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Reign of Ruin

A Level 6 Adventure



**JON BRAZER
ENTERPRISES**

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6th-Level Adventure



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Credits

Author

Richard Moore

Cover Artist

Luis Antonio Salas Lastra

Editor

Kevin Morris

Interior Art

Brian Brinlee, Mark Hyzer, Rodrigo Martins

Swords and Wizardry Conversion

Lorecraft Studios—Skeeter Green

Cartography

Ken Gatzemeyer

Listing of Open Content

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Introduction

Reign of Ruin is designed for compatibility with the *Swords & Wizardry Complete* ruleset and is intended to challenge a group of 6th-level adventurers. Most of the encounters herein are quite difficult and are challenging for parties with less than 6 characters, especially those included after the midpoint of the adventure.

Background

Once a sprawling nation of agrarian hunter-gatherers spread across a vast wilderness of forests and plains, the country of Greenacre prospered beneath the rule of its high druid and his acolytes. However, Greenacre fell to draconic rule an eon ago by human reckoning, and much has passed since that point even by a dragon's marking of time. The fearsome dragon queen of Greenacre was Nyrionaxys, a female black dragon who organized several tribes of lizardmen from a distant land into a conquering army. This frenzied horde of lizardmen, the Ixtupi, believed the great black wyrm to be a herald of the evil water deity Tlaloc, come to lead them to dominance over the warmbloods.

Under the dragon's leadership, the lizards grew braver and more bloodthirsty, and their great numbers easily conquered the peaceful human denizens of Greenacre. One by one, Nyrionaxys slew the other indigenous dragons of Greenacre, then slaughtered the guardian druids of the ancient human temple at the forest's heart. Devoid of its former masters, she converted the temple into her lair, where the Ixtupi tribe served at her command as servants and enforcers. She then twisted the woods and fields of Greenacre with her foul magicks,

causing fertile farmlands and rivers to become fallow salt marshes and swamps. Greenacre was no more—all that remained of that proud civilization were the Crannogfolk, a broken people who built settlements of thatch and reed across the befouled waters of the Great Swamp.

The remaining humans who survived the desolation of their lands retreated to the outskirts of the swamp that now devoured their once-pristine hills and forests, offering tribute to the great dragon and suffering unspeakable cruelties at the hands of her saurian sentries. Overcome with fear of the lizardmen, they spoke even of their old temple only in terrified whispers as a place of death and despair. A foul creature of unfathomable lust and greed, Nyrionaxys also bred with numerous beasts within her domain, yielding enduring bloodlines of horrid half-dragon hybrids that served as guardians of her lands and proxies of her will.

It was not until many years later, at the prompting of several outside agents and emissaries of the great dragon's enemies, that Nyrionaxys' Crannogfolk subjects began to revolt against their lizardmen masters. The Ixtupi were caught unaware as several settlements near the swamps dispatched their draconic overlords and quietly prepared for war, and several of the dragon's mightiest spawn were dispatched by the rebels in rapid succession. Panicked, Nyrionaxys pleaded with the god Tlaloc for aid against her enemies. Tlaloc bid Nyrionaxys to retreat into the depths of the temple to hibernate with her precious clutch of unhatched pure-blood children. There she would slumber, while her lizard slaves brought her sustenance and her enemies eliminated one another in the world outside her lair. Tlaloc assured Nyrionaxys that he would awaken her

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when the time was right, and she could then reclaim her lands without fear of reprisals from meddling foreigners. The great black dragon heeded her master's advice and prepared for a long slumber. Prior to her sleep, Nyrionaxys instructed her followers to wait for Tlaloc's call—a time when all beings with the blood of dragons coursing through their veins, including her foul half-dragon progeny, would feel compelled to strike out at their hated warmblood foes.

In the end, though, Nyrionaxys underestimated the perseverance of the warmbloods in their crusade for independence from the draconic tyrants. An elite party of Crannogfolk freedom fighters, aided by warriors from neighboring lands, stormed the Great Swamp and cut through the lizardmen hordes. The heroes hunted down the sleeping Nyrionaxys in the lair beneath the Temple of Ixtupi and slew her as she dreamt of her triumphant re-emergence, crushing her entire clutch of eggs in the process (or so they thought). They severed the great wyrm's head and paraded it back to the Crannog Towns, leaving her massive body behind to rot and decay deep beneath the earth.

The people of the Crannogs had, perhaps, won their independence a bit too easily. With the great black dragon gone, the lizardmen were quickly cowed by the coalition formed between the foreign heroes and the indigenous Crannogfolk, although the Temple of Ixtupi and surrounding lands were never fully reclaimed from the lizards. The two human nations who planned the rebellion brokered an agreement stating that the Crannogfolk would hand over a large percentage of their able-bodied citizens, and all children born for the next year, to be trained by the foreigners as conscripts in their army. In return, the Crannogs would keep their independence, remaining free to govern themselves as they wished. These simple people chose the path which governs least, for better or for worse, allowing each town bordering the Great Swamp to function independently.

In the interceding years, the humans worked to tame the swamps and marshes that Nyrionaxys' enchantments had begat across the land, beating back the lizard hordes and slowly clearing hard-won safe passages through the swamps. In time, they also profited from breeding domestic buffalo for labor and meat, in addition to farming rice, wheat, and barley. What was once a savage and desolate frontier around the wetlands eventually became a thriving network of independent towns and villages, policed by the Stormhammers, a group founded from the first generation of the Crannogfolk to return from their service to the foreigners after repaying their debt with their servitude, bringing with them both the military training and the culture engrained in

them by their masters. Yet the land around the Temple of Ixtupi remains as cursed as it ever was, and even today no sane traveler dares to wander within even a league of the temple grounds.

Another faction also emerged during this time: a splinter clan of the Ixtupi tribe that did not believe the propaganda of their holy men. If Nyrionaxys truly cared for the lizards, they argued, she would have stayed to fight by their side instead of falling into torpor. Her retreat from the world, and subsequent death at the hands of the warmbloods, was the bitter fruit of the dragon's cowardice—and a blight on the lizards' faith in Tlaloc. These heretic lizardmen carved out their own small territory in the western reaches of the Great Swamp and swore their allegiance to Qucumatz, the Rainbow Serpent. These lizardmen call themselves the Tsiikil. The Tsiikil are highly reclusive and do not have much contact with outsiders. They fight a constant war against the Ixtupi just to survive, and they doubt that the dracophobic humans of the Crannogs would trust them enough to consider an alliance against their common enemy.

Today, the Ixtupi lizardmen stir once again near the temple grounds, for their shamans guard a great secret: not all of Nyrionaxys' purebred spawn were destroyed by the warmbloods during that raid so long ago. A single egg survived the invaders' wrath, overlooked in their rush to claim shares of the dragon's treasure. Hatched a few decades after her mother's death, the Ixtupi raised the hatchling as the final vestige of their mistress's legacy. This dragon has been taught from birth that she is the reincarnation of her mighty mother, and she is convinced that her progenitor's lost queendom is her birthright. This one surviving offspring has even taken the name of Nyrionaxys, both in zealous observance of her bloodline's destiny and as a means of striking fear into the warmbloods' hearts when she rises to heed the call of Tlaloc. Like her mother before her, the young Nyrionaxys II is a highly superstitious dragon and hopes to lure a group of virtuous heroes back to her lair to feed upon both their bodies and their souls as part of a blasphemous ritual—an act which, Tlaloc has assured her, binds her dead brethren to her spirit (see **Area E3** of the temple for more details) and strengthens her for the coming war against the warmbloods.

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The characters become involved in Nyrionaxys' foul plot to retake the Crannogs and bind her spirit to her dead broodmates when a mortally wounded Stormhammer scout collapses near the locale or encampment where they are resting. He manages to deliver a brief message before collapsing to the

ground dead before them: “Northam has been razed. None survived. Send reinforcements immediately.”

If this does not provoke them to investigate Northam, they may also cross paths with a group of traveling merchants who repeat rumors that the town of Northam has been decimated by the Ixtupi lizardmen. The merchants explain that Northam is the site of a great mead hall built by the same generation of Crannogfolk who killed the dragon Nyrionaxys, whose name means Bringer of Ruin. The warriors who killed her brought her head back to Northam after their victory, where they flayed it down to bone and horn and mounted it upon the wall of their great mead hall as a reminder of their ultimate triumph over the evil dragon. The merchants speculate that perhaps the Ixtupi are preparing for war and attacked the village to reclaim their ancient queen’s remains and exact their revenge upon the descendants of her killers.

Northam

The major settlements of Greenacre retain an inherently rustic look, and Northam is no exception. Most of the buildings on the crannogs are elaborate reed and wood structures, cut and lashed by skilled builders and, in the larger towns such as this one, modified and reinforced by engineers or magic-users. Yet here the thatched buildings sag mournfully, crushed or collapsed in the evident melee that has recently occurred. An entire pen full of water buffalo has been slaughtered, and large bites of the choicest cuts of meat on the beasts have been ripped from their carcasses. Collapsed portions of docks float listlessly upon the water as more corpses—or parts of them, at least—bob among the wreckage. The smell of blood, fire, and rot hangs heavily over the town, and carrion birds swarm the bodies of the fallen, gorging on bloated, sun-ripened flesh. Although the crannogs and docks are in ruins, an old two-story brick church and the walls of a stone longhouse still stand on the northern shoreline. In the center of the village, a message post dotted with burned paper notices is strung with the gutted bodies of four guardsmen in armor, their spears driven through their torsos, pinning them to the wooden pole. Strange writing is singed into the ground beneath the pole, as if someone had formed the letters by pouring acid onto the grassy earth.

A thief with the **Read Normal Languages** ability may be able to decipher the writing: it is a dialect of the ancient draconic written language, and it reads, “Beware The Blackener Of Bright Waters, For She Is Come Again.” In the ruins of the town of Northam, the characters find scores of mutilated bodies, some of which have had the flesh mysteriously melted from their bodies, as if from a torrent of caustic acid rather than raw

flame. A few lizardmen bodies are also scattered throughout the town, but their numbers are scarce compared to the devastating number of human casualties. Investigating the lizardmen corpses yields evidence of their collusion with Nyrionaxys and the cult of Tlaloc: they carry serpentine, wooden totems decorated with black dragon scales and gory bits of carrion (most of it human bone and offal). Additionally, where the few well-armed town guards have fallen, traces of black scales can be found (chipped away from the hides of the stormwyts during the battle).

The great mead hall stands out among the smoldering ruins despite the massive damage it sustained in the attack, its great stone walls mostly still intact, save for a few sections that have been melted away or knocked in by brute force. Inside, a large mounting plate adorns the southern wall; although it once held the skull of Nyrionaxys I, it is now bare except for the mutilated corpses of several Northam residents which are impaled upon the great iron spikes that once cradled the dragon’s skull. A map left behind in the rubble clearly shows Northam, scratched through viciously with charcoal and blood, and the town of Mistlewy to the west is also circled, indicating that this is the Ixtupi’s next target.

A single survivor remains in Northam, crouched in the cellar of the now-ruined church—a farmer named Alphius. This farmer, if treated with care, can tell what little he saw of the battle before he fled in terror: a score of Ixtupi savages riding wyverns swooped down from the skies and began attacking people. There were also winged lizardmen who flew alongside the wyverns, and they led the assault on the mead hall. Once the winged lizardmen breached the walls, a black dragon the size of a full-grown ogre descended from behind a storm cloud, ripping through what few warriors were left standing. The dragon seized the skull of Nyrionaxys, then took to the sky again, disappearing from sight. He also knows that the Ixtupi retreated southward into the swamps to regroup after the fight, having watched them leave from a hidden vestibule in the exterior walls of the church.

Mistlewy

The reed-and-wood architecture common among the villages of the Crannogfolk is evident here, as in all the settlements surrounding the Great Swamp. The sight of intact houses and businesses, and mostly content citizens, is a welcome change from the carnage you witnessed in Northam. Still, the villagers seem on edge; word of the Ixtupi attack on a larger town has no doubt reached the ears of Mistlewy’s gossipers, and you notice more than a few people looking nervously toward the sky or the horizon as they go about their business. It is

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obvious that the center of commerce and activity in Mistleivy is the waterfront market, a small collection of crannogs and shanties housing shops and traders, as well as offering amenities such as private steam baths and boat rentals. In the center of the marketplace stands a great crannog connected to the docks by three wide walkways. A burned wooden sign over the thatched roof reads "The Meadmire Tavern." A group of four armored human men and women wearing longbows and warhammers and sporting tabards stitched with the symbol of a hammerhead mounted upon a bolt of lightning are entering the tavern as you arrive.

Give the adventurers time to rest and re-equip themselves when they arrive in Mistleivy if you wish; the village carries most any mundane piece of equipment adventurers may need, and various traveling merchants may have a few magic potions for sale as well, if you want to be especially generous. When you're ready to proceed, read aloud the following text.

Suddenly, the midday sky darkens as a stream of shadows flows over Mistleivy. Above the village, you see four black-scaled wyverns carrying savage spear-wielding lizardmen on their backs; two bulky, winged forms fly alongside them. A pair of wyverns land on the docks connecting the many crannogs, their riders poised to menace the unarmed humans who are fishing or passing by. The other two keep to the air, releasing foul jets

of acid from their gullets. A few seconds later, the corrosive spittle crackles ominously with residual traces of electricity, igniting any flammable material it touches. The Ixtupi savages leap from the backs of their mounts and spread out to terrorize the villagers.

Mistleivy is under attack by the Ixtupi—and you are its only hope.

There are a total of **eight lizardman savages** in the raiding party, as well as **four stormwyts** and **two half-dragon lizardmen**. However, the **four Stormhammer Knights** in the tavern emerge to fight alongside the adventurers, making the fight a bit more even but still quite tough. The raiders rout once six of the savages, two of the stormwyts, or one of the brutes fall in combat (whichever of the three happens first). The remaining forces then retreat a short distance away—for those were their orders.

IXTUPI SAVAGES (8)

HD 2+1; hp 8, 8, 10, 6, 16, 11, 15, 14; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see 'Lizardmen' entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details



STORMWYTS (4)

HD 4; hp 19, 17, 25, 25; AC 3[16]; Atk 1 bite (1d8) or 1 tail slap (1d6); Move 6 (Fly 24); Save 13; AL N; CL/XP 6/400; Special: alkaline mucus (50-foot range, 1d8 damage + entangle/1d4 damage [save ends]), surge of speed (3/day); see **Appendix A**

IXTUPI DRAGONBLOOD BRUTES (2)

HD 4; hp 22, 28; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or spear (1d6); Move 9 (Fly 18, Swim 12); Save 13; AL C; CL/XP 6/400; Special: acid breath (1/day, 30-foot line, 4d6 damage, save for half), breathe underwater, immune to acid, paralysis, and *sleep*; Equipment: 3 spears; see **Appendix A**

STORMHAMMER GUARDS (4)

HD 3; hp 18, 15, 17, 14; AC 4[15]; Atk +1 *warhammer* (1d4+2) or longbow x2 (1d6); Move 12; Save 12; AL L; CL/XP 3/60; Special: multiple attacks (3) vs. creatures with 1 or fewer HD; Equipment: chainmail, shield, +1 *warhammer*, longbow, 20 arrows, 2d10 gp, 40+2d10sp

Nyrionaxys has gorged on fishermen and water buffalo for a few days now and is spoiling for a good fight. She waits several miles from the village, content to let her minions do the grunt work, but she orders them to alert her immediately if they encounter any significant resistance, which the adventurers should certainly constitute. Once alerted to the presence of the heroes, the dragon seeks them out, flying directly to Mistleivy to engage them. She concentrates her ire on the Stormhammers (although it is best to leave at least one alive to act as an information resource for the adventurers as discussed below) but doesn't hesitate to attack the adventurers if they make a nuisance of themselves. The dragon is sizing these heroes up to see if they would make appropriate sacrifices for her blood ritual.

