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FOURTH EDITION

# HackMaster

## CRYPT OF THE LIZARD KING



AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 5-7



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# CRYPT OF THE LIZARD KING

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-7

## \* GAMEMASTER'S EYES ONLY \*

### Credits

**Hacked by (adapted for HackMaster):** Eric Neumann

**Edited by:** Eric Engelhard and Brian Jelke

**Art Coordinator:** Mark Plemmons

**Cover Artist:** C.D. Regan

**Cover Colors:** Scott Kester

**Back Cover Illustration:** Ben McSweeney

**Interior Illustrations:** Ben McSweeney

**Garweeze Wurd Maps:** Jolly Blackburn

**Map Symbols:** Rob Lee, Mark Plemmons

**Behind-the-Scenes:** Barbara Blackburn, Steve Johansson,  
David Kenzer, Jennifer Kenzer

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**Hard Eight Enterprises Representative:** Jo Jo Zeke

### Contents

INTRODUCTION .....	2
Player's Background .....	2
A Warning to GameMasters .....	2
GAMEMASTER NOTES ON NPCs .....	2
THE PALACE OF THE COUNT OF BEORN .....	4
THE JOURNEY TO WAYFARE .....	6
THE VILLAGE OF WAYFARE .....	12
THE SYMQUOIS SWAMP .....	13
THE ANCIENT TEMPLE .....	17
DUNGEON LEVEL 1: THE BRIGAND'S LAIR .....	20
DUNGEON LEVELS 2 AND 3: THE CRYPT .....	31
CONTINUING THE ADVENTURE .....	39
APPENDIX .....	40
NEW MONSTERS .....	40
NEW SKILLS .....	42
NEW ITEMS .....	42
MAPS .....	43

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

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Questions, Comments, Product Orders?  
Kenzer and Company  
511 Greenwood Ave.  
Waukegan IL 60087

Phone: (847) 540-0029  
Fax: (847) 680-8950  
E-mail: [questions@kenzerco.com](mailto:questions@kenzerco.com)  
Visit our website: [www.kenzerco.com](http://www.kenzerco.com)

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#### PUBLISHER'S NOTE:

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

## INTRODUCTION

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

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

## PLAYER'S BACKGROUND

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

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

## A WARNING TO PLAYERS

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

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

## A Warning to GameMasters

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

## GAMEMASTER NOTES ON NPCs

### Shadrizar the Sadistic

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

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

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

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

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

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

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



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

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

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

### Mordrak

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



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

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

### Poadrus

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

### Kryzaar

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

### Melanee

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

## PREPARING FOR PLAY

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

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

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





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

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

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

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

## 2. THE MERCHANTS' COMPLAINTS

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

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

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

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

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

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

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

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

### Merchant's Knowledge

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

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

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

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

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









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

## 6. NIZAR'FANG

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

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

## 7. WOLVES

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

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

## 8. LIZARDMEN

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

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

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

## 9. OLD MAN

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





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

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

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

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

**The Ballad of Shadrizar**

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

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

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

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

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

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

1) HPs: □□□□ □□□□ □□□□ □□□□ □□

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

1) HPs: □□□□ □□□□ □□□□ □□□□ □□

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12) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

13) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

14) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

15) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

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

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

**2. AMBUSH AT THE OLD BRIDGE**

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

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

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

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

2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

9) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

10) HPs:

11) HPs:

12) HPs:

13) HPs:

14) HPs:

15) HPs:

16) HPs:

This group has been sent by Shadrizar to ambush the party. Remember, Shadrizar has spied upon the Count of Beorn's palace, and knows that a party is coming and by what route. The lizardmen attack as soon as the party is in the center of the bridge. Some rush from both ends of the bridge at once, while others climb over its sides. The bridge itself is made of stone. It is 120 yards across and 30' wide.

In the course of the melee, the lizardmen attempt to capture the party. Prisoners are taken directly to Shadrizar who interrogates, and finally slays them (See Random Encounter 8 in the Road to Wayfare above).

Should the encounter go against the lizardmen, the GM should note that they prefer death to capture. They attempt to escape by leaping into the marsh water and swimming away. If any lizardmen are captured, they are unable to speak any language but their own. Should communication be established, the lizardmen say nothing but "Great King, forgive me," over and over again, as if they were under some sort of trance. Under no circumstances do they give any useful information to the party.



### 3. THE GREAT SPLIT OAK

About 100 yards ahead on the right side of the road you see a large oak tree split long ago by lightning. A human figure, apparently asleep, is reclining against the trunk of this tree.

The figure is that of Travis Ortan. Ortan is wearing battered chain mail and a medium shield, and is carrying his long sword. He is clearly wearing the colors of the Count of Beorn.

As the party approaches, Ortan stirs from his sleep. When seen from a close distance, he appears haggard, dirty, tired, and hungry.

Ortan seeks to identify the party, and is greatly relieved if he learns that the party is working for the Count of Beorn. When questioned, Ortan says that his men were attacked by brigands, and that the entire troop was either scattered, captured, or slain, to his knowledge. He tells the party that the attack began when a little old man approached the head of his column and asked for directions. The next thing he knew, his men were fleeing in panic, brigands were pouring out of the fields nearby, and he was deeply involved in battle. Ortan himself was taken prisoner along with four others. He alone has managed to escape and has come this far on foot.

Ortan tells the party that the brigands' base is a small copse near a large field behind the inn at Wayfare. He says that he encountered 40 brigands in all, plus one man who seemed to be some sort of cleric.

Ortan is lying to the party. In fact, he isn't even Ortan. He is a doppelganger working for Mordrak. He is being sent back as an agent of Mordrak's cult. Only an extremely inquisitive party asking questions that only Ortan would know should be able to detect his deception by mundane means. If forced to speak truthfully via magical means (torture and intimidation will not work) he tells the party the following information if properly elicited:

#### Doppelganger's Knowledge

1. He was the little old man asking for directions before the attack on the Count's troops.
2. Most of the troops were killed or captured. Travis Ortan was captured and tortured to give the doppelganger the information he has. The doppelganger does not know if Ortan is still alive.
3. Mordrak works for some other evil deep in the Symquois Swamp but he does not know what it is.

Ortan the doppelganger insists that his first duty is to return to Ambigawd and report to the count. (If this happens see the section on continuing the adventure.) He agrees to send back as much aid as possible if the party continues with their mission. Of course no such aid ever arrives.

**Doppelganger (1)** (HF 5, EP 270, Int 12, AL NE, AC 5, MV 9", HD 4, HP 39, SZ M, #AT 1, D d12, SA surprise 7 in 10, SD see HoB, Lang: common, human, lizardman, Hon: great, ML 9, TOP 19, Crit BSL: Def AC +2, FF 4, Reference HoB 2 p65)

Treasure: 200 gp

1) HPs:



## THE VILLAGE OF WAYFARE

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

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

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

### 1. THE COPSE

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

### 2. THE HUTS

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

### 3. THE INN

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

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

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

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

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

### Busby the Innkeeper's Knowledge

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

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

### 4. TEPES VanDRACIS

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

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

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

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

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

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





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

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

## PLANNED ENCOUNTERS - THE SYMQUOIS SWAMP

### I. KRYZAAR

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

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

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

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

### 2. QUICKSAND

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

### 3. ESCAPED SLAVES

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

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

#### Prisoner's Knowledge

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

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

### 4. DARKBILE

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

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

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

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

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

**RANDOM ENCOUNTERS  
- THE SYMQUOIS SWAMP**

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

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

**I. GIANT FROG**

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

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □

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

**2. LIZARDMEN**

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

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**3. GIANT SNAKE (Constrictor)**

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

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

**4. GIANT TOAD**

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

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

**5. GIANT LIZARD**

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

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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- 9) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 10) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
- 11) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

This wandering band of ghouls attack the party on sight.

**9. NIZAR'FANG**

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

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

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

**10. KRYZAAR**

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

- 1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
- 2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

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

**11. DISEASED PARASITES**

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

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

**12. MUDMEN**

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

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

These creatures were created by the runoff from the magical experiments of the wizards employed by Shadrizar in the old days.

