Time Crystal must save versus *Fireball*. The Crystal fails to save which causes Herbert (even though he died) to revert to the beginning of the melee round. Knowing what is in store for him if he remains around, Herbert elects to teleport home before McFee can cast his *Fireball*.

If more than one Crystal is broken by the same person at the same time, it will have no additional effects.

Dinosaur's Bane: When eaten, this drug makes the eater's body taste and smell bad to all reptiles. As a result, characters who have eaten this will not be eaten by Dinosaurs (although they still might be attacked and killed by them). The drug is, unfortunately, very bad for mammals and anyone who eats it will suffer the effects of two day's worth of native food and water (see "Environment of Lazan" above). Note that a dose of this plant is a fairly large amount which will take several minutes to consume so it is not possible to eat it on the spur of the moment when the character comes under attack.

Lizard's Claw: This is an artifact. It appears as an iron glove with extremely sharp fingers/claws. Once it is placed on a hand it can only normally be removed by the death of its wearer or the severing of his hand. Anyone wearing this claw will do 1D6 in barehanded combat with it. Furthermore the claw has a poison touch which will require anyone hit with it to save versus poison or die. After wearing the claw for two weeks, the wearer must save versus magic or turn Neutral. After another two weeks, the wearer will turn Neutral in any case. As the months go by the character's skin will begin to turn green and he will begin to look more and more Lizard Manish. Eventually, the character will be indistinguishable from a real Lizard Man. After wearing the claw for a full six weeks the wearer of this artifact has his Charisma lowered by five points with respect to all intelligent creatures except for Lizard Men. The Charisma for Lizard Men is raised five points.

The wearer's Intelligence and Wisdom will decrease one point each month until they reach a value of 10. If the values were below 10, they will remain unchanged. A *Limited Wish* or Divine Intervention can remove the Lizard's Claw. Any losses of characteristics will be regained at the rate of one point per month. Physical changes to the former wearer will reverse themselves at the same rate at which they occurred.



THE LIZARD WIZARD'S TOWER

The History of the Lizard Wizard

The Lizard Wizard (that is not his real name but it is how everybody refers to him) was hatched from normal Lizard Man parents in the town of Gnitrax. After a fairly normal (for a Lizard Man) childhood he began to develop rather strangely. His head began to swell until it reached nearly twice normal size and as his head grew, so did his brains and his intelligence. He soon became quite unpopular with the other Lizard Men, both for his looks and his intelligence. Before too long, he realized that if he stayed where he was, he would not be permitted to live very much longer, so one night he fled into the wilderness.

During his wanderings he came across a Human Magic User from the city of Old Neshfal. After they overcame their initial wariness, they became friends and the Human, Omortarif (now head of the Old Neshfal Magic Users' Guild) agreed to teach him magic. After several years, the Lizard Wizard had progressed enough to go off on his own. He still maintains occasional contact with Omortarif but he no longer owes him any allegiance.

During his later wanders, the Lizard Wizard found the ruins of The Metal City and while exploring them, he discovered the legendary artifact, The Lizard's Head. After some research and experimentation, he discovered how to use it. He then proceeded to command some of the large Dinosaurs in the area to bring him huge rocks which he used to construct his tower. He has since lived in the tower venturing out only occasionally (usually only when he runs out of the slaves which he must eat every month to power the Lizard's Head).

The Tower

The Lizard Wizard, at all times, keeps at least one controlled Dinosaur on guard outside the tower. Usually, the guard is an Ankylosaurus, a Stegosaurus, or a Triceratops but occasionally it will be two or even all three of these creatures: Ankylosaurus: AC: 0, HD: 9, HP: 38, Damage: 3D6; Stegosaurus: AC: 2/5, HD: 18, HP: 85, Damage: 5D4; Triceratops: AC: 2/6, HD: 16, HP: 77, Damage: 1D8/1D12/1D12. These creatures will attack anyone or anything that comes close (200 yards) to the tower unless given specific orders to the contrary.

The tower itself is made of large chunks of rock held in place by a strange brownish red mortar. There is only one entrance to the tower and it is a door facing north at the ground level.

Rooms

- 1) This room is a 20 foot wide, 40 foot long corridor. The walls are painted with crude but detailed drawings of Lizard Men eating each other.

- 2) This is the quarters for several of the Lizard Men who are employed as guards and servants. There will always be at least a couple of them in this room: NA: 2D6, AC: 5, HD: 2+1, HP: 13, 8, 13, 10, 12, 10, 8, 13, 11, 12, 11, 13, Damage: 1D2/1D2/1D8.

- 3) This area is used to store miscellaneous equipment, most of which has been taken from captured slaves. Within this room can be found several stone weapons, various clothes (both for Lizard Men and for Humans), and a variety of other semi-useful stuff.

- 4) In addition to the stairs which are the only way up to the tower's upper floors, this room will contain all prisoners currently being held. In general there will be 2D4 - 2 prisoners, each of which has a 10% chance of being Human. The prisoners will be chained to the wall and the only key to the locks on the chains is held by the Lizard Wizard. Aside from the lack of exercise, the prisoners are treated quite well as some of them are expected to survive for several months before they will be eaten. There will always be four guards on duty in this room: NA: 4, AC: 5, HD: 2+1, HP: 7, 17, 9, 10, Damage: 1D2/1D2/1D8.

- 5) This room is the store room for Human-suitable food. There is enough preserved food here to last a single Human six months. The Lizard Men guards are forbidden to enter this room as a precaution against food contamination.

TRICERATOPS



- 6) This room is also intended as living quarters for the Lizard Men guards. Under normal circumstances there will be 2D6 Lizard Men in the room. AC: 5, HD: 2+1, HP: 14, 15, 9, 8, 8, 11, 7, 8, 10, 11, 4, 16, Damage: 1D2/1D2/1D8.
-
-

- 7) This room is not intended for any particular purpose. It was built just in case the Lizard Wizard found a need for more space in the future. Currently, it is occupied by a Stone Golem which has been told not to let anyone up the stairs without permission. The Stone Golem is perfectly normal except that it has a decidedly lizards look about it. AC: 3, HD: (13+), HP: 60, Damage: 3D8, also *Slow* spell.
-
-

- 8) This is the Lizard Wizard's living quarters. He will be found here roughly half the time when he is home. The room is furnished with a large cage in which are kept several small lizards (used for between meal snacks). It also has a large tub of mucky water which is used as a bed some of the time. In a secret compartment under the spiral stairs are kept two jars of Keoghtom's Ointment.
-
-

- 9) This room is the study/magical research area. It is also where the Lizard Wizard keeps his treasure. The treasure is locked in a large iron treasure chest and consists of the following: 5000 Silver Pieces, 5000 Gold Pieces; 4000 Iron Pieces; and 21 Gems worth 11,450 Gold Pieces. It should also be noted that the iron in the chest itself would be worth 6000 Gold Pieces in this world.

Also in this room are a variety of scrolls and books. Most of them are in an ancient reptilian language and deal with various aspects of the fallen Lizard Wizard's spell books and a scroll which shows a rough map of much of the area.

The Lizard Wizard: Align: N, Level 16, AC: 3 (1), HP: 43, Damage: 1D2/1D2/1D10, Spells: (1st level) *Charm Person*, *Feather Fall*, *Magic Missile*, *Magic Missile*, *Shield*, (2nd level) *Web*, *Invisibility*, *Mirror Image*, *Detect Invisibility*, *Forget*, (3rd level) *Fireball*, *Fireball*, *Hold Person*, *Fly*, *Dispel Magic*, *Tongues*, (4th level) *Charm Monster*, *Ice Storm*, *Polymorph Others*, *Dimension Door*, *Dimension Door*, (5th level) *Wall of Stone*, *Feeblemind*, *Conjure Elemental*, *Cone of Cold*, *Hold Monster*, (6th level) *Guards and Wards*, *Invisible Stalker*, *Tenser's Transformation*, (7th level) *Mordenkainen's Sword*, *Drawmij's Instant Summons* (for one of the jars of Keoghtom's Ointment in Room 8), (8th level) *Bigby's Clenched Fist*. Magic Items: +2 Cloak of Protection, Lizard's Head, Boots of Speed, Potion of Heroism. Treasure Carried: In addition to the 5000 Gold Piece Gem necessary to the casting of the *Drawmij's Instant Summons* spell, he also carries 250 Gold Pieces. Note that this character is a unique individual to be specially handled by the Judge and is not to be used as a player character. He is limited to this specific Portal Universe and should not be utilized in any other.

Miscellaneous Notes: Whenever the Lizard Wizard becomes aware of an attack on his tower (which is usually immediately if one of the Dinosaurs outside starts moving around making more than usual large amounts of noise) he will immediately cast the *Guards and Wards* spell. This will cause all doors (including the entrance) to be *Wizard Locked* and hidden by *Illusions*. The Lizard Men guards have been instructed in such a situation to remain stationary and kill anyone they notice moving around.

There is always a chance that one or more Dinosaurs (beyond those already under the Lizard Wizard's control) will be within range of the Lizard's Head. Check to see if this is the case and if so, whether the type of Dinosaur present would be of use to the Lizard Wizard in defense of his tower. If so, he will move to bring the Dinosaur under his control.

GNITRAX

Gnitrax is a small city primarily inhabited by Lizard Men (although there are a couple of dozen Human residents). Gnitrax is located on the edge of a swamp and, in fact, a large portion of the city is in the swamp below the water's surface.