NYRIONAXYS II

Adult Black Dragon

HD 8; hp 32; AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; AL C; CL/XP 10/1,400; Special: spits acid (3/day, 60-foot line, 3d damage), magical abilities (at will—*darkness 15-foot*

radius; 1/day—detect magic, obscuring mist, read magic), speaks; Equipment: *wand of polymorph self* (7 charges), *banner of Tlaloc* (grants immunity to fear to all allies who can see it); see 'Dragon, Black' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

Nyrionaxys retreats to the Temple of Ixtupi after a few rounds of combat, breaking away from the battle immediately if reduced to 15 hp or less.

The inclusion of Nyrionaxys in this encounter is meant to showcase the dragon and give the adventurers an idea of what they are up against. If they don't get the hint after this encounter that they need to destroy this monster before it murders every warmblood in the Great Swamp, feel free to create more villages along the shoreline of the swamp and have Nyrionaxys attack those locales, too.

After the fight has concluded, the surviving Stormhammer guards thank the adventurers for their assistance and tell them that they have received reliable reports of more dragon attacks occurring further to the south, close to the Temple of Ixtupi. The Stormhammers can also recount the legends of the original Nyrionaxys and her destruction at the hands of their ancestors, as well as tales of the mythic hero Artos, who slew four great beasts to make the lands of Greenacre safe for the ancient druids and their followers to settle (see **Area C** for more information on Artos and the four beasts).

Into the Swamp

Nyrionaxys can be easily followed back into the Great Swamp, since she flies directly toward the Temple of Ixtupi when she departs from Mistleivy. However, the marshes teem with dangerous wildlife, so if you wish to include random encounters during the journey to the Temple, roll on the **Random Monster Encounter Table**.

At some point, as the adventurers pursue the dragon into the swamp, they accidentally run headlong into a battle between the **Ixtupi** and their bitter rivals for territory in the Great Swamp, the lawful **Tsiikil** lizardmen. The characters might initially mistake the Tsiikil for allies of the black dragon, but careful observation hints that these lizardmen are different from the others they have encountered in a few ways: they carry different, less sinister totems of religious significance (serpentine-shaped woodcarvings decorated with multicolored feathers), and no half-dragons or stormwyts fight alongside them.

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Random Monster Table

1d10	Monster (Quantity)
1	Befouled Water Spirit (1)
2	Giant Spiders (1d2)
3	Dragon Toads (1d3)
4	Ixtupi Savages (6) & Sorceresses (2)
5	Wyrmtainted Piranha Swarms (1d3+1)
6	Stormwyts (3)
7	Lizardman Mud Zombies (1d8+5)
8	Ochre Jelly (1d4)
9	Giant Mosquitoes (1d3)
10	Giant Crocodile (1)

See **Appendix B** on page 31 for random monster statistics.

TsIIKIL WARRIORS (8)

HD 2+1; hp 10, 10, 14, 14, 8, 10, 13, 10; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8) or spear (1d6); Move 6 (Swim 12); Save 16; AL L; CL/XP 2/30; Special: breathe underwater; Equipment: leather harness, 4 short spears; see 'Lizardmen' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

IXTUPI SAVAGES

HD 2+1; hp 12, 13, 11, 10, 8, 8, 9, 5; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see 'Lizardmen' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

IXTUPI SORCERESSES

HD 3; hp 12, 18, 15; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 14; AL C; CL/XP 5/240; Special: breathe underwater, spells (4/2; 1st—*charm person, faerie fire, protection from good, shield*; 2nd—*heat metal, mirror image*); see 'Lizardmen' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

IXTUPI WARPRIEST

HD 4; hp 25; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or warhammer (1d4+1); Move 6 (Swim 12); Save 13; AL C; CL/XP 6/400; Special: breathe underwater, spells (2/2; 1st—*faerie fire, protection from good*; 2nd—*bless, warp wood*); Equipment: warhammer, golden medallion, wood fetishes; see 'Lizardmen' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

STORMWYT

HD 4; hp 22; AC 3[16]; Atk 1 bite (1d8) or 1 tail slap (1d6); Move 6 (Fly 24); Save 13; AL N; CL/XP 6/400; Special: alkaline mucus (50-foot range, 1d8 damage + entangle/1d4 damage [save ends]), surge of speed (3/day); see **Appendix A**

If the adventurers attempt to parley with the Tsiikil, the lizardmen are receptive to negotiations, especially if the party helped them defeat their Ixtupi attackers. The Tsiikil can easily point out the safest route toward the Temple of Ixtupi and offer aid and shelter if the characters wish to rest among the Tsiikil for the night. They may even share stories of their people's friendship with the ancient humans of Greenacre and their gift to the high druid of the temple in centuries past (the lost *rainbow sceptre* found in **Area D3** of the temple). If the adventurers try to convince the Tsiikil to accompany them to the temple and fight against the Ixtupi, the lizardmen assent and offer **four warriors** (use stats for **Tsiikil Warriors**, above). Otherwise, they apologize for their inability to offer further help, explaining that they cannot relinquish the vigil on the border of their territory against the Ixtupi unless the dragon is slain.

Once the characters arrive at the Temple of Ixtupi, they must break through the defending legions of the temple grounds and make their way into the depths of Nyrionaxys' lair within the temple itself, braving the horrors of the Ixtupi cultists' traps and guardians to reach the dragon's sanctum below.

The Temple of Ixtupi

Nyrionaxys' lair is a great stone temple built by the primordial human denizens of Greenacre. Centuries ago, the lizardman tribes faithful to her rule exterminated the humans within the temple and claimed it for their own. The presence of the dragon caused the land to grow foul and fell; she commanded her slaves to dig a great moat around

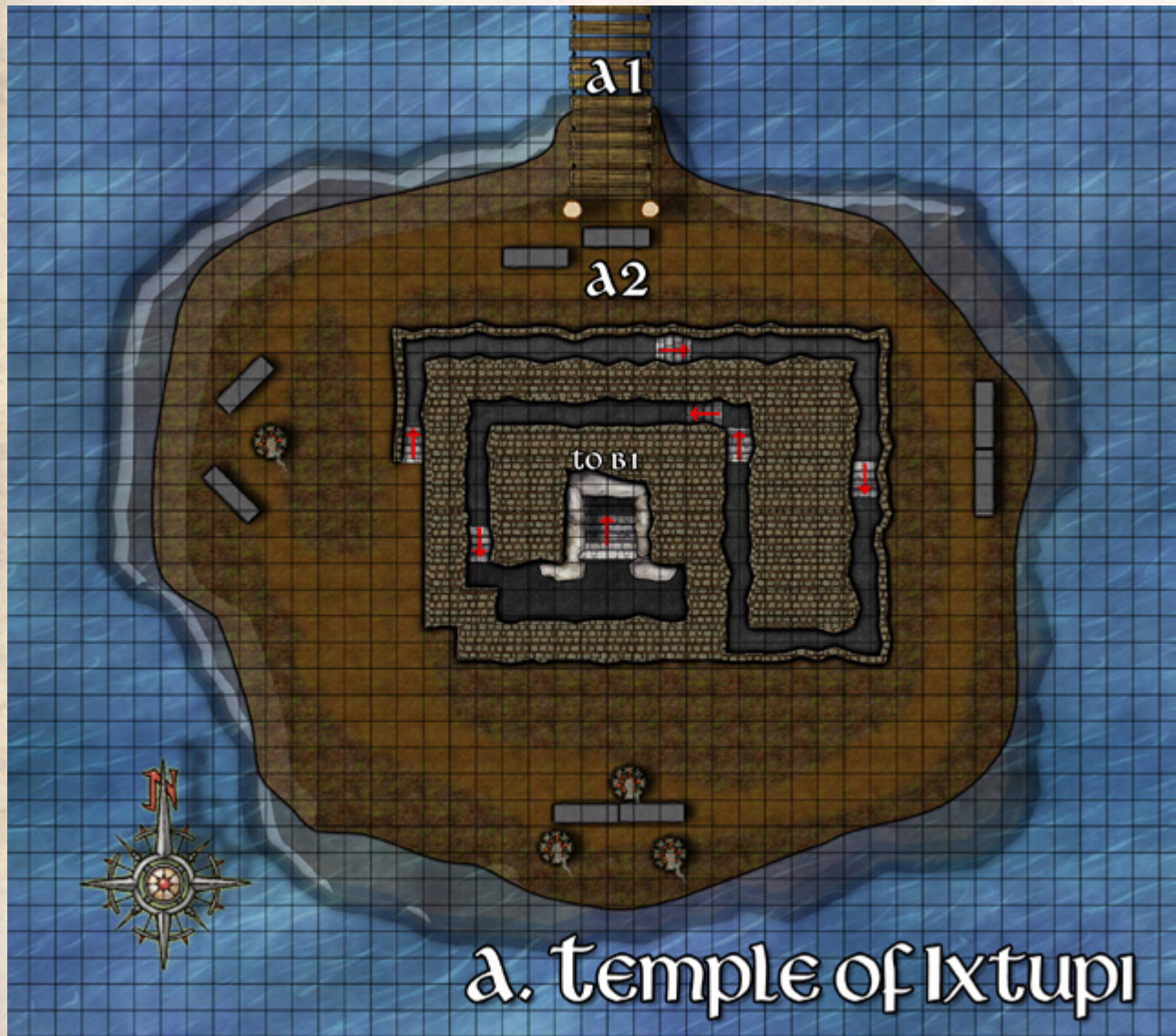
the base of the temple and then called heavy rains to fill the moat to a depth of several hundred feet. Her lair is on the very bottom floor of the temple, accessible only by descending through the upper levels, or by way of a submerged tunnel in the foundation of the structure.

A1. The Rope Bridge

Ahead of you, the sodden earth drops off suddenly, as if repelled by some unnatural force. Below, murky water churns ominously, and the scarce light beaming through the treetops occasionally illuminates dark shapes swimming in the moor. Two massive wooden poles driven into the side of the ravine anchor a primitive but well-made rope bridge lined with wooden slats which connects the land upon which you stand to the massive mound of earth some 600 feet away. Two massive winged lizardmen flank the far end of the bridge, cleaning their talons and conversing sparsely in a sibilant reptilian tongue.

Two Ixtupi dragonblood brutes guard the bridge to the trilithon mound where the temple entrance waits. The two Ixtupi make a **Secret Doors** roll each round on their initiative count to notice the characters' approach. Enterprising and daring adventurers may attempt to climb across the chasm beneath the bridge (making a successful **Open Doors** roll or **Climb Walls** roll at -25%), using the step slats as a horizontal ladder. This allows the party to cross unseen by the brutes.

Once alerted to the adventurers' presence, the brutes warn their comrades on the mound of the intruders and advance across the bridge to attack, flying to surround advancing adventurers. However, since they are far away from their allies and angry outbursts are common among the Ixtupi, it requires a roll of 8 or less on 1d20 for the Ixtupi savages and stormwyts patrolling **Area A2** to even realize that something is amiss. An adventurer who takes any actions other than moving on the bridge must make



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a save each round to keep their balance or risk falling into the water 100 feet below, suffering 5d6 points of damage (the water absorbs much of the falling damage).

IXTUPI DRAGONBLOOD BRUTES (2)

HD 4; hp 25, 18; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or spear (1d6); Move 9 (Fly 18, Swim 12); Save 13; AL C; CL/XP 6/400; Special: acid breath (1/day, 30-foot line, 4d6 damage, save for half), breathe underwater, immune to acid, paralysis, and *sleep*; Equipment: 3 spears; see **Appendix A**

A2. The Garden of Sun and Rain

The opposite side of the bridge ends at a pair of massive trilithons as tall as an ogre. The plateaued top of the mound is marked at the four cardinal points with more trilithons in varied arrangements—the ones nearest you are unadorned, but to the west you spot a stone pool nestled between two smaller stone formations. A trio of braziers burns before more standing stones far to the south. On the east end of the mound, hundreds of chimes and bells hang from a hulking dolmen larger than even the ones immediately before you, tinkling gently in the wind. The ground in the center of the mound is furrowed with graduated trenches dotted with crude stone stairs that lead down into the earth.

Once a sacred place of worship where the ancient druids of Greenacre paid homage to the elements and worked their most powerful magic, the Garden of Sun and Rain nevertheless succumbed to the taint with which the original Nyrionaxys poisoned all her domain. The dragon used the trilithons to focus her own power in her foul magical workings throughout her reign of ruin, and centuries of dark magic have now permanently altered the nature of the power contained within the standing stones. The young Nyrionaxys is careful never to station her sorcerers here, for the Garden holds a curse: the use of any magic within its boundaries causes a befouled elemental spirit—its existence as a child of nature forever tormented by the intrusion of evil in this place of power—to form and attack the caster relentlessly.

Five Ixtupi savages patrol the Garden, each mounted on a **stormwyf**. The Ixtupi savages order their mounts to keep to the air in combat, swooping low to deliver melee attacks only when their stormwyfts have exhausted their alkaline breath. Should the adventurers attempt to storm the warrens leading down to the temple entrance, the



lizardmen fly down into the tunnels to cut off the intruders' advance. They fight to the death to prevent anyone from breaching the entrance to the temple.

Additionally, if any adventurer uses a spell, magic item, or magic weapon which inflicts energy or elemental damage, one of the four trilithons produces a **befouled elemental spirit** which manifests near the trilithon and moves to target that adventurer, engaging any other creatures that interfere. The damage types which trigger this occurrence are as follows: acid—earth spirit, from the northern trilithon; cold—water spirit, from the western trilithon; fire—fire spirit, from the southern trilithon; electricity—air spirit, from the eastern trilithon. Each trilithon can only produce one such spirit per day.