**THE ANCIENT TEMPLE**

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

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

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

**I. THE OUTER SANCTUM**

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

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

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

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

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





8) HPs:

leather armor : AC    8    9  
                           HP       

9) HPs:

leather armor : AC    8    9  
                           HP       

10) HPs:

leather armor : AC    8    9  
                           HP       

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

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

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

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

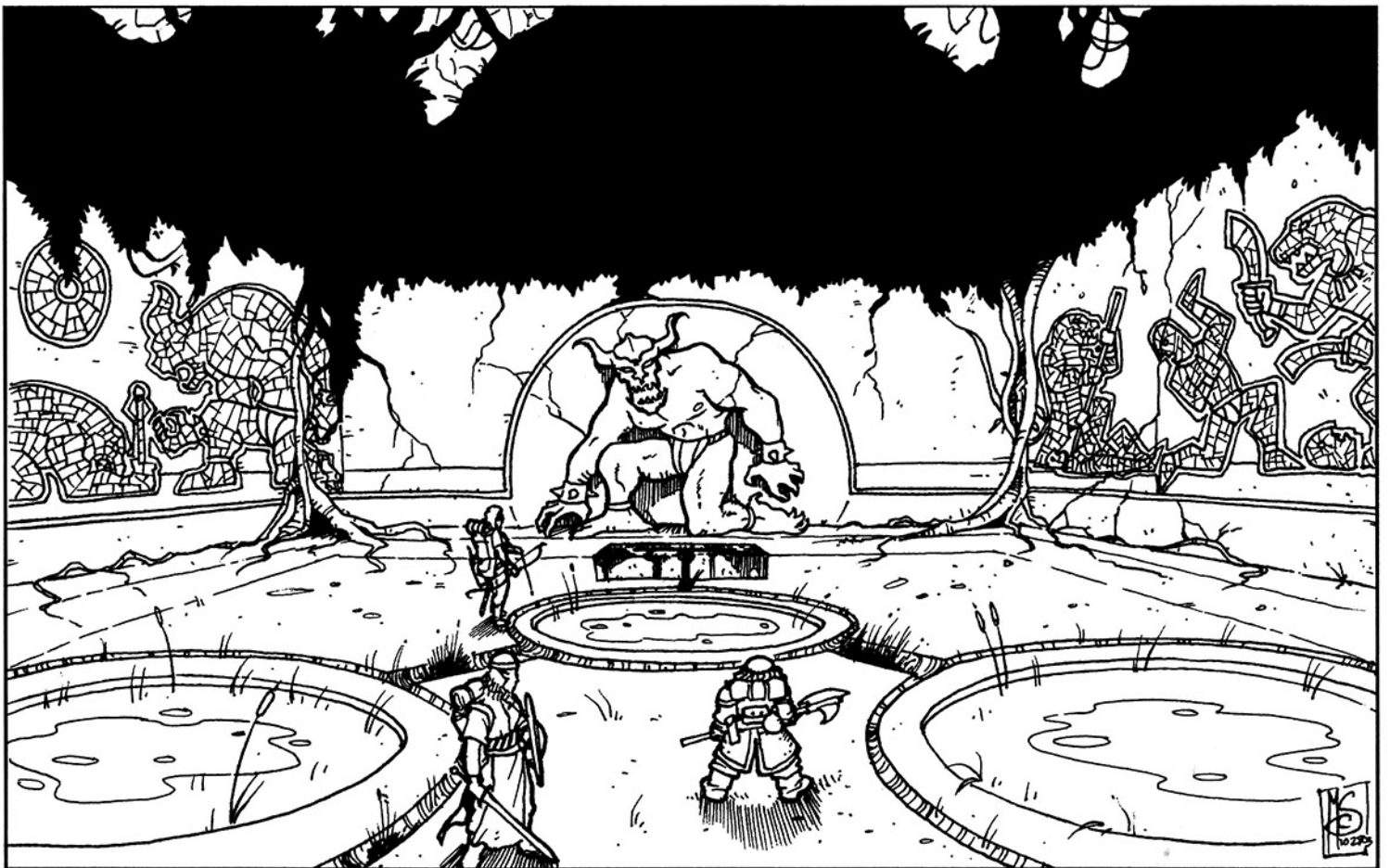
Note that the ceiling is not as solid as it appears, as there is a large hole covered over by the hanging moss.

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

**2. THE INNER SANCTUM**

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

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



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

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

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

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

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

**Pool #2:** 1600 pp

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

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

1) HPs:

2) HPs:

3) HPs:

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

1) HPs:

### 3. THE LAIR OF VERIDAN

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

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

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

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

## DUNGEON LEVEL 1: THE BRIGAND'S LAIR

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

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

### RANDOM ENCOUNTERS - THE BRIGAND'S LAIR

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

#### 1. LIZARDMEN

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

1) HPs:

2) HPs:

3) HPs:

4) HPs:

5) HPs:

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

#### 2. BRIGANDS

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

RANDOM ENCOUNTERS - The Brigand's Lair	
Roll	Encounter
1	Lizardmen
2	Brigands
3	Clerics
4	Trolls
5	Yeth Hounds
6	Bats
7	Wights
8	Yeth Demon Hound
9	Gnomeling
10	Blarney Spellficher
11	Anthraxian
12	Lesser Lich







Yeth was found in a bottle by Shadrizar back in his days of glory. Yeth was released from his prison by Shadrizar as he lay dying and set the task of guarding the Crypt until Shadrizar's return. Unfortunately Yeth is so near-sighted after 200 years he hasn't been able to find Shadrizar yet. If he could somehow be convinced that Shadrizar has returned, Yeth would return to his own plane. Unfortunately for the party once he notices the party he attacks them without attempting to parley. Anyone attempting to avoid notice by hiding in shadows receives a +10 bonus to their skill with regards to Yeth.

## 9. GNOMELING

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

Thief abilities: pick pockets 40, open locks 45, find traps 20, remove traps 20, move silently 55, hide in shadows 55, detect noise 20, climb walls 65, read languages 0

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

leather armor : AC      8      9  
 HP                    □□    □

This gnomeling goes by the name of Pitt. He was skulking about the local villages while laying low after a big caper in Ambigawd, when he learned of the ancient crypt in the swamp. He now wishes he had never found the crypt as he has found no treasure of consequence and he has run out of provisions. If the party treats him kindly and feeds him he considers joining the party for an equal share of any treasure found. If treated well he does not betray or rob the party. If used as cannon-fodder or just treated badly he turns on the party once they leave the crypt, stealing as much as he can and then escaping.

## 10. BLARNEY SPELLFILCHER

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

Spells: First level: Change Self x2, Audible Glamour, Throw Voice x2, Phantasmal Fireball, Spook

Second level: Blindness, Blur, Invisibility, Mirror Image,

Third level: Invisibility 10', Paralyzation x2, Wraithform,

Fourth level: Fear, Illusionary Wall, Vacancy,

Fifth level: Fool's Gemsx2

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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Blarney is a gnome illusionist and thief. He pretends to be an escaped slave and offers to work as a porter for the party. Once he has anything of value

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

Treasure: Bracers AC 4, Dagger+2, Pink Legwarmers of Speed, Potion of Extra Healing, Boots of Varied Tracks, Bag of Holding type II, Wand of Magic Detection, Scroll of Teleport, 100 pp

## 11. ANTHRAXIAN

**Anthraxian** (1) (HF 1, EP 35, Int 3, AL NE, AC 9, MV 12" HD 10hp, HP 10, SZ S, #AT 1, D d6, SA disease, SD none, Lang: none, Hon: ave, ML 15, TOP 5, Crit BSL: Def AC +4, FF 7, Reference HoB 1 p 23)

1) HPs: □□□□ □□□□

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

## 12. LESSER LICH

**Lesser Lich** (1) (HF 40, EP 3000, Int 19, AL CE, AC 5, MV 9", HD 9, HP 50, SZ M, #AT 1, D d8, SA spells, SD spells, Lang: common, human, lizardman, red dragon, Hon: dishonorable, ML 18, TOP n/a, Crit BSL: Def AC +7, FF n/a, Reference CotLK)

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

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

## PLANNED ENCOUNTERS - THE BRIGAND'S LAIR

### 1. GUARD ROOM

The door at the base of the long stairs opens easily. Beyond it you see a small room containing a wooden table, two chairs and a bottle of wine.