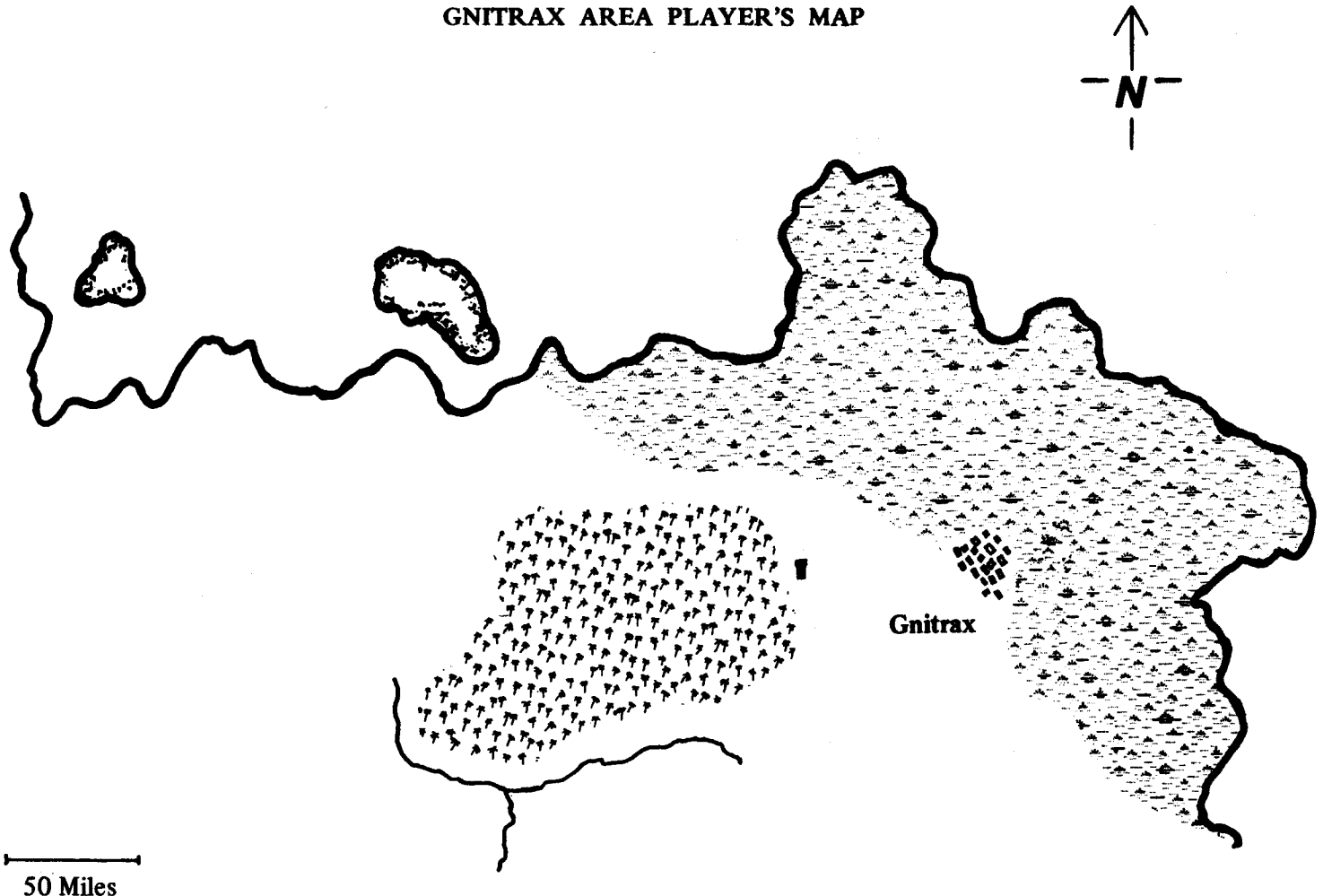
Description

Most of the buildings in Gnitrax are made of dried mud (although those below the surface of the water are, for obvious reasons, made of other materials, usually stone). In general the buildings are of low quality and the Lizard Men are always in the process of putting up replacements for buildings which have fallen down.

In the center of the city is a large (and considering the environment) pure pool of water. This is the Lizard Man Breeding Pond (see below). The northwest section of the town has buildings which are of a higher quality than the rest (some are made of wood) and it is in this area that the Human residents of Gnitrax live.

As a whole, the environment of Gnitrax is quite unpleasant to normal Humans. There is a stink of blood in the air and a stroll down a typical street will reveal at least one public eatery in which animals (and occasionally Humans) are being eaten alive.

GNITRAX AREA PLAYER'S MAP



Political System

Gnitrax is ruled by a Tribal Chief who is the absolute ruler. His every word is law. Usually the current ruler doesn't do much with his authority except assure his own safety and wealth. However, whenever he gives a direct order it is usually obeyed promptly.

If a citizen does not wish to obey a direct order from the Chief, he has three options: 1) He can leave town permanently; 2) He can challenge the Chief to a ritualized duel for rulership of the city; 3) He can stand still while the Chief kills and eats him (not necessarily in that order).

The ritual challenge for the Chiefship is conducted no more than once a week (i.e. only one person can challenge the Chief each week) in the city's Breeding Pond. Each of the contestants must enter the pond completely unarmed and unclothed. They must fight to the death. The winner is allowed to leave the pond while the loser's body remains behind to serve as food for the next generation's young. All of the loser's possessions become the property of the winner.

There are two groups of inhabitants to whom the normal laws do not entirely apply. The largest of these groups is that of Lizard Man adventurers. The adventurers are those Lizard Men who frequently leave the area of Gnitrax in search of treasure, adventure, and new foods. They are usually significantly tougher than normal Lizard Men. Adventurers are not required to obey any laws other than direct orders from the Chief (of course, if a particular adventurer goes too far, the Chief will search him out and order him to cease his activities or else). In general, new Chiefs come from the ranks of the adventurers.

The other group of citizens to whom the normal laws don't apply is the Human population (both resident and visitor). Humans are decidedly second class citizens in most respects in this town although in some areas, they are better off than most inhabitants. When they remain in their own section of town, they are left alone by the Lizard Men. They are free to do whatever they want as long as they don't actively threaten the city's security and as long as they do the work for which they have been hired.

Once they leave their own section of town, things change. They are not permitted any weapons other than Daggers and small Maces and most Lizard Men watch them intently as they move about. At the first sign of a minor infringement of the law, they are likely to be attacked, subdued and either eaten or sold (to be eaten later). Human visitors to the city will, in general, be treated in the same fashion as Human inhabitants except that they are even more likely to be set upon for minor violations of the law.

The laws in Gnitrax are enforced by two groups. The most important group is the Chief's Body Guards. These are slightly more powerful Lizard Men who have taken an oath of loyalty to the current Chief. They are fanatically loyal to him and are perfectly willing to die on his command. All together there are 30 Body Guards.

The other law enforcement group is significantly larger but a lot less powerful. These are the Police. The Police are responsible for patrolling all areas of the city (except the Human section) and enforcing the laws on a day-to-day basis. There are a total of around 150 Police.

The Breeding Pond

The Breeding Pond is in many ways the focal point of Gnitrax life. In addition to challenge for the Chieftainship (see above) most other social functions of the city occur in and around the pond. By law, each citizen of the town is required to be in the pond for breeding purposes at least once a week. Anyone found not fulfilling this requirement is eaten alive. This law also applies to the Human residents who are required to be present one hour a week (although in their case, there is only the ceremonial function of their presence).

Two times each year (in the spring and in the fall), the pond is filled with tiny, baby Lizard Men. As individuals they are not very dangerous (although large numbers of them could badly wound a low level character). During these two periods of time, the normal mandatory weekly breeding period is suspended and instead the Chief and his Body Guards enter the pool to seed out weaker babies by catching and eating them. This event is a city wide holiday and nearly all citizens (including Humans) will be in attendance.

The Human Population

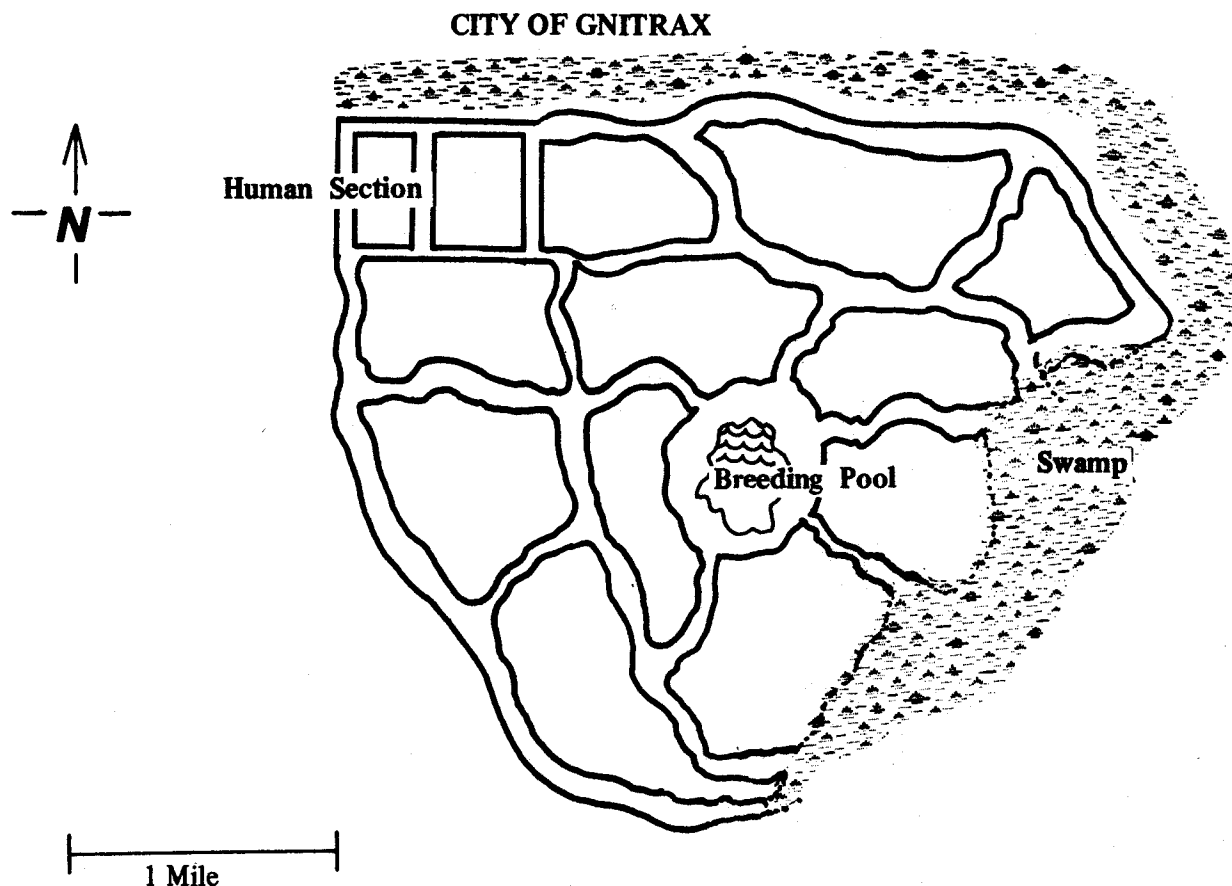
The Human residents of Gnitrax live there not because they find it a charming environment, but because they are able to make a great deal of money. Nearly all of the Human citizens are metal workers or smiths and they produce close to 100% of the city's metal impliments (i.e. weapons, tools, etc.). Most of the Humans do not plan to remain in the city for the rest of their lives, planning instead only to remain here for a few years until they have accumulated sufficient funds to make themselves very rich.

In general, these Humans come from Old Neshfal, but few of them will know how to get back there as they arrived (and will depart) via a *Teleport* spell cast by Omortarif. Omortarif will be found visiting Gnitrax (secretly) about once a year.

Public Eateries

Throughout Gnitrax (except in the Human section), there are public eateries where the majority of the residents buy and eat their meals. These eateries are particularly noticeable to Humans because they consist of large numbers of Lizard Men gorging themselves on a variety of small animals. Of particular significance is the fact that they very rarely kill the animals before eating them, so the air is filled with squeals of pain. It is also very bloody.

When Humans come near an eatery, they will be subjected to a large number of invitations. The Lizard Men will offer the Humans money if they will join them for lunch. The amount of money offered can vary tremendously depending on the wealth of the Lizard Man doing the offering. At times, as little as five Silver Pieces will be offered and at other times, as much as 1000 Gold Pieces. Although the characters will not necessarily be aware of this, the Lizard Men are offering this money to the Humans to get them to allow themselves to be eaten. Once a character agrees (even if he didn't know what he was agreeing to), that agreement is considered binding by local law and any attempt to get out of it will bring in the authorities.





Brian Wagner '79

Rumors

As is the case with any city, there are always rumors flying around concerning various matters. As might be expected, the characters will have a great deal of difficulty picking up accurate rumors from the Lizard Men they contact, as most of Lizard Men will be far more interested in eating than in talking. Nevertheless, there is still a chance of getting rumors from the Lizard Men, as well as the Human residents, of Gnitrax.

Each day the characters are in Gnitrax in contact with the Human residents, there is a 40% chance of hearing one of the rumors on the Human Table. Each day they are in the city and in contact with Lizard Men residents, there is a 10% chance of hearing one of the rumors from the Lizard Man Table. Both of these chances may occur on the same day and both chances can be increased by 10% if the characters are actively searching for rumors.

