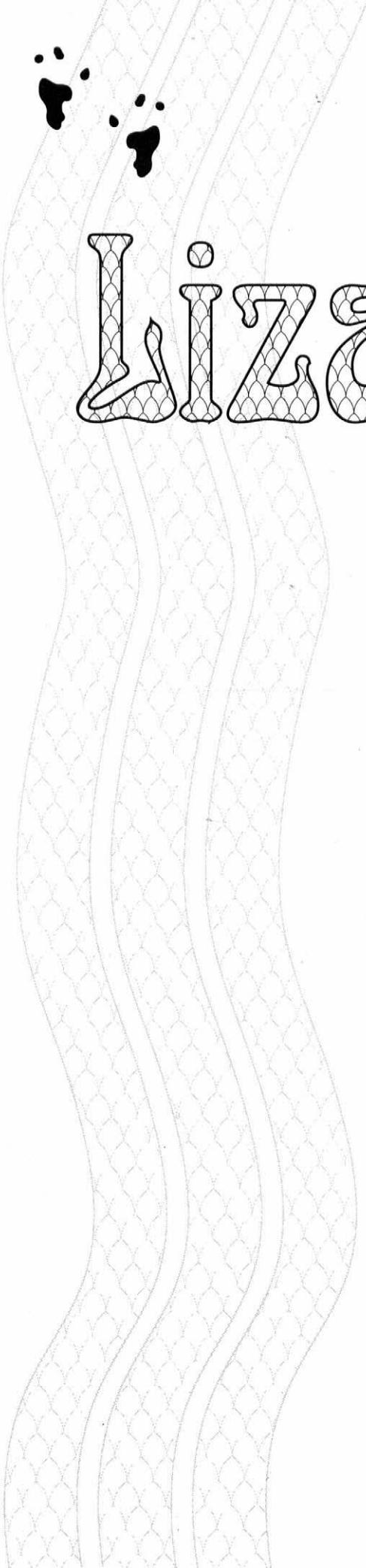


Lizardmen



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Lizardmen

sourcebook

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NOTE ON GENDER:

Throughout this book, the male personal pronoun—he, his, him—will be used as a general and collective case (i.e., when both males and females are being referred to). This is simply because the alternatives—s/he, his/hers, etc.—are clumsy at best and distracting at worst. Unless specifically stated, or made obvious by context, the use of "he" doesn't exclude the possibility of a female character.

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How To Use This Book

Standard terms/abbreviations:

"D" is used as an abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 10); 3D6 means roll three 6-sided dice and add the results for the sum, etc..

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars. An income of 10 gold pieces (or gp) would be a very profitable day for a merchant, but 1-5 gold pieces is a more likely sum for a day's effort. Henchmen's wages are usually 2 gp per day per 2 Skill levels, with a dramatic increase for jobs that are perceived to be dangerous.

AC (Armor Class) works on a scale in which a lower number is better. A Character with no armor is AC: 10 (unless otherwise stated within a Character's race statistics). A shield adds 1 to make AC: 9; chain mail is AC: 5; and plate mail and shield is AC: 2. (See the standard rule book for details.)

HTK (Hits To Kill) is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every Skill Level they have (unless otherwise stated); the number of sides the die has depends on the Character's class. (See standard rule book for more information on determining PC and NPC HTK.)

Monsters always use 8-sided dice to determine how many HTK they have. The number of dice used is indicated in parenthesis (after the HTK total) for monsters.

MV (Movement) is the speed of a Character or monster on a constant basis. It can be adjusted to whatever scale is needed by adjusting ground scale accordingly (the most common is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THACO (To Hit Armor Class 0). When you know a Character's or

monster's THACO, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THACO to obtain the required die roll on 1D20.

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or less on 1D20 (16-5=11) or roll 55% or less on a D% (11 x 5% = 55%).

Characteristics (or attributes, ability scores, or statistics) are derived from 3D6. The lowest score for a human is 3, and the highest score is an 18/00 (see standard rule book for more information).

Spell Abilities: Many deities and monsters use certain spells and/or the magical abilities of specified character classes. See the standard rule book for descriptions of spells not described herein, and/or for more information on the magic-using character classes mentioned.

Saving Throws (save vs.): are listed for each character class in the standard rule book. To make a successful saving throw, a Player must roll the *saving throw value* or *higher* on 1D20. A successful saving throw often reduces or negates certain types of damage.

Saving throw bonuses are added to the number the Character rolls on 1D20. For instance, the save vs. Breath Weapons for a Skill 4 cleric is 15. The cleric must normally roll a 15 or higher to save vs. Breath Weapons; if he or she is wearing armor which gives a +2 vs. Breath Weapons, however, he or she need only roll a 13 or higher to make a successful saving throw (13+2=15).

Ability rolls (save against) on a Character's statistics (attributes) work much like saving throws.

For example, if a Player wants his or her Character to detect a lie or get information, he or she may have to save on a die roll against his or her Insight (INS).

Roll 1D20 (or 1 or more D6s, GM discretion) for all ability rolls. If the resulting number is *equal to or lower than* the statistic, the save is successful. With such a roll, a Character is able to tell if a person is lying, for example.

Ability rolls are often modified. If instructed to make an INS ability roll (save against INS) at a +3 penalty, add 3 to the die roll. For example, if a Character's INS is 12 the Character's Player rolls a 10, he or she fails to make the save (10+3=13).

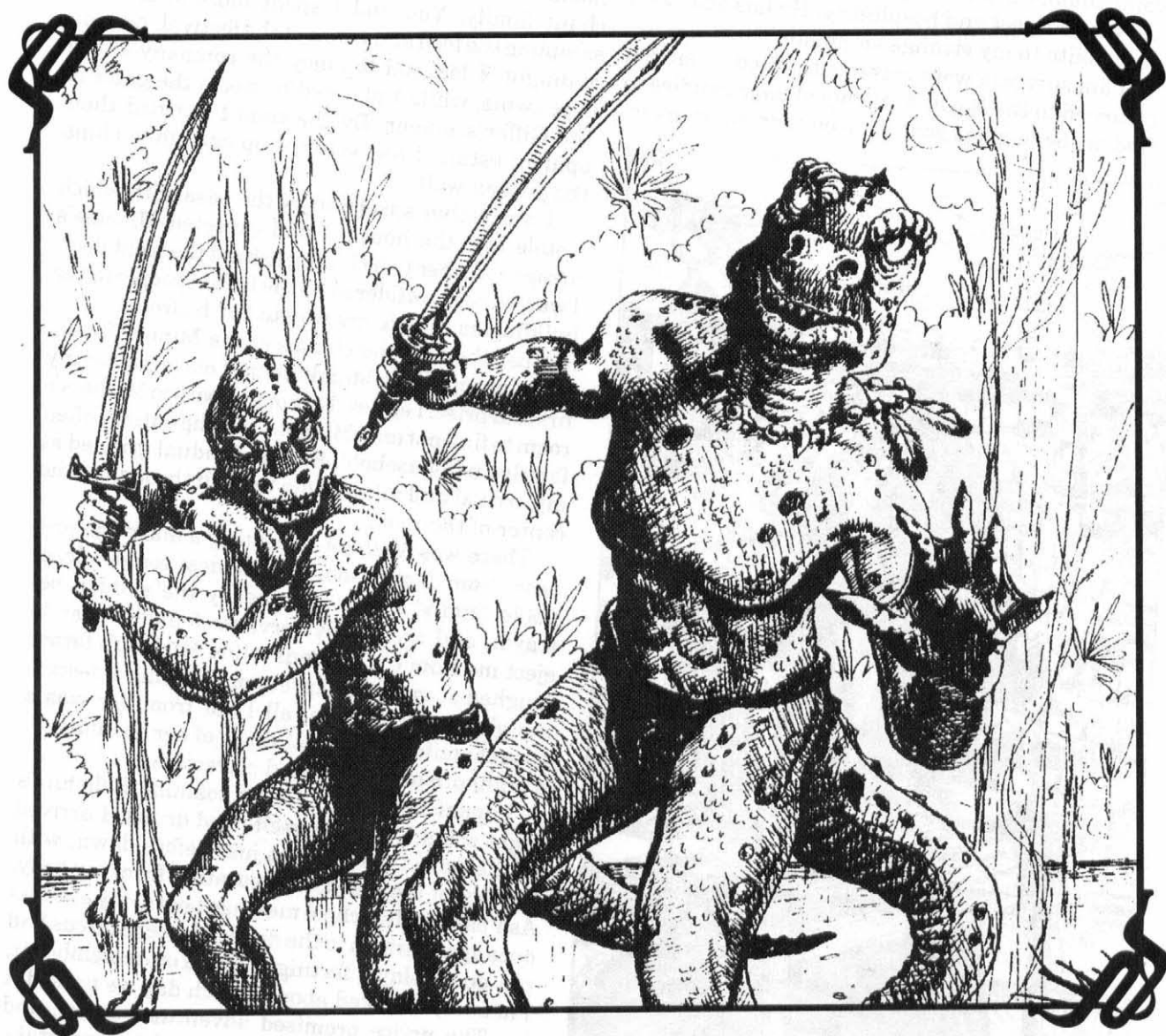
(MR) Magic Resistance indicates the percent chance of a spell's failure on a given deity or monster. It is based on a spell being cast by a Skill 11 spell caster, and must be adjusted upwards by 5% for each level below 11, and downwards for each level above 11. Where there is no value given, the deity's or monster's magic resistance is assumed to be "standard." (See the standard rule book for more information.)

Magic-using Classifications: The term "priest" applies to both druids and clerics, and "wizard" applies to both magic-users and illusionists.