This guard room is usually manned by two brigands. At the moment it is empty, because the guards have gone to Area 2 to be part of the force preparing to surprise the party.

### 2. GREAT HALL OF THE BRIGANDS

As you open the unlocked door to this chamber, you find yourself peering into total darkness. Suddenly, the darkness is pierced by a brilliant light, and you hear the twang of many bowstrings!





leather armor : AC 8 9  
HP □□ □

3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

leather armor : AC 8 9  
HP □□ □

4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

leather armor : AC 8 9  
HP □□ □

5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□

leather armor : AC 8 9  
HP □□ □

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

**Leaders:**

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

Treasure: Long Sword +1

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

chainmail armor

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

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

Treasure: Ranseur +1

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

chainmail armor

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

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

Treasure: Mace+1

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

leather armor : AC 8 9  
HP □□ □

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

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

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

chainmail armor

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

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

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

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

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

Third level: Continual Darkness, Dispel Magic, Flame Arrow

Fourth level: Detect Scrying, Hurl Animal, Wizard Eye

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

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

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

**3. STORAGE ROOM**

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

**4. KITCHEN**

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

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

**4a. PANTRY**

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

**4b. WINE CELLAR**

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

**5. ARMORY**

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

**6. BARRACKS**

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

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

**7. BARRACKS**

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

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

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

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

**8. JORDAN'S CHAMBER DOOR**

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

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

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

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

**8a. JORDAN'S CHAMBER**

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

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

"Past the doors you cannot find,  
Down the steps you cannot climb,  
And across the river of nothingness  
You'll find your way.  
Beware the marksman and his prey.  
Shun the royal brides!



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

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

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

## 9. JORDAN'S STUDY

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

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

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

## 10. JORDAN'S TREASURE ROOM

As the door opens, you peer into total darkness.

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

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

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

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

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

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

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

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

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

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

## 11. GUARDS' QUARTERS

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

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

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

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

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

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







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

## 22. CLERIC'S CELL

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

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

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

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

Second level: Dust Devil, Silence 15' Radius

1) HPs:

robes AC 9

HP

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

## 23-26. CLERICS' CELLS

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

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

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

Second level: Dust Devil, Silence 15' Radius

1) HPs:

robes AC 9

HP

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

## 27. SECRET DOOR TO AREA 28

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

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

## 28. CHAMBER OF THE UNHOLY WARRIOR

### A. Vestibule

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

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

### B. Main Chamber

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

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

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

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

**Spells:** Cure Light Wounds



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

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

## 2. THE RIVER OF NOTHINGNESS

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

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

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

## 3. BURIAL MOUNDS OF THE LIZARD KING'S SLAVES

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

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

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

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

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

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□
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- 5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□
- 6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 10) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 12) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □
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- 14) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 15) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 16) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□

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

## 4. THE CAMP OF THE LIZARDMEN

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

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

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



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

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

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

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

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

**5. THE DOORS OF THE CRYPT**

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

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

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

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

**6. THE HALL OF TRAPS**

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

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

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

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

**7. BANQUET HALL OF THE LIZARD KING**

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

**9. HALL OF WAR**

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

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

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

**10. THE LOWER TEMPLE ANTEROOM.**

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

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

**11. THE LOWER TEMPLE**

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

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

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

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

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

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

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



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

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

**Treasure:** Mace +2

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

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

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

**Fourth level:** Cause Serious Wounds, Poison

**Fifth level:** Flame Strike

1) HPs:

chainmail armor

AC	5	6	7	8	9
HP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

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

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

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

**Third level:** White Hot Metal

1) HPs:

robes	AC	9
	HP	<input type="checkbox"/>

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

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

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

**Third level:** Cause Nasty Wounds

1) HPs:

robes	AC	9
	HP	<input type="checkbox"/>

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

1) HPs:

2) HPs:

3) HPs:

4) HPs:

5) HPs:

6) HPs:

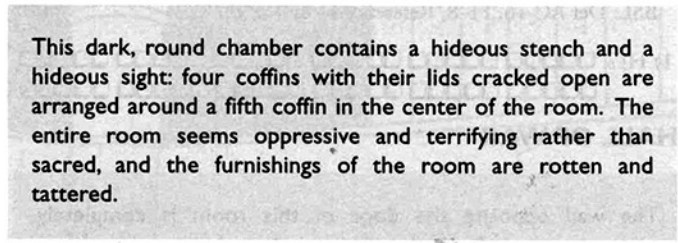
7) HPs:

8) HPs:

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

1) HPs:

**12. THE CHAMBER OF THE BRIDES OF SHADRIZAR.**



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

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

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



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

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

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

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

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

**Shadrizar's Spells: Magic-User**

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

**Second level:** Web, Stinking Cloud, Detect Good

**Third level:** Fireball Sidewinder III, Lightning Bolt, Haste

**Fourth level:** Dig, Wall of Fire

**Fifth level:** Cloud Kill

**Cleric**

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

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

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

**Fourth level:** Cause Serious Wounds, Poison

**Fifth level:** Insect Plague

1) HPs:



## 16. PRISONERS

As you approach the door to this chamber, you can hear moaning, screaming, and pleas for mercy. You find that the door is locked and guarded by a very large lizardman.

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

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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If the party kills the lizardman they can open the lock with a key they find on his belt. If the party opens the door read the following:

The sight before you is appalling, for there are over 50 humans being held captive here. All are in poor condition, and have obviously been ill-treated, poorly fed, and beaten regularly.

The prisoners are mainly peasants, but there are four merchant guards and even one merchant in the mix. All desire to escape, but none know the way out. They are all in too poor a condition to fight and require help to get out alive. They follow the orders of any of the characters that release them. However they are very loud and alert any monsters remaining in the area (no chance to surprise). Regardless of how practical it is, using the prisoners as cannon fodder or to sweep for traps would be a huge alignment violation (at least 2 AIPS) for any good aligned character. Evil PCs, however, gain one honor for every prisoner who dies to a trap or monster if used in such a manner.

## 17. SHADRIZAR'S TREASURE

You behold a massive treasure that makes your heart swell with pride as you know that it is now yours. From the dust and cobwebs it is clear that the room has not been used recently.

The upside for the party is that the real treasure is in fact massive. The downside is that the treasure was left alone for nearly 200 years and has turned into an overhoard.

**Overhoard** (1) (HF 260, EP 4000, Int 4, AL NE, AC 3, MV 6", HD 10, HP 68, SZ L, #AT 4, D d6-1 (Dagger+1)/d6+1 (Spear+1)/d8+1 (Long sword+1)/ d6+1(Dwarven Battle Tankard+1), SA see text, SD see text, Lang: none, Hon: average, ML19, TOP 34, Crit BSL: Def AC +8, FF 9, Reference HoB 6 p 48)

**Treasure:** 13,197 gp, 2,030 pp, 21,003 ep, 4,176 hsp, 4 Potions of Extra Healing, 2 Javelin of Piercing, 21 silk packets of Dust of Disappearance, a Scroll with four castings of the clerical spell Restoration, a Dagger +1, a Spear +1, Long Sword +1, and a Dwarven Battletankard +1, Ring of Wishes (1 wish left).

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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The overhoard is incapable of using the Ring of Wishes but will not give it up or any of the other treasure without a fight.

## 18. HIDDEN ROOM

This is more of an alcove than a room. It contains a single shelf which has several clay jars on it.

Shadrizar's organs are in the jars, including his heart. Shadrizar can only be truly destroyed by destroying his heart. The alcove is covered by a simple wooden panel. The entire wall is covered with wooden panels that are identical to the one covering the alcove. There is no means of entrance into the alcove except to remove the panel.

Note that if the panel is in the area of effect of a Fireball or similar spell the GM should make an item saving throw for the panel.

If by some fluke the PCs discover the alcove before slaying Shadrizar and destroy his heart, Shadrizar takes 3d10 points of damage and if destroyed is gone forever.

There are a total of eight clay jars: one contains Shadrizar's heart, six contain his other organs, and one contains a green slime.