Human Rumors

- 1) The Chief of the Lizard Men was once a Human who was turned into a Lizard Man by some curse. (F)
- 2) There is a lot of Gold and Iron at the bottom of the Breeding Pond. (F)
- 3) Some food sellers will attack Humans without legal causes. (T)
- 4) The Lizard Men Adventurers will be friendly to brave Humans. (T)
- 5) There is a great deal of money to be made in Gnitrax. (T)

Lizard Man Rumors

- 1) A shipment of five slave Humans will be auctioned off next week. (T)
- 2) The Chief is planning on changing the laws to allow unlimited eating of non-resident Humans. (F)
- 3) Humans in danger in Gnitrax will receive sanctuary if they hide in the Breeding Pond. (F)
- 4) A slave dealer named Ortaiss will soon have _____ (fill in the number of party) new Humans to auction off. (T/F)
- 5) A Vampire haunts Gnitrax. (T)

(T) Indicates that a rumor is true.

(F) Indicates that a rumor is false.

(T/F) Indicates that a rumor might be true depending on the actions of the characters.

Not all the false rumors spread by the Lizard Men are actually rumors. They are occasionally made up to annoy or scare the characters.

Encounters

The following is a list of some of the possible encounters which can be had within the Lizard Man section of Gnitrax. It is not recommended that the Judge simply roll a die to determine which encounter occurs when as the six encounters do not all occur with the same frequency. For example, Lizard Men citizens can be found almost everywhere while members of the Chief's Body Guard are quite rare. The Judge should use his or her own judgement in determining which encounters should occur when and, also, how often they should occur.

Gnitrax City Encounter Table



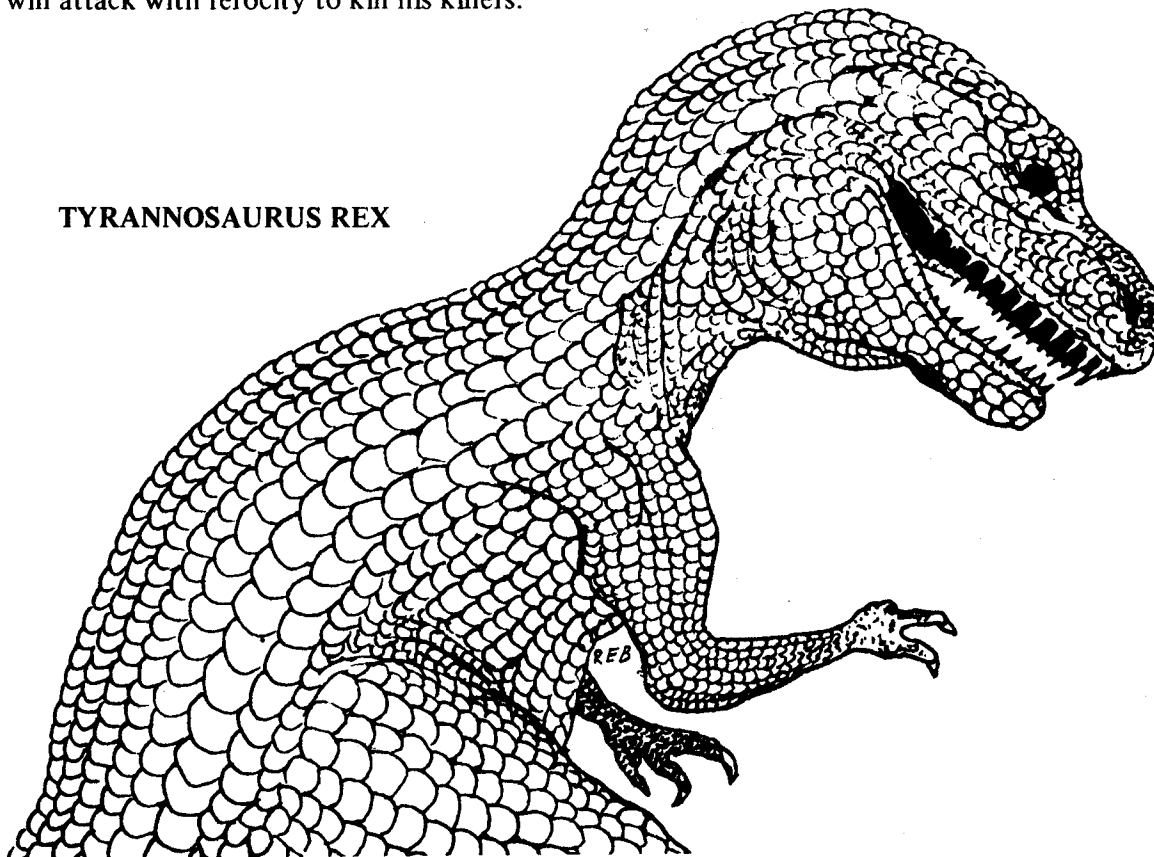
- 1) Human Residents
- 2) Slaver/Food Seller
- 3) Lizard Men Residents
- 4) Lizard Men Adventurers
- 5) Police
- 6) Chief's Body Guards

- 1) The town has a small number of Human residents who tend to stick together when in public. By law, Humans in this town are not permitted to carry weapons other than Daggers and Maces, so that is how all Human residents of Gnitrax are armed. In general, Humans will be friendly towards any Human strangers they encounter and probably even warn them about the weapon law (if they are carrying proscribed weapons). However, if the characters are clearly in trouble with local authorities, they will get no assistance from these local residents who will, in fact, assist in the subduing and arresting of the characters. NA: 2D3, Class: FTR, Level 3, AC: 8, HP: 27, 14, 22, 17, 14, 15, Damage: 1D4, Treasure: 2D6 Silver Pieces each.
- 2) The Slavers and Food Sellers are the same people in Gnitrax. There is very little demand for slaves as beasts of burden, so usually slaves are only kept long enough to be sold as food. Slavers encountered by characters will usually (80%) have a herd of animals (dogs, pigs, cows, horses, etc.). Otherwise, they will have 1D3 Humans. If slavers ever encounter characters carrying proscribed weapons, they will attack (if they think they can win) or summon the authorities (if the party looks to strong). They will also, upon occasion, attack without any provocation if they see a good chance to make a quick profit (Humans are quite valuable as food here). Any party containing Dwarves, Halflings, Elves, Orcs, or Troglydites will be attacked automatically because such creatures are very rare in this world and therefore worth much more than mere Humans. Slavers would prefer to capture people alive because food eaten alive is worth more than food already killed. NA: 2D6, AC: 4, HD: 2+1, HP: 12, 15, 16, 9, 5, 11, 15, 11, 6, 6, 14, 10, Damage: 1D2/1D2/1D8, Treasure: 1D6 Silver Pieces each. In addition, there will always be a leader: NA: 1, AC: 4, HD: 8+4, HP: 37, Damage: 1D4/1D4/1D10, Treasure: 4D10 Gold Pieces.
- 3) The typical resident of Gnitrax will pay no attention to Human strangers. If the Humans are wearing proscribed weapons, they will report it, but they will be in no hurry to do so and they will under no circumstances take the law into their own hands. If attacked they will, of course, defend themselves. NA: 1D20, AC: 5, HD: 2+1, HP: 7, 11, 11, 10, 12, 11, 15, 4, 7, 10, 9, 12, 17, 10, 12, 12, 13, 8, 8, 5, Damage: 1D2/1D2/1D8, Treasure: 1D6 Silver Pieces.



- 4) Lizard Men Adventurers are those Lizard Men who travel widely looking for Gold and excitement in much the same way the player characters do. Those who are encountered in Gnitrax will be home resting up between adventures. When they encounter Human strangers in their city, they will confront them and bully them. They will discuss how tasty they look and how much they would be worth on the market. If the Humans react properly, that is, without fear and without attacking, the adventurers will be properly impressed and will assist the Humans. The most useful benefit of this assistance is that the characters will be able to keep their weapons while within the city (as long as they are accompanied by the adventurers). Furthermore, no one will try to harm the characters while under this protection. Of course, the protection will be withdrawn if the characters do anything stupid (such as attacking their protectors or other innocent citizens or breaking one of the eccentric Lizard Men laws). NA: 3D4, AC: 4, HD: 4+4, HP: 21, 21, 24, 31, 28, 17, 29, 22, 18, 22, 20, 23, Damage: 1D3/1D3/1D10, Treasure: 1D20 x 20 Gold Pieces each.
- 5) If the Police encounter a party of strange Humans, they will ignore them unless they are violating some law. In particular, they will attempt to enforce the law limiting Human owned weaponry. Should the character refuse to turn over their weapons, the Police will arrest them. If the arrest is resisted, one of the Police will go for help while the others watch the characters. The Police will always give the characters the option to leave town rather than give up their weapons. Should a fight develop between the Police and the characters, all the local residents will join in the fight to help the Police. NA: 2D3, AC: 4, HD: 2+1, HP: 14, 5, 14, 12, 13, 11, Damage: 1D2/1D2/1D8, Treasure: 1D6 Silver Pieces each.
- 6) The Chief's Body Guards are the elite members of the city Police. They are the best equipped and the best trained of the city's inhabitants. If they encounter any Humans who are violating any of the city's laws, they will immediately attack. If their Chief is present (20% chance), they will fight with extra zest to protect and impress him (+2 to hit and on damage). NA: 15, AC: 3, HD: 6+6, HP: 31, 41, 38, 22, 30, 30, 31, 32, 32, 37, 38, 35, 34, 32, 28, Damage: 2D4 (Broadsword), Treasure: 10D10 Gold Pieces. (Note: The members of the Body Guard wear Horn and Shell reinforcements in addition to their normal thick skin, thereby giving them AC: 3.) The Chief: NA: 1, AC: 1, HD: 12+12, HP: 67, Damage: 2D4+6, Treasure: 4D100 Gold Pieces carried. Due to his great strength, the Chief is plus 3 to hit and +6 on damage. He wears Metal reinforcements and a +2 Ring of Protection and uses a Shield and a +2 Neutral Sword. If the Chief is killed, all the inhabitants of the city will attack with ferocity to kill his killers.

TYRANNOSAURUS REX



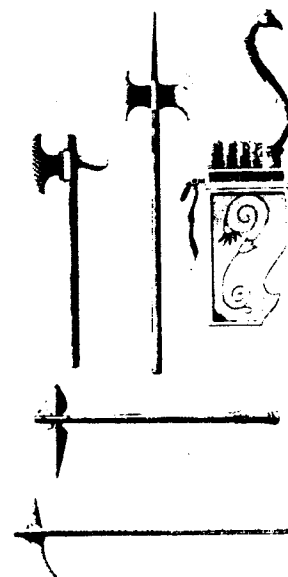
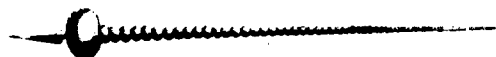


KEVIN SIEMBIEDA-1980

Gnitrax

All the prices listed in on this price list are given in Gold Pieces, Silver Pieces, and Copper Pieces. These are the prices charged to Humans in the Human section of town. If characters wish to shop in the Lizard Man section of town, they will find the prices to be even higher (for them, not for other Lizard Men).