ABBREVIATIONS

STR	Strength
INT	Intellect
INS	Insight
DEX	Dexterity
STA	Stamina
APL	Appeal
HTK	Hits To Kill
AC	Armor Class
MV	Movement
AL	Alignment
AT	Attacks
DM	Damage
SZ	Size
THACO	To Hit Armor Class 0
L. Good or LG	Lawful Good
L. Neutral or LN	Lawful Neutral
L. Evil or LE	Lawful Evil
N	Neutral
N. Good or NG	Neutral Good
N. Evil or NE	Neutral Evil
C. Good or CG	Chaotic Good
C. Neutral or CN	Chaotic Neutral
C. Evil or CE	Chaotic Evil
PC(s)	Player Character(s)
NPC(s)	Non-Player Character(s)
cp	copper piece(s)
sp	silver piece(s)
ep	electrum piece(s)
gp or GP	gold piece(s)
pp	platinum piece(s)
GM	Game Master
S	Smaller than man-size
M	Man-size
L	Larger than man-size
PP	Pick Pockets
OL	Open Locks
F/RT	Find/Remove Traps
MS	Move Silently
H in S	Hide in Shadows
HN	Hear Noise
CW	Climb Walls
RL	Read Languages
V	Verbal
S	Somatic
M	Material

Chapter One: Introduction



Year of the Lizard, 1417
21st day of the Month of Rebirth

Dear Jeremy,

I am writing this letter while in my cabin beneath the rolling decks of the good ship Dolphin, a small but swift trading caravel owned by a respectable merchant and seaman named Captain Horatio Alzmar. Even though his crew was, at first, rather cold to me due to the nature of my traveling companion, the good Captain has thus far treated me with respect and hospitality. He has also been very polite to my strange shipmate.

I am sure you were rather surprised when you returned to the Royal Academy of Sage Studies to find my belongings gone from our dormitory room.



You are my best friend, which is why I feel I owe you an explanation for my sudden departure from the Academy and the city of Bellshire.

As you probably remember, the last time you saw me was the afternoon of the Suitors' Festival†. We were both filled with an enormous amount of energy that day since we had passed our final exams. We were to spend the next year and a half working on our master treatises, and then we would finally be granted official sage status.

Also, that night I was planning to sneak into the home of my true love, Mishala of the Giffen merchant family. You and I spent most of the day sampling the food and wines at the festival. Around midnight, I left you to enjoy the company of the Lace twins, while I planned to storm the gates of the Giffen's manor. By the time I reached their opulent estate, I had sobered up enough to climb the garden wall.

I was rather surprised by the ease with which I stole into the house; I had expected Mishala's arrogant father to be hiding behind the front door. I was rather bewildered by the lack of people in the building as I made my way to her bedroom.

Just then, as the chimes of the Minos Monastery sung out the midnight hour, I encountered my first surprise. I entered the open doors to Mishala's room to find not only Mishala, but the entire Giffen family and household. Each individual grinned at my arrival and allowed me to push through to the center of the room.

There was Mishala, accepting a marriage proposal from Jam Ormond, the eldest son of a local noble family! I was stunned by the sudden betrayal, and the family servants found it easy to eject me from the grounds while Mishala's father laughed at my hurt expression. Casting a desperate glance at Mishala, all I got from her was a vacant smile and a small shrug of her shoulders—a mannerism I once found attractive.

I spent most of the night roaming Bellshire's night spots, getting myself dead drunk. I arrived at the school dormitories just before dawn, with the last of the alcohol evaporating from my body. As I passed the school message board, my eye was once again drawn to the notice Master Marcus had put on display a fortnight ago. You remember it, I'm sure; we joked about it each day we passed it by. The notice promised adventure, travel, and fame for anyone who volunteered to undertake this "voyage in search of knowledge."

I have to admit, the promise of a very interesting topic for my treatise made the offer very appealing, but, at the time, I thought I needed to stay near Mishala. Seeing no reason to stay in Bellshire

now, and wanting to get as far away from the source of my pain as possible, I decided to volunteer. I ripped the notice off the wall and headed for Master Marcus' room.

Arriving at his tower room, I barely noticed the light shining under the door before I boldly thrust it open. Master Marcus was sitting at his desk, smoking his smelly pipe, and quietly talking with a mysterious cloaked figure sitting across from him. Ignoring the guest, I burst in and announced to Master Marcus that I needed to speak with him alone.

Master Marcus looked angry at the interruption, but quickly noticed the paper in my hand and the expression on my face. He gazed at me for a moment, then whispered something quietly to his visitor. I barely noticed the cloaked figure leave the room before Master Marcus had me sitting and relating the tale of my miserable evening. Once I had finished, he told me how, at an early age, he too had been spurned by a girl, and how the experience incited him to seek refuge in the quiet and secluded life of a sage.

Feeling slightly consoled and much calmer, I smiled up at Master Marcus for the first time. The man who had always pushed me harder than the other students, smiled back and asked if I was sure I wanted to volunteer for the trip. I thought for a moment, and then told him that I was still interested. He smiled and told me that he had hoped all along I would be the one to volunteer. He said he had ridden me so hard because he felt I had the most potential to be a great sage.

Master Marcus then asked me if I would like to meet my guide for the journey. Intrigued, I said yes. He then invited the cloaked figure back into his study and introduced us. I was rather surprised when the figure drew back his cowled cloak and revealed the features of a lizardman! They both seemed to enjoy my astonishment, as Master Marcus introduced me to Hisspeck Hrraurrm. (This spelling is as close as I can get to the pronunciation of his full name.)

We all sat down, and Master Marcus began to explain the purpose of the journey. He has always been interested in the lizardman race, and felt that books on their existence either omitted vital information or were filled with a lot of nonsense. Recently, Marcus was contacted by Hisspeck, who offered him a more complete outlook on the lizardman race. The two soon met, and Hisspeck related the most remarkable tale Marcus had ever heard.

Hisspeck told Marcus that the lizardman race had long ago built a civilized empire in the southern jungles known as the Meraska Empire. However, inner strife and attacks by the other intelligent races caused the empire to collapse. It was

destroyed, and most of the race were killed during the collapse. The remaining survivors were forced to leave their homes and travel to solitary areas all over the world in an attempt to avoid their relentless hunters. (This is all detailed in my accompanying notes.) According to Hisspeck, many centuries have passed since this event, which came to be known as 'The Scattering.' Most of the lizardman race have lost their original civilized culture, and few remember the majestic Meraska Empire that the lizardmen had once built.

Hisspeck told Marcus the entire saga, and provided various historical references and physical evidence to verify his story. Hisspeck proposed a special expedition to be funded partly by the Royal Academy of Sage Studies, and partly by Master Marcus' personal funds. Hisspeck would accompany a sage to various parts of the world where various lizardman tribes were known to exist. Hisspeck and the sage would look for information concerning the ancient empire, and the sage could record a general treatise on the lizardman race during the journey. Master Marcus agreed, funding was provided, and a notice for a volunteer was posted.

And that is how I ended up where I am now. I know when you read this letter you will think I am a fool, Jeremy, and perhaps you are right. Marcus has provided a way for me to magically send him my notes and journal pages each month, in case something happens to prevent me from delivering the work in person. I have asked him to let you see the notes as I send them to him, and I will also enclose short letters to you when I send the notes to him.

If things work out well, I will return in time to have my treatise graded by the Academy Board and graduate at about the same time as you. Say prayers for me at the Temple of Luminus, the God of Sages—I fear I will need all the help I can get. You will hear from me soon.

Your friend,

Will Angus
Apprentice Sage

†On this holiday of feasting and celebrating that is unique to the city of Bellshire, if a male suitor can reach his love by the stroke of midnight and propose to her, and if she accepts, no one can stop them from marrying. The families are allowed to hide or lock up the woman that night, but they are not allowed to use lethal force to stop the suitors from reaching the women. Members of a special group of thieves called Romantics will aid a suitor in getting past locks and obstacles (for a nominal fee, of course).

Lizardman History

The Dolphin has been rocked by the waves of a large squall for almost two days now. I have no fear of the ship sinking, due to the expertise of Captain Horatio Alzmar and his crew, but I am extremely bored since I have to stay in my cabin below deck while the storm rages. I didn't mind the first day of confinement, seeing as that is when I had my first encounter with "Poseidon's Revenge." I have since gained my "sea legs" (and stomach) and am now able to hold down food.

I decided to talk to Hisspeck and asked him to relate his race's early history since I felt that his race's beginnings would be appropriate for the beginning of my treatise on the lizardman race. Hisspeck agreed and gave me a full description of his race's early history including the destruction of their empire. At first I found it hard to believe that humans and the members of other races could be so callous as to destroy an empire and people out of fear and prejudice, but then I realized that such acts of mindless violence happen even nowadays.

—An excerpt from a letter to Jeremy

In the Beginning . . .

Long before our world was created another existed. This other world was exactly like ours except that it had existed for many more centuries. Its intelligent species and animals were the same as those currently on ours but the people of that world had grown extremely decadent and fought many wars with each other. More importantly, they had forsaken the worship of the One god that had created them.

This angered the One god, who decided to destroy the world and its people, and then make a new world. The One god did this and discovered that by destroying his world and his people he had caused his own destruction. Feeling his power ebbing the One god saved one female and one male of each intelligent race and each animal species. He gave each survivor a fraction of his power, transforming each into a god. The One god then vanished into the void.

These New gods spent the next few centu-

ries learning to control their powers, occasionally fighting amongst themselves. These battles caused certain gods to form alliances, some of which were not always permanent. With the alliances came quite a few trysts which caused the creation of even more new gods. One such tryst, between Surtak the lizardman and Groola the dinosaur, resulted in the birth of Takmut the Dragon.

Surtak the lizardman and his mate Grisa were often looked down upon by most of the other New gods. The Good gods feared Surtak and Grisa because of their reptilian features and Neutral alignment, while the Evil gods looked down upon them because they knew that they were not truly Evil. This did not bother Surtak and Grisa since their race had always been treated in this manner on their destroyed world.

The mistrustful gods eventually formed a truce and worked together to form a new world in the image of their old world, but they added a few touches. After a century of hard work the world was completed; now all it needed was to be inhabited by living beings. Each god was allowed to create one intelligent race and a number of animal species in his or her own image. Many members of these species intermixed and mated creating new species and intelligent races. Soon the world was populated by a number of different races and animal species.

At first Surtak and Grisa did not create a lizardman race, fearing that it would be hunted down by the other races just like it had been on the old world. They also knew that the prejudices of the other gods would be passed down to their creations which would result in their children being treated just like Surtak and Grisa were treated by the other gods. Surtak and Grisa created many different types of lizards but they did not create an intelligent lizardman race. Instead, they placed the spark of intelligence in a species of lizards that existed solely in a remote southern jungle.

Over the years this special race of lizards evolved into a higher form and began walking upright and forming tribes. During this period Surtak and Grisa occasionally mated with the

more intelligent members of the race. The offspring from such matings lived longer than the average lizardman and helped the race progress even further. When these special children of the gods died, they also were transformed into gods. Soon the lizardman race had a small pantheon of gods who kept themselves well hidden from the other gods.