**Green slime** (1) (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 22, SZ S, #AT 0, D transformation, SA transformation, SD nil, Lang: none, Hon: ave, ML 20, TOP n/a, Crit BSL: n/a, FF n/a, Reference HoB 7 p 78)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□

## CONTINUING THE ADVENTURE

After the party has defeated Shadrizar they may choose to return to Ambigawd. What happens there depends on how several encounters in the adventure went. If the doppelganger was killed the Count is very grateful and offers to let the party stay as his guests while a troop of men is sent to be certain that Shadrizar is gone for good. Assuming Shadrizar's heart was destroyed the count grants any fighters in the group a chance to train for a week with his royal guards and any LG clerics can train with Rolond at no charge. All party members are given their 500 gp, plus 10 gp per Nizar'fang killed and 20 gp per captive returned. Rolond also casts Raise Dead on any one deceased character as well.

If the party managed to get any of the prisoners out of Shadrizar's lair alive, they head to Wayfare and stay there except for the merchant, who accompanies you to the Count. He tells her of Melanee's escape with Travis, and earns the party an additional 1000 gp.

If the doppelganger was not encountered or was encountered but allowed to go on to Ambigawd he is still there when the party arrives. He is now captain of the royal guard, having kept Travis Ortan's identity. In this event Rolond will have mysteriously died during the party's absence. He was in fact poisoned by the doppelganger who is now the Count's chief adviser.

Upon learning of Shadrizar's demise the doppelganger decides to move up in the world. The night after the party advises the count of Shadrizar's death the doppelganger kills the count and takes his place. He then tells the party how grateful he is for their assistance and tells them that he does not want to detain them any longer. He even offers the party riding horses to assist them in leaving. If the party stays in town, the doppelganger stalks the party and

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

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

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

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

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

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

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

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

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

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

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

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

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

## APPENDIX

### NEW MONSTERS

#### Kryzaar

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

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

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

#### Lesser Lich

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

Movement: 9"  
 Psionic Ability: nil  
 Morale: Resolved (18)  
 Armor Class: 5  
 No. of Attacks: 1  
 Damage/Attack: 1d8+weapon  
 Special Attacks: Spells  
 Special Defenses: Spells, Undead Immunities  
 Magic Resistance: Standard  
 Hit Dice: 9

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

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

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

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

Yield:  
 Medicinal: nil  
 Spell Components: nil  
 Hide/Trophy Items: nil  
 Treasure: A  
 Other: nil

**Yeth the Demon Hound**

AKA: The Blind Dawg  
 Hackfactor: 64  
 EP Value: 9000  
 Climate/Terrain: Abyss  
 Frequency: Unique  
 Organization: None  
 Activity Cycle: Any  
 Diet: Carnivorous  
 Intelligence: High (14)  
 Alignment: CE  
 No. Appearing: 1  
 Size: L (8' tall)  
 Movement:  
 Psionic Ability: nil  
 Morale: Resolved (18)

Armor Class: 0  
 No. of Attacks: 3  
 Damage/Attack: 1d8/1d8/2d10  
 Special Attacks: Panic/death howl  
 Special Defenses: +1 or better to hit, takes magic damage only, demonic immunities  
 Magic Resistance: 20%  
 Hit Dice: 9+3 (68hp)

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

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

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

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

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

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

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





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

**Shadrizar**

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

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

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

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

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

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

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

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

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

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

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

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

**NEW SKILLS**

**Mummification**

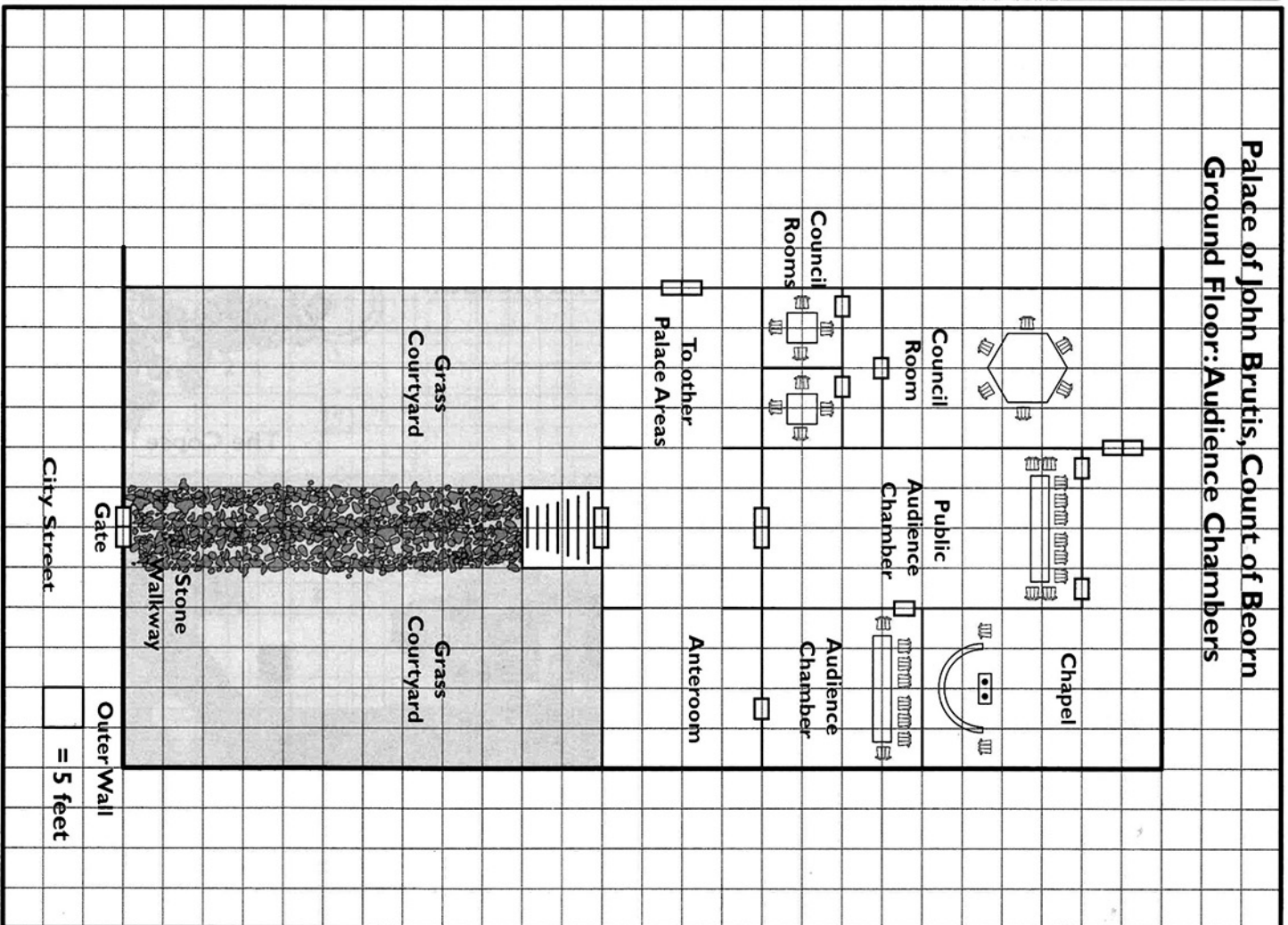
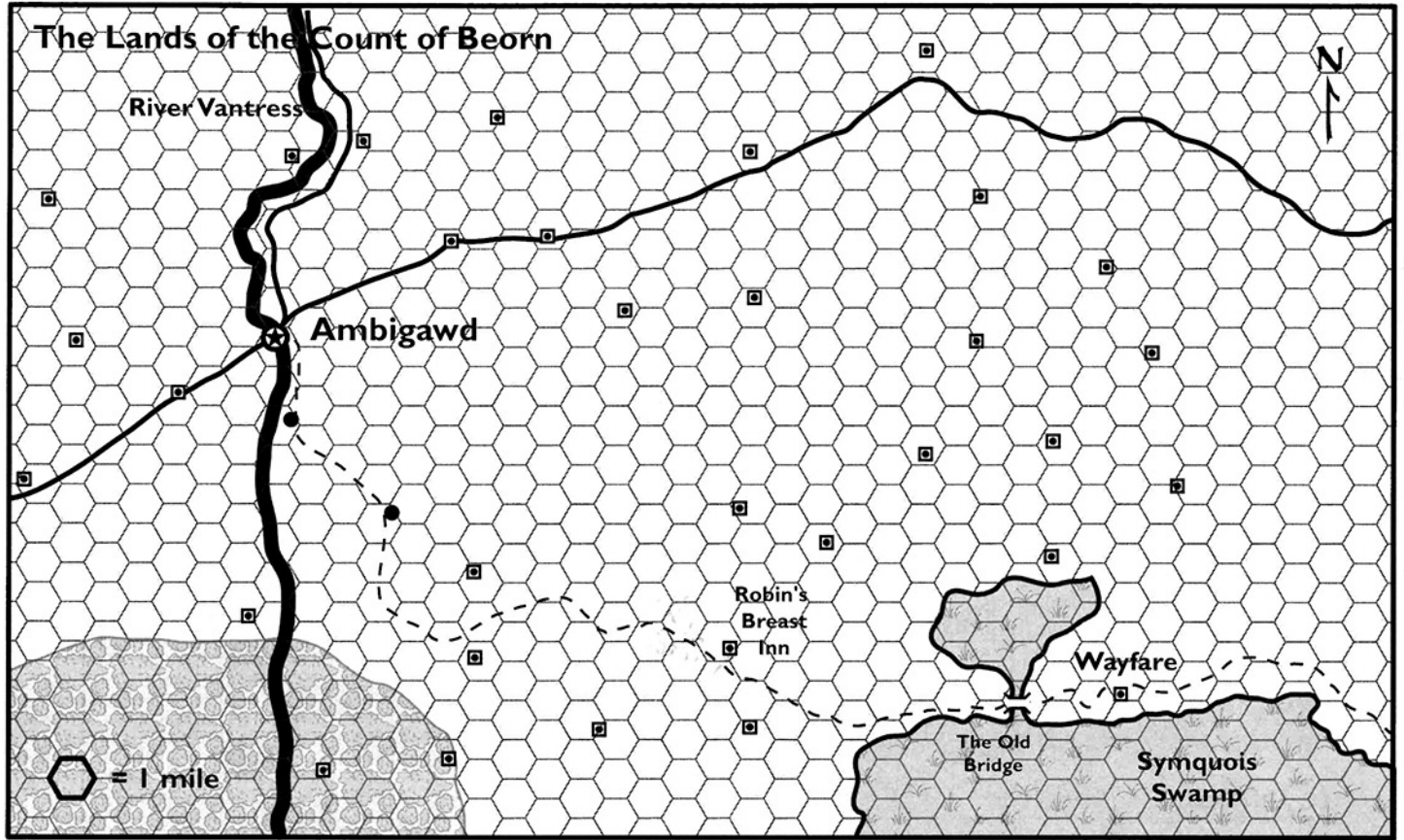
Name	Category	BP	Ability	Mastery	Preq	Cost	Difficulty
Mummification	Soph.	2	Int	d6	none	675gp	15%