Armor		Herbs		Provisions	
Banded	1000 GP	Belladona, Sprig	1 GP	Ale, Pint	2 GP
Chain	950 GP	Garlic, Bud	5 GP	Beer, Small, Pint	1 GP
Helmet, Great	250 GP	Wolfsbane, Sprig	10 GP	Food, Merchant's Meal	3 GP
Helmet, Small	200 GP	Dinosaur's Bane, per dose	50 GP	Food, Rich Meal	6 GP
Leather	10 GP	Dinosaur Bones per lb.	135 GP	Grain, Horse Meal, 1 Day	4 GP
Padded	90 GP			Mead, Pint	1 GP
Plate	5000 GP	Livestock		Rations, Iron, 1 Week	20 GP
Ring	600 GP	Lizard Horses	150 GP	Rations, Standard, 1 Week	10 GP
Scale	700 GP	Miscellaneous Equipment		Wine, Pint, Good	2 GP
Shield, Large	400 GP	And Items		Wine, Pint, Watered	1 GP
Shield, Small	250 GP	Backpack, Leather	2 GP	Tack and Harness	
Shield, Small, Wooden	5 GP	Candle, Tallow	1 CP	For Lizard Horses Only	
Splinted	900 GP	Candle, Wax	1 SP	Barding, Chain	3000 GP
Studded	300 GP	Case, Bone, Map or Scroll	1 GP	Barding, Leather	250 GP
Arms		Case, Leather, Map or Scroll	2 SP	Barding, Plate	8000 GP
Dagger and Scabbard	2 GP	Chest, Wooden, Large	3 SP	Bit and Bridle	2 GP
Mace, Footman's	8 GP	Chest, Wooden, Small	1 SP	Harness	1 GP
Mace, Horseman's	4 GP	Lantern, Bullseye	12 GP	Saddle	10 GP
Clothing		Lantern, Hooded	7 GP	Saddle Bags, Large	4 GP
Belt	3 SP	Oil, Flask of	1 GP	Saddle Bags, Small	3 GP
Boots, Low, Hard	15 GP	Pole, 10 feet	3 CP	Saddle Blanket	1 GP
Boots, Low, Soft	8 GP	Pouch, Belt, Large	1 GP	Transport	
Cap	1 GP	Pouch, Belt, Small	15 SP	Barge (or Raft), Small	50 GP
Cloak	1 GP	Rope, 50 feet	4 SP	Boat, Small	75 GP
Girdle, Broad	4 GP	Sack, Large	16 CP	Boat, Long	150 GP
Girdle, Normal	2 GP	Sack, Small	10 CP		
Hat	1 GP	Skin for Water or Wine	15 SP		
Robe	1 GP				



OLD NESHFAL

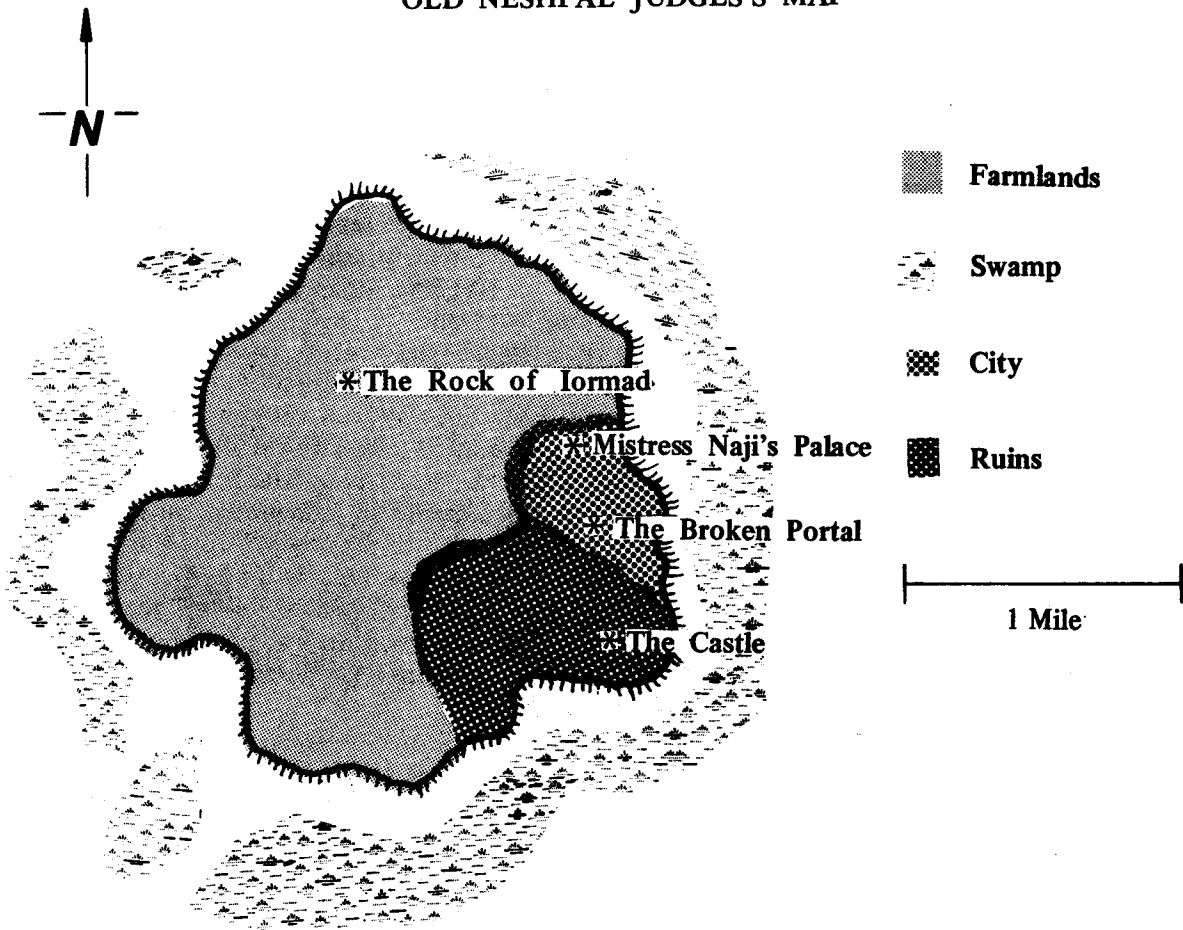
Old Neshfal is a human inhabited region with a population of around 25,000. It is located on the top of a large plateau in the middle of a swamp. The top of the plateau is the only area in the entire world which is entirely suitable for occupation by humans and other mammals.

Description

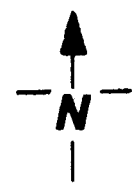
Old Neshfal is divided into three distinct regions. One is the inhabited part of the city where 75% of the people live. Another is the uninhabited ruins where an unknown number (perhaps as much as 2% of the population) live. The third region is the open farmlands where the food necessary to support Old Neshfal is grown. The last region is by far the largest in terms of physical area (see map).

Old Neshfal was not built by its current Human inhabitants. It was built several thousand years ago during the height of Lizard Man civilization. The entire city is constructed out of polished light blue stone. The city is quite large and, if it were fully inhabited, it could hold as many as 200,000 people (or Lizard Men). Currently the citizens of Old Neshfal only occupy a quarter of the city (in general, the less damaged section) and the population density is kept fairly low even there. The remaining portions of the city are commonly known as "the ruins" even though few of the buildings are actually ruined. This area is inhabited by Thieves, Ghouls, Ghosts, and assorted other nasty things. Only very rarely do inhabitants of the rest of Old Neshfal venture into this area.