More time passed and the lizardman race flourished and tripled in number. Certain lizardmen were visited by Surtak and the other lizardman gods. They told these chosen ones the true history of the lizardman race and instructed them to spread their teachings and organize a religion. These privileged members of the lizardman race were granted powers to help convince the other lizardmen, thereby becoming the first lizardman shamans. These shamans were also given the main tenants of life that the lizardman gods wished the race to practice. It was decreed that a devout lizardman was to practice true Neutrality but not the selfish kind.

The survival of the race as a whole became more important than the survival of each individual lizardman. The propagation of the race and the protection of the eggs were also taught to be very important. Until a young lizardman became an adult, he was to be shielded from outside dangers. However, at the same time, the young were to be trained in the arts of combat, hunting, and survival. The young ones' lives were not easy and many died due to their dangerous training and in fights with their fellow hatchlings.

Thus the lizardman race slowly flourished, undetected by enemy races or gods.

The Golden Years

As the lizardman race slowly expanded and became more prominent, Surtak knew that its chances of discovery by other races would increase. He began working to make sure the lizardmen would be able to defend themselves when the rest of the world discovered their existence. At that time the

remote southern jungle was filled with many lizardman tribes. While the tribes were not always at war with each other they did not always cooperate either, and small skirmishes over territorial rights sometimes broke out. Surtak ordered the tribes' shamans to persuade their chiefs to cooperate with the other



tribal chiefs, but attempts at alliances always ended in battle. Each tribal chief believed he should lead the others. Their neutrality had, in some ways, been too ingrained.

A calculating Surtak compelled a huge lizard to enter the jungle where two of the largest tribes dwelled: the Lightning Tongue and Scarlet Claw. The huge lizard began to prey upon members of both tribes. Groups from each tribe tried to kill the lizard, but this only resulted in many deaths and injuries, while the renegade remained relatively unhurt. Mertak, the son of the Lightning Tongue tribal chief, suggested to his tribe members that they build an enormous pit with huge wooden stakes protruding vertically from its bottom. Mertak also suggested that they ask the Scarlet Claw tribe to help them with the trap because it would take much work and time to build. His father reluctantly agreed and they contacted their rival tribe. The desperate Scarlet Claw chief agreed and work on the pit began immediately.

Old feuds were forgotten and new friendships forged as the two tribes worked together to build the trap. When it was finished Mertak volunteered to lure the lizard to its death. Rega, the daughter of the Scarlet Claw's chief, also insisted on acting as bait because she was in love with Mertak. The chiefs reluctantly agreed to the plan and the two youths set off to find the lizard. All went according to plan until the lizard became so enraged at being pierced by the wooden stakes that it began to climb out of the pit.

The warriors of both tribes bravely rushed forward and attacked the maddened beast with their weapons. The lizard, badly wounded, was still able to kill many of the warriors, including the two tribal chiefs. Fortunately, Mertak and Rega managed to climb atop its head and plunge their spears into its eyes and small brain. The insane beast went into death throes, sending Mertak and Rega catapulting off. In its final convulsions the giant lizard reached the edge of the pit and fell upon several more warriors before expiring.

Having survived their fall, Mertak and Rega saw that their tribes were now too weak to survive separately. The two became mates and

combined their tribes into one, calling it the Meraska (lizardman for "true") tribe. The story of the formation of the new tribe spread to every tribe in the jungle. Accounts of Mertak's and Rega's courage interested many of the chiefs who visited and met with the young couple. A number of the chiefs were impressed with the policies and progress that Mertak and Rega had achieved, yet many others were angry at the Meraska tribe for calling itself the "true tribe."

Mertak talked with the visiting tribal chiefs. He impressed these chiefs enough to convince them to form an alliance with him and other interested tribes. Unfortunately, a few tribes refused to participate in such a venture and remained hostile toward the members of Mertak's alliance.

Ten years after the alliance was created, the god Surtak decided it was once again time to act. He contacted all the shamans and told them that every tribe was to merge with the Meraska tribe, and that Mertak would be the supreme chief. When each chief was promised that he would retain some control over his tribe and become a member of the supreme chief's advisory council, most of the allying tribes agreed with Surtak's arrangement. However, some tribes of the alliance refused to cooperate. Mertak had no choice but to defeat these chiefs and appoint new chiefs who quickly accepted him as their supreme leader.

Those lizardman tribes that still refused to join the Meraska tribe were subject to their god's disapproval. Surtak ordered the shamans of these resisting tribes to join the Meraska tribe. Those shamans that did not follow Surtak's orders were stripped of their powers. Surtak then cursed the stubborn tribes with a number of disasters. One by one the remaining tribes agreed to join the Meraska tribe in order to get back in Surtak's graces. The most stubborn tribe, the Night Stalkers, was the last tribe to officially join the alliance. The Night Stalker's hidden resentment would someday cause the downfall of the lizardman race.

The Meraska tribe flourished and prospered under the leadership of Mertak. When Mertak and Rega's first son was hatched and

presented to the people, Surtak appeared before the throngs and blessed the small child. The child was named Jetak and grew up to be a brave warrior. He was also more intelligent and cunning than his father. When Mertak died Jetak easily defeated all other candidates for supreme chief of the Meraska tribe.

By entering Jetak's dreams Surtak showed the new chief and his shamans how to improve the quality of life for their people. Surtak showed them how to build more-permanent buildings, create better weapons and armor, and farm and herd animals. By the time Jetak died the lizardman race had developed a constantly expanding civilized empire in the middle of the jungle. The ancestors of Mertak stayed in control of the Meraska Empire with the blessing of Surtak bestowed upon the eldest sons of the line.

It was not long after this that the other races of the world began to notice the lizardman empire. In the beginning there was some tension since the lizardmen had an air of aloofness that other races could not tolerate. Eventually, the friction between the lizardmen and other races died down and the Meraska Empire established trade with many different nations. Some races considered attacking (or at least trying to intimidate) the Meraska Empire, but these nations soon learned their lesson from the powerful and shrewd lizardmen.

Trade and contacts with other races of the world provided the Meraska Empire with even more wealth and knowledge. While its people never actively sought control over other lands, the Meraska Empire soon became one of the most powerful nations in the world. This golden age of peace and prosperity would last for hundreds of years.

The Sundering & Exile of the Empire

Too much peace and tranquility caused the citizens of the Meraska Empire to become weak and pandering. Offspring with frail minds and/or bodies were allowed to survive, as old traditions and rites of adulthood were forgotten or became travesties of ceremonies that meant nothing. During this time a large portion of the

race turned toward the worship of the only truly Evil god in the lizardman pantheon: Twillus, the god of War and Power. Twillus, who was one of Surtak's and Rega's sons, had originally been the Neutral god of Warriors. Over the centuries, a number of Evil gods of war pandered to Twillus, twisting his original morals to fit their corrupt ways.

Many of the shamans and temple guards of Twillus were direct descendants of the renegade Night Stalker tribe. These descendants harbored a great resentment toward those of Mertak and felt that they should be the rulers of the Meraska Empire. The shamans of Twillus advocated that the Meraska Empire should expand and take over the other nations of the world since their race was clearly superior to all other races. They also preached a return to the old ways but their so-called ceremonies were often nothing but displays of decadence. In addition, the meat of intelligent beings was sometimes served during these ceremonies. This practice was outlawed many years earlier when trade was first established with other nations.

The agents of Twillus infiltrated most of the military and the government, and were engaging in activities that would discredit the current emperor, Rebus. They instigated unrest among the general public, committed hideous acts against their own kind, and made it seem as though members of other races had perpetrated the atrocities.

After a year of such activities, on the night of a lunar eclipse, the agents of Twillus led a rebellion against the emperor and his followers. By the time the sun rose the High Priest of Twillus was the new emperor of Meraska, and Rebus was dead. Thousands of lizardmen died during the rebellion, as did every non-lizardman that was unable to escape from the capital city of Mertak. The Meraska Empire's borders were closed and all contact with other nations was severed.

During the next year the Temple of Twillus consolidated its power and ruled the empire with an iron hand. The temple built up its army by drafting every physically fit lizardman into its ranks. At the end of the year the new army of the Theocracy of Twillus began to move.

Within one year the army had taken over all the nations on the continent. Most of the nations were small so it didn't take long for the members of the theocracy to consolidate their power and enslave the people of the new land.

The other nations and races of the world watched this expansion with dread. When news of the building of a lizardman war flotilla reached their ears, the anxious nations quickly formed an alliance and put together their own armada. Six months later the armada left for the lizardman continent.

Meanwhile, the Theocracy of Twillus began to feel the pressures of an expanding empire. Rebels in the conquered countries fought a guerrilla war with the overextended army. Many of the army units complained of few supplies and long hours. The civilians also complained when they saw that almost all of the Meraska Empire's resources were going to the army. Massive food riots broke out in the empire's capital city (formerly known as Mertak), and a small rebel force consisting of shamans and loyalists to the Mertak family began to incite the common lizardman into fury and outrage.

Finally, a week before the arrival of the Alliance armada, a fierce rebellion began during an eclipse of the sun. The High Priest of the Temple of Twillus and the majority of his ranks were slain by the retaliating lizardmen. By nightfall of that day, Suma, a cousin of the late Rebus, was crowned emperor of Meraska.

However, the coronation was too late. After one week the Alliance armada landed on the continent's western shore and defeated the Empire's armies as they withdrew to their original borders. The Alliance forces drove deep into the Meraska Empire, destroying everything in their path. Emperor Suma sent messages to the Alliance explaining the change of rulers and promising peace, but the Alliance forces forged onward. Perhaps the Alliance wanted revenge for what the lizardman army had done to the other nations of the continent; more than likely, however, the Alliance members were deathly afraid of the lizardmen—a race they considered cold-blooded and heartless. The Meraska Empire was about to be

extinguished by an enormous fear-powered enemy.

As more refugees poured into the capital city, Emperor Suma and his council begged Surtak for forgiveness. Surtak appeared, stern but longing to save his children. The god told the empire's leaders there was no way to salvage the empire, but there might be a way to save the race itself. On the following day he would arrange for a giant stone archway to appear in the center of the city; this gateway would transport members of the lizardman race away to various lands. Surtak warned Suma that only those still truly loyal to him could go through the gate, after which they would be scattered across the world in the form of small tribes.