IXTUPI SAVAGES (5)

HD 2+1; hp 11, 13, 8, 10, 11; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see 'Lizardmen' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

STORMWYTS (5)

HD 4; hp 30, 29, 22, 26, 27; AC 3[16]; Atk 1 bite (1d8) or 1 tail slap (1d6); Move 6 (Fly 24); Save 13; AL N; CL/XP 6/400; Special: alkaline mucus (50-foot range, 1d8 damage + entangle/1d4 damage [save ends]), surge of speed (3/day); see **Appendix A**

BEFOULED AIR SPIRIT

HD 8; hp 44; AC 2[17]; Atk 1 strike (1d8 + 1d6 negative energy); Move 0 (Fly 36); Save 8; AL C; CL/XP 10/1,400; Special: immune to non-magic weapons, air mastery, awful presence, magical abilities (constant—*protection from good, 10-foot radius*), negative energy, whirlwind; see **Appendix A**

BEFOULED EARTH SPIRIT

HD 8; hp 49; AC 2[17]; Atk 1 strike (2d8 + 1d6 negative energy); Move 6 (Burrow 6); Save 8; AL C; CL/XP 10/1,400; Special: immune to non-magic weapons, awful presence, earth glide, earth mastery, magical abilities (constant—*protection from good, 10-foot radius*), negative energy; see **Appendix A**

BEFOULED FIRE SPIRIT

HD 8; hp 43; AC 2[17]; Atk 1 strike (1d8 + burning + 1d6 negative energy); Move 12; Save 8; AL C; CL/XP 10/1,400; Special: immune to non-magic weapons, awful presence, burning, magical abilities (constant—*protection from good, 10-foot radius*), negative energy; see **Appendix A**

BEFOULED WATER SPIRIT

HD 8; hp 51; AC 2[17]; Atk 1 strike (1d10 + 1d6 negative energy); Move 6 (Swim 18); Save 8; AL C; CL/XP 10/1,400; Special: immune to non-magic weapons, awful presence, magical abilities (constant—*protection from good, 10-foot radius*), negative energy, water mastery; see **Appendix A**

B1. Desecrated Shrine

At the bottom of the trilithon-framed steps is a long chamber with a single exit. The walls are dotted with curved stone alcoves containing vaguely humanoid forms wrapped in thick layers of hardened mud. Four 10-foot-long carved stone biers rest in the quadrants of the room; the remains of various small creatures sit atop the slabs.

Once the resting place of honored heroes of the ancient humans, the remains interred here have long been vacated from these biers and replaced with foul totems and blood sacrifices to the Ixtupi lizardmen's own adopted deity, Nyrionaxys herself.

Two Ixtupi warpriests tend this area, fastidiously performing their dark rituals even through the sounds of combat above. Many of the stone alcoves contain lizardman mud zombies. Every round that a non-lizardman or non-dragon occupies this chamber, two mud zombies burst forth from the alcoves to attack. There are a total of **eight mud zombies** present. The priests aid them as well as they can, engaging with poorly-armored foes and casting spells to aid their undead minions on their turns.

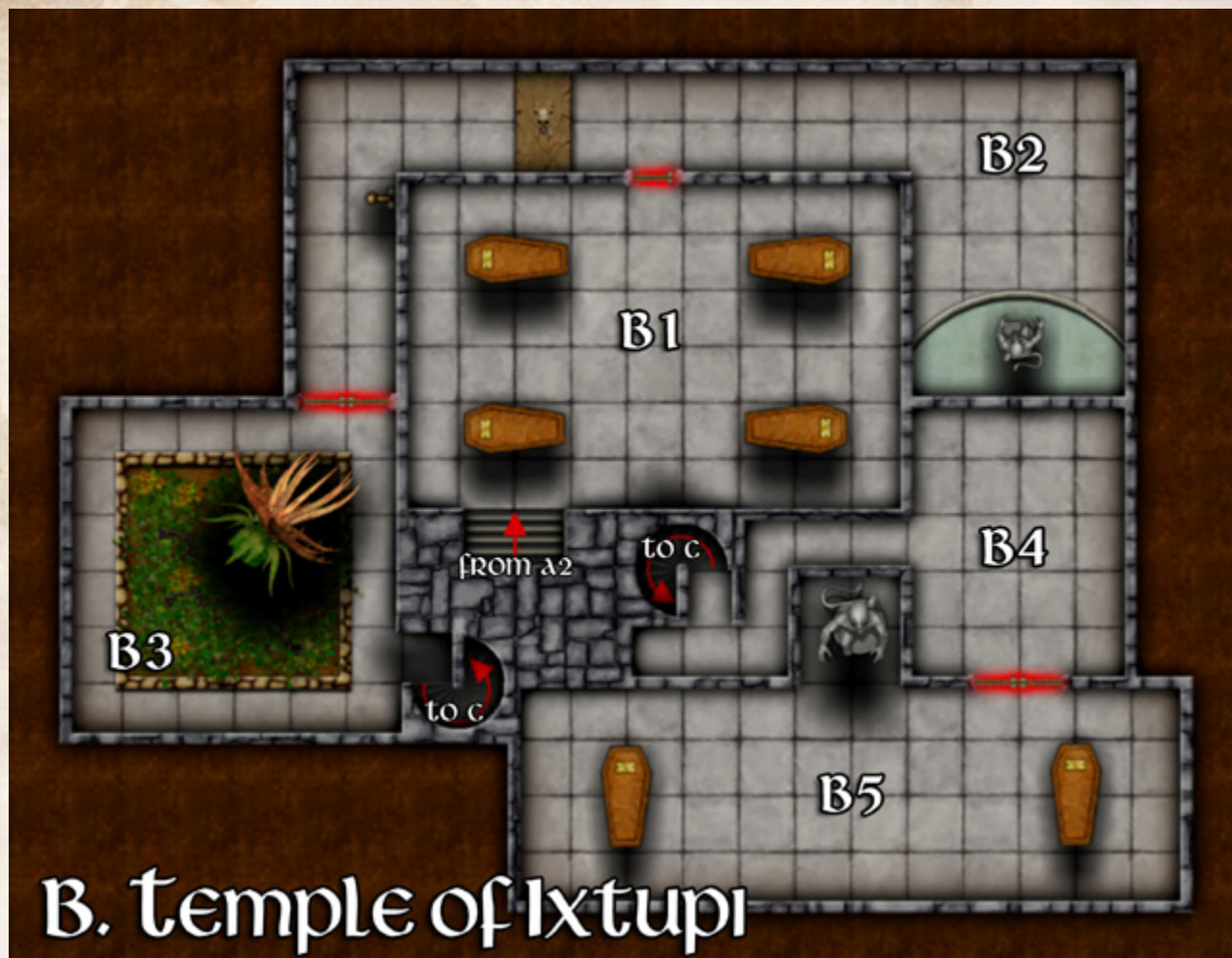
IXTUPI WARPRIESTS

HD 4; hp 19, 25; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or warhammer (1d4+1); Move 6 (Swim 12); Save 13; AL C; CL/XP 6/400; Special: breathe underwater, spells (2/2; 1st—*faerie fire, protection from good*; 2nd—*bless, warp wood*); Equipment: warhammer, golden medallion, wood fetishes; see 'Lizardmen' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

LIZARDMAN MUD ZOMBIE

HD 2; hp 13, 13, 8, 10, 14, 9, 9,12; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: dust cloud, immune to *sleep* and *charm*; see **Appendix A**

TREASURE: Among the rotting sacrifices scattered atop the stone biers, the Ixtupi fanatics have also left behind a *potion of extra healing*. Additionally, up to 8 uncut onyx gemstones, each worth 75 gp, can be harvested from the remains of the mud zombies—they are embedded in their hollow eyes.



B. Temple of Ixtupi

B2. The Skull Passageway

This 10-foot-wide hallway leads both east and west, curving out of sight on both ends. Thousands of grinning skulls interspersed with crude mortar dot the walls.

When any living being enters this hallway, the skulls in the wall spring to life and snap mindlessly at any nearby creature.

SNAPPING SKULLS HAUNT

HD special; AC 8[11]; Atk special (see below); Move 0; Save 12; AL C; CL/XP 6/400; Special: eternal, immune to *sleep* and *charm*, immune to physical damage, *inflict light wounds* (see below for details)

The snapping skulls haunt constantly gnashes at passersby, attempting to rend their flesh. Anyone passing through an area hosting a snapping skull haunt suffers 1d6+1 points of damage, as *inflict light wounds*, for every 10 feet of affected area it crosses. This haunt can be exorcised by purifying the fountain in area B2 as described in that room entry. As soon as the fountain is purified, the haunt is lain to rest.

The eastern hallway connecting to this passageway houses a white marble fountain filled with foul, stagnant water. The surface of the marble is covered in ancient carvings and archaic common runes; a thief making a successful **Read Normal Languages** check discovers that the carvings depict the epic saga of a holy warrior named Artos. If the characters cast *bless* on the fountain, or a paladin uses his lay on hands ability to cleanse it, drinking from the fountain bestows one of the following restorative effects: benefit from the effects of a *cure serious wounds* spell, or remove mummy rot as though *remove curse* and *cure disease* had been cast on the imbiber in rapid succession. Although the water remains permanently pure and safe for drinking, an adventurer can only benefit from the restorative properties of drinking from the fountain once per day. If the water is bottled and removed from the fountain's immediate vicinity, it loses all restorative properties. Purifying the fountain also disables the snapping skulls in the passageway.

A kobold slave named **Pekdak** stands in the northwest corner of the skull passageway. Most likely already alerted by the sounds of combat in **Area B1**, he hatches a plot to lure the adventurers

into greater peril. Pekdak has rigged a large stone block in the ceiling to fall at a certain location when a human-sized or larger creature steps on weight-triggered sinking flagstones in the floor. Pekdak himself is not heavy enough to trigger the trap, and can arm or disarm the falling block with the push of a lever mounted on the inner wall of the western hallway (which he promptly does as soon as he hears fighting in the desecrated shrine). The block attacks as a 6 HD monster and inflicts 4d6 points of damage if it hits a target.

Pekdak taunts the adventurers in a broken form of the Common Tongue, then throws a flask of flaming oil at the closest one of them and runs into the western hallway, retreating to the pillar mosaic chamber to shout a warning to another kobold slave, **Kipyra**, who waits at the top of the stairs leading down to **Area D1**. Pekdak then returns to the hallway to see if the intruders made it past his block trap, throwing more flaming oil and luring them into the reach of the giant flytrap in **Area B3**.

PEKDAK, KOBOLD SLAVE

HD 1d4 hp; hp 3; AC 7[12]; Atk flaming oil (1d6) or short sword (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: none; Equipment: 10 flasks of oil, shortsword, leather armor, *potion of healing*, 2d10 gp; see ‘Kobold’ entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

In addition to possibly damaging the poor sap who falls for this trap, the fallen stone block also cuts off the passageway into the western hallway. The block can be pushed into the northwestern corner of the hallway to reopen the passageway; doing so requires the combined effort of two adventurers and four successful **Open Doors** rolls by either of them.

B3. The Herb Garden

Shafts in the ceiling allow precious sunlight to beam into this chamber, illuminating a raised stone terrace wall surrounding a rich reservoir of soil filled with lush plants and herbs. Though obviously tended, the garden seems functional rather than ornamental in nature. A dense cluster of thorny vines and spiny knob-shaped growths occupies the center of the garden. A spiral staircase is visible to the southeast.

The spiny, vine-like plant is a dormant **giant flytrap**. It waits patiently for potential prey to draw near enough for it to feed. The flytrap has been well-trained by the Ixtupi not to attack lizardmen or kobolds who pass through the garden but has no such reservations about rampaging adventurers.

GIANT FLYTRAP

HD 6; hp 40; AC 4[15]; Atk 4 stalks (1d6 + grab) and bite (2d6); Move 3; Save 11; AL N; CL/XP 7/600; Special: all-around sight (the giant flytrap is aware of all beings in a 20-foot radius), grab (if a giant flytrap hits with its stalk, it immediately attempts to grapple its prey and place it in its mouth; breaking free of the grapple requires an **Open Doors** roll), immune to electricity, swallow whole (the target must cut its way out of the flytrap within 1d4 rounds or suffocate inside; requires a small, sharp weapon such as a dagger, hand axe, or arrow to hit against AC 4[15] and inflict one-half the flytrap’s hit points to cut its way out)

B4. Tomb Antechamber

The short, narrow hallway ends in a small rectangular chamber lit by dozens of black wax candles which rest in carved marble alcoves along the opposite wall. Each candle is nestled into the vacant brainpan of a reptilian skull. A set of double doors to the south leads out of the chamber.

The flagstone in the last 5-foot square of the narrow hallway leading into the chamber is carved with a draconic sigil that roughly translates to “*The Dark Shall Devour All*” (–20% chance on a thief’s **Read Normal Languages** check to decipher). Stepping on this sigil causes a sudden gust of wind to rush through the room and blow out the candles, which plunges the room into darkness and releases a group of **three hungry wraiths** that evoke a vaguely reptilian shape. The Ixtupi wraiths relentlessly attack any creature in the chamber, even pursuing them out of this area.

IXTUPI WARRIOR SPIRITS (3)

HD 4; hp 24, 22, 19; AC 3[16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain 1 level on hit, requires silver or magic weapons to hit; see ‘Wraith’ entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

B5. Ixtupi Clerics’ Tomb

Rounded stone alcoves line the walls of this room. Each alcove is occupied by a mud-covered humanoid form. A recessed area in the northern

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portion of the room houses a lustrous hematite statue of a summer fey. Two stone sarcophagi dominate the center of the tomb.

As in **Area B1**, lizardman mud zombies animate and attack while any non-lizardman or non-dragon creature is present here; each round, four zombies emerge from their alcoves. There are **eight total mud zombies** in this area.

The two stone sarcophagi are sealed shut, and each requires an **Open Doors** roll to open. Opening either sarcophagus awakens the **Ixtupi mummy** within. Failure still awakens the mummy, and it bashes out of its tomb in 1d3 rounds to attack the intruders, chasing them relentlessly. The mummies do not pursue anyone past the stairs leading down to **Area C**, however.