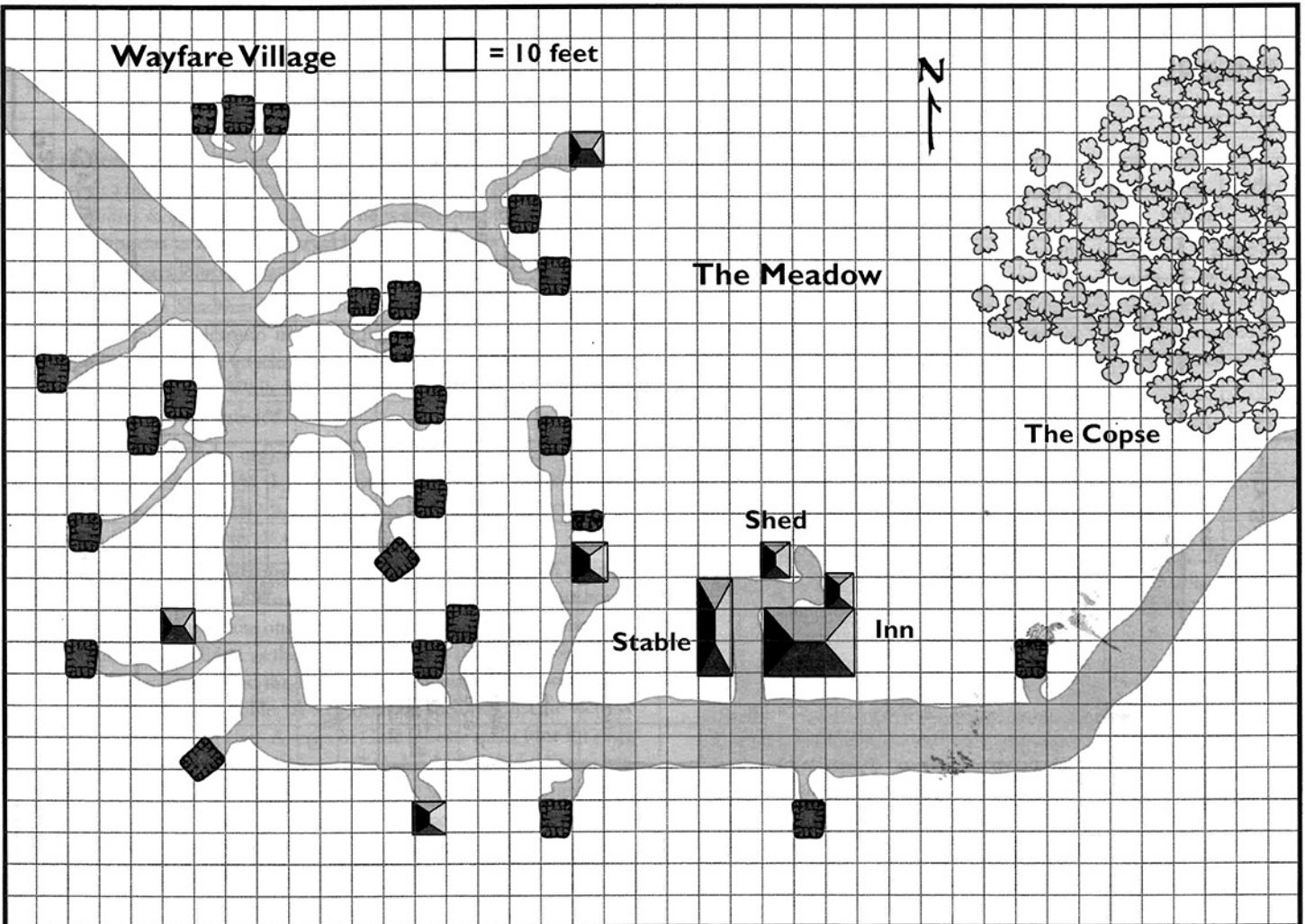
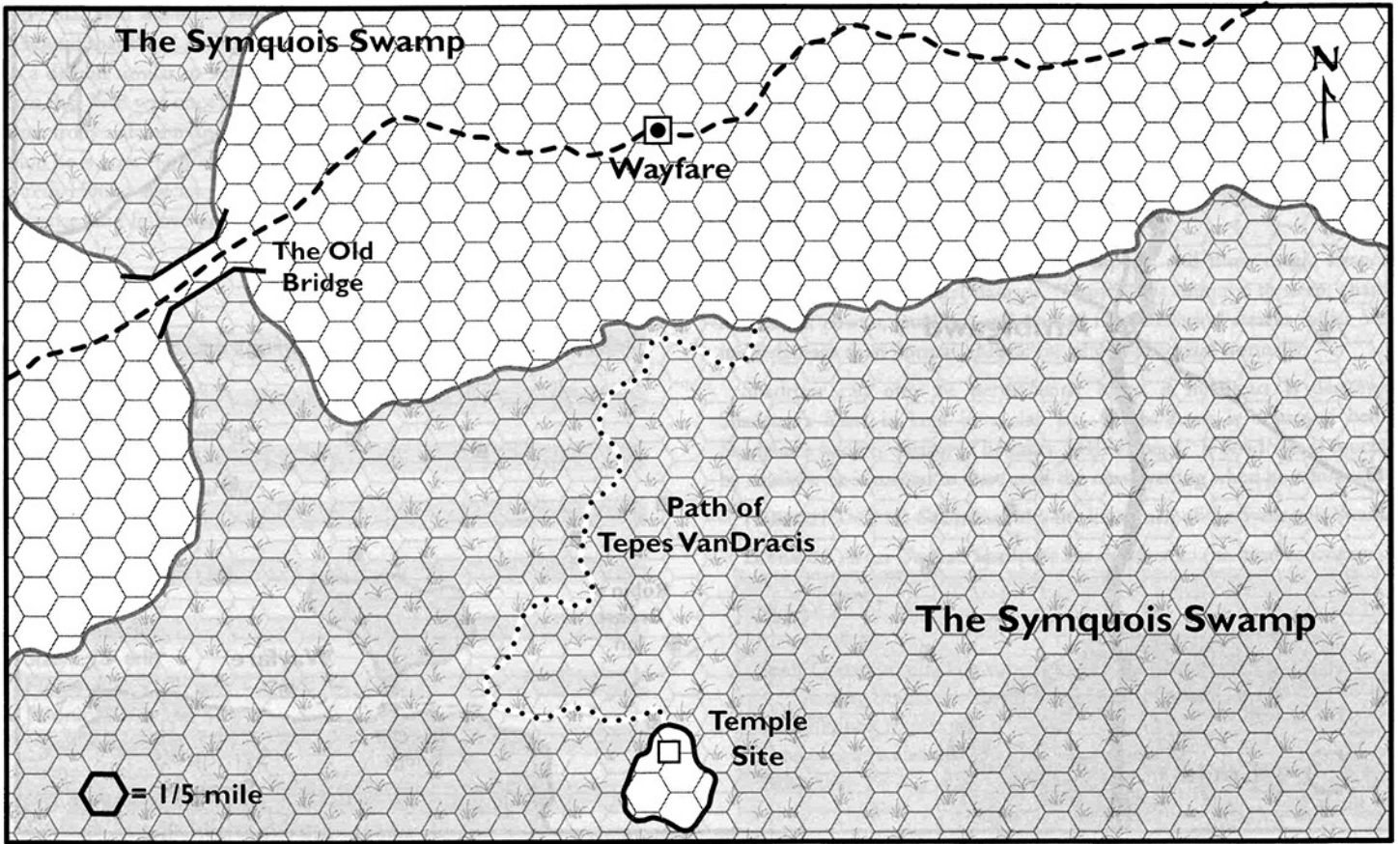
This skill does not allow the user to create undead. Rather it is the ability to conduct the burial technique known as mummification. This is also useful to those who work with undead as it allows the user to repair 1d4 points of damage to a corporeal undead each time the undead is damaged. This works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