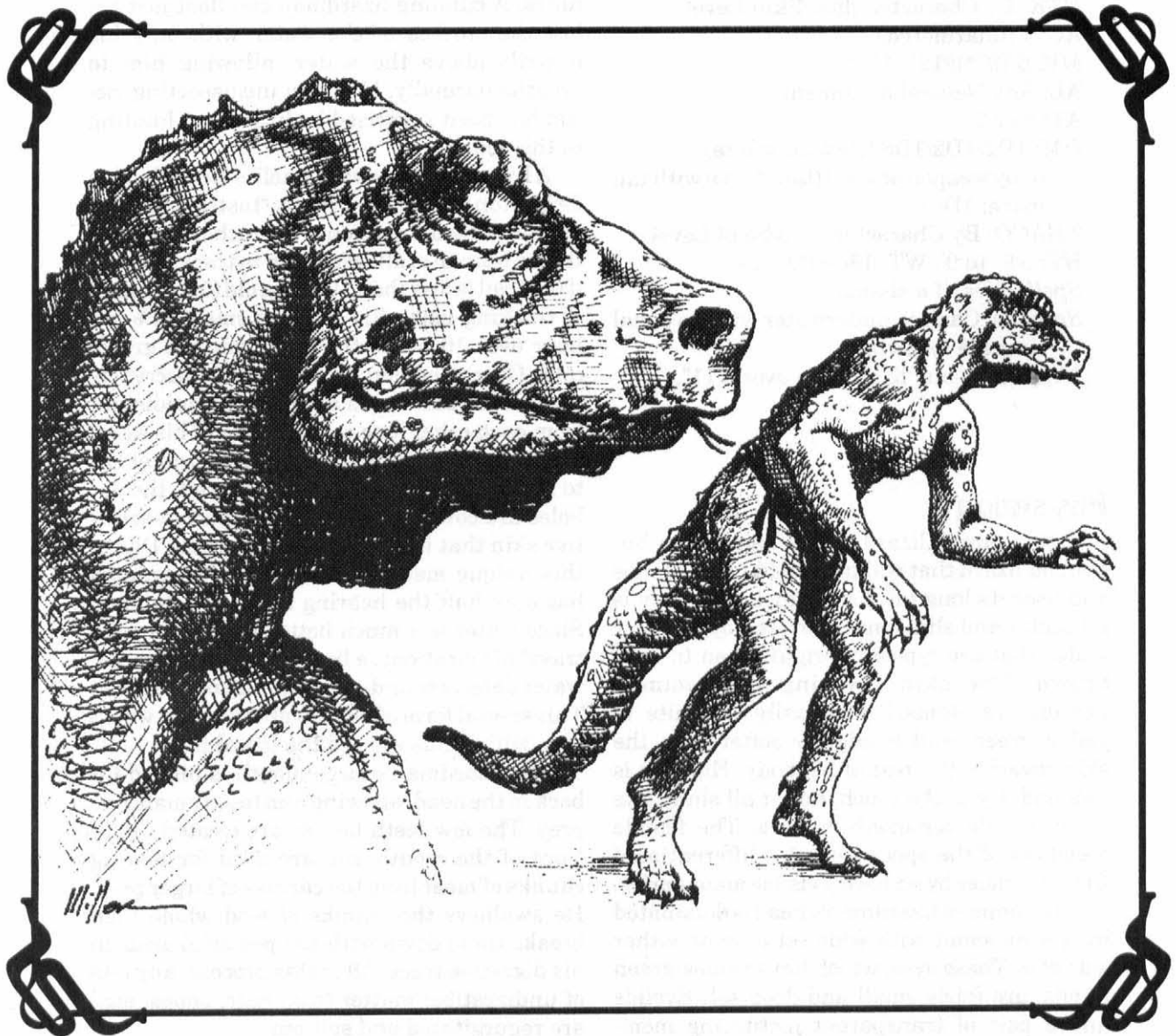
Suma sent word of the gateway through the city and half of the remaining militia organized movement through the giant stone arch. Most of the people walked through the arch and were not transported; less than half the lizardmen who passed through were transported away. The rejected lizardmen grew angry and caused riots that killed even more civilians. Meanwhile, Suma led his remaining forces in a final defense of the city, giving more of his people a chance to escape. Suma himself would have been transported by the arch, but he chose to stay behind and protect the city.

The Alliance army breached the city's walls and killed Suma and his remaining followers at the main gate. That night the invading soldiers roamed the city, looting and butchering all remaining members of the Meraska Empire. Very few lizardmen were able to escape this night of death, but it is rumored that followers of Twillus still inhabit the ruined city that was left to be consumed by the jungle.

The small groups of lizardmen that had survived The Scattering did indeed find themselves in remote areas across the world. Most of these tribes managed to survive, and grew to become nations, but many forgot their origins and degenerated into a barbaric state. By the time the lizardman tribal nations were again encountered by other races, the great war between the Alliance and the Meraska Empire was long forgotten.

Chapter two:

Common Lizardmen



The storm is finally far behind us, and I am allowed the freedom of the deck once again. Since it will be several days before we reach the first of the unique lizardman tribal nations, I decided to work on the next part of my treatise. Using the notes and books that Master Marcus provided me, and my conversations with Hisspeck, I completed

the next section of my treatise which describes the most prevalent type of lizardman. Hisspeck said that he is what is known as a common lizardman, and that most lizardmen fit the description of the common lizardman. I personally feel that Hisspeck is much more than a “common lizardman.”

—An excerpt from a letter to Jeremy

Common Lizardman

STR: 3D6+2, *INT*: 3D6-1, *INS*: 3D6

STA: 3D6+1, *DEX*: 3D6, *APL*: 3D6 (-2 when dealing with non-lizardmen)

HTK: By Character class/Skill Level

AC: 5 (unarmored)

MV: 6"(9"*/12" (15"*)

AL: Any Neutral alignment

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)

or by weapon or spell (tail: 1D4) (with tail mace: 1D6)

THACO: By Character class/Skill Level

HT: 5'6" to 9', *WT*: 160-600+ lbs.

Spells: Yes, if a shaman.

Specials: Can see underwater with no penalties; see following.

*Applies to any lizardman over 5'11".

Physiology

The common lizardman is basically a humanoid lizard that walks upright on two limbs and uses its long tail for balance. The body is muscular and slim, and is covered by leathery scales that are typically bright green to deep brown. The skin covering the common lizardman's stomach is usually off-white to yellow-green, and is slightly softer than the skin covering the rest of his body. His skin is cool and dry to the touch, not at all slimy like many people commonly believe. The female members of the species can be differentiated from the males by six barely visible mammarys.

The common lizardman's head is dominated by a wide snout with wide-set eyes on either side of it. These eyes, which have yellow-green pupils, are fairly small and deep set. Eyelids and a pair of transparent nictitating membranes automatically close to protect the eyes whenever the wind blows sand or dirt through the air. The membranes also shut when the lizardman goes underwater. At this time the membranes turn light blue in color, filtering light and allowing the lizardman to see normally.

On either side of the end of the snout are the lizardman's nostrils which are only useful for

breathing; a lizardman cannot actually smell or identify scents with his nostrils. When a lizardman is underwater the nostrils seal tightly, preventing water from entering his lungs. A cunning lizardman can float just below the surface of the water with only his nostrils above the water, allowing him to breathe normally. Many an unsuspecting victim has been surprised by lizardmen hunting in this manner.

A lizardman's sense of smell is located on his forked tongue which actually "tastes" scents in the air. This unique sense is much more acute than a human's, allowing him to track his prey if the trail is less than 10 hours old (50% chance of tracking using his sense of smell, -5% per hour over 10 hours that the trail has grown cold). Other modifiers are at the GM's discretion.

A lizardman's ears are located equidistant from each other, one on each side of his head. The ears are set into the skull with no outer ear to indicate the ears' location. Instead, the ear holes are covered by a tough, vibration-sensitive skin that is actually the ear drum. Due to this unique method of hearing, a lizardman has only half the hearing range of a human. Since water is a much better medium for the travel of vibrations, a lizardman who is underwater detects sounds and movement at 50 feet. This special form of underwater hearing works in a 360° radius around the lizardman.

The lizardman's large mouth is hinged far back in the head, allowing him to eat small, live prey. The few teeth he has are located in the front of the mouth and are used for tearing chunks of meat from the carcass of larger prey. He swallows the chunks of food whole then breaks them down with the powerful acids in his digestive tract. After this process, any bits of undigestible matter (e.g., hair, bones, etc.) are regurgitated and spit out.

A lizardman's arms and legs are slightly longer than those of other humanoids of the same height and build. This allows him more powerful movement in the water. His arms end in hands with four fingers and an opposable thumb. A lizardman's fingers end in small, sharp, non-retractable claws. The claws stop growing at a certain short length so they do not

have to be constantly cut. A lizardman sometimes uses his claws in melee but such attacks do negligible damage unless the lizardman has a high STR score. His hands are webbed with a tough transparent membrane, allowing him great mobility underwater.

The lizardman's feet are about the same length as those of humans but are slightly wider to help support a heavier body frame. Like his hands, his feet are also webbed, and his toes end in claws. However, these claws are too small to do damage.

A lizardman possesses a wide muscular tail which is usually between 4 and 4 1/2 feet long. When swimming, the tail is used like a rudder to determine direction. A barbaric lizardman has such limited intelligence and control over his nervous system that he only uses his tail when swimming, and to help maintain balance when on land. The barbaric lizardman won't usually think to use his tail as a weapon. A more advanced lizardman, however, has learned to use his tail to slap opponents standing at his sides or behind him.

Some lizardmen have trained themselves to use weapons that are fastened to their tails. These weapons are usually maces, although a lizardman occasionally uses an edged weapon, such as a dagger (see **New Weapons**, following).

Lizardmen sometimes engage in contests that are similar to tug-of-war and arm wrestling, but they use their tails instead of their hands. Normal "to hit" and damage bonuses due to STR scores do not apply when a lizardman uses his tail in combat. The tail has a separate STR score equal to 6, +1 for every 2 points of normal STR the lizardman possesses (round fractions down when dividing the lizardman's STR score). Any bonuses from the STR score of the tail can be used by any attacks made using the tail. When grappling or wrestling, an advanced lizardman sometimes uses the tail to trip or strangle his opponent, at -3 "to hit."

Internally, lizardmen possess the same basic organs that most humanoids have, in the same basic configurations. The only major difference is that their lung capacity is about twice that of an average human. If a lizardman is able to draw a deep breath beforehand, he

can hold his breath a number of rounds equal to 1/2 his STA score (rounded down).

Lastly, lizardmen have an average life span of 80 to 90 years.