LIZARDMAN MUD ZOMBIES (8)

HD 2; hp 15, 13, 12, 10, 10, 10, 16, 16; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: dust cloud, immune to *sleep* and *charm*; see **Appendix A**

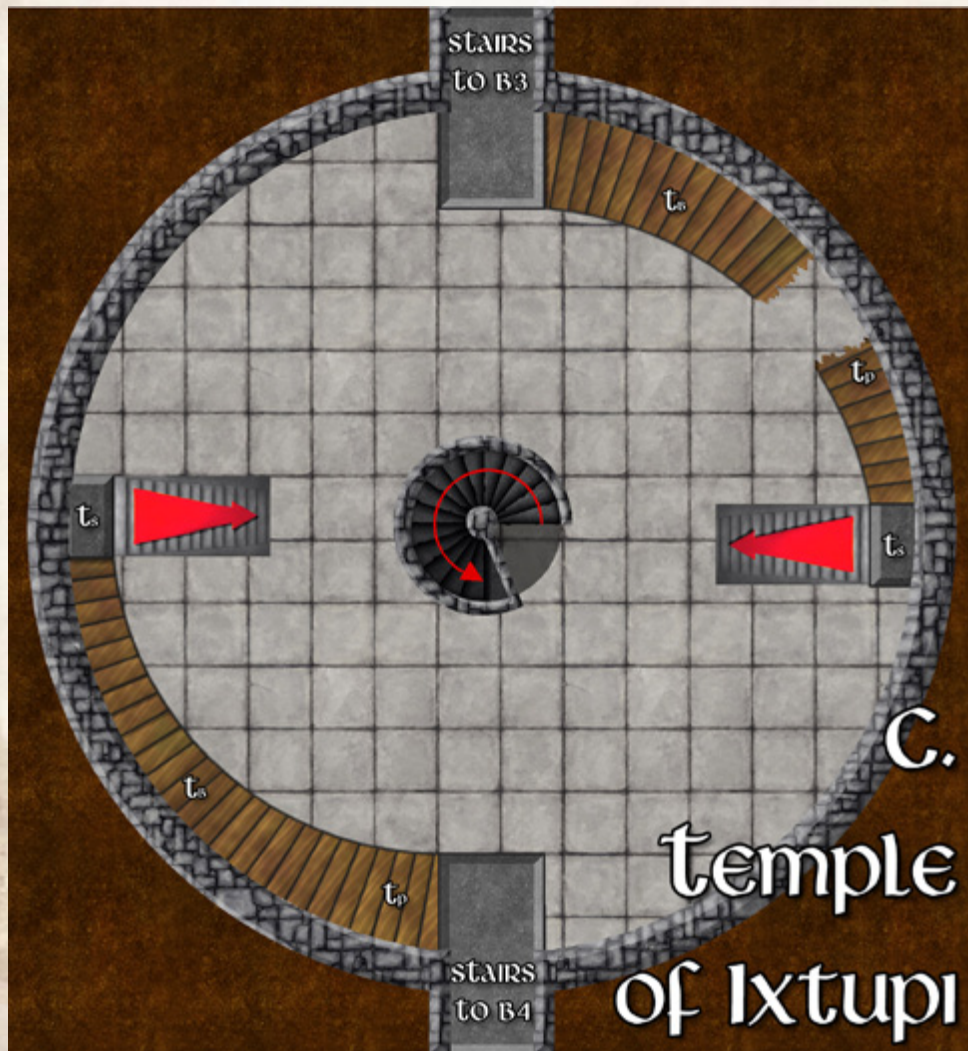
IXTUPI MUMMY SENTINELS (2)

HD 5+1; hp 37, 33; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 12; AL C; CL/XP 7/600; Special: immune to non-magic weapons, rot; see 'Mummy' entry in the **Swords & Wizardry Complete Rulebook** by **Frog God Games** for more details

The hematite statue depicts a beautiful faerie with a wicked smile who coyly holds a white crystal sphere before her face, as if proffering the item to whomever would take it. The sphere can easily be removed from the statue's hand; it may be used in **Area D3** to disarm the tomb sentinel golems and open the tomb of the high druid of ancient Greenacre.

Treasure: Aside from the hematite statue, the only things of value here are the 8 uncut onyx gemstones embedded in the eye sockets of the mud zombies, each worth 75 gp.

C. Mosaic Pillar Chamber



This massive circular chamber stretches 50 feet from ceiling to floor. Two dilapidated wooden staircases line the southwest and northeast walls of the chamber. The most impressive feature of the room by far is the gargantuan pillar in the center of the room. Mosaic tiles arranged in the shapes of fanciful beasts wrap around the cylindrical column.

The top quarter of the pillar is dominated by a mosaic image of a long-bodied green wyrm, its neck stretched forward and its mouth billowing with plumes of flame.

The second highest quarter of the pillar depicts a wondrous mix of snake and lion—a fanged reptilian head framed by a shock of tawny hair, its physique resembling that of a great cat covered in the ridged scales of a viper.

The tiled image of hundreds of crows

flocked together, forming the shape of one enormous crow that stands as a single creature, haunts the second lowest quarter of the pillar.

Toward the base of the pillar, another mosaic of an armored warrior bearing a two-handed sword stands at the ready as if preparing to fight the great beasts that surround him. The sound of water gently lapping at the base of the column echoes up through the chamber.

The bottom quarter of the pillar bears the horrifying visage of a great demon with one eye in the front of its head and one in the back, reaching upward with a clawed hand to grab at the image of the armored warrior above it.

Long ago, the faithful of ancient Greenacre traversed this huge chamber using the staircases, which are now very precarious due to centuries of moisture rot. This bothers the Ixtupi little, for they possess the inherent climbing ability to scale the walls of the chamber with ease. The bottom 5 feet of the mosaic chamber is filled with murky water.

To make traversing the mosaic pillar chamber even more treacherous for intruders, Nyrionaxys' engineers also **trapped** portions of the staircases and the submerged floor. Areas marked **T_b** are trapped with scything blades that glide out of the wall when a creature steps onto the marked area. The blades attack as a 4 HD creature for 2d6 points of damage. Areas marked **T_p** are rigged to collapse when a creature weighing more than 75 pounds steps onto the marked area, dumping them into the stagnant waters 30 feet below, and dealing 2d6 points of damage from the fall. Areas marked **T_s** are trapped with retracted spikes that spring up and impale anyone stepping on them. These spikes strike as a 5 HD creature for 1d6+2 points of damage. Each of these trapped areas is marked with general warning glyphs on the adjacent wall signifying danger in the draconic tongue; a thief making a **Read Normal Languages** check at -20% can decipher their meaning.

The warrior depicted in the mosaic is none other than Artos, the hero whose saga is told in brief through the carvings on the fountain in the eastern hallway of **Area B2**. According to legend, Artos slew four great monsters during his crusade to settle Greenacre: the **Caorthannach**, a wily green-scaled fire Drake; the **Glatisant**, a half-snake, half-lion beast; the **Sluagh**, a vile crow spirit from the Hells; and **Tethra**, a balor prince from the pits of the Abyss itself. Years ago, the original Nyrionaxys laid an enchantment upon the mosaic pillar that would bring facsimiles of these legendary creatures to life if an intruder should happen to wander through her abode without knowing how to bypass the chamber safely.

Every 1d3 rounds, so long as any non-dragon, partial-dragon, or kobold occupies **Area C**, one of the mosaic monsters emerges into existence from the pillar's surface and attacks the intruder. Once a mosaic monster is slain, it shatters into thousands of tiles, never to reappear again, although a faint outline of its form remains etched into the column.

CAORTHANNACH, FIRE DRAKE

HD 4; hp 23; AC 4[15]; Atk bite (1d6); Move 9 (Fly 30); Save 13; AL N; CL/XP 6/400; Special: breath weapon (5/day, 40-foot cone, 2d8 damage, save for half), pyrophoric blood (deals 1d3 damage when hit with sharp weapons), resistance to fire (50%); see 'Drake, Fire' entry in *The Tome of Horrors Complete* by Frog God Games for more details

GLATISANT

HD 6; hp 33; AC 3[16]; Atk bite (1d6 + poison) and 2 claws (1d6); Move 15; Save 11; AL C; CL/XP 8/800; Special: poison (save at +1 or die), rake (if the glatisant hits with both claws in a single round, it automatically inflicts another 1d6+1 points of damage with its back claws)

SLUAGH

HD 5; hp 30; AC 3[16]; Atk swarm (2d6); Move 3 (Fly 18); Save 12; AL C; CL/XP 8/800; Special: siphon life energy (whenever a living creature takes swarm damage from a sluagh, the sluagh gains temporary hit points equal to the amount of damage dealt), soulblight (once per round, a sluagh can send a single member of its swarm to attack a creature within 40 feet with its wickedly sharp magical beak; on a successful hit, the target suffers 1d4 bleeding damage that continues every round until magically healed), swarm attack (a sluagh's attacks ignore armor)

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TETHRA

HD 6; hp 40; AC 2[17]; Atk 1 bronze sword (1d6 + paralysis) or whip (entanglement); Move 12 (Fly 24); Save 11; AL C; CL/XP 10/1,400; Special: entangle, immune to fire and cold, magic resistance (25%), magical abilities (at will—*detect invisibility*, *locate object*; constant—*fear*); see ‘Demon, Erinyes’ entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details

Additionally, the stagnant water that fills the bottom 5 feet of the chamber is the home of a ravenously hungry **giant crystal ooze**. Its body is thinly dispersed across the surface of the water, so it is indistinguishable from normal algae for all intents and purposes. However, if any creature enters the water, the ooze gathers itself together and reforms into its normal size and shape nearby that creature’s location (which takes a full round), attacking any potential food relentlessly.

GIANT CRYSTAL OOZE

HD 8; hp 34; AC 6[13]; Atk strike (2d6 + paralysis); Move 3 (Swim 6); Save 13; AL N; CL/XP 8/800; Special: acid, paralysis, immune to acid, cold, and fire, transparent, water dependent; see ‘Ooze, Crystal’ entry in *The Tome of Horrors Complete* by Frog God Games for more details

The southeast quarter of the mosaic pillar hides a **secret sliding stone door** some 10 feet above the room’s floor (5 feet above the water line). This door leads to a spiral staircase that winds downwards into **Area D1**. Inside the pillar, the kobold slave **Kipya** views the room through two small peepholes in the door. Her instructions are to run downstairs and sound the alarm if Pekdak reports intruders from above, or to open the door and lower a wooden plank that connects the secret door to the eastern staircase’s stone landing if Ixtupi raiders are returning from the upper levels (the Ixtupi know that the water is infested with the crystal ooze and avoid it at all costs). When closed, this door can only be spotted with a **Secret Doors** roll, but if Tethra is slain, the roll is made with a +1 bonus (his mosaic covers the outline of the door).

KIPYA, KOBOLD SLAVE

HD 1d4 hp; hp 2; AC 7[12]; Atk short sword (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: none; Equipment: shortsword, leather armor, *potion of*

healing, 2d10 gp; see ‘Kobold’ entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details

TREASURE: If all four mosaic monsters are slain, the mosaic of Artos animates and approaches the adventurers. The knight removes its helmet, revealing that the legends of the Stormhammer Knights misreported one crucial fact now lost to the mists of time: Artos, the champion of Greenacre, was a woman. She praises them for their bravery and prowess, gifting to them her two-handed sword and helmet before disappearing in a similar fashion as the monsters. Artos’ blade is a *+1 two-handed sword, +4 vs. reptiles*, and her helmet is a *helm of protection +2* (which functions exactly like a *cloak of protection*).

D1. Lower Temple Sanctuary

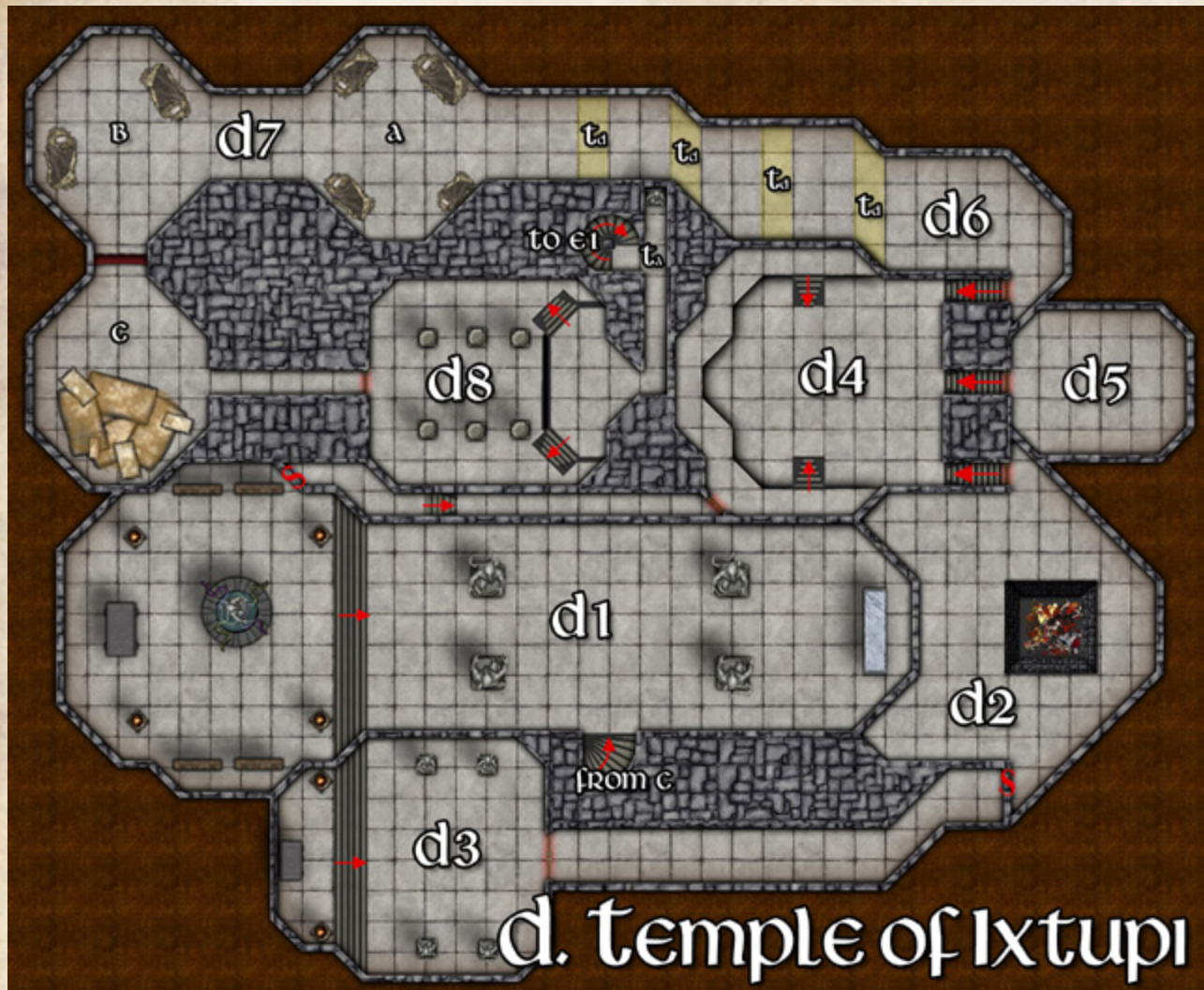
This large cathedral-like chamber is illuminated by torches set into wall sconces every 10 feet along the ochre-stained walls. Defaced carvings and mosaics, relics of the ancient druids of Greenacre, are covered in tribal designs and profane draconic hieroglyphs. At the west end of the room, a set of stairs leads up onto a raised altar area adorned by flaming braziers and a stone block encrusted with dried blood. Four massive black snakes lie in coils in the lower sanctuary, their eyes gleaming lifelessly in the torchlight.

The snakes are statues carved from obsidian and ivory but are remarkably lifelike in appearance; realizing that they are not alive requires either a **Secret Doors** roll or interaction with one, such as attacking a statue.

A congregation of **eight Ixtupi** are gathered here paying tribute to their vile mistress, the reborn dragon Nyrioxys, who ushers in a new reign of ruin across the Great Swamp. The **warpriest** is hard at work attempting to activate his *relic of unholy devotion* in hopes of summoning a demonic consort to please Nyrioxys II. Fortuitously enough for the Ixtupi, the adventurers would make excellent sacrifices to such a demon.