**NEW ITEMS**

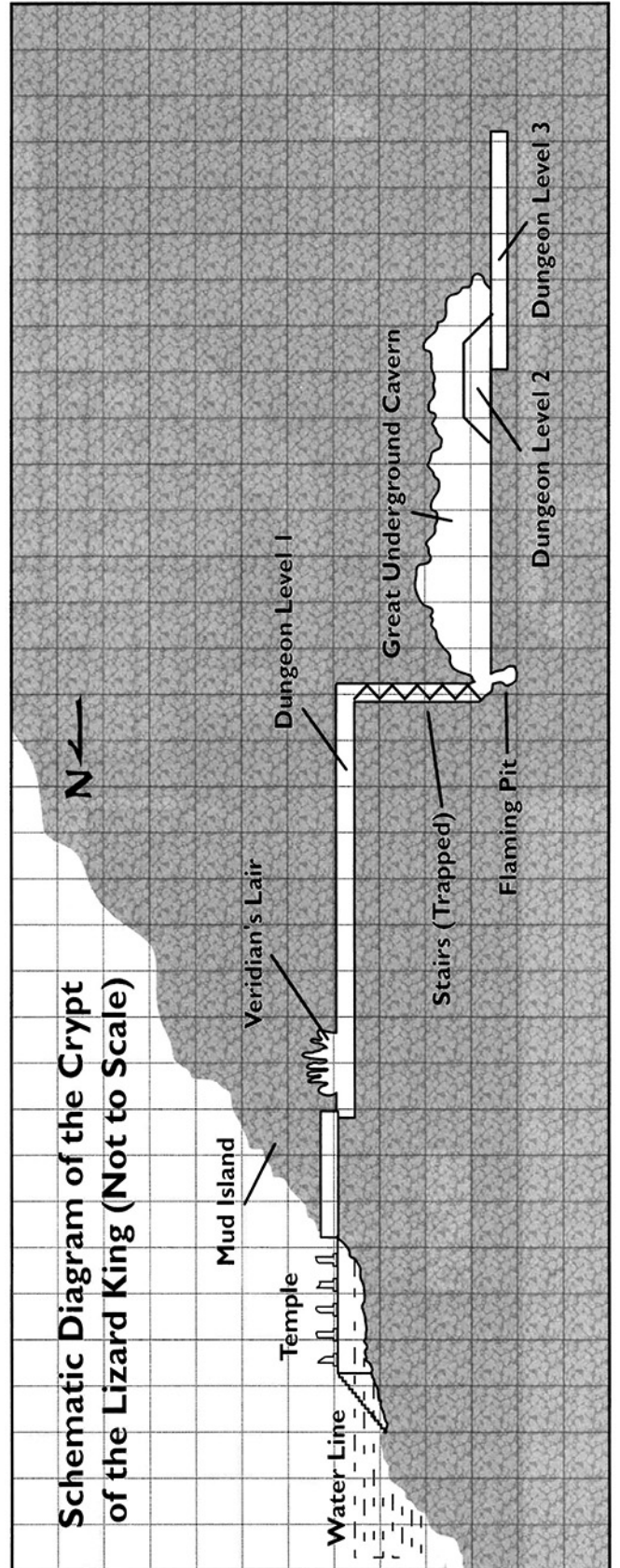
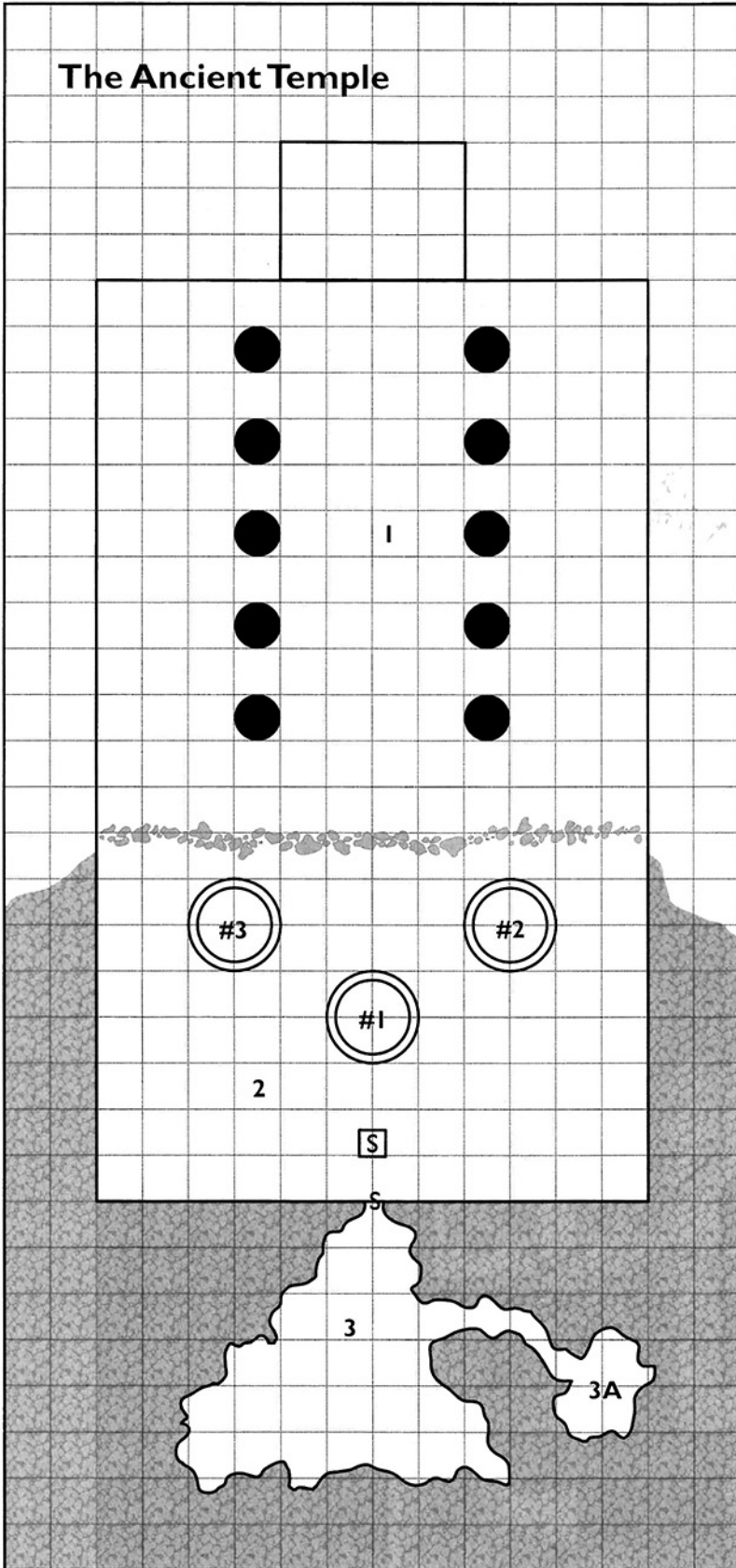
**Shadrizar's Trident**