Ecology

Contrary to popular belief, a common lizardman does not have to stay moist to survive, but most members of the race live in or near bodies of water or in humid environments so that their skin stays moist. If a lizardman's skin gets dry, it becomes tough and less flexible and makes it harder for him to move gracefully.

A lizardman accustomed to a humid environment who finds himself in a dry area for more than 24 hours, suffers a -2 on his DEX. Also, at the end of every turn that the lizardman remains in this environment, he must save vs. Petrification. On a failed save, he spends the next 1D10 rounds scratching vigorously. The afflicted lizardman is unable to attack or defend himself and sustains a +3 penalty on his AC. A Player Character lizardman is not subject to these penalties because he is assumed to be acclimated to different environments. However, he is still subject to the DEX penalty when his skin is not moist.

Lizardmen are cold-blooded and need to stay warm or they become sluggish. Few lizardman tribes have adapted to living in cold areas, and those that have are only able to do so with the aid of magic or by developing an immunity to the cold (such as tundra lizardmen).

When a lizardman is forced into a colder environment than he is used to, he is penalized as determined by the following chart.

45° to 50°: -1 DEX,

40° to 45°: -2 DEX, -1 STA

33° to 40°: -3 DEX, -2 STA, -1 STR

0° to 32°: -4 DEX, -3 STA, -2 STR, lose 1 HTK/hour
below 0°: -4 DEX, -4 STA, -3 STR, lose 1 HTK/round
until shelter is reached, or until the lizardman is
provided with magical warmth. Death comes when
a lizardman's HTK score is reduced to -10.

Due to this susceptibility, most lizardmen make their homes in warm and humid areas. Some lizardmen have been known to make their homes in areas of natural hot springs, swimming in water that would boil most humans. Lizardmen living in such areas are not harmed by naturally boiling water or steam. In addition, such lizardmen take 1 less HTK of damage per die of damage caused by heat or flame attacks.

Reproduction

Lizardmen reproduce by mating with a female of their species. Since there are less females than males, most females mate with many different males during their lifetime to ensure racial survival. If two males want the same female during a mating period, a fight ensues between the two males. These fights usually end with one of the males surrendering by baring his neck to the winner, giving the victor a chance to rip his throat out if he wishes. Most fights, however, do not end with death, as lizardmen are mostly interested in the survival of the race.

Females are in their mating period only once a year, usually around the beginning of winter. Three months after being impregnated, each female lays six eggs, each of which is approximately six inches in diameter. All of the eggs are placed in a small pool of water that is kept warm with surrounding fires. This "hatching pool" is usually situated in the center of the village where it is easily guarded. Sometimes, however, the pool is secretly located underground near the village, and is only accessible by an underwater entrance.

When the eggs are first placed in the hatching pool, the shamans perform a special blessing and 24-hour purification ritual that only the females may attend. The females guard the pool and tend its fires. (While the females guard the pool they fight as Skill 3 warriors due to their ferocity. Otherwise, they fight as Skill 1 warriors.)

Three months later the eggs hatch and small hatchlings (1 HTK) begin swimming in the hatching pool. For the first month the hatch-

lings are removed from the pools only long enough to suckle milk from one of the females. After that first month the hatchlings have grown slightly (2 HTK, AC: 9, DM: 1 HTK (bite)). At this time the adult males bring in fresh meat which the females place in the hatching pool. The meat provided is not enough to feed all the hatchlings; it is only enough for about 65% of the hatchlings. The hatchlings are expected to fight each other for the food supplies thus ensuring that only the strongest survive.

After two months of vicious fighting the surviving hatchlings emerge from the hatching pool, walking upright at a height of about 1 foot (5 HTK, AC: 8, DM: 1D3 HTK (bite)). The shamans bless the hatchlings separately, granting each the name he is to bear throughout his youth. This is done using a special spell provided by the gods (see the new spell, **Divine Childhood Name**, on p. 26). Afterwards the entire village celebrates and feasts for the rest of the day. Now the hatchlings are allowed to leave the immediate area of the hatching pool, but only under careful supervision.

Path to Adulthood

Hatchlings begin training in the arts of combat and hunting under the supervision of the adult males, as soon as they can leave the pool. In addition, hatchling females are taught how to perform the village chores by their adult counterparts.

By the age of ten the young lizardmen have grown to their full height and weight. By the end of ten years the male and female youngsters have 10 HTK, AC: 5, and the bite and claw attacks of a fully grown lizardman. All youths are considered to be Skill 1 warriors until they reach adulthood. Although they are still considered children they are no longer supervised by the adults. These youngsters are expected to join in on hunts and raids, all the while obeying their elders. As the youths grow in experience they form groups and raid and hunt by themselves.

By age ten the young female lizardmen are taking care of the pregnant females. When

these eggs are placed in the hatching pool, the adult females once again guard the pool while the young females do the village chores. During the incubation period young females are excluded from the hunting trips so that they can attend to the pregnant females.

By age fourteen all youngsters become eligible for adulthood. For one week the youths are secluded in a hut and led in prayer by the shamans. During this time the youths can only eat meat.

After this week of meat eating the youths are ready to begin their test of adulthood. To be considered adults, each youngster must travel into the wilderness by him- or herself and defeat a monster, using only a dagger and natural weapons. (Males must defeat monsters of at least 4D8 HTK, while females must kill monsters of at least 2D8 HTK.) Upon returning to the camp, each survivor must tell how he defeated the monster and must bring back evidence of his victory. The youths are also questioned by the shamans, who seek the truth in each story by the use of magic.

Upon passing the test young lizardmen are considered to be adults and are allowed to participate in the next mating season.

A week after the test of adulthood the elder shaman presents the new adults to the rest of the tribe in a special ceremony. Also, the new adults are given their adult names by the elder shaman.

New shamans are chosen from those who survive the test of adulthood. Oddly enough, the one who fared worse in the test (killed a weaker-than-usual monster, returned in the worst physical shape, etc.) is selected to be a shaman. They use this method because, while the youth did pass the test, he is clearly not strong enough to become a warrior and hunter for the tribe. Yet, the youth did pass the test so he is officially an adult.

Culture

Lizardmen live together in small tribes which usually consist of 20-100 members. Large tribes of over 200 members are rare but are typically reported to be located in very

remote areas. About 25% of the population of a lizardman tribe is female. The number and type of youngsters present in a village vary according to the time of year; usually about 25% of the members of a tribe are youngsters that have not yet reached adulthood.

The tribe is led by a chief who is usually the strongest and most intelligent male. When a chief dies, all males who wish to become the new chief undergo a special test. All the candidates are stripped of all possessions, and their hands are tied behind their backs. They are then led into an area that is known to be hostile. Here they are left to fend for themselves. The one who returns to the village one week later in the best mental and physical condition, and who still has his hands tied behind his back, becomes the new chief. To ensure that there is no cheating, the elder tribal shaman magically checks the honesty of each returning candidate. The elder shaman also decides which surviving candidate is in the best shape to assume the mantle of chieftain.

Religion

While the chief is the official leader of the tribe, the elder shaman also wields much power, especially since he decides which surviving candidate is chosen to be the new chief. The elder shaman usually serves as the chief's counselor; the chief is usually more concerned with combat and hunting while the shaman is usually a little wiser in more worldly matters.

A lizardman tribe has one elder shaman and a number of apprentice shamans. The number of apprentices depends on the general size of the tribe. (For every 20 members of a lizardman tribe there will be 1 apprentice shaman.) When the elder shaman dies or resigns, the apprentice with the longest tenure becomes the new shaman. Because of this, only one new apprentice is chosen per year. Often, an apprentice shaman dies of old age before he is eligible to become elder shaman.

It is not uncommon for some apprentice shamans to die in accidents arranged by fellow apprentices. If foul play is suspected in the death of a shaman, the other apprentices are

magically questioned by the elder shaman. If a murder is discovered, the murderer's tail is cut off and he is banished from the tribe. If he ever returns he is killed.

As soon as an apprentice is picked by an elder shaman, the elder begins to train him. The apprentice is taught how to pray for spells, how to perform certain important ritu-

als, and certain other skills such as herb lore. After one year of training, during which the apprentice is mostly secluded from the rest of the tribe, he is officially declared a shaman.

This declaration occurs during the mating season. The new shaman is allowed to choose any one female without having to fight. He is only allowed to mate that one time; after that he is never allowed to mate again. One reason for this is that shamans are seen as necessary, but since they are usually physically weak it is best if they do not have many "weak offspring." The shamans view the one mating as their final purification rite.

The lizardman religion is rather lenient compared to the religions of most races. This is because the lizardman gods prefer their followers to spend all their energy on preserving and building the race. At certain rituals during the year lizardmen are expected to worship, but the rest of the time the shamans are expected to take care of the tribal prayers. Lizardmen occasionally call upon the gods when in tense situations but these situations must be of dire importance, because the gods want their people to rely on their own abilities to survive.

The shamans are expected to perform rites during special events which occur throughout the year. Just before the week-long mating period begins, the shamans lead the village members in a series of prayers and rituals. They ask their gods to bless them with the birthing of many strong, brave children.

One unique aspect of the lizardman shaman is that he is expected to worship all lizardman gods. This is probably due to the Neutral nature of the gods who feel that all their different aspects are needed for the survival of the race. The rule holds true to all shamans except those who worship Twillus, the only Evil god in the



lizardman pantheon. Those who solely worship Twillus prefer to be known as clerics to differentiate themselves from other lizardman clergy. Luckily, almost all such "clerics" were killed when the Meraska Empire was destroyed.

Lizardman shamans are not taught to worship Twillus but occasionally a lizardman shaman of Evil alignment is contacted and corrupted by Twillus. Such converted shamans do not reveal their change in alliance to their tribe or fellow shamans. Due to their Neutral alignment the gods do not tell the other shamans about their brother's corruption; instead, they view it as a test to see who can survive treachery within the tribe.

A brief description of the lizardmen's pantheon of gods follows.

Surtak

Surtak is the father of all lizardmen and their gods. He is the ultimate paragon of the Neutral alignment, only caring about the survival of his children. Besides being the leader of the lizardman pantheon, he is also considered to be the lizardman god of intelligence and forethought. He is the god most often invoked in prayer by the chiefs of a tribe. Prayers and offerings to Surtak are made before the mating season begins. When young lizardmen are preparing themselves for their test of adulthood they pray to Surtak and Sliash.