IXTUPI SAVAGES (4)

HD 2+1; hp 7, 13, 10, 11; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see ‘Lizardmen’ entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details



d. temple of Ixtupi

IXTUPI SORCERESSES (3)

HD 3; hp 11, 20, 17; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 14; AL C; CL/XP 5/240; Special: breathe underwater, spells (4/2; 1st—*charm person*, *faerie fire*, *protection from good*, *shield*; 2nd—*heat metal*, *mirror image*); see ‘Lizardmen’ entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details

IXTUPI WARPRIEST

HD 4; hp 25; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or warhammer (1d4+1); Move 6 (Swim 12); Save 13; AL C; CL/XP 6/400; Special: breathe underwater, spells (2/2; 1st—*faerie fire*, *protection from good*; 2nd—*bless*, *warp wood*); Equipment: warhammer, golden medallion, wood fetishes; see ‘Lizardmen’

entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details

If Kipyra the kobold slave was alerted to the adventurers’ presence in **Area C**, either by their own deeds or by Pekdak, she proceeds to this chamber to inform the Ixtupi sorcerers and their retinue of guards that intruders have breached the upper levels of the temple. She then scampers through the open secret door in the northwest portion of **Area D1**, closing the door behind her, and runs to warn Nyrioraxys in turn, who then responds as described in the sidebar on her tactical procedures within the temple (see **Area E4**).

Meanwhile, the Ixtupi prepare to mount an offense, with the sorceresses using their spells to target adventurers from afar while the savages engage them in melee. The Ixtupi warpriest begins a ritual incantation over the bloodstained altar with the intent of summoning an incubus to aid his underlings. This ritual takes 3 rounds to complete (see the description of the *relic of unholy devotion* in the sidebar for more information).

INCUBUS

HD 6; hp 41; AC 9[10]; Atk 2 claws (1d3); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1,100; Special: cause *darkness* in a 10-foot diameter, change shape, immune to non-magic weapons, level drain (1 level) with kiss, magic resistance (70%), magical abilities (at-will—*charm person*, *clairaudience*, *ESP*, *suggestion*), summon other demons; see ‘Demon, Succubus’ entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

TREASURE: The altar on the dais holds a *relic of unholy devotion* (see sidebar), which the Ixtupi warpriest uses to bolster the abilities of his summoned incubus.

The **door** in the northwest portion of the altar area can be found with a **Secret Doors** roll, but opening it is a bit trickier. The secret is in the snake statues in the sanctuary area, which are mounted on movable blocks that turn in a circle when pushed; a separate successful **Secret Doors** roll is required to notice this. If each of the four statues is rotated so that the heads of the snakes face the altar, the audible grinding of stone on stone is heard echoing throughout the chamber, and the door opens.

D2. Charnel Pit

The overwhelming stench of rotting flesh assaults your olfactory senses as you enter this room. A pit filled to the brim with human bodies festers in the center of the chamber. On one side of the pit, a lizardman priest chants vile prayers to forgotten gods. As his fevered incantations increase in pitch and intensity, several of the bodies atop the pile twitch and lurch, moving in a horrid simulacrum of life as they rise to their feet and walk over the other corpses, their lifeless eyes fixed upon the room's entrances.

The Ixtupi collect the bodies of fallen humanoids that they slay during raids and dump them here. Some are consumed as food, but most are used as zombie fodder to reinforce the temple grounds (their last batch was destroyed during a recent attack by the Tsiikil lizardmen, so they are hard at work creating new ones when the adventurers enter the room). Assume that the pit contains enough bodies to create a **dozen human zombies** before their supply is exhausted. An **Ixtupi high priest** and **two dragonblood brutes** guard this chamber. They zealously fight to the death, hissing draconic curses as they raise zombies to fight with them and hack away at intruders.

New Magic Item

RELIC OF UNHOLY DEVOTION

This idol resembles a horned, winged fiend with ruby eyes and obsidian talons, immaculately sculpted from black and gray marble. Once per day, a spellcaster can use the relic to summon a fiend from the outer planes. The casting time of the spell is three rounds. Each round, the spellcaster must roll 1d20 to determine what additional powers the fiend gains upon arriving in this plane. For each roll below the summoner's level, the summoned fiend gains the next additional ability listed below when it manifests on the Material Plane. If the caster fails a roll but succeeds in a following round, these bonuses are granted in the order presented (so if the caster fails their first two rolls but succeeds on the third roll, for example, only the ‘1st Round’ benefits are conferred to the summoned creature).

1st Round: Gains a +3 bonus on attack rolls

2nd Round: Gains 10 temporary hit points.

3rd Round: Gains a +2 bonus to AC and a +2 bonus on all saves. The next 5 creatures that strike the creature with a melee attack are stunned for 1 round (save negates).

Although wearing the same golden medallion and red robes as the other Ixtupi priests you have encountered, this lizardman clutches grisly carrion totems and wields a wicked-looking ceremonial dagger.

IXTUPI HIGH PRIEST

HD 7; hp 44; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d6) or +1 *dagger* (1d4+1); Move 6 (Swim 12); Save 8; AL C; CL/XP 9/1,100; Special: breathe underwater, control undead, magical abilities (1/day—*animate dead*), spells (2/2/2/2; 1st—*faerie fire*, *protection from good*; 2nd—*bless*, *hold person*; 3rd—*curse* x2 [this spell bestows a -2 to all of a single target's rolls for 1 hour]; 4th—*cause serious wounds*, *produce fire*); Equipment: +1 *dagger*, golden medallion of demon control (as an amulet of demon control), robe of protection +1 (functions as a cloak of protection), golden holy symbol (worth 125 gp); see ‘Lizardmen’ entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details



IXTUPI DRAGONBLOOD BRUTES (2)

HD 4; hp 20, 23; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or spear (1d6); Move 9 (Fly 18, Swim 12); Save 13; AL C; CL/XP 6/400; Special: acid breath (1/day, 30-foot line, 4d6 damage, save for half), breathe underwater, immune to acid, paralysis, and *sleep*; Equipment: 3 spears; see **Appendix A**

ZOMBIES (12)

HD 2; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: immune to sleep and charm; see 'Zombie' entry in the **Swords & Wizardry Complete Rulebook** by Frog God Games for more details

Before combat, if alerted to the presence of intruders, the Ixtupi high priest casts *protection from good*, *bless*, and *animate dead* to raise the zombies from the pit (he can raise and control all 12 bodies in this temple only). He attempts to cast *hold person* on anyone who threatens him in melee and targets helpless enemies with *produce fire*, attempting to ignite any flammables on them. The high priest is a fanatic, but he is a realistic one. If his minions are defeated, or if he drops below 20 hp, he flees to find reinforcements.

An obvious door is set in the wall of the northmost area of the pit chamber. It is a one-way passage from the southeast corner of **Area D4** and cannot be opened from this side without a magical key—the high priest's golden holy symbol is enchanted to open the passage from this side when touched to

the door. A much subtler hidden door (a 1 on 1d8 is required for *any* character to find it, even non-humans) is set in the corresponding wall to the south, and leads to **Area D3**.

D3. High Druid's Tomb

A twisting, narrow hallway ends in a chamber shaped similarly to the great sanctuary, with stairs rising to a dais upon which sits a single, unmarred sarcophagus of white marble flanked by braziers that burn with white flame. Four crystal statues of warriors from ancient Greenacre flank the path to the stairs, two on either side. The flame's pure light refracts through the statues, creating a prismatic wash of rainbows on the walls and floors.

The Ixtupi lizardmen have never found the door leading into this chamber, where the high druid who oversaw the creation of the temple is interred. His remains are guarded by **four tomb sentinel golems**, who animate and attack any creature that moves adjacent to the steps leading up to the sarcophagus.

TOMB SENTINEL GOLEMS (4)

HD 10; hp 45; AC 3[16]; Atk 2 swords (2d8); Move 9; Save 5; AL N; CL/XP 12/2,000; Special: immune to magic (cold-based spells function as slow), double damage from blunt weapons, brilliant glitter (attackers must save or attack at -2 when any light source is present); see 'Golem, Glass' entry in **Monstrosities** by Frog God Games for more details

The lid of the sarcophagus is carved with runes of elemental symbolism and wards against chaos, and in the very center of the stone lid is a half-spherical depression. Astute adventurers who collected the crystal sphere in **Area B5** quickly realize that the depression is sized to fit the sphere. Placing the sphere in the depression causes the tomb sentinel golems to cease their aggression and return to their starting places on either side of the tomb chamber.

Additionally, any adventurer who studies the carvings on the sarcophagus realizes that they are very similar to those found on the befouled fountain in **Area B2**, but these carvings fully describe the sanctification ritual that reactivates the fountain's restorative properties. This is the complete ritual formula for purifying the fountain, so if the adventurers did not deduce that information on their own, they can obtain it more easily here.

Reign of Ruin

TREASURE: Inside the high druid's sarcophagus, swaddled in his dusty robes, is the most valuable remaining treasure of the ancient people of Greenacre—the *rainbow sceptre* (see sidebar). A gift to the human priesthood from a neighboring tribe of lizardmen who followed Qucumatz, the Rainbow Serpent, it became a symbol of the office of the high druid. The *sceptre* was never passed on to the deceased high druid's successor; the high druid interred here died shortly before Nyrionaxys I conquered the temple, and all his priests went into battle against the dragon's hordes, leaving the *sceptre* entombed with their fallen master and out of the hands of the Ixtupi.

D4. Elite Guards' Post

The eastern portion of this room is sunken to a depth of ten feet below you, connected to the balcony on the western side by a pair of stone stairs to the north and south. The floor in the sunken area is a stark, bleached white, contrasting sharply with the ochre-colored walls. Three doors are set in the eastern wall. Four armed half-dragon brutes stand guard here: two on the balcony, and two in the sunken area.

The **four dragonblood brutes** in this chamber are the first line of defense protecting Nyrionaxys's lair from intruders, and they take their job very seriously. As soon as the adventurers enter this area, one of the brutes on the balcony throws a lever which causes the lower portion of the room to instantly flood with highly corrosive acid to a depth of about a foot, dealing 1d6 points of acid damage per round to any creature standing in the bottom portion of the chamber; additionally, the air is choked with acidic fumes (save or suffer 1d2 points of acid damage). The brutes, being half-black dragon themselves, are immune to both effects. The brutes attempt to reposition adventurers to drop them into the acid pool. An adventurer seeking a way to drain the acid out of the room can make a **Secret Doors** roll; success indicates that he or she notices a second partially-submerged lever built into the floor of the room. Once activated, the acid drains out of the room in 3 rounds, but the adventurer must reach into the depths of acid to activate the drain, taking 2d6 acid damage in the process.

IXTUPI DRAGONBLOOD BRUTES (4)

HD 4; hp 22, 21, 25, 19; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or spear (1d6); Move 9 (Fly 18, Swim 12); Save 13; AL C; CL/XP 6/400; Special: acid breath (1/day, 30-foot line, 4d6 damage, save for half), breathe underwater, immune to acid, paralysis, and sleep; Equipment: 3 spears; see **Appendix A**

New Magic Item

RAINBOW SCEPTRE

This staff of gold is molded in the shape of a winged serpent and decorated with beads, feathers, and gems of every size, shape, and color imaginable. It radiates a shifting prismatic light when chaotic dragons, half-dragons, or lizardmen are within 100 feet (as a *wand of enemy detection*), intensifying in brightness as they draw nearer. Nearby dragonflies are drawn to the *rainbow sceptre* and often perch upon its tip. It can be wielded in combat as a +2 *staff*; on a roll of a natural 20, the target also suffers the effects of a *confusion* spell (save at -2 negates).

The *rainbow sceptre* allows use of the following spells: *detect evil* (1 charge), *cure serious wounds* (2 charges), *protection against fire* (2 charges), *remove curse* (3 charges), *cure disease* (3 charges).

The staff is usable by clerics or druids.

D5. Storage

The walls of this modest chamber are lined with crates, pots, and racks. Many are marked as containing foodstuffs and bear the brands of several prominent merchant guilds. The racks contain weapons of varying styles and sizes, none of which seem to have seen much use.

This area is used to store the spoils of the Ixtupi tribe's raids on nearby humanoid settlements. Nearly any sort of mundane equipment can be found here with 1d6 rounds' worth of searching, but nearby monsters alerted to the adventurers' presence by the sounds of combat may storm in to investigate while they plunder through the Ixtupis' stock. This is also a point at which Nyrionaxys may make a quick strike at the party, retreating immediately to let them simmer in their own panic and fear (see the sidebar on the dragon's tactical procedures within the temple under **Area E4** for additional information).

TREASURE: Although most of the contents of the stock room are mundane supplies, a careful search of the room reveals a hidden pouch of ancient platinum coins worth 1,000 gp and a quiver containing 10 +1 arrows.

D6. Trapped Hallway

The hallway doubles back on itself from the entrance, its awkward shape made more bizarre by the green mosaic tiles and pigments used to color the walls and floors. Shafts of yellow light beam through the walls, crisscrossing the hallway leading back to the west. The hallway seems to slant noticeably downward as it runs from east to west.

This hallway is lined with kobold-engineered **traps**: spring-loaded, light-activated murder holes loaded with poison darts that automatically fire whenever a creature moves in front of the holes and breaks one of the light beams (marked **T_D** on the map). The darts hit as a 6 HD creature and inflict 1d2 points of damage. In addition, they are coated with a mildly toxic poison; anyone struck by the darts must make a save or suffer 1d6 points of additional damage for 1d4 rounds. A concealed lever on the diagonally-slanted southern wall just inside the hallway deactivates the traps, sealing the murder holes, while another lever just outside of **Area D7-A** reactivates them. (The traps are set about four feet above ground level, so Kipyra doesn't set them off if she runs through here to warn the dragon of intruders. The same goes for any halflings in the party, too, of course.)

Whenever the door from **Area D4** is opened, an illusion activates 2 rounds later showing the following events: the door to **Area D4** slams shut and audibly locks (–10% to a thief's **Open Locks** rolls), and the easternmost wall of the hallway slides upward, revealing a gigantic boulder nearly as wide as the corridor that rolls rapidly into the inclined hallway. This illusion provides impetus for the adventurers to run headlong into the poison dart traps lining the hallway. Any adventurer making their save against the illusion may attempt to warn his comrades, giving them a chance to disbelieve the highly-convincing boulder.

D7. Living Quarters

Loud, sibilant growling echoes down the hall from up ahead. A short series of steps leads up to an octagonal room lined with heaps of straw and molded fabric. Lizardmen sit or stand near the piles, casting bones in games of chance or wrestling for sport.

Although most of the Ixtupi tribe makes their beds in the swamps above, the select few chosen to guard the temple sleep either here or in the sanctuary (**Area D1**). Their loud, violent cavorting prevents them from hearing combat in other areas of the temple, so they are most likely taken off guard when the adventurers first enter this area. (If Kipyra the kobold slave managed to escape the adventurers' ire and run below to alert Nyrionaxys, she ran right through this area chattering unintelligibly and the Ixtupi took no notice of her, assuming the dragon has summoned the pathetic wretch to perform some demeaning task in her lair.)