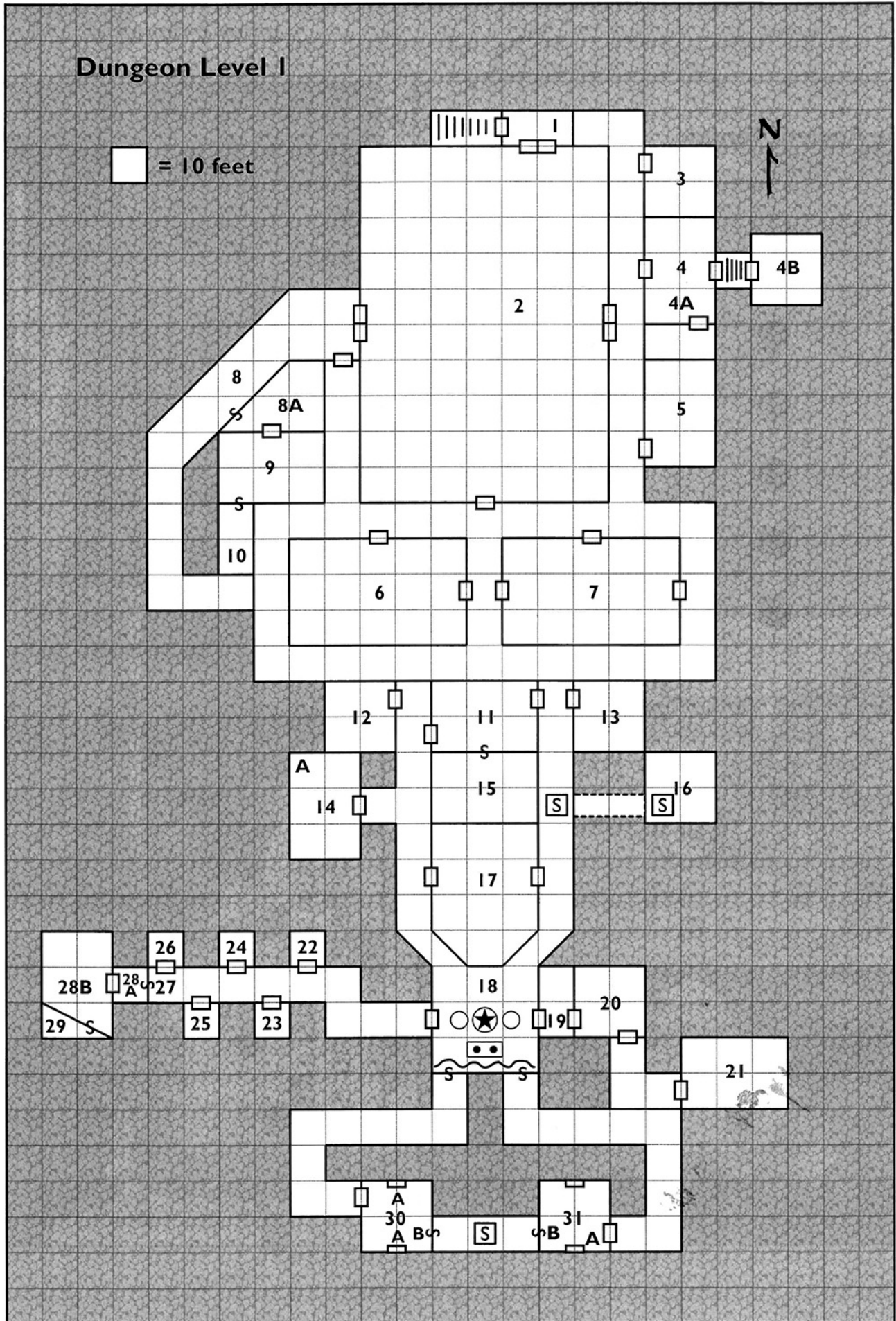
This is a lizard king trident that has the powers of a Trident of Submission and a +3 enchantment. The trident is intelligent and it has the following powers and abilities (Int 12, CE, Telekinesis 250 lb-twice/day, one turn per use, purpose: defeat human-blindness 2d6 rounds). Anyone hit by the trident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