OLD NESHFAL JUDGES'S MAP

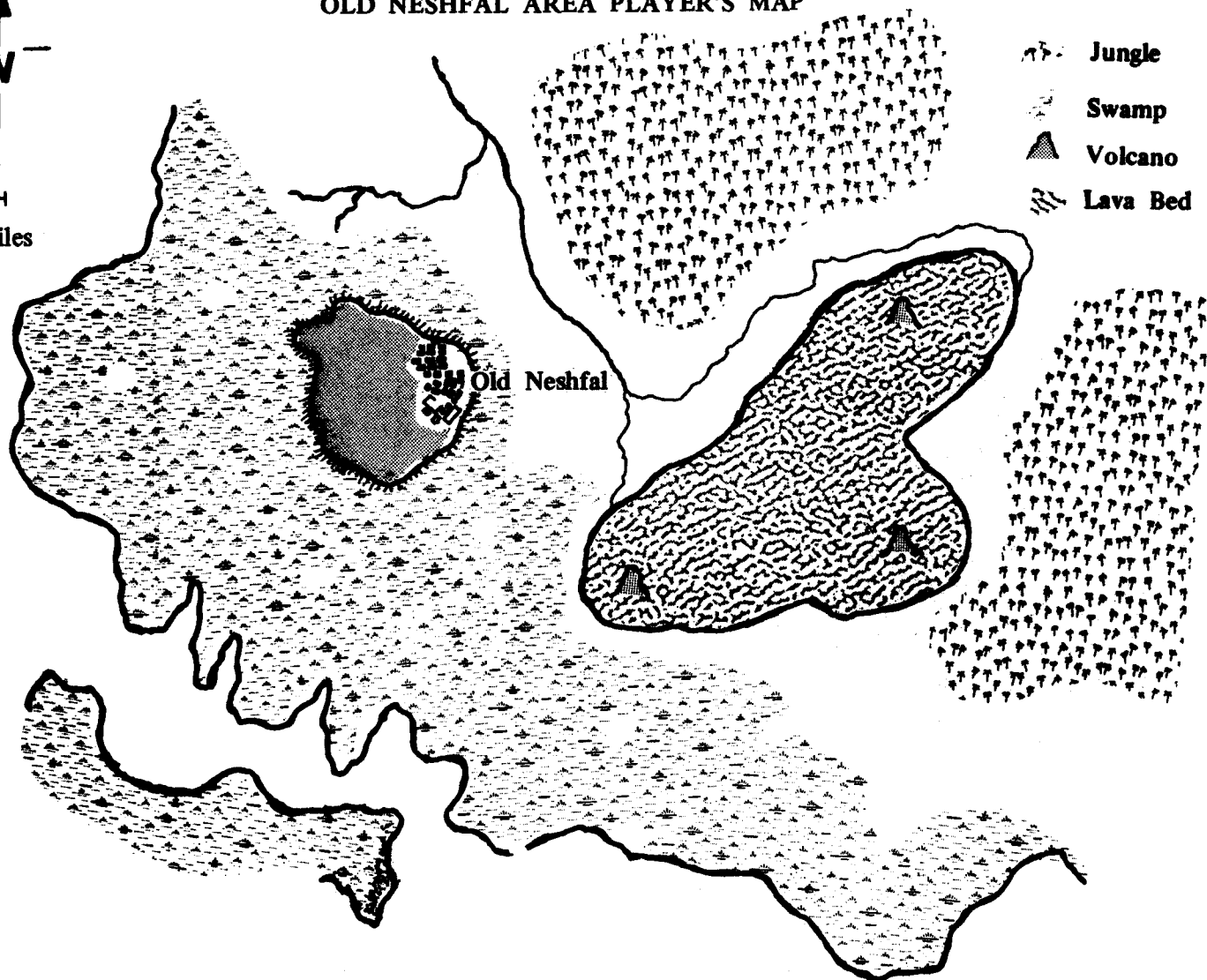


OLD NESHFAL AREA PLAYER'S MAP

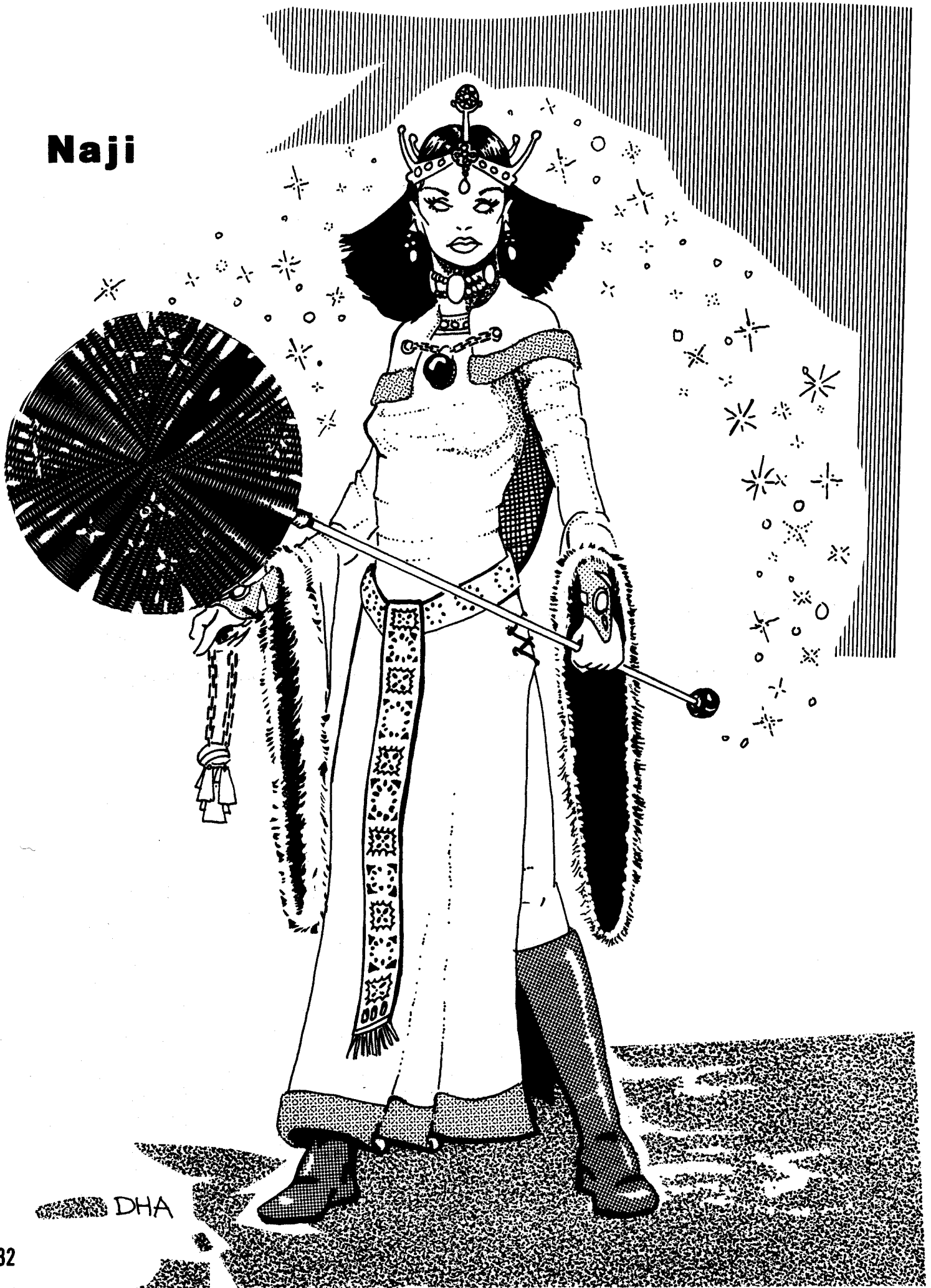


10 Miles

- Jungle
- Swamp
- Volcano
- Lava Bed



Naji



Political System

Old Neshfal is ruled by Mistress Naji, a 15th level Illusionist. She is the direct descendant of the Wizard Iormad whose great magics made it possible for the people of Old Neshfal to survive in the world. Naji's word is law in Old Neshfal but she is basically a benevolent ruler.

The laws of Old Neshfal are enforced by three different groups, each of which has some power to make laws as well. The most important of the groups is Mistress Naji's Bodyguards. They are a group of Fighters (mostly 5th level but a few are higher) who are dedicated to Naji. They are responsible for publicising and enforcing her judgements and commands.

The second group is the Police. The Police are also Fighters (but of lower level) whose job is to enforce the day-to-day laws against things like theft, disturbing the peace, and pocket picking. Members of the Police who prove themselves worthy are frequently promoted into the Bodyguard.

The third group is the Magic Users Guild. The Guild is currently lead by the 12th level Wizard, Omortarif. Omortarif has no further political ambitions and is a strong supporter of Naji. In addition to Magic Users, most of the city's Clerics are members of the Guild, as are those Fighters who dare to adventure out from Old Neshfal into the wilderness. In fact, the Guild is really more of an Adventurers Guild than a Magic Users Guild. The total membership of the Guild is about 50 with $\frac{1}{2}$ being Magic Users and the remainder being split between Clerics and Fighters.

There is a fourth group in Old Neshfal but they have little direct influence and, in fact, make their headquarters outside the inhabited area in the ruins. This group is, of course, the Thieves' Guild. The Thieves' Guild has only about 20 members (although many of the poorer inhabitants will assist the Thieves for certain considerations) the highest level of which is their leader, Salb, who is 10th level.

Mistress Naji's Palace

Mistress Naji's residence is not really a palace, per se, but rather the second tallest building in the entire city (the tallest is commonly called "The Castle" and is located in the ruins). It is roughly 100 feet tall.

Very few people are permitted to enter the palace ever and only members of the Bodyguard and Omortarif are permitted to enter on a regular basis.

If a person wishes an audience with Mistress Naji, they should present themselves at the entrance to the palace and if Naji is in a good mood that day, they might be brought before her. In any case, no outsiders are permitted above the first floor and, in fact, it is not known publicly how many floors the building has and on which Naji lives.

The Broken Portal

In the center of the inhabited section of Old Neshfal, there is a large open plaza in which is located a portal. This portal is clearly not functioning properly (although the players should only be told how it appears and the deduction regarding its state of repair should be left up to them). The mist which normally remains within a portal is pouring out of it and rising up into the sky. Furthermore, sparks are constantly flying from one part of the archway to another and to the ground. Anyone who enters the portal (from either side) will pass through it and come out dead (no saving throw). The only exception is those beings who are wearing an amulet of the portals when they pass through. They are protected from such ill effects.

The inhabitants of the city all are aware of the presence of the portal and most know that it is broken but they will tend to avoid telling strangers unless directly asked.



Old Neshfal

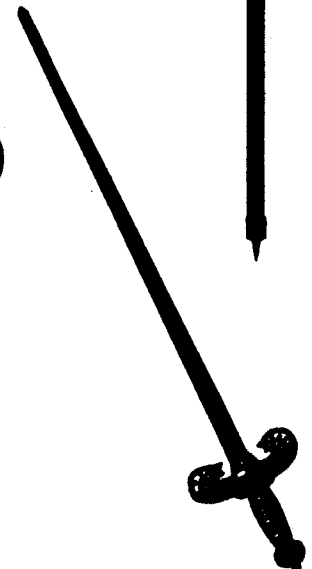
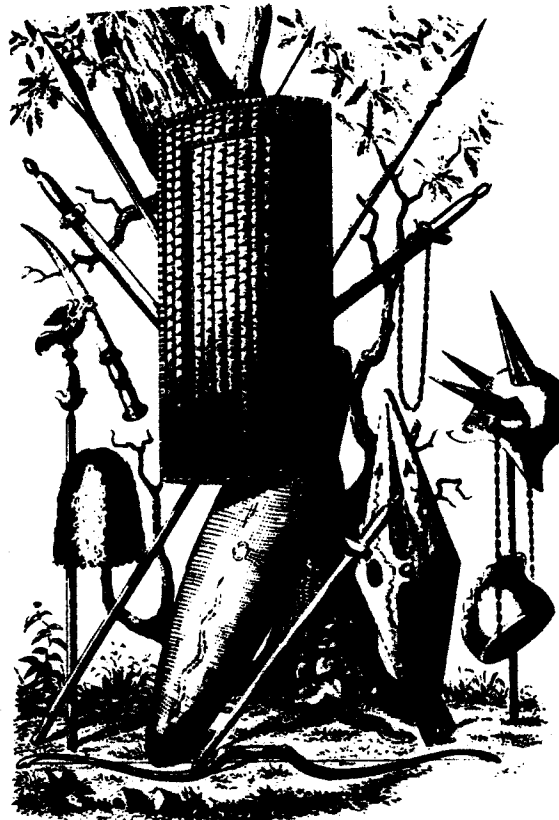
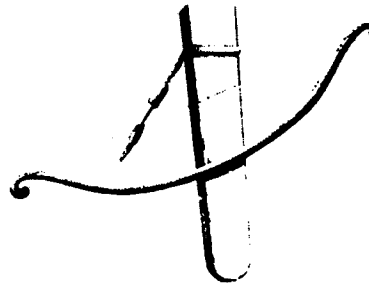
This price list covers those items generally available in Old Neshfal. The prices are all listed in Gold Pieces, unless otherwise mentioned. The prices are kept high by the government of Old Neshfal because they wish to discourage outsiders from buying and leaving with their valuable metals, animals, food, etc. In addition the skills require to make some of the items are not common in Old Neshfal.

Armor

Banded	900 GP
Chain	750 GP
Helmet, Great	150 GP
Helmet, Small	100 GP
Leather	10 GP
Padded	8 GP
Plate	4000 GP
Ring	300 GP
Scale	450 GP
Shield, Large	150 GP
Shield, Small	100 GP
Shield, Small, Wooden	10 GP
Splinted	800 GP
Studded	150 GP

Arms

Arrow, Normal, Single	1 GP
Arrow, Silver, Single	2 GP
Axe, Battle	50 GP
Axe, Hand or Throwing	10 GP
Bardiche	70 GP
Bec de corbin	60 GP
Bill-Guisarme	60 GP
Bow, Composite, Short	75 GP
Bow, Composite, Long	100 GP
Bow, Long	60 GP
Bow, Short	15 GP
Crossbow, Heavy	200 GP
Crossbow, Light	120 GP
Dagger and Scabbard	20 GP
Dart	3 GP
Fauchard	30 GP
Fauchard - Fork	80 GP
Flail, Footman's	30 GP
Flail, Horseman's	80 GP
Fork, Military	40 GP
Glaive	60 GP
Glaive-Guisarme	100 GP
Guisarme	50 GP
Guisarme - Voulge	70 GP
Halberd	90 GP
Hammer, Lucern	70 GP
Hammer	10 GP
Javelin	4 GP
Lance	60 GP
Mace, Footman's	80 GP
Mace, Horseman's	40 GP
Morning Star	50 GP



Partisan	100 GP
Pick, Military, Footmans's	80 GP
Pick, Military, Horseman's	50 GP
Pike, Awl	30 GP
Quarrel (or Bolt), Light, Single	1 GP
Quarrel (or Bolt), Heavy, Score	5 GP
Ranseur	40 GP
Scimitar	150 GP
Sling & Bullets, dozen	2 GP
Sling Bullets, score	2 GP
Spear	10 GP
Spetum	30 GP
Sword, Bastard, Scabbard	250 GP
Sword, Broad, Scabbard	100 GP
Sword, Long, Scabbard	150 GP
Sword, Short, Scabbard	80 GP
Sword, Two-handed	300 GP
Trident	40 GP
Voulge	20 GP