Rega

Rega is Surtak's mate and is thus the mother of all lizardmen and most of the lizardman gods. She is considered to be the perfect example of a Neutral female lizardman. Rega is most often worshipped by the females of the species and she fills them with a magically enhanced fighting ability when they are guarding the hatching pool (see **Reproduction**, previously mentioned). The shamans pray to her when they are blessing the newly hatched eggs. Rega is also the god to whom the shamans pray when the young lizardmen are given youth names. When the female lizardmen are preparing themselves for their test of adulthood they pray to Rega and Sliash.

Sliash

Sliash is the first god born to the mating of Surtak and Rega. In the beginning Sliash was the lizardman god of hunting and survival, therefore she is often prayed to before a party goes hunting. When Twillus turned Evil Surtak also made Sliash the god of war. This changed the tactics of lizardmen in battle. Before, lizardmen wildly rushed into battles believing they could beat any foe. With Sliash as the second lizardman god of war lizardman warriors began acting with the patience and cunning of good hunters, understanding and using ambushes and other cunning tactics of war. Sliash also tempered warriors' anger and brashness. In the past warriors leaped into battle at the slightest provocation. Now warriors only enter battle to survive or to ensure the survival of the race or tribe. Like good hunters, lizardman warriors consider killing for sport completely useless.

Twillus

Twillus is the second son of Rega and Surtak and is the god of war and warriors. Unfortunately, by the time of the fall of the Meraska Empire, Twillus was swayed toward Evil by various Evil war gods of other races. His followers' treachery and involvement in the fall of the Meraska Empire earned him exile from the lizardman pantheon. The only lizardmen that still actively worship Twillus are Evil lizardman clerics and surviving members of the Night Stalker tribe.

Hsrara

Hsrara is the first daughter born to Surtak and Rega. Hsrara is curious and intelligent so Surtak made her the god of the arts and sciences. At first this was difficult, considering the lizardman's primitive nature. But Hsrara watched the other more advanced races on the planet and made friends with various gods of the arts and sciences of other races. Hsrara slowly shared her knowledge with the primitive lizardman, usually through the dreams of the shamans. By the time of the Meraska Empire, Hsrara had helped raise the lizardmen

to an advanced culture. She also befriended many of the different gods of magic and soon became a proficient spell caster. She passed her spell casting knowledge on to the lizardman shamans.

After the destruction of the Meraska Empire Hsrara fell into a deep despair. She eventually overcame her depression and began actively helping the primitive lizardman tribes to slowly advance again. She has been giving even more active aid to the small number of lizardman tribes that have retained at least some of their advanced civilization. In the more primitive tribes Hsrara is usually only worshipped by the tribes' shamans.

Ssshish

Ssshish is the offspring of Sliash and Hsrara; he inherited his mother's intelligence and curiosity and his father's patience and cunning. Weaker than the other lizardman gods, Ssshish was looked down upon and never really grew physically into an adult lizardman. Ssshish never matured mentally either, so he spent a lot of time playing jokes on the various gods, such as taking things that didn't belong to him. Even the stern Surtak could not help laughing at Ssshish's sly wit and practical jokes. He decided to make Ssshish the god of children, jokes, and holidays. Lizardman children are usually the only ones to pray to Ssshish, but an adult pulling a practical joke or humiliating an enemy might utter a quick prayer to Ssshish. One day a year, at midsummer, the more advanced lizardmen have a holiday dedicated to Ssshish. On the Day of Silly Ssshish the adults are allowed to act as childish as they wish, playing games and practical jokes on each other. Children are also allowed to do almost anything they want without worrying about punishment the next day. Many a stern adult has found himself the object of practical jokes by children. Many lizardmen also consider Ssshish to be a god of fate and luck.

Daily Life

Lizardmen don't have much time for social activities since most of their energy is devoted

to the survival of the race, the tribe, and themselves (in that order). Lizardmen tend to go to bed early and sleep until dawn. At midday when the sun is at its zenith, tribal members usually gather at a large clearing in their village. With many posted guards nearby, they lay down and bask in the sun for several hours. After all, lizardmen are a cold-blooded race.

During the few festivals and holidays they do celebrate, lizardmen have as much fun as possible. Normally they aren't very sociable and hardly talk at all. During a festival, however, lizardmen are highly sociable and participate in a number of contests of physical prowess, such as one-on-one tug of war games using their tails, wrestling matches, and swimming races.

The older lizardmen enjoy sitting and telling tales about their adventures as warriors and hunters, trying to outdo each other in the descriptions of their encounters, or they repeat tales of the race's legends and history; many of the young gather around to listen. As night falls during a festival a huge feast is served, after which everyone gathers around a huge fire in the middle of the village. Then all-night dances begin.

The lizardmen have many dances, some of which are interpretations of the festival being celebrated. Surprisingly enough, the lizardmen are graceful and even sensuous dancers. The dances are so realistic and physical that during the mating celebration many dances end up with the couple mating right in the center of the dance area. The music used at these dances is created using percussion instruments. Due to their unique sense of hearing, lizardmen prefer the sounds made by such instruments, with the music being complex and rhythmic but also very soothing and beautiful.

On the outside lizardmen appear to be simple creatures, but on the inside they are creatures whose psyche are permanently affected by their racial history. Most of the world's races still harbor a fear of and prejudice toward lizardmen; in turn, some lizardmen don't attempt to hide the deep resentment they have for other races. All lizardmen find it hard to trust most non-lizardmen. Once you have made friends with a lizardman, however, you can trust him com-

pletely. Unfortunately, these moral codes do not prevail when the lizardman race or a family tribe is involved. In this case the race or tribe always comes before the well-being of a non-lizardman friend.

The lizardman word for all other living beings is *shishka* which is also their word for "meat." Even though the more advanced lizardmen do not believe in eating intelligent creatures, they still use this term for any non-lizardman. The more advanced lizardmen enjoy explaining this word to others, treating it as a joke when non-lizardmen become uncomfortable with the word's description.

A lizardman village is often found in a swamp or beside a large body of water. Even the more civilized lizardman villages are built near such geographical features. The barbaric lizardmen usually dwell in straw and mud huts with at least part of the floor kept purposely muddy: this is where the lizardmen sleep. The barbaric lizardmen that live in the swamp often have huts that are under ground and only accessible by underwater entrances.

The villages of more civilized lizardmen are built in the same manner as those of the more barbaric tribes, but their buildings are made of stone. Each village has a large open area in its center which contains mud and a large pool of water. This area is used by the building inhabitants as a spot for sunning and swimming. In some civilized lizardman villages this central pool serves as the hatching pool.

New Weapons

Most common lizardmen are so barbaric that they use their claws and teeth in battle. However, 20% of the common lizardman tribes still retain some of their former civilized state. Such tribes carry shields (AC: 4), javelins (DM: 1D6), barbed darts (DM: 1D4) and clubs (DM: 2D4).

There is a 10% chance that any tribe encountered has retained its advanced civilization life-style. The lizardmen of such tribes may carry any weapons and wear any armor but they tend to prefer the following described weapons.

Underwater Crossbow

This weapon is a specially designed crossbow having the same specifications as a light crossbow (see the standard rule book), except that it can be used underwater with no range penalties. Above water the light crossbow's range limits are halved.

Underwater Net

This special net is fairly large and is weighted with heavy objects such as rocks. The net must be thrown so that it slowly spins, allowing it to spread out and engulf its victim(s). A successful "to hit" roll indicates that the victim is entangled by the net. If the lizardman wishes to throw the net above water without penalty he must use an additional weapon proficiency.

The underwater net does no damage; all it does is entangle its victim. Each round the victim is entangled, he must make two successful saves vs. Petrification to free himself from the net. An entangled victim gets a +1 bonus on his save for every point of STR he has over 14. The net has a maximum range of 10' in the air, and 5' underwater.

These nets sometimes have small fishing hooks built into them. Anyone entangled by such a net takes 2 HTK of damage per round. For every round that he struggles and attempts to get out of the net, the victim takes 1D4 HTK of damage. On the round he actually frees himself from the net he takes 1D10 HTK of damage.

Tail Weapons

Most lizardmen of advanced tribes use a tail mace that resembles a footman's flail, but some use edged weapons (daggers or short swords). There have also been unconfirmed reports of common lizardmen using tail whips.

Character Classes

Warriors

Most adult lizardmen are warriors and hunters for their tribe (males are Skill 2 warriors while females are Skill 1 warriors). It is assumed that most Player Character lizardmen

Common Lizardman Warrior Table

Experience Points	Skill Level	10-sided HTK Dice	Skill Title
0-1,800	1	1	Hatchling
1,801-3,800	2	2	Hunter
3,801-7,800	3	3	Warrior
7,801-17,900	4	4	Champion
17,901-35,000	5	5	Chief
35,001-70,000	6	6	Gladiator
70,001-126,000	7	7	Shield
136,001-252,000	8	8	Guardian
252,001-505,000	9	9	Knight
505,001-760,000	10	9+4	Paragon
760,001-1,100,000	11	9+8	Paragon

260,000 experience points per Skill Level for each additional Skill Level beyond 11.
Lizardman warriors gain 4 HTK per Skill Level greater than 9.

NOTE: The Skill titles above are rough translations of the lizardman terms.

belong to advanced tribes, allowing them some bonuses that members of the barbaric tribes don't have. Beginning Player Character lizardmen are assumed to have just passed their test of adulthood but have yet to reach Skill 2.

Lizardmen warriors get 1D10 HTK die per Skill Level gained (as per the fighter character class) with no limit in Skill Level. They use the normal Saving Throw, Weapon Proficiency Table, and Combat Tables for fighters. However, these lizardmen receive a -1 penalty on all saves vs. cold-based attacks.

In addition to being trained fighters, lizardman warriors are trained hunters and trackers. They have the same chance to track as a ranger of the same Skill Level.

In outdoor areas overgrown with green vegetation lizardman warriors are able to hide by blending in with the natural surroundings. Their chance to hide is equal to the chance a thief of the same Skill Level has to Hide in Shadows. They can also Move Silently in such areas with the same chance as a thief of the same Skill Level.

For weapon proficiencies, one of the weapons chosen must be a thrusting weapon (spear, pole-arm, trident, etc.) since this is one of the only types of melee weapons that works underwater. Except for the underwater crossbow, no missile weapons can be chosen at first.

As a lizardman warrior increases in Skill Level his number of attacks per round also increases (the same as the fighter Character class in the standard rule book). In addition, each lizardman has 1 additional attack per round—his tail. This attack can only be used against objects/beings to the rear or either side of the lizardman.