Room A: Four Ixtupi lizardman savages and their pet, a half-dragon bog toad named **Hopsey**, inhabit this filth-ridden chamber lined with beds of fur and reed. Two of the Ixtupi are wrestling while

the other two egg them on, each of them munching on raw buffalo haunches and clenching sacks of mushrooms and plant buds which are valued by the Ixtupi for their intoxicating qualities (and also happen to be their ante for the wrestling wager). Occasionally, one of the savages tosses a half-eaten bone or lump of gristle to Hopsey, who eagerly gobbles it up. The savages are either drunk or deep in the throes of mushroom intoxication, and Hopsey is incredibly dense and stupid even for a half-dragon, so they likely don't notice the adventurers approaching at all.

IXTUPI SAVAGES (4)

HD 2+1; hp 8, 12, 11, 9; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see 'Lizardmen' entry in the *Swords & Wizardry Complete Rulebook* by Frog God Games for more details

DRAGON TOAD

HD 2; hp 15; AC 5[14]; Atk 2 claws (1d4), 1 bite (1d8) or tongue (grapple); Move 3 (Swim 12); Save 16; AL C; CL/XP 4/120; Special: acid breath (1/day, 30-foot line, 2d6 damage, save for half), hop, swallow whole, tongue (15-foot range); see **Appendix A**

Room B: A lizardman priest and a lizardwoman sorceress are throwing dice on a rickety table in the northeast corner of the room as they pass a bottle of rotgut grain alcohol between them. They're facing the wall as they throw, and accustomed to their rowdy neighbors beating each other until they're all bloody and screaming, so there's only a 25% chance each round that they notice any fighting that occurs in **Room A** unless someone does something unusual like casting a spell or setting off an explosion; however, loud conversation in the Common Tongue gets their attention if the adventurers are too chatty while they fight. Once alerted, the priest moves to keep as many allied lizardmen as possible nearby him to impart combat bonuses while the sorceress withdraws to the entryway of **Room C** and starts hurling spells at intruders.

IXTUPI SORCERESS

HD 3; hp 24; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 14; AL C; CL/XP 5/240; Special: breathe underwater, spells (4/2; 1st—charm person, faerie fire, protection from

Reign of Ruin

good, shield; 2nd—heat metal, mirror image); see ‘Lizardmen’ entry in the **Swords & Wizardry Complete Rulebook** by Frog God Games for more details

IXTUPI WARPRIEST

HD 4; hp 22; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6) or warhammer (1d4+1); Move 6 (Swim 12); Save 13; AL C; CL/XP 6/400; Special: breathe underwater, spells (2/2; 1st—*faerie fire*, *protection from good*; 2nd—*bleed*, *warp wood*); Equipment: warhammer, golden medallion, wood fetishes; see ‘Lizardmen’ entry in the **Swords & Wizardry Complete Rulebook** by Frog God Games for more details

ROOM C: A curtain is drawn over the entrance to this room, and the smell of lizard musk hangs heavy in the air. On top of an immense pile of rotting, mildewed mattresses and pillows, **four female Ixtupi concubines** attend the needs of an especially large and well-muscled male half-dragon lizardman brute, feeding and caressing him; this male is the strongest of Nyrionaxys’ brutes, the warlord **H’serisseth**. Their chances of noticing trouble in the adjoining room are calculated similarly to those of the inhabitants of **Room B** (25% chance unless otherwise alerted). If attacked or alerted, H’serisseth throws his concubines off him and springs toward any intruders, grabbing his massive stone axe from the floor near the bedding and picking the biggest, most well-armored adventurer to attack relentlessly. His four concubines cower in **Room C** if fighting breaks out, but they mob any adventurer that dares to part the curtain and enter the warlord’s room.

IXTUPI SAVAGES (4)

HD 2+1; hp 13, 16, 12, 10; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see ‘Lizardmen’ entry in the **Swords & Wizardry Complete Rulebook** by Frog God Games for more details

H’SERISSETH

Variant Ixtupi Dragonblood Brute

This half-dragon brute is far larger than any of the other Ixtupi you have seen until now. The gilding

on his horns and breast scales that no other Ixtupi sports plainly marks him as a leader among his own kind. He casually hefts a stone axe taller than a full-grown human in his left hand, and you get the distinct impression he’d like to bury it in your cranium just for the fun of it.

HD 6; hp 48; AC 3[16]; Atk 2 claws (1d4+1), 1 bite (1d6+1) or stone axe (1d8+1) or spear (1d6); Move 9 (Swim 18); Save 11; AL C; CL/XP 8/800; Special: acid breath (1/day, 30-foot line, 5d6 damage, save for half), breathe underwater, immune to acid, paralysis, and *sleep*; Equipment: stone axe, 3 throwing spears; see **Appendix A**

TREASURE: The plant buds and mushrooms belonging to the wrestling lizardmen in **Room A** are quite potent and would fetch as much as 1500 gp from a black-market trader who deals in drugs and poisons. The gambling lizardmen in **Room B** left 250 gp on the table where they were throwing dice. A hidden compartment behind a loose brick in **Room B** (visible to anyone who succeeds on a **Secret Doors** roll) holds a *ring of x-ray vision* left there long ago by an apprentice druid who lived in these chambers before the reign of Nyrionaxys I.

D8. Orsephia’s Lair

Beyond the three pairs of stone pillars supporting the high ceilings of this room, elaborate hieroglyphs of inlaid silver decorate an obsidian stage that rises 15 feet above ground level on the east side of the chamber. Atop the stage, on a massive pile of silk throw pillows, sits a creature with the face of a beautiful, scarlet-eyed drow elf female, the forequarters of a black panther, and the hindquarters, wings, and tail of a black dragon. It gazes down at you bemusedly, yawning and beckoning you nearer with the casual claw-bearing flex of a feline paw.

The ceiling of this chamber is 30 feet high. It is supported by the six columns on the map, but the columns are old and precarious. Any time a creature attacks a target adjacent to a column and misses on a melee attack by 5 or more, the attack hits the column instead. The affected column cracks and crumbles, dealing 1d8+3 points of damage to any nearby creatures as it falls (save negates). If all six columns collapse, the entire room west of the stage’s front edge caves in, dealing 4d8+12 points of damage to all creatures in the collapsed portion of the room.

Although sphinxes cannot typically reproduce, Tlaloc’s divine intervention allowed the original Nyrionaxys to capture and violate the androsphinx guardian of the high druid’s tomb, yielding an offspring of great strength and wit: the half-dragon

gynosphinx **Orsephia**. Imagine a great cat with the cruel countenance of a drow and the temper of a dragon, then make it a madcap genius. Orsephia is worse. Maddeningly calm and loquacious, Orsephia does not receive many visitors; the Ixtupi priests who traverse her chamber with her mistress's permission are poor conversationalists indeed. She's quite likely to chat with the adventurers just to get news of the outside world and hear a voice other than her own, or the inelegant hissing of the Ixtupi, for a change.

Orsephia knows that the younger Nyrionaxys desires the blood of strong, cunning heroes to use in her ritual to bind her broodmates' spirits to her own essence, and so she seeks to test the wits of any who dare to pass through her room and into the dragon's lair below. The sphinx poses three riddles to any who seek to pass, and only three correct answers force her to yield. If the adventurers cannot guess, or guess incorrectly, an answer to a riddle, Orsephia sighs, shakes her head, and says, "You are not the ones. I appreciate the brief pleasure of your company, but it is time you left this place before your deaths find you." With that, she curls into a ball and feigns sleep. At the first sign of aggression from any of the adventurers, Orsephia attacks with her full fury.

ORSEPHIA

Hybrid Black Dragon/Gynosphinx

HD 10; hp 64; AC 0[19]; Atk 2 claws (1d10+1) or bite (1d8); Move 18 (Fly 24); Save 5; AL C; CL/XP 12/2,000; Special: breath weapon (1/day, 60-foot line, 8d6 damage, save for half), rake (if Orsephia hits with both claws in a single round, she may automatically inflict another 1d6+1 points of damage with her back claws), divination, magical abilities (at will—*detect invisibility, detect magic, read magic*; 3/day—*clairaudience/clairvoyance, dispel magic*; 1/week—*symbol* [any]); see 'Sphinx, Gynosphinx' entry in **Monstrosities** by **Frog God Games** for more details

TREASURE: Statues of gold, jade, and onyx depicting great dragons and cunning sphinxes of legend, collectively worth 7,500 gp.

The hallway behind Orsephia's throne ends in an alcove occupied by an 8-foot-tall obsidian statue of a black dragon, its maw open in a sign of aggression and its wings laid flat across its back. The area immediately in front of the stairwell down to **Area E1** holds the trigger for an **acid spray trap** (T_A). Written in the draconic tongue on this area of the

Riddles

Although GMs are encouraged to insert their own riddles (or mechanics for solving them) as appropriate to the acumen and tastes of their players, the three following riddles serve just fine if your preparation time does not allow for custom additions.

"Under pressure is the only way I work,
And by myself is the only way I'm hurt."

ANSWER: A diamond.

"A natural state, I'm sought by all.
Go without me, and you shall fall.
You do me when you spend,
And use me when you eat to no end."

ANSWER: Balance.

"We hurt without moving.
We poison without touching.
We bear the truth and the lies.
We are not to be judged by our size."

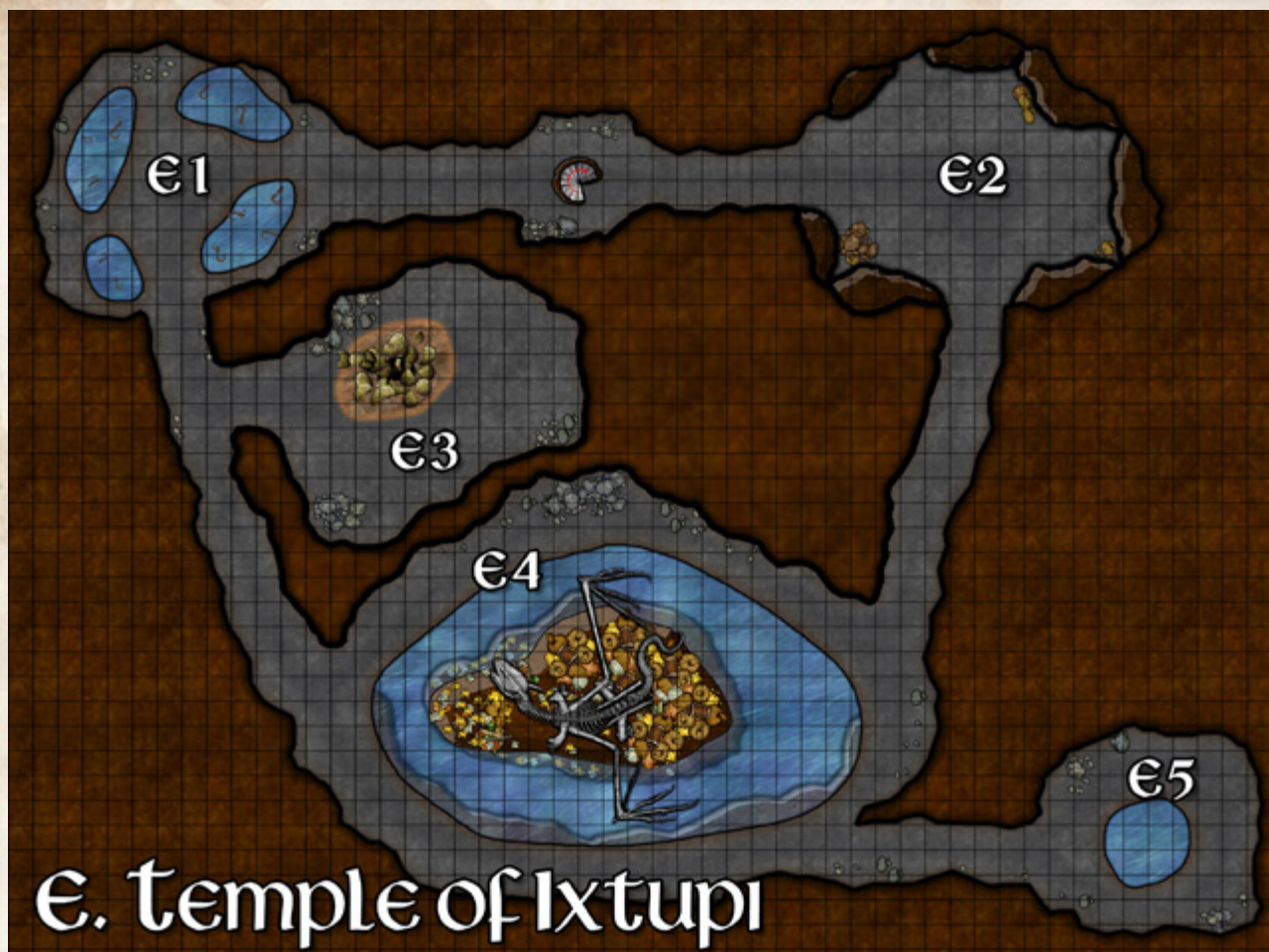
ANSWER: Words.

floor is the following missive: "*Kneel in supplication, ye accursed wretches, and worship at the talons of Nyrionaxys, the Blackener of Bright Waters and the Bringer of Ruin.*" The trap sprays acid on all characters in a 30-foot line for 5d6 points of damage (save for half). A creature who kneels during the round prior to the trap being triggered takes no damage from this effect, including the triggering creature if it kneels when entering the trigger area.

E1. The Abattoir

The overwhelming stench of rot and death hangs heavy within this cave. Nearly a score of thick hemp ropes are suspended from the ceilings some ten feet apart from one another, and masses of night-identifiable gore—are those flayed and dressed carcasses?—dangle five feet or so off the floor from massive hooks which are tied to each length of hemp. Pools of brackish water lie beneath the hooks, and yet more dismembered flesh bobs on the surface of the pools.

Nyrionaxys uses this area to store captured live prey for later consumption, hanging her victims head-first on great meat hooks and then cutting them down after a few days of agony (or, more likely, decomposition) to let them pickle in the caustic brine before devouring their rancid corpses. Although several hooks bear the remains of water buffalo poached from human settlements and large fish or reptiles the dragon caught in the swamps, just as many are clearly identifiable as humanoid.



E. Temple of Ixtupi

If the adventurers spend more than 2 rounds here, something horrific occurs: one of the impaled victims calls out to them in anguish, begging for their help. This tortured soul is a human male named **Braegan**, a member of the Stormhammer Knights. Nyrionaxys took him from the village of Northam in the aftermath of her recent raid on that settlement and brought him here for her amusement. If the adventurers can manage to get Braegan off the hook and apply some sort of healing magic to him, he likely survives, but he is still in no condition to fight Nyrionaxys or her minions. The dragon has bragged about her plans for the heroes to Braegan during the long, pain-filled hours she has spent torturing him here, and he can inform them of her plot to sacrifice them in a rite designed to bind her spirit to those of her dead broodmates.