Clothing

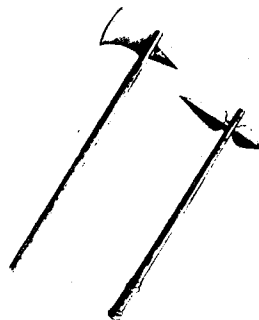
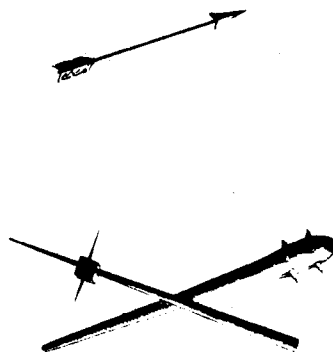
Belt	1 GP
Boots, High, Hard	3 GP
Boots, High, Soft	2 GP
Boots, Low, Hard	2 GP
Boots, Low, Soft	1 GP
Cap	5 SP
Cloak	1 GP
Girdle, Broad	4 GP
Girdle, Normal	2 GP
Hat	1 GP
Robe	1 GP

Herbs

Belladonna, Sprig	10 GP
Garlic, Bud	1 GP
Wolfsbane, Sprig	25 GP
Dinosaurs Bane, dose	250 GP
Dinosaurs Bones, per lb.	675 GP

Livestock

Chicken	1 GP
Cow	100 GP
Dog, Guard	250 GP
Goat	10 GP
Horse, Draft	300 GP
Horse, Heavy War	3000 GP
Horse, Light War	1500 GP
Horse, Medium War	2250 GP
Horse, Riding (Light)	250 GP
Ox	150 GP
Piglet	10 GP
Pig	30 GP
Sheep	20 GP
Lizard Horse	500 GP



Miscellaneous Equipment and Items

Backpack, Leather	20 GP
Candle, Wax	1 GP
Case, Bone, Map or Scroll	10 GP
Case, Leather, Map or Scroll	5 GP
Chest, Wooden, Large	5 GP
Chest, Wooden, Small	3 GP
Lantern, Bullseye	25 GP
Lantern, Hooded	10 GP
Mirror, Large Metal	100 GP
Oil, Flask of	2 GP
Pole, 10 Feet	1 GP
Pouch, Belt, Large	2 GP
Pouch, Belt, Small	1 GP
Quiver, 1 doz. Arrows Capacity	1 GP
Quiver, 1 score Arrows Capacity	2 GP
Quiver, 1 score Bolts Capacity	3 GP
Quiver, 2 score Bolts Capacity	4 GP
Rope, 50 Feet	1 GP
Sack, Large	10 SP
Sack, Small	5 SP
Skin for Water/Wine	2 GP
Thieves' Picks/Tools	300 GP
Torch	1 SP

Provisions

Ale, Pint	1 GP
Beer, Small, Pint	5 SP
Food, Merchant's Meal	1 GP
Food, Rich Meal	10 GP
Grain, Horse Meal, 1 day	2 GP
Mead, Pint	1 GP
Ration, Iron, 1 week	15 GP
Rations, Standard, 1 week	10 GP
Wine, Pint, Good	2 GP
Wine, Pint, Watered	1 GP

Religious Items

Beads, Prayer	1 GP
Symbol, Holy*, Silver	50 GP
Symbol, Holy*, Wooden	2 GP
Water, Holy*, Vial	45 GP
* or Unholy	

Tack and Harness For

Lizard Horses or Normal Horses

Barding, Chain	2500 GP
Barding, Leather	150 GP
Barding, Plate	5000 GP
Bit and Bridle	2 GP
Harness	2 GP
Saddle	13 GP
Saddle Bags, Large	6 GP
Saddle Bags, Small	4 GP
Saddle Blanket	1 GP

Rumors

As was the case in Gnitrax, there are a variety of rumors always traveling around a city. Old Neshfal is a better source for such things because of its larger population and because the inhabitants are Human and, thus, more likely to be willing to talk to characters. Of particular importance is the fact that, unlike some of the Lizard Men, they will very rarely fabricate rumors solely to annoy or scare the characters.

Each day the characters are in the city they will hear 0 - 1 rumors. Each day they are actively seeking information, they will hear 0 - 2 rumors. The rumors they hear should be chosen at random from the following table. If chance indicates they hear the same rumor twice, the Judge should alter it slightly so that it sounds at least somewhat new.

Rumors

- 1) The Broken Portal is being fixed by Mistress Naji. (F)
- 2) The Magic Users Guild has recently found a treasure map which they might be willing to sell. (T)
(p. 38)
- 3) The Thieves' Guild is located in the ruins. (T)
- 4) The Thieves frequently steals live stock and leaves them behind horribly mutilated. (T/F)
- 5) The Rock of Iormad is nearly indestructable. (T)
- 6) No one visits "The Castle" anymore because it is so dangerous. (T)
- 7) Some people believe that the poison effects of the wilderness are totally pyschological. (T/F)
- 8) There is a tame Tyranasaurus Rex in the wilderness. (T/F)
- 9) A large group of Lizard Men arrived here last year. They were attempting to buy Humans. Mistress Naji had them thrown out of Old Neshfal. (T)
- 10) There are some powerful artifacts in the wilderness usable only by reptiles. (T/F)
- 11) Mistress Naji frequently roams around the city in disguise. (T)
- 12) The Judge should do a rumor based loosely on the presence of the characters. It should be altered enough so that it is not recognizable.

(T) Indicates that a rumor is true.

(F) Indicates that a rumor is false.

(T/F) Indicates that a rumor might be true or is, at least, partially true.

Those rumors which are in the (T/F) category might need some further clarification. Rumor number four correctly reveals that livestock have been mutilated but the Thieves' Guild has been incorrectly identified as the culprit. In fact, the Vampire living in the Castle is responsible.

Rumor number seven is true in that some people believe this but it is not true that the effects of the wilderness are totally pyschological.

Rumor number eight is not at all true except in so far as the Lizard Wizard can control a Tyranasaurus Rex if he desires.

Rumor number ten is true except that the artifacts can be used by any type of creature even though they are reptile related in function.

Encounters

The following is a list of some of the encounters which might occur within the inhabited section of the city of Old Neshfal. As in Gnitrax, it is not recommended that a die be rolled to determine which occurs as not all of the encounters will occur with the same frequency.

Old Neshfal City Encounters

- 1) Magic Users Guild Members
- 2) Mistress Naji's Bodyguard
- 3) Thieves Guild Members
- 4) Old Neshfal Citizens
- 5) Old Neshfal Police
- 6) Farmers



- 1) Members of the Old Neshfal Magic Users Guild are frequently found wandering throughout the city. If they encounter people who are clearly recognizable as strangers, they will stop and question them. Their intent is only to gather information about the world beyond Old Neshfal, but if the strangers should attempt to avoid them or evade answering questions, they will become suspicious and attempt to subdue them. There is a 15% chance that Omortarif will be accompanying any party of Magic Users Guildmembers. The following is an example of a Magic Users Guild party:

Align: N, Class: FTR, Level 5, AC: 4, HP: 24, Weapon: Broadsword - 2D4

Align: N, Class: FTR, Level 3, AC: 4, HP: 14, Weapon: Broadsword - 2D4

Align: N, Class: FTR, Level 6, AC: 4, HP: 33, Weapon: Broadsword - 2D4

Align: N, Class: FTR, Level 2, AC: 4, HP: 10, Weapon: Broadsword - 2D4

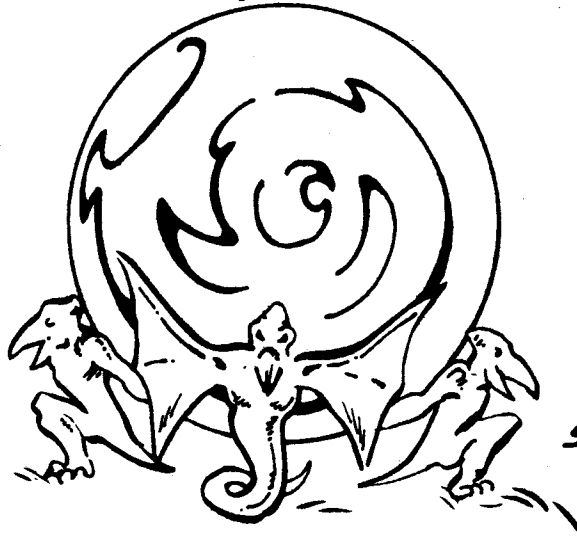
Align: LN, Class: Cleric, Level 4, AC: 4, HP: 17, Weapon: Mace - 1D6, Spells: *Bless, Cure Light Wounds, Cure Light Wounds, Hold Person, Silence 15' Radius*

Align: N, Class: Magic User, Level 5, AC: 10, HP: 15, Weapon: Dagger - 1D4, Spells: *Identify, Detect Magic, Charm Person, Sleep, Strength, Web, Hold Person*

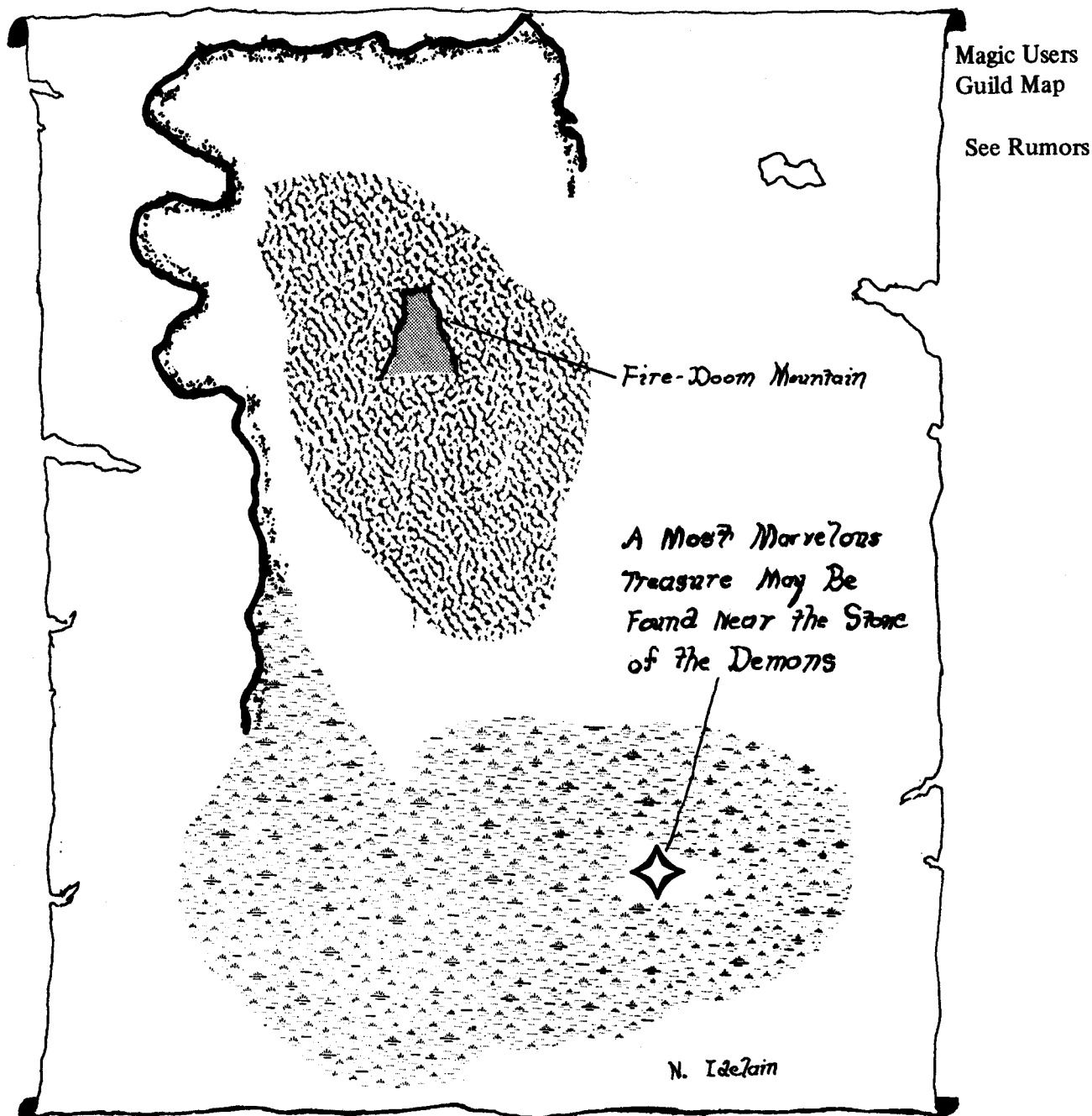
Align: N, Class: Magic User, Level 1, AC: 10, HP: 3, Weapon: Dagger - 1D4, Spells: *Sleep*