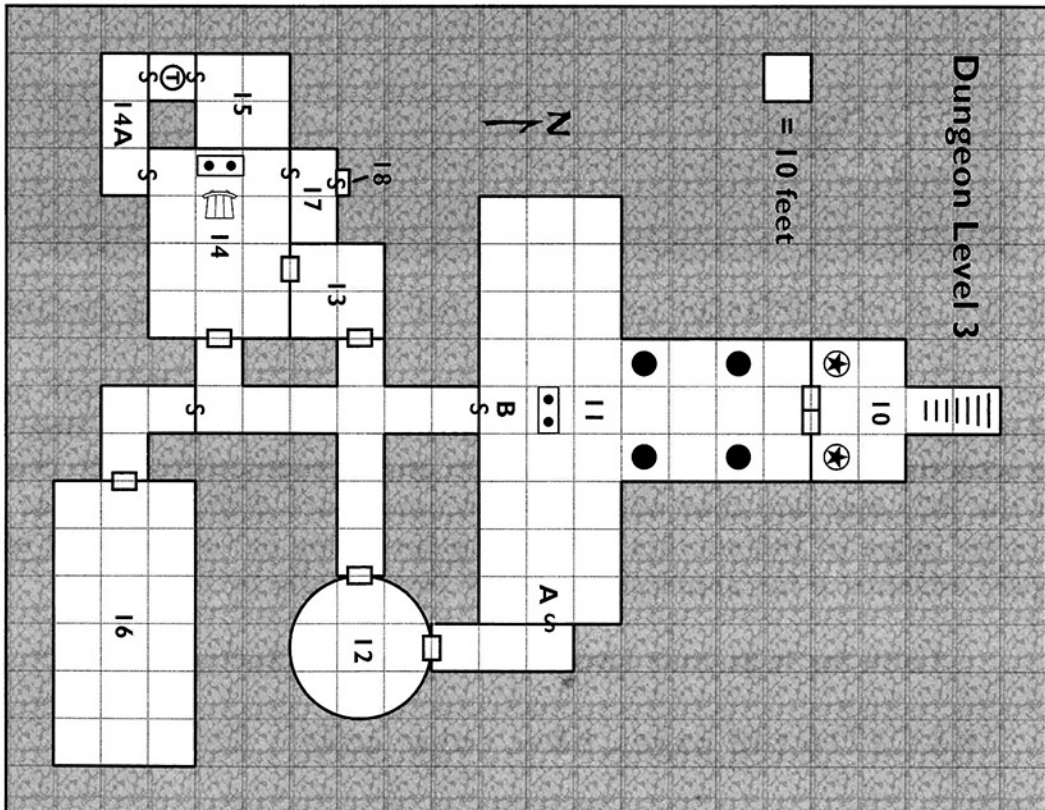
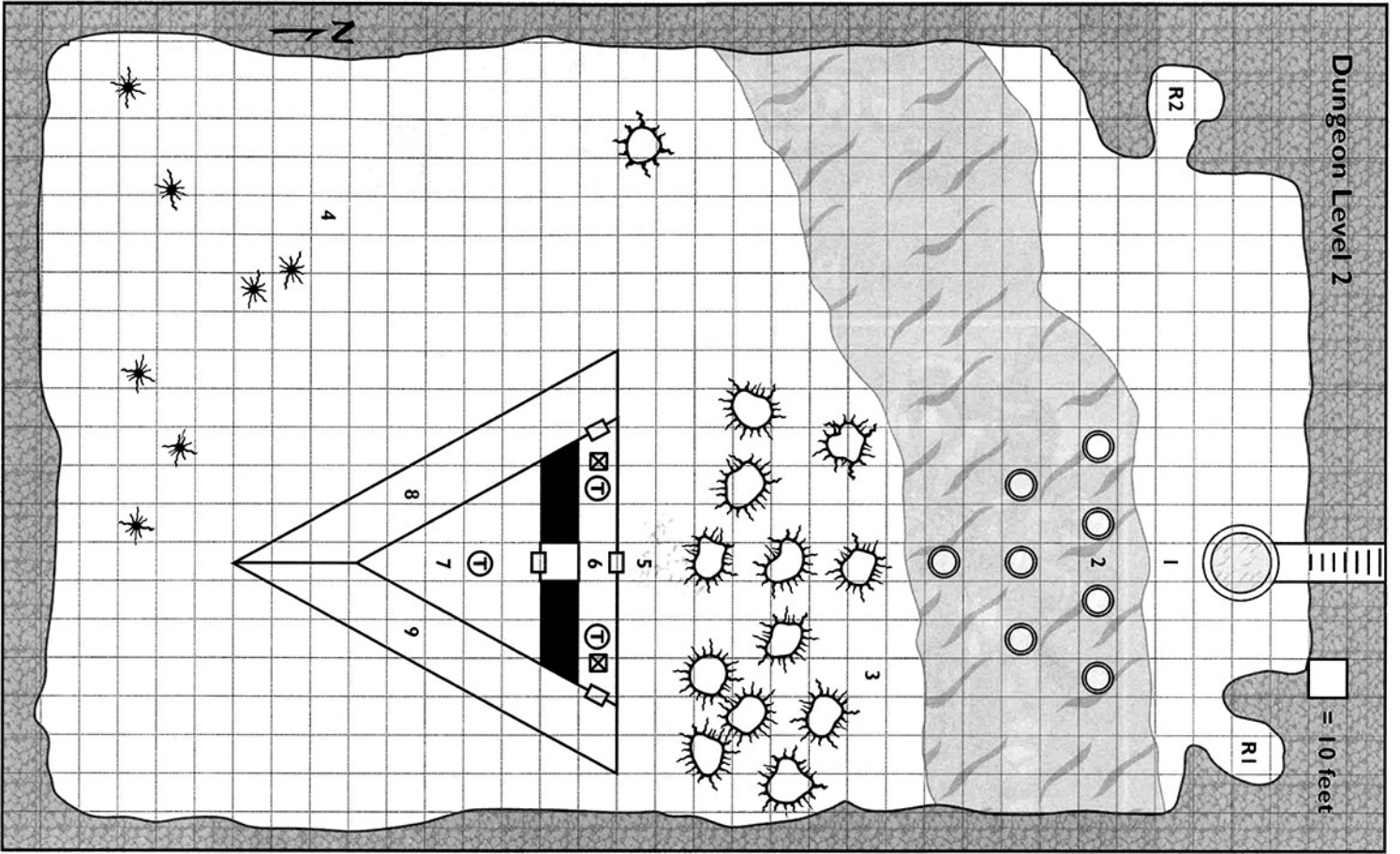














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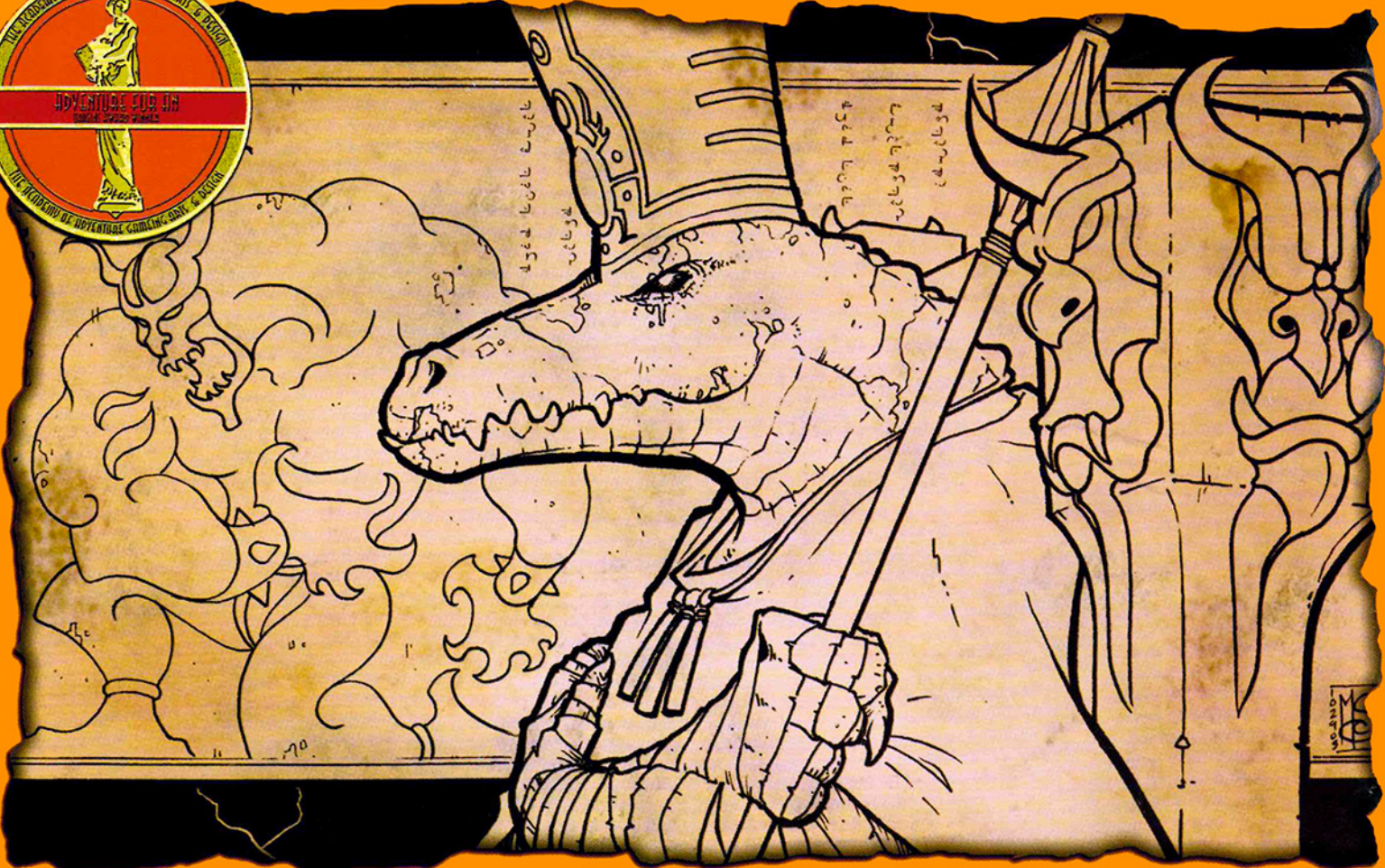
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