Should the adventurers attempt to rescue Braegan or otherwise disturb the carrion stored in the abattoir, **four servitor kyttons** that Nyrionaxys has bound to this chamber materialize, one at each entrance to the cave, and ready themselves to attack the intruders.

KYTONS (4)

HD 8; hp 46, 51, 49, 44; AC 0 [19]; Atk 2 chains (2d4); Move 12; Save 8; AL C; CL/XP 10/1,000; Special: silver or magic weapons to hit, immune to cold and poison, magic resistance (20%), regenerate 2 hp/round (unless damaged by silver), gaze (save or paralyzed with fear for 1d4 rounds)

The pools of brackish water beneath the meat hooks are 5 feet deep, and highly caustic. Anyone stepping into the pools takes 1d6 points of acid damage every round that they remain in the water. If pinned beneath the water, a creature takes 4d6 points of damage.

TREASURE: If rescued and healed, Braegan gives the adventurers his *+1 shield*.

E2. Stormwyt Eyrie

An odor akin to bird droppings or bat guano permeates the air of this tall vertical cave, which reaches nearly 60 feet in height and is pitted with alcoves and ridged with ledges at various elevations. The earth here is damp and pliable. A draft of salty marsh air blows down from above

you, and the cave roars with the echoing sound of rushing water.

Like the rest of **Floor E**, this area is mostly below the exterior water level, except for the top 15 feet of the eyrie, through which sunlight pours during the day. The stormwyts use the large holes at the top of the eyrie to enter and exit the dungeon, eschewing the man-made routes in and out of the temple. **Six stormwyts** perch upon the various platforms here, resting and watching the cave floor for rats, snakes, and lizards to eat. The adventurers do just as well for their tastes, though.

STORMWYTS (6)

HD 4; hp 17, 15, 20, 24, 25, 25; AC 3[16]; Atk 1 bite (1d8) or 1 tail slap (1d6); Move 6 (Fly 24); Save 13; AL N; CL/XP 6/400; Special: alkaline mucus (50-foot range, 1d8 damage + entangle/1d4 damage [save ends]), surge of speed (3/day); see **Appendix A**

E3. The Nursery

The ground here is littered with shattered fragments of thousands and thousands of eggs. Judging by the varying sizes, shapes, and colors of the egg shells, a multitude of species have spawned here over the centuries. Pieces of the largest egg shells jut upward from the ground like concave tombstones, dotting the floor haphazardly.

Any druid or ranger in the party can discern that although the eggs display a stunning variation in parentage of the species birthed, every egg shell here is at least partially draconic in origin. The original Nyrionaxys laid the eggs of all her foul offspring, pure-blooded or otherwise, in this cave. Her daughter has not yet taken any mates (much to the chagrin of her Ixtupi worshippers), so no fresh or intact eggs are present. The room hides a darker presence, though: the vengeful spirits of Nyrionaxys II's brood mates who were crushed by the heroes which slew their great wyrm mother so long ago. The **four hatchling brood spirits** ravenously attack any creature other than their sister that dares to trespass here, following them out of the area and even up to other floors of the dungeon out of their zeal for vengeance against the warmbloods.

HATCHLING BROOD SPIRITS (4)

An unnatural aura surrounds this not-quite-dragon-shaped flurry of shadows, the faint echoes of skittering eggshells shattering on stone accompanying their movements. These are things that should not be, you feel deep down inside—hungry entities of death scrambling for the precious scraps of life denied them by dragonslayers when they were yet unborn.

HD 4; hp 26, 22, 19, 24; AC 3[16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain 1 level on hit, silver or magic weapons to hit

E4. Nyrionaxys II's Lair

This cavern stretches nearly a hundred feet across from its east end to its west. A ring of stagnant water surrounds a sizable hill of treasure—gold, silver, and brightly-colored gems glitter in the wan light of billions of patches of phosphorescent fungus growing on the cave walls. More unsettling details emerge as well—lumps of marrow, gore, and gristle, masticated and rotting in the near-dark before you, and hundreds of tiny black shapes darting beneath the rippling moat encircling the treasure. Atop the pile of wealth rests the skeleton of a long-decayed behemoth—a dragon nearly half the cavern's length in size. A large depression is visible in the mound of coins piled in the skeleton's ribcage, where one might expect to see a beating heart.

Only one species of creature could call such a place as this home: a black dragon.

Nyrionaxys II, the only surviving daughter of the slain dragon queen of ancient Greenacre, sleeps, eats, and schemes here while curled atop the pile of treasure (her current location largely depends on you, though—see the sidebar “**Thinking Like A Black Dragon**” below).

The water ringing the skeleton and the treasure pile is 10 feet deep and highly acidic. Anyone stepping into the water takes 1d6 points of acid damage every round that they remain in it; if fully submerged, they take 6d6 points of acid damage. Nyrionaxys, of course, is immune to this effect. Additionally, the skeleton of Nyrionaxys I is as tall as 10 feet in some spots (mainly the horns and the peak of the spine), allowing both the adventurers and the dragon to climb, jump, or fly onto these points for tactical purposes or dramatic flair. GMs should take a liberal approach to player narrations of dodging behind a thighbone or ducking beneath enormous ribs to take cover from blows or surprise the dragon, but give Nyrionaxys the same liberties when you roleplay her.

By now, the adventurers have likely run into Nyrionaxys at least twice (see the sidebar below on the dragon's tactical procedures for additional details on how to run Nyrionaxys within the confines of the temple), so they should expect a hard and dangerous fight. Nyrionaxys uses the terrain here to her best advantage, moving between the flows of acidic water to lure foes into the caustic, **piranha-infested moat**, or retreating atop the peaks of the skeleton's bones to unleash her acid breath. She may even dive beneath the water to drop out of sight of



the adventurers, granting her concealment while she is submerged.

NYRIONAXYS II

Adult Black Dragon

She is death on the night wind, the daughter of ruin, sole heir to her mother's cruel reign. Her jaws can crush steel like a child crushes paper, and her talons are sharp enough to cleave through scale mail like butter. Her breath melts flesh and devours screams before they can even be born in a man's throat. Beneath her wings roil currents of carrion and decay, which only serves to stoke your fear and awe as you gaze upon this fully-grown black dragon.

HD 8; hp 32; AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; AL C; CL/XP 10/1,400; Special: spits acid (3/day, 60-foot line, 32 damage), magical abilities (at will—*darkness 15-foot radius*; 1/day—*detect magic, obscuring mist, read magic*), speaks; Equipment: *wand of polymorph self* (7 charges), *banner of Tlaloc* (grants immunity to fear to all allies who can see it); see 'Dragon, Black' entry in the ***Swords & Wizardry Complete Rulebook*** by Frog God Games for more details

Before combat, Nyrionaxys casts *darkness* and uses her surprising stealth to lie in wait and catch the adventurers off-guard at the worst possible moment. During combat, she issues a challenge to whichever adventurer she considers the most formidable and engages it in melee, breaking off if multiple adventurers gang up on her. She uses her flight to her best advantage, circling the adventurers

to maximize the devastation she can inflict with her breath weapon. Although vain and confident, Nyrionaxys is no fool. If reduced to less than 16 hit points, she flies away, using her escape tunnel in **Area E5** and changing forms with her *wand* to reach the swamps if need be.

WYRMTAINTED PIRANHA SWARMS (4)

HD 4; hp 22, 24, 27, 20; AC 7[12]; Atk swarm (1d6); Move 0 (Swim 24); Save 13; AL N; CL/XP 4/120; Special: immune to acid; see ***The Tome of Horrors Complete*** by Frog God Games for more details

TREASURE: The vast majority of Nyrionaxys' monetary treasure is copper pieces, since they're a plentiful currency that offers a nice cushioning layer of bulk to her lair. As a result, there is about 10,000 gp worth of coinage in the treasure hoard, but most of it is heavy, low-value copper. Only the top layer is gold and silver, so there are roughly 2,000 gp and 20,000 sp. That leaves 600,000 cp for players to plunder as they see fit. Finding a means of moving all this treasure could well be the focus of another adventure.

Additionally, scouring through the pile of wealth (requiring a **Secret Doors** roll) nets the following discoveries with each successful search:

- A crude stone goblet of obvious dwarven make which is completely unremarkable and seemingly nonmagical...until its owner has a really bad day, at which point it removes itself from the container in which it is stored, fills itself to the brim with fine dwarven lager, and hovers expectantly in front of its owner until

Thinking Like A Black Dragon

Nyrionaxys is a paragon specimen of her kind: cunning, malicious, and spiteful. Completely self-serving and obsessed with amassing power through bloody warfare and dark sorcery, she's easily convinced after one encounter with the adventurers that they are the heroes she requires to complete her binding ritual...or at least, some of them are. Others might not be as worthy, and she'll have no qualms about culling the adventurers she perceives to be the weakest in a cruel and horrific manner to demoralize and enrage their compatriots. If made aware of the adventurers' intrusion into her lair, whether by noticing them following her through the Great Swamp, staking out entrances to the temple, or receiving word from Pekdak and Kipyra that humans have breached the upper floors, Nyrionaxys seeks to goad the adventurers into striking out at her hastily. She wants them to be angry and off-guard, to rush into the depths of her lair without resting or preparing for the battle, so that she can more easily overtake them and sacrifice them to Tlaloc. With that in mind, consider incorporating the following ideas into the adventure:

- Many small tunnels connect the various floors and rooms of the Temple of Ixtupi, most too small even for a kobold or halfling to traverse—but perfectly sized for a tiny lizard, which the dragon can both turn into and communicate with. In most cases, assume that Nyrionaxys hears of the adventurers' position within 5 rounds of game time (the sole exception to this is **Area D3**, which neither the dragon nor the Ixtupi even know to exist).
- Have the dragon show up during an encounter for long enough to lash out at a few adventurers with her claws and bite, or use her acid breath on a few of them, before using her *wand of polymorph self* to escape.

She may also join an ongoing battle and spur on her Ixtupi underlings with her banner, especially if they are already in advantageous position with multiple adventurers.

- If you want to get really cheeky, have Nyrionaxys use her *wand* to polymorph into human form and play the part of a damsel in distress who's been captured by the Ixtupi for a sacrificial rite (perhaps lying on the altar in **Area D1**). She isn't the greatest liar, but if the adventurers don't detect this ruse, she can glean a lot of useful information about them and then direct them into an ambush by seeding misinformation about the dungeon's denizens and layout.
- Once the adventurers are on **Floor E**, all bets are off. Nyrionaxys does not sit comfortably on her pile of treasure waiting for heroes to just walk up to her and issue a challenge—she moves around the various areas near her lair at will, joining in on other combats at the worst possible times or subtly alerting other denizens to their presence, perhaps by tumbling a few rocks in **Area E2** to stir the stormwyts, whispering to her foul undead brethren in **Area E3**, or—if combat is going particularly poorly for the dragon—warning Unectus of their coming before she retreats to the swamps through **Area E5**.
- It's probably best to give the adventurers ample opportunity to vanquish Nyrionaxys even if she leads them on a chase outside the temple boundaries. Don't deliberately try to rob them of victory by having her escape too easily, but make any chase exciting and action-packed. On the other hand, if the dragon does manage to escape the adventurers with her life, Nyrionaxys makes for a great recurring villain—one who can bring much trouble and anguish into the adventurers' lives as their adventuring career progresses.

he or she drinks from it. Henceforth, the goblet can be commanded to fill itself once per day.

- A necklace strung with five 1-inch-diameter pearls painted with red and gold designs. When a pearl is pulled from the necklace and hurled to the ground, it breaks open, creating a 15-foot-diameter cloud of smoke (which functions as the *obscuring mist* spell) with a 5-round duration.

- A fully-illustrated codex of trap schematics written in crude Draconic script, obviously penned by a kobold engineer. Some of the traps are stunningly complex in nature. The book takes 1d3+1 days to read from start to finish, and grants a thief who reads it in its entirety a permanent +10% bonus to his or her **Delicate Tasks and Traps** rolls made to find and disarm traps.

Reign of Ruin

- A book of foul necromantic rites written by Putrefect Brasmis, a lich who disappeared from the world many centuries ago. This book contains the details of the ritual for which Nyrionaxys plans to use the adventurers as sacrifices to absorb her broodmates' essences. It also contains 1d4+2 4th-level magic-user spells (choose these randomly or assign them as you see fit).
- A +1 spear, +2 vs. reptiles whose head is inscribed with druidic runes, taken from the descendants of some of the hunters who slew Nyrionaxys I.
- A bag containing eight expertly cut gems of various types, each worth 625 gp, which Nyrionaxys stole from a group of dwarven merchants she slaughtered. However, one of the gems is cursed, and every night at midnight a dwarf-shaped **wraith** manifests itself from the bauble, attacking any nearby creatures. This effect can be permanently dispelled with a *remove curse* cast by a cleric or magic-user of 13th level or higher.

E5. The Submerged Tunnel

This small cave is roughly 35 feet in diameter in any direction. Its lone feature is a 15-foot-wide hole dropping down into the earth. The sound of water slapping against stone rings off the cave walls.

Nyrionaxys uses this submerged tunnel to enter and exit her lair without passing through the upper levels of the temple or being sighted flying above the trilithons. Adventurers who decide to stake out the great mound instead of storming the temple directly certainly notice the dragon using this entrance—even if she notices observers, she plays coy and dives in and out of the marsh surrounding the mound. Nyrionaxys is highly amused by the thought of adventurers breaching her lair through this tunnel, for she has placed one of her most powerful guardians here to intercept them: the half-dragon anaconda **Unectus**, one of her mother's favored offspring. The anaconda is nearly as cruel and powerful as Nyrionaxys herself and savagely attacks anything that tries to swim through the tunnel. To make matters worse, **four piranha swarms** flit around the moat, and ill-prepared adventurers swimming the waters make easy targets for their ravenous appetites, although they seldom attack larger creatures en masse unless there is blood in the water from another fight—such as the adventurers battling Unectus.

WYRMTAINTED PIRANHA SWARMS (4)

HD 4; hp 19, 29, 27, 28; AC 7[12]; Atk swarm (1d6); Move 0 (Swim 24); Save 13; AL N; CL/XP 4/120; Special: immune to acid; see *The Tome of Horrors Complete* by Frog God Games for more details

UNECTUS

Hybrid Black Dragon/Giant Constrictor Snake

The snake is immense beyond belief, a thing from a nightmare, its sinuous form covered in black scales with a crest of oversized horn-like scales over its glazed red reptilian eyes. The dragon-snake coils as if to strike, its acidic breath befouling the water as its wickedly fanged maw parts hungrily.

HD 6; hp 40; AC 2[17]; Atk 2 claws (1d6+4) or bite (1d4+4); Move 9 (Fly 18, Swim 12); Save 11; AL C; CL/XP 8/800; Special: acid breath (1/day, 60-foot line, 6d6 damage, save for half), constrict (if Unectus hits with its bite attack, the target cannot move until it makes a successful **Open Doors** roll, and Unectus automatically deals 2d6 points of damage to the target each round until it breaks free)

Concluding the Adventure

If the adventurers manage to defeat Nyrionaxys, the Crannogfolk owe them a great debt, and bringing back proof of the dragon's destruction certainly results in them being treated like heroes. The Stormhammer Knights venerate the adventurers and attempt to recruit them into their order. The Tsiikil are likewise grateful that the reign of Nyrionaxys has finally ended, and the lizardmen emerge from their homes in the swamp to broker peace with the humans.