Align: N, Class: Magic User, Level 3, AC: 10, HP: 8, Weapon: Dagger - 1D4, Spells: *Sleep, Charm Person, Invisibility*

Omortarif, Head of the Magic Users Guild of Old Neshfal: Level 12, Align: N, AC: 7, HP: 41, STR: 11, INT: 17, WIS: 13, DEX: 14, CON: 15, CHAR: 17, Weapon: Dagger - 1D4, Spells: (1st level) *Charm Person, Sleep, Shield, Magic Missile*; (2nd level) *Web, Mirror Image, Strength, Invisibility*; (3rd level) *Hold Person, Lightning Bolt, Dispel Magic, Fly*; (4th level) *Dimension Door, Charm Monster, Remove Curse, Ice Storm*; (5th level) *Teleport, Wall of Stone, Hold Monster, Teleport*; (6th level) *Invisible Stalker*; Magic Items: +3 Ring of Protection; Crystal Ball; Ring of Featherfalling; 3 Potions of Extrahealing; Scroll - 5 Spells - *Limited Wish, Permanency, Tensor's Transformation, Read Magic, Tongues*; 1 Time Crystal; 1 Amulet of the Portals; Treasure: 15000 Iron Pieces, 5000 Gold Pieces, kept hidden at Guild headquarters.



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- 2) Mistress Naji's Bodyguard is responsible for the protection of Mistress Naji and the enforcement of her laws. When they encounter a party of strangers they will ignore them unless they are violating a law or they look confused (as if they need help). Assuming the strangers are not causing the city any problems, the Bodyguard will be as helpful as possible providing them with information or directions as needed. There is a 15% chance that any particular group of Bodyguards will be accompanied by Mistress Naji. If this is the case, the Bodyguards will be more distant and aloof than normal. They will not pay any attention to strangers unless their activities present a danger to Mistress Naji. A typical party of Bodyguards consists of the following: NA: 10, Align: N, Class: Fighters, Level 5, AC: 2, HP: 33, 23, 30, 25, 24, 28, 27, 20, 19, 32, Weapon: Broadsword - 2D4.

Mistress Naji: Align: N, Class: Illusionist, Level 15, AC: -2, HP: 54, STR: 8, INT: 15, WIS: 13, DEX: 18, CON: 17, CHAR: 13, Weapon: Dagger - 1D4, Spells: (1st level) *Color Spray*, *Detect Invisibility*, *Change Self*, *Hypnotism*, *Phantasmal Force*; (2nd level) *Detect Magic*, *Blur*, *Hypnotic Pattern*, *Mirror Image*, *Improved Phantasmal Force*; (3rd level) *Dispel Illusion*, *Spectral Force*, *Fear*, *Paralyzation*; (4th level) *Phantasmal Killer*, *Improved Invisibility*, *Dispel Exhaustion*, *Shadow Monsters*; (5th level) *Summon Shadows*, *Chaos*; (6th level) *Conjure Animals*, *True Sight*; (7th level) *First Level Magic User Spells* (*Sleep*, *Charm Person*, *Magic Missile*, *Shield*, *Sleep*), *Prismatic Spray*; Magic Items: Bracers of Defense AC: 3; +1 Ring of Protection; an Amulet of the Portals; 1 Time Crystal; Extra-healing Potion; Healing Potion; Robe of Scintillating Colors.

- 3) When members of the Thieves Guild venture into the inhabited portion of Old Neshfal, they are usually up to no good (at least from the point of view of the local citizens). If they encounter people who are obviously visitors to the city, they will break off whatever plans they were working on to concentrate on the strangers. They will take an action because, in their experience, strangers are far more likely to have valuable items in their possession and far less likely to be able to summon the authorities when they are robbed. The Thieves will very rarely attempt violence being far more likely to attempt to pick pockets without being noticed. Although many members of the Thieves Guild are known to the authorities, they will very rarely be recognized because they only enter the city when well disguised (note: they are not using the Assassin ability to disguise themselves as someone else, but merely using make-up and beards to make themselves unrecognizable). A party of Thieves in the city has a 40% chance of being accompanied by Salb. A typical party of Thieves will consist of the following:
- Align: N, Class: Thief, Level 6, AC: 8, HP: 23, Weapon: Broadsword - 2D4
 Align: N, Class: Thief, Level 4, AC: 8, HP: 9, Weapon: Broadsword - 2D4
 Align: N, Class: Thief, Level 3, AC: 8, HP: 12, Weapon: Broadsword - 2D4
 Salb, Head of the Thieves Guild of Old Neshfal: Level 10, Align: N, AC: 4, HP: 54, STR: 14, INT: 13, WIS: 8, DEX: 16, CON: 16, CHAR: 11, Weapon: Broadsword - 2D4, Magic Items: Scroll - 3 Spells - *Charm Person*, *Dimension Door*, *Invisibility*; Sword of Wounding - N, INT: 15, EGO: 8 (Detect Gems, kind and number in ½" Radius, Detect Precious Metals, kinds and amount in 2" Radius; Charm Person on contact 3 times a day; Languages: Neutral and Lizard Man); +2 Leather Armor; Potion of Healing; 1 Time Crystal; Treasure: 5000 Iron Pieces; 8 Gems worth a total of 15,500 Gold Pieces.
- 4) In general, the Citizens of Old Neshfal are peacible and will ignore strangers unless their attention is deliberately attracted. They will be perfectly willing to talk to strangers and give them directions, etc. In no case will they be overly hostile without good reason. If for some reason, the characters attack normal citizens, they will run off screaming for help. Such an action will, of course, get the character into big trouble with the local authorities. A sample group of Citizens is as follows: NA: 2D6, Align: N, Level 0, AC: 10, HP: 2, 4, 3, 5, 4, 4, 1, 6, 3, 4, 3, 2, Weapon: Dagger - 1D4.
- 5) The Police of Old Neshfal will usually (60% chance) recognize strangers and come up to them to offer help. The Police are also responsible (as might be expected) for enforcing the laws and if they spot anyone doing anything illegal they will move in to stop it (although one officer will always go for help if the situation looks like it might become serious). As a rule, the Police tend to be more suspicious than other groups so if the characters are doing something out of the ordinary, they will certainly be stopped and questioned by the Police. NA: 2D3, Align: N, Class: FTR, Level 2, AC: 4, HP: 15, 15, 12, 9, 9, 20, Weapon: Broadsword - 2D4.
- 6) Those farmers encountered within the city proper will usually (80% chance) be on their way to or from a market (50% chance of each). Those on their way to a market will be transporting food of some sort and, if the characters are interested, would be willing to sell it at a 10% discount off the normal prices. (They are willing to do this because by doing so, they can make a bigger profit as they will avoid the middlemen, the market fees, and some of the taxes.) Those on their way home from a market will in general, ignore and even avoid strangers. Such farmer will usually be carrying a larger amount of money (8D6 Gold Pieces). NA: 1D4, Align: N, Level 0, AC: 10, HP: 4, 6, 2, 5, Weapon: Dagger - 1D4.



The Ruins

As has been stated above, the ruins are the section of the ancient city which has not been inhabited on a large scale by the citizens of Old Neshfal. Very few of the buildings in "The Ruins" are actually in ruins (although most are in comparatively poor condition through lack of upkeep).

The most prominent building in the entire city is located within the ruins. It is approximately 150 feet tall and is known as The Castle. Few people ever attempt to visit the castle because it is thought to be haunted by a powerful Ghost. Even the Magic Users Guild has ceased sending parties to investigate it after losing several of their more powerful members exploring the place.

Aside from The Castle, the ruins are, at least for game purposes, fairly homogeneous. If characters wish to wander around them aimlessly, then merely present them with an encounter every so often and give a small chance (say 5% per game hour) of finding a small monetary treasure.

At the Judge's option, though, The Ruins would be a good place to add in a dungeon of his or her own devising.

Ruins Encounters

Those encounters in the ruins operate under the same general rules as the encounters in the city of Old Neshfal proper except that the frequency will vary. Thieves are a bit more common while Magic Users Guildmembers are much rarer.

- 1) Magic Users Guildmembers
- 2) Thieves Guildmembers
- 3) Ghouls (and Ghosts)
- 4) Ghosts
- 5) Giant Lizards
- 6) Giant Snakes

- 1) Magic Users Guild parties are basically the same in the ruins as they are in the city so the description in that section can be used. However, there is a 25% chance that Omortarif will be accompanying such a group.
- 2) Thieves Guild parties in the ruins are also much the same as those in the city itself. However, there is only a 20% chance that any individual group will be accompanied by Salb.
- 3) The Ghouls and Ghosts of the ruins will always attack. In general, they are perfectly normal Ghouls and Ghosts except that 50% of them will look like Lizard Men rather than normal Humans. Ghouls: NA: 2D12, AC: 6, HD: 2, HP: 8, 12, 12, 13, 14, 10, 8, 12, 10, 11, 7, 12, 7, 7, 15, 12, 7, 10, 13, 11, 10, 7, 9, 6, Damage: 1D3/1D3/1D6 plus Paralyzation; Ghosts: NA: 1D6, AC: 4, HD: 4, HP: 12, 20, 20, 15, 12, 21, Damage: 1D4/1D4/1D8 plus Paralyzation.
- 4) Ghost: NA: 1, AC: 0/8, HD: 10, HP: 42, Damage: Age 10D4 years /Age 2D6 years and Flee/Magic Jar.
- 5) Giant Lizards: NA: 2D6, AC: 5, HD: 3+1, HP: 11, 18, 14, 9, 4, 13, 11, 23, 12, 18, 10, 13, Damage: 1D8.
- 6) Giant Poisonous Snakes: NA: 1D6, AC: 5, HD: 4+2, HP: 15, 20, 20, 27, 11, 22, Damage: 1D3 plus Poison.

Salb



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The Castle

The Castle is a fairly unusual building even for Old Neshfal. It is built out of a stone which is a significantly darker blue than that of the rest of the city. The exterior walls of The Castle are 30 feet tall and the building itself is, at 150 feet, the tallest in the entire city.