Usually, lizardmen don't worry about wearing armor since their natural Armor Class (AC: 5) is equal to chainmail. Some lizardmen opt to carry a shield (AC: 4). Worn armor of a lesser protection rating than their own natural rating does not add to their AC rating (i.e., wearing leather armor does not increase their AC rating). Lizardmen don't like to wear armor that is heavy enough to affect their natural AC (splint mail, plate mail, etc.) because they sometimes fight underwater and prefer not to

be heavily encumbered. In addition, armor has to be specially built to fit a lizardman's physique, costing three times the usual amount to make.

Lizardmen warriors can use any magical weapons or equipment usable by the fighter Character class. However, lizardmen cannot wear magical or normal rings in the "normal ways" due to the webbing between their fingers. Some lizardmen wear magical rings in their noses, the powers of which actually work for them. Oddly enough when other species try to wear magical rings in the same manner the powers of the ring do not work.

Shamans

Almost all lizardman shamans are true Neutral in alignment because this is the only alignment to which their gods adhere. The few clerics known to be Evil are the followers of Twillus who are Neutral Evil. (Twillus clerics are described on p. 95.)

Shamans do not have the power to turn undead; however, holy water does the amount of damage specified for the particular type of undead as described in the standard rule book.

Lizardmen shamans are unique in that their knowledge of and ability to use magic has been passed down by their god, Hsrara. This allows lizardman shamans to not only cast cleric spells but also to cast a limited number of magic-user spells. However, shamans must gain magic spells the same way normal magic-users do, through constant study of their spellbooks. Even the shamans of the most barbaric lizardman tribes have retained the knowledge of writing down magic spells so they can be studied and passed on to apprentice shamans.

Due to the source of their cleric and magic-user spells, shamans are limited in the spells they can learn. This concept is especially true for their choice of cleric spells which cannot include healing spells. This is due to the belief that only the strongest of their race should survive. The only exception to this rule is when a lizardman loses his tail during battle. The lizardman's tail is of great importance, especially since lizardman criminals and outcasts

are punished by having their tails cut off. So, a lizardman shaman can pray for the Regeneration spell if he is of a high enough Skill Level.

If a lizardman shaman is tricked into praying for the spell for a lizardman criminal or outcast, the shaman does not receive the spell. In addition, a shaman so tricked receives no cleric spells until he kills the criminal that tried to deceive him.



The following is a list of cleric spells that lizardman shamans are allowed to learn, plus any special bonuses and penalties they receive when they cast these spells.

SKILL 1

Animal Friendship* †
 Bless (cannot cast the reverse)
 Command
 Create Water (effects are)
 Detect Evil/Good (Detects Good and Evil simultaneously)
 Detect Magic
 Detect Snares and Pits*
 Entangle*
 Light
 Locate Animals* †
 Pass Without Trace*
 Predict Weather*
 Protection from Evil/Good (protects against Good and Evil simultaneously)
 Purify Food and Drink
 Remove Fear (cannot cast the reverse)
 Resist Cold (duration is doubled)

SKILL 2

Augury
 Chant (enemies have -1 on "to hit" and damage rolls and saving throws)
 Charm Animal* †
 Detect Charm
 Hold Person
 Know Alignment
 Obscurement*
 Resist Fire
 Silence 15' Radius
 Snake Charm (also affects reptiles of up to 1 HTK)
 Speak with Animals
 Trip*
 Warp Wood*

SKILL 3

Continual Light
 Dispel Magic
 Glyph of Warding
 Hold Animals* †
 Locate Object
 Prayer (enemies have -1 on saving throws and attacks)
 Remove Curse
 Snare
 Speak With the Dead

SKILL 4

Animal Summoning I* †
 Control Temperature* (only increases temperature, and effects are doubled)
 Detect Lie (cast on 1 person per Skill Level of caster)
 Divination
 Exorcise
 Lower Water (the reverse has double effect)
 Hallucinatory Forest* (can be cast as Hallucinatory Swamp)
 Protection from Evil 10' Radius (protects against Good and Evil simultaneously)
 Sticks to Snakes (creates lizards with snake abilities)
 Tongues

SKILL 5

Animal Growth* †
 Animal Summoning II* †
 Atonement
 Commune
 Commune With Nature*
 Control Winds*
 Dispel Evil/Good (dispels Good

and Evil simultaneously)

Flame Strike*
 Insect Plague
 Plane Shift
 Quest
 Transmute Rock to Mud (cannot cast the reverse)
 True Seeing

SKILL 6

Animal Summoning III* †
 Anti-Animal Shell* †
 Animate Object
 Blade Barrier (Manifests as a wall of lizardman hands with long claws)
 Conjure Animals†
 Find the Path
 Part Water
 Speak With Monsters
 Stone Tell
 Weather Summoning* (See Control Weather, Skill 7)

SKILL 7

Astral Spell
 Control Weather (duration is doubled if used to increase the temperature or humidity)
 Creeping Doom*
 Earthquake
 Gate
 Holy (Unholy) Word
 Regenerate (only usable on severed tails)
 Symbol
 Wind Walk

*denotes Druid spell

† Reptiles only

As mentioned previously, lizardman shamans are also able to cast most magic-user spells if they can get a copy of the spells to be learned. A lizardman shaman never knowingly casts a spell which causes the temperature to drop.

The following section lists the special changes to various magic-user spells when cast by lizardman shamans. If no mention of a spell is made, it works normally.

SKILL 1

Find Familiar:

Die Roll (D10)	Familiar	Sensory Powers
1-2	Toad	wide-angle vision
3-4	Small Lizard	wide-angle vision
5	Small Snake	good sense of smell
6	Flying Lizard	flight and keen vision
7	Large Lizard/Snake	wide-angle vision
9-10	No familiar available	

Protection From Evil (protects against Good and Evil simultaneously)

SKILL 2

Detect Evil (detects Good and Evil simultaneously)

SKILL 3

Feign Death (cannot be cast)

Monster Summoning I: (only summons reptilian-like monsters)

Protection From Evil, 10' Radius: (protects against Good and Evil simultaneously)

SKILL 4

Charm Monster (only charms reptilian-like monsters)

Ice Storm (cannot be cast)

Monster Summoning II: (only summons reptilian-like monsters)

Wall of Ice (cannot be cast)

SKILL 5

Animate Dead (cannot be cast)

Hsrara's Interposing Claw (similar to the Interposing Hand spell, except that a

lizardman claw is produced. The claw attacks—using the caster's THACO—and does 1 HTK of damage per level of the caster.)

Cone of Cold (cannot be cast)

Hold Monster (only holds reptilian-like monsters)

Monster Summoning III (only summons reptilian-like monsters)

Hsrara's Faithful Lizard (similar to the Faithful Hound spell)

Transmute Rock to Mud (cannot cast the reverse)

SKILL 6

Hsrara's Forceful Claw (see Hsrara's Interposing Claw; does 2 HTK of damage per level of the caster.)

Control Weather (cannot lower temperature (see Skill 7 clerical spell of the same name).)

Lower Water (cannot be cast)

Monster Summoning IV (only summons reptilian-like monsters)

Freezing Sphere (cannot be cast)

Reincarnation (cannot be cast)

SKILL 7

Hsrara's Grasping Claw

(see Hsrara's Interposing Claw; does 3 HTK of damage per level of the caster)

Monster Summoning V

(only summons reptilian-like monsters)

Hsrara's Trident (works like the Force Sword spell)

SKILL 8

Hsrara's Clenched Claw

(same as the Clenched Fist spell)

Monster Summoning VI

(only summons reptilian-like monsters)

SKILL 9

Hsrara's Crushing Claw

(works as the Crushing Hand spell, but manifests a lizardman claw)

Monster Summoning VII

(only summons reptilian-like monsters)

Illusionist Notes: Lizardmen shamans cannot cast spells that are only available to illusionists.

NOTE: The following two tables are for the number of cleric and magic-user spells a lizardman shaman can learn at the given Skill Level. However, the shaman can only cast the number of spells listed under the cleric listing per level (e.g., at Skill 1, a shaman can learn 1 Skill 1 cleric spell and 1 Skill 1 magic-user spell, but can only cast one of those spells; at Skill 2, a shaman can learn 2 Skill 1 cleric spells and 2 Skill 1 magic-user spells, but can only cast 2 of these spells in any combination; etc.).

Lizardmen shamans are able to use any weapons native to their race and tribe (including edged weapons). They are also allowed to use any armor, subject to the special armor rules previously mentioned. Heavy armor, however, causes the loss of magic-user spell-casting abilities as per the standard rule book.

New Spells

In addition to the normal cleric spells allowed to lizardman shamans, there are a small number of spells that are granted to them by their gods.

Moisten (*Alteration*)

Skill Level: 1 Components: V
Range: Touch TTC: 2 segment
Duration: 1 turn/Level
Saving Throw: None
Area of Effect: 1 creature/Level

This clerical spell allows a lizardman to act freely without worrying about dry skin penalties. Upon casting this spell a shaman can touch a number of lizardmen equal to his Skill Level (including himself) and provide them with a magical moisture

Divine Childhood Name (*Divination*)

Skill Level: 2 Components: V, S, M
Range: Touch TTC: 1 round
Duration: 1 turn/Level
Saving Throw: None
Area of Effect: Creatures touched

This clerical spell allows the shaman to contact Rega. This deity may provide a special childhood name for each hatchling. There is a 1D10 +1% per caster Skill Level chance of success. The name reflects the child's basic attitude or something special he will do in his youth. The reason there is so small a chance for

Shaman (Cleric) Spell Progression

SHAMAN Skill	SPELL SKILL LEVELS						
	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	1					
5	3	2					
6	3	3	1				
7	3	3	2				
8	3	3	3	1			
9	4	4	3	2			
10	4	4	3	2	1		
11	5	4	4	3	2		
12	6	5	5	3	2	1*	
13	6	6	6	4	2	2*	
14	6	6	6	5	3	2*	
15	7	7	7	5	4	2*	1**

*Only usable by shamans with 17+ INS.

**Only Usable by shamans with 18+ INS.

a divine name is because not all lizardman youths will be important enough for such a name.

If Rega doesn't contact the shaman, he is allowed to come up with a name without telling anyone that he is giving the name instead of Rega. Rega does not mind the shamans doing this since one lizardman should not feel less important than another.