The Stormhammers and the Tsiikil may decide to band together to retake the temple and its surrounding lands back from the Ixtupi, whose numbers remain significant despite the death of their queen. In time, efforts to restore and sanctify the temple might well cause the fetid marshes to dry up and restore at least a portion of the Great Swamp to the beauty it once exhibited before Greenacre was conquered by Nyrionaxys I. This could well be the focus of an adventure arc.

But what if the adventurers don't win? What happens then? That all depends on the sort of story you wish to tell, of course. Perhaps the dragon takes them prisoner and begins a lengthy

preparation for her binding ritual, giving them a chance to escape or rally. Or maybe not. Maybe they were fated to die here, and Nyrionaxys fulfills her promised destiny by becoming the new dragon queen of the Crannogs. You may decide to advance the timeline of your world by a few decades or even centuries, during which time Nyrionaxys has all but destroyed human society once more, perhaps even ascending to become a true divine herald of Tlaloc. In such a desolate world, you may wish to have the adventurers play descendants of the heroes who died in the dragon's lair and continue the struggle between their bloodline and that of Nyrionaxys.

Appendix A: New Monsters

Befouled Spirits

Befouled spirits are chaotic elemental entities. Although they display many qualities of their neutral cousins, the elementals, befouled spirits are malicious and hateful opponents with a few stark differences. All befouled spirits possess an **awful presence** that causes every non-chaotic creature within 30 feet of the spirit to suffer a -1 penalty on all attack rolls and saves. This awful presence is a fear effect. Befouled spirits also channel **negative energy** into their physical attacks to inflict grievous wounds—any hit point damage sustained from their negative energy attacks is healed after all other damage. All befouled spirits constantly radiate a *protection from good, 10-foot radius* effect, as the spell. Each befouled spirit is detailed individually below.

BEFOULED AIR SPIRIT

A noxious funnel of dust, debris, tumbleweeds, and stinking swamp air twirls toward you.

Hit Dice: 8

Armor Class: 2[17]

Attacks: 1 strike (1d8 + 1d6 negative energy)

Saving Throw: 8

Special: immune to non-magic weapons, air mastery, awful presence, magical abilities (constant—*protection from good, 10-foot radius*), negative energy, whirlwind

Move: 0/36 (flying)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 10/1,400

Befouled air spirits delight in throwing smaller beings around with their **whirlwind** ability, forming a tornado-like wind storm 30 feet in diameter and 100 feet high. They automatically

hurl any creature of 1 HD or less for great distances (almost certainly killing them). Befouled air spirits have total **air mastery**, and any creature engaging them in combat in the air suffers a -1 penalty on all attack and damage rolls.

BEFOULED EARTH SPIRIT

Fallow, salty mud and craggy rock congeal into a vaguely humanoid form, hulking and formidable.

Hit Dice: 8

Armor Class: 2 [17]

Attacks: 1 strike (2d8 + 1d6 negative energy)

Saving Throw: 8

Special: immune to non-magic weapons, awful presence, earth glide, earth mastery, magical abilities (constant—*protection from good, 10-foot radius*), negative energy

Move: 6/6 (burrowing)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 10/1,400

Befouled earth spirits are similar in appearance to earth elementals; roughly bipedal, craggy approximations of men. A befouled earth spirit's **earth glide** lets it move through stone and dirt as a fish would through water; however, a *move earth* spell cast on an area containing a burrowing befouled earth spirit flings the spirit back 30 feet, stunning the spirit for 1 round unless it succeeds on a save. The spirit's **earth mastery** grants it a $+1$ bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the spirit takes a -4 penalty on attack and damage rolls.

BEFOULED FIRE SPIRIT

The flame morphs into a grinning maw of fiery teeth, billowing smoke that smells of a funeral pyre.

Hit Dice: 8

Armor Class: 2 [17]

Attacks: 1 strike (1d8 + burning + 1d6 negative energy)

Saving Throw: 8

Special: immune to non-magic weapons, awful presence, burning, magical abilities (constant—*protection from good, 10-foot radius*), negative energy

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 10/1,400

Befouled fire spirits are massive conflagrations seeking to ignite all flammables around them. They are the most capricious and hateful of all the befouled spirits, seeking to burn and destroy everything in their path. A befouled fire spirit's

Reign of Ruin

burning attacks deal fire damage in addition to the normal damage dealt on a successful hit in melee. Those affected by the burning attacks must also succeed on a save or catch fire, taking 1d6 points of damage per round for an additional 1d4 rounds. A burning creature can attempt a new save each round if they do nothing else; dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature, and must make a save to avoid catching on fire as above.

BEFOULED WATER SPIRIT

A stomach-churning excrement-tinged odor fills your nostrils as this living tide of sewage draws near.

Hit Dice: 8

Armor Class: 2 [17]

Attacks: 1 strike (1d10 + 1d6 negative energy)

Saving Throw: 8

Special: immune to non-magic weapons, awful presence, magical abilities (constant—*protection from good, 10-foot radius*), negative energy, water mastery

Move: 6/18 (swimming)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 10/1,400

Befouled water spirits are roughly bipedal approximations of men, formed from foul effluent and gray water. The spirit's **water mastery** grants it a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the spirit is touching the ground, the spirit takes a -4 penalty on attack and damage rolls.

Dragon Toad

Despite its draconic heritage, this thing isn't much smarter than your average bullfrog—but what it lacks in brains, it makes up for with brute strength and raw nastiness.

DRAGON TOAD

Hit Dice: 2

Armor Class: 5[14]

Attacks: 2 claws (1d4), 1 bite (1d8) or tongue (grab)

Saving Throw: 16

Special: acid breath, swallow whole, tongue

Move: 3/12 (swimming)

Alignment: Chaos

Number Encountered: 1d8

Challenge Level/XP: 4/120

Stupid, mean, and dangerous sum up this strange

hybrid creature. It can **hop** an additional 30 feet at the end of its normal movement, attacking once as it lands. The **tongue** of a dragon toad is very sticky; anyone touched by the tongue is immediately grappled by the toad and must make a successful **Open Doors** roll to break the hold. A dragon toad can **swallow whole** a human-sized target, and the victim must cut its way out of the toad within 1d4 rounds or suffocate inside. It requires a small, sharp weapon (such as a dagger, hand axe, or loose arrow) to hit against AC 7[12] and inflict one-half the toad's hit points to cut its way out. Once per day, a dragon toad can also expel a 30-foot line of **acid breath** 5 feet in width that deals 2d6 points of acid damage; a successful save halves this damage.

The Ixtupi Dragonbloods

The Ixtupi are a hybrid black dragon/lizardman tribe. They are divided into four basic categories: savages, brutes, sorceresses, and warpriests. These creatures are described below.

IXTUPI DRAGONBLOOD BRUTES

These lizardmen stand a full head taller than their savage brethren, their scales a deep, near-black green and eyes a bright crimson red. Leathery wings spanning eight feet rise from their shoulders, and their facial structure is noticeably more primal and draconic than the rest of the Ixtupi.

Hit Dice: 4

Armor Class: 5[14]

Attacks: 2 claws (1d3) and 1 bite (1d6) or spear (1d6)

Saving Throw: 13

Special: acid breath; immune to acid, paralysis, and *sleep*

Move: 9/18 (flying)/12 (swimming)

Alignment: Chaos

Number Encountered: 1d6

Challenge Level/XP: 6/400

The dragonblood brutes are named appropriately; they are large, destructive thugs who neither ask for nor expect quarter in any battle. Barely intelligent enough to use tactics in combat, they use their claws and bite in preference to weapons, but do understand the value of ranged weapons. They prefer to hurl stone-tipped spears from above, then close with their enemies. Their thick scales give them excellent protection in combat. Once per day a dragonblood brute can expel a 30-foot line of **acid breath** 5 feet in width that deals 4d6 points of acid damage; a successful save halves this damage. They are able to **breathe underwater** and, like their black dragon progenitors, are immune to acid, paralysis, and magical *sleep* effects.

IXTUPI SORCERESSES, LIZARDWOMAN

This Ixtupi is covered in bright war paint outlining intricate magical glyphs upon its green scales. It hisses viciously and forms a ball with its clawed digits, the talons pulling a thread of magic from thin air as it trains its eyes on you.

Hit Dice: 3

Armor Class: 5[14]

Attacks: 2 claws (1d3) and 1 bite (1d6)

Saving Throw: 14

Special: breathe underwater, spells (4/2)

Move: 6/12 (swimming)

Alignment: Chaos

Number Encountered: 1d6

Challenge Level/XP: 5/240

Possibly the most vicious of the Ixtupi, their sorceresses revel in their ability to throw magic at intruders. Thin and lithe, they are the most similar to standard lizardmen. They may cast spells from the magic-user or druid spell lists.

IXTUPI WARPRIESTS

This Ixtupi lizardman wears a golden medallion representative of his deity, held around his neck by a necklace of vine and moss. Elaborate red silk robes embroidered with the silhouettes of black dragons drape his form. He clutches a finely crafted warhammer carved with runes which are traced in layers of dried blood.

Hit Dice: 4

Armor Class: 5[14]

Attacks: 2 claws (1d3), 1 bite (1d6) or warhammer (1d4+1)

Saving Throw: 13

Special: breathe underwater, spells (2/2)

Move: 6 (Swim 12)

Alignment: Chaos

Number Encountered: 1d4

Challenge Level/XP: 6/400

An Ixtupi warpriest is fanatically devoted to Nyronaxys and fights to the death in her service. He may cast spells from the cleric or druid spell lists.

IXTUPI SAVAGES

Ixtupi savages use the statistics for typical lizardmen, which appear in *Monstrosities* by **Frog God Games**; please reference that text for further details on this humanoid species.

Mud Zombie, Lizardmen

Layers of mud crack and flake as the desiccated body of this lizardman moves inside its hardened burial shell, lumbering toward you and loosing an unsettling hissing moan that shreds through its dry lungs and vocal cords.

LIZARDMEN MUD ZOMBIE

Hit Dice: 2

Armor Class: 6[13]

Attacks: 2 claws (1d3), 1 bite (1d6)

Saving Throw: 16

Special: dust cloud, immune to *sleep* and *charm*

Move: 6

Alignment: Neutral

Number Encountered: 1d6

Challenge Level/XP: 3/60

Similar to normal zombies, these are lizardmen that have either been encased in mud in a horrific ritual, or simply died in a mud pit near desecrated ground and rose later as an undead creature. Whenever a mud zombie takes damage, a **dust cloud** kicks up around it. Any creatures within 5 feet must immediately succeed on a save or suffer a -2 penalty to all rolls for 1d3 rounds.

STORMWYTS

The creature resembles a wyvern without a stinger, but black-scaled and red-eyed. A pronounced horned ridge shades its brow, and its bat-like wings flap with the calm intensity of an apex predator on the hunt as it glides through the air.

STORMWYTS

Hit Dice: 4

Armor Class: 3[16]

Attacks: 1 bite (1d8) or 1 tail slap (1d6)

Saving Throw: 13

Special: alkaline mucus, speed surge

Move: 6/24 (flying)

Alignment: Chaos

Number Encountered: 1d10

Challenge Level/XP: 6/400

These large dragon-hybrid beasts are usually the apex predators of their territories. Stormwyts are excellent flyers, and move with deadly speed when necessary. They can spit globules of **alkaline mucus** to trap and kill their prey, targeting a single creature within 50 feet. The mucus deals 1d8 points of damage and entangles the target—it cannot move for 1d4+1 rounds and makes all attacks at a -2 penalty for that duration. A save halves the damage and negates the entangling effect. An entangled creature also takes 1d4 points of electricity damage each round on its turn. It may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the ongoing electricity damage. After a stormwyt spits its alkaline mucus, it cannot do so again for 1d6 rounds. Three times per day, a stormwyt can draw upon its draconic heritage for a **surge of speed** that allows it to either make an additional attack or double its move for the round.

Appendix B: Wandering Monster Statistics

BEFOULED WATER SPIRIT

HD 8; AC 2[17]; Atk 1 strike (1d10 + 1d6 negative energy); Move 6 (Swim 18); Save 8; AL C; CL/XP 10/1,400; Special: immune to non-magic weapons, awful presence, magical abilities (constant—*protection from good, 10-foot radius*), negative energy, water mastery; see **Appendix A**

GIANT SPIDER (6-FOOT DIAMETER)

HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 7/600; Special: poison (save or die), webs; see **Monstrosities** by **Frog God Games** for more details

DRAGON TOAD

HD 2; AC 5[14]; Atk 2 claws (1d4), 1 bite (1d8) or tongue (grapple); Move 3 (Swim 12); Save 16; AL C; CL/XP 4/120; Special: acid breath (1/day, 30-foot line, 2d6 damage, save for half), hop, swallow whole, tongue (15-foot range); see **Appendix A**

IXTUPI SAVAGE

HD 2+1; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d8); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: breathe underwater; see 'Lizardmen' entry in the **Swords & Wizardry Complete Rulebook** by **Frog God Games** for more details

IXTUPI SORCERESS

HD 3; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 14; AL C; CL/XP 5/240; Special: breathe underwater, spells (4/2; 1st—*charm person, faerie fire, protection from good, shield*; 2nd—*heat metal, mirror image*); see 'Lizardmen' entry in the **Swords & Wizardry Complete Rulebook** by **Frog God Games** for more details

WYRMTAINTED PIRANHA SWARM

HD 4; AC 7[12]; Atk swarm (1d6); Move 0 (Swim 24); Save 13; AL N; CL/XP 4/120; Special: immune to acid; see **The Tome of Horrors Complete** by **Frog God Games** for more details

STORMWYT

HD 4; AC 3[16]; Atk 1 bite (1d8) or 1 tail slap (1d6); Move 6 (Fly 24); Save 13; AL N; CL/XP 6/400; Special: alkaline mucus (50-foot range, 1d8 damage + entangle/1d4 damage [save ends]), surge of speed (3/day); see **Appendix A**

LIZARDMAN MUD ZOMBIE

HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: dust cloud, immune to *sleep* and *charm*; see **Appendix A**

OCHRE JELLY

HD 6; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: lightning divides creature; see the **Swords & Wizardry Complete Rulebook** by **Frog God Games** for more details

GIANT MOSQUITO

HD 4 hp; AC 6[13]; Atk 1 bite (1 + blood drain); Move 6 (Fly 15); Save 13; AL N; CL/XP B/10; Special: blood drain (1d4 hp per round for 1d6 rounds); see **The Tome of Horrors Complete** by **Frog God Games** for more details

GIANT CROCODILE

HD 6; AC 3[16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Save 11; AL N; CL/XP 6/400; see **Monstrosities** by **Frog God Games** for more details

DEADLY D·E·L·V·E·S

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