The entire area within the confines of the walls is under a special enchantment of some sort which prevents any and all spells from functioning. The area effected by this enchantment includes the entire area between the outer walls up to a height of 300 feet. The enchantment affects spells only and not magic items.

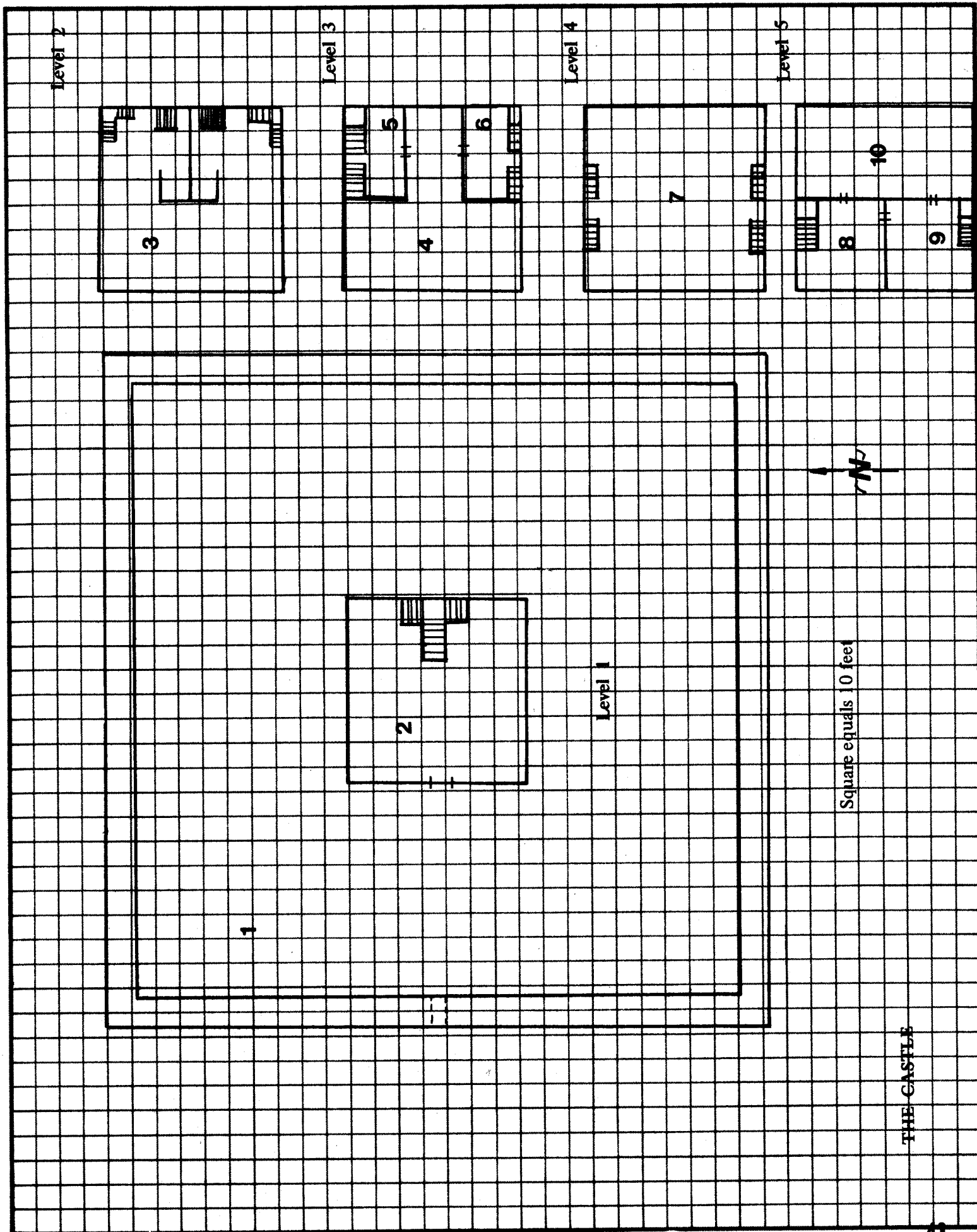
Castle Area Descriptions

- 1) This courtyard is open to the sky. It's surface is made of the same blue stone as the rest of the building although in places the stone is significantly worn down. Two large Purple Worms live in the courtyard. They are trapped in the courtyard with no escape as the only entrance to the area is 3 feet across. The Worms spend most of their time asleep conserving energy but when anything enters the courtyard, they will wake up to eat it. They will not eat Ghosts (or Ghouls accompanied by Ghosts) due to the smell. NA: 2, AC: 6, HD: 15, HP: 76, 67, Damage: 2D12/2D4 plus Poison.

- 2) This room which takes up the entire first floor of the building is, for all practical purposes, empty. The floor will have a few scattered bones on it and there is a 10% chance that Ghouls or Ghosts from Area Three can be found here passing through.

- 3) This area is inhabited by a large group of Ghouls and Ghosts. They will very rarely go above the 2nd floor and they will never go to the 4th floor. The Ghosts are aware of the presence of the Vampire in Room 10 and they will generally obey him. Ghouls: NA: 10, AC: 6, HD: 2, HP: 12, 8, 4, 11, 8, 15, 14, 9, 11, 10, Damage: 1D3/1D3/1D6 plus Paralyzation; Ghosts: NA: 2, AC: 4, HD: 4, HP: 24, 15, Damage: 1D4/1D4/1D8 plus Paralyzation. Treasure: 100 Silver Pieces, 300 Electrum Pieces, 300 Gold Pieces, 200 Platinum Pieces.

- 4) This room is empty except for the three statues which are in reality disguised Gargoyles (without wings). The Gargoyles will attack anyone who comes within 20 feet of them or who attacks them with missile weapons or spells from a distance greater than 20 feet. NA: 3, AC: 5, HD: 4+4, HP: 19, 31, 26, Damage: 1D3/1D3/1D6/1D4.



- 5) This room is basically empty except for the large number of bones scattered about on the floor.
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- 6) This room is the same as Room 5 except that in addition to bones, there are three steel Broadswords lying on the floor.
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- 7) The east wall of this room has a Type 1 Portal linked directly with Hex Q on the wilderness map. In the northeast corner of the room is a statue of a Gorgon which is enchanted so that it will breath (as would a normal Gorgon) each time anyone touches or uses the Portal within 60 feet. As a result anyone entering this room via the Portal from Hex Q will automatically have to save or Turn to Stone. It should be noted that beings on the stairs are shielded by the various walls from the effects of the Gorgon's breath. The statue of the Gorgon weighs 20,000 Gold Piece weight so that it would be very difficult to move but if it could be brought to the appropriate person (some one with a Portal to guard), it would be very valuable.
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- 8) The floor of this room is covered with sharp stones, broken glass, and bronze spikes. Some of these items have bits of poison on them. Anyone walking across this room will have a 30% chance even if they are very careful (and a 95% chance if they are not) of taking 2D4 points of damage. In addition, anyone taking more than 4 points of damage must also save versus Poison.
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- 9) The same as Room 8.
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- 10) This room is the one in which the Vampire lives. Each of the two doors to this room are wedged shut (so that they will have to be pushed hard to open) and each has a bell attached which will ring if the door is opened. In addition, there is a small hole in the east wall which the Vampire can, in an emergency, use to escape in gaseous form. The Vampire can usually be found sleeping in his casket which is made of a greyish stone. The casket, when occupied, will always be locked from the inside. Any attempt to force the casket open will surely alert the Vampire who will, depending on the time of day, take appropriate action. The Vampire, Galja: NA: 1, AC: 1, HD: 8+3, HP: 37, Damage: 1D6+4 plus 2 Level Drain. Treasure: 500 Platinum Pieces hidden in casket. This Vampire is responsible for the mutilated animals which have been found on Old Neshfalian farms. He believes, correctly, that if he attacks animals instead of people, he will be less likely to draw the attention of the authorities. Besides, he has no desire to create additional Vampires as Old Neshfal is barely large enough for one. However, if attacked he will have no hesitation about using all his powers to defend himself. Note that Galja is a Human Vampire. Another Vampire is located at 'G' on the Area Map, but this Vampire, Slana, is a Lizard Man.
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The Farmlands of Old Neshfal

The Farmlands of Old Neshfal are the large wide open areas in which the food and other supplies necessary to the survival of Old Neshfal are grown. The terrain is basically flat and clear with occasional trees. There is nothing in this area of particular interest to adventurers although the Rock of Iormad is located in this region (see below).

Farmland Encounters

In general, the only beings that will be encountered in the farmlands are farmers working on their farms. For game purposes, they can be ignored (unless the characters want to attack innocent farmers for some inexplicable reason), although they can supply directions if the characters are lost. In the areas of the farmlands nearer to the city, there will be a chance of encounters with those groups which are normally found within the city (just as near the ruins, there will be a chance of encountering ruin inhabitants). In all cases, the Judge should refer to the appropriate sections above to obtain any needed statistics.

The Rock of Iormad

The Rock of Iormad is the artifact of great power which was constructed by the Wizard Iormad some 200 years ago to protect the Humans from the ravages of the Lazan environment. As long as the bulk of this rock exists basically intact, the top of the Old Neshfal Plateau will remain suitable for Human inhabitation.

The rock is large, weighing about six tons, and is a greenish brown in color. As a boulder, the rock is very nearly indestructable anyway, but this rock has additional protection in that it is enchanted to save versus everything on a 2. Note that the rock need only save against those things which might conceivably harm a boulder (i.e. strikes by lightning, being thrown by a giant, etc.).

The rock is guarded by 10 members of MistressNaji's Bodyguard and one Magic User from the Magic Users Guild. These guards will fight to the death to protect the rock. In addition, as the descendant of the rock's enchanter, MistressNaji will be aware of any attack on the rock and will rush to defend it (usually by contacting Omortarif and teleporting out there with him).



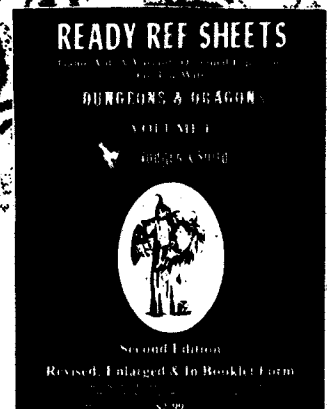
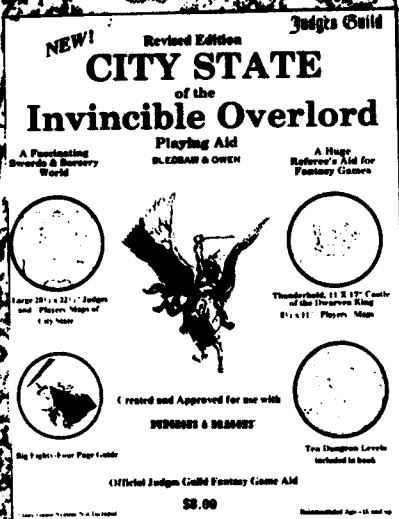
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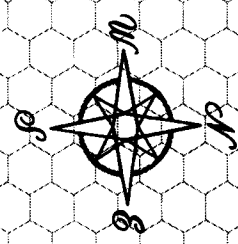
Jungle

Volcano

Swamp

Old Nestral

Canitax



PLAYER'S MAP

TORSH

FOUND IN LIZARD WIZARD'S TOWER