Divine Adulthood Name (*Divination*)

Skill Level: 3 Components: V, S, M
Range: Touch TTC: 5 rounds
Duration: 1 turn/Level
Saving Throw: None
Area of Effect: 1 lizardman/Level

This clerical spell works exactly like the Divine Childhood Name except it is cast after a youth has successfully completed his test of adulthood (see p. 17). Rega always answers this spell and provides the shaman with a name for the youth he is touching. The name describes the lizardman's general attitude or physical appearance or a unique experience that is to occur in the lizardman's future.

Common Lizardman Shamans Table

Experience Points	Skill Level	6-sided HTK Dice	Skill Title
0-2,000	1	1	Apprentice
2,001-4,000	2	2	Acolyte
4,001-8,000	3	3	Adept
8,001-18,000	4	4	Witch Doctor
18,001-36,000	5	5	Priest
36,001-60,000	6	6	Claw of Sliash
60,001-100,000	7	7	Claw of Hsrara
100,001-200,000	8	8	Claw of Rega
200,001-350,000	9	9	Claw of Surtak
350,001-600,000	10	10	Shaman
600,001-900,000	11	11	Shaman
900,001-1,200,000	12	11+2	Shaman
1,200,001-1,600,000	13	11+3	Elder Shaman
1,600,001-2,000,000	14	11+4	Saint
2,000,001-2,400,000	15	11+5	High Elder

NOTE: Lizardman shamans can only progress as far as Skill 15.
The Skill titles above are rough translations of the lizardman terms.

Shaman (Magic-User) Spell Progression

SHAMAN Skill	SPELL SKILL LEVEL								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	1							
5	4	2							
6	4	2	1						
7	4	3	2						
8	4	3	3	1					
9	4	3	3	2					
10	4	4	3	2	2				
11	4	4	4	3	2				
12	4	4	4	4	3	1			
13	5	5	5	4	4	2	1		
14	5	5	5	4	4	2	2	1	
15	5	5	5	5	5	3	3	2	1

Chapter three:

Marsh Runner Lizardmen



Dear Jeremy,

After sailing around the Cape of Centaurs, we reached our first destination, the coastal area known as the Stinking Marsh. Once the Dolphin dropped anchor, Hisspeck, myself, and a few of the crew members set off in a small dinghy. During the hour's travel through the marsh, Hisspeck told me that a small race of lizardmen, known as Marsh Runners, are rumored to inhabit the center of the marshland. As we traveled, my nose informed me of how the marsh got its name.

Hisspeck said that the smell is caused by pockets of gas trapped underneath the marsh that are occasionally released into the air. The gas is called methor by those sages learned in scientific matters. I noticed that the water of the marsh was very hot, and in some areas even boiling. Hisspeck then told us that the marsh was said to be the site of a fight between two demigods. The two demigods destroyed each other in the fight, and the result of their fight and subsequent deaths caused the water of the marsh to be eternally warm or boiling in certain areas. The demigods are also believed to be the cause of the methor gas deposits.

The smell of methor cannot be described adequately in writing. I, and even some of the strong-willed sailors, spent a few moments of nausea leaning over the dinghy's sides. About the time my stomach gave up trying to rebel and rise against me, we reached the center of the marsh. The rather large pool of boiling hot water before us caused myself and the sailors to sweat uncomfortably. The rising steam from the water obscured most of the area, until a prevailing wind blew some of the it away.

Hisspeck pointed upward, grinned, and suddenly yelled out a greeting in his own tongue. Looking upward, I saw an astonishing and slightly comical sight; floating about twenty-five feet in the air was a small village, consisting of a number of small wooden buildings. Underneath each was some sort of large bag that I later learned are filled with methor, which has magical lifting abilities when heated.

The buildings were anchored to dry humps of land rising above the marsh with thick ropes. The buildings were connected to each other by ropes, but they were much thinner than the others. I was stunned to see a small basket connected to one of the bags by ropes, move away from the floating village. As this strange basket moved away, I could see some small figures in it, making it some form of transportation. Just as my mind put all of this together, another sight caught my eye.

A small figure suddenly ran out of one of the small buildings, over the edge, and into the air. Amazingly enough, the figure kept up its running movements, and it actually ran across the air to the next building. About this time, I noticed another small figure run

away from the largest building of the floating village. Instead of running across the air, the figure suddenly started dropping toward us. It then spread its arms, revealing some sort of bright cloth attached to its arms. The figure slowly floated downward, gliding in lazy circles.

As it floated closer, I saw that it was a three-foot-tall version of a lizardman. The thick, muscular legs of the little creature, however, seemed out of proportion with the rest of its body. Its tail seemed to be in proportion to its body. The figure's skin was mostly gray in color, with splotches of white and light blue intermixed. It also had a tall, bright red crest on the top of its head. As the little lizardman came closer, I was sure that he would land in the water several feet from our dinghy. Just when he looked as though he would splash into the boiling water, he started making running motions with his feet. I then saw that his webbed feet were extremely wide and seemed to be puffed up, as though they were full of the methor gas. The little lizardman hit the water running, and then ran across its surface toward our boat! Just as he was about to collide with our boat, a heavy gust of wind billowed up behind him. He spread his arms again, expanding the bright cloth so that the wind lifted him slightly. The small lizardman then engaged in a number of aerial somersaults before landing on the bow of our dingy. Our new passenger bowed deeply to Hisspeck, and then spoke in the native lizardman tongue. Hisspeck replied in the same language and then turned to me. "The chief of the Marsh Runners, Red Tailwind, has just welcomed us to his village," Hisspeck said. The rest of that week was spent studying the unique culture of the Marsh Runners. We camped on the edge of the giant pool of boiling water since the Marsh Runners' small floating buildings could not really support our bulk. Luckily, Master Marcus had given me a Ring of Flying, so I explored the village and its people on their own level. Revealing that he is not only a common lizardman but a shaman as well, Hisspeck cast a spell that allowed him to also fly. We spent two weeks among the Marsh Runners, taking as many notes as possible about the people and their unique lifestyle. At one point I noticed Hisspeck and Red Tailwind partaking in a number of private conversations. When we were leaving, I noticed Hisspeck hand Red Tailwind a small scroll. I have a feeling Hisspeck has more than scholarly interests in mind on this expedition, but I still trust him for some reason I can't explain. I do plan to keep an eye on him, though. I will write to you again, Jeremy, as soon as we reach our next destination and unique lizardman nation.

Your friend,

Will

Marsh Runner Lizardman

STR: 3D6-2, *INT*: 3D6, *INS*: 3D6-1

STA: 3D6, *EX*: 3D6+2, *APL*: 3D6

HTK: Per Character class/Skill Level

(all adults have at least 1D6

HTK and are Skill 1 thieves)

AC: 4 (unarmored)

MV: 15"/15"

AT: 1 or 2 (tail attack)

DM: By weapon or spell (usually short sword or dagger) tail whip
(See **New Weapons**, following.)

AL: C. Good or any Neutral

THACO: Per Character class/Skill Level

HT: 3' to 3'6", *WT*: 45 to 100 lbs.

Specials: See following

History

Among the survivors who were transported through Surtak's Gate during The Scattering were members of the local thieves' guild and their families. After a gut-wrenching trip through non-space the lizardmen found themselves in the middle of a foul-smelling marsh. This did not bother them as much as the extreme changes in their anatomy; their heights were reduced by at least half making them dwarf-sized lizardmen.

This small group of refugees decided to make their homes in the marsh despite the smell, realizing that the smell would protect them from other races. They soon got used to their new-found abilities, including their new ability to run across water (see **Physiology**, following).

Even though they no longer needed to steal to survive, old habits are hard to break so they taught their children thieving abilities. Over the years the act of stealing from other members of the tribe became an important part of their culture and a form of entertainment.

The Marsh Runner tribe members had a fairly easy life for they didn't have to worry about incursions from monsters or humanoids,

thanks to the odor of their area. These lizardmen learned how to fish for the odd aquatic life that dwelled in the marsh and how to cultivate edible plants that grew naturally in the marsh.

This fairly easy life incurred a unique change in the once-solemn lizardman members—they became rather lazy and easy-going. The Marsh Runners even developed a keen sense of humor and enjoyed using their thieving skills to enact elaborate practical jokes.

Most of the founders of the Marsh Runner tribe were worshippers of Ssshish, seeing he also liked to take things that weren't his. The fun-loving Ssshish had never acknowledged their prayers, however, because the thieves had stolen for greed rather than for fun. Years later after the tribe members became less stern and more fun-loving, Ssshish became fond of them. Ssshish asked Surtak if he could take care of the tribe. Surtak cautiously agreed as this was the first real godly responsibility in which Ssshish had shown interest.

Ssshish used divine magic to slightly increase the intelligence and creativity of some of the younger members of the tribe. He also sent them subtle suggestions in their dreams.

While playing around with the dried and cleansed organs from local fish a young lizardman discovered the lifting properties of the methor gas. Watching a methor-filled bladder rise through the air he had a brilliant idea; how wonderful it would be to live in a floating city. He told his friends his idea and they were greatly intrigued.

They immediately began experimenting and soon discovered a number of problems that had to be solved before their plan could come to fruition. First they had to create a way to stabilize the huts so they would not float away. They soon decided to anchor the huts using strong ropes braided from the marsh grass. The ropes would then be tied to the enormous ironwood trees that grow in the marsh. None of the Marsh Runners had ever seen an ironwood tree uprooted by the hurricanes that occasionally hit the Stinking Marsh.

The next problem was the lifting of the average hut—the tribe only had access to the bladders of rather small fish. They realized it

would take close to a hundred methor-filled bladders to lift just one average-sized hut. The answer came in the form of their annual skin-shedding. The Marsh Runners' skin became slightly encrusted with sea-salt which caused them to itch crazily. At the beginning of each spring the small dexterous Marsh Runners shed their old itchy skin as if it were a one-piece suit. This shedding has evolved into a contest to see who can leave his old skin in the best condition.

After the skins are shed and dried out they become rather rubbery and stretch easily, perhaps because of the sea-salt encrustation. The Marsh Runners created a glue from ironwood tree sap that was capable of protectively sealing the skins so they could hold the methor indefinitely.

The excited group of inventors built the first floating hut and launched it. The rest of the tribe thought they were crazy, warning that the hut would soon fall right out from under them, but two years later the hut was still floating in the air. Soon after this, however, it sunk to a height of about 10 feet and was struck by a hurricane. (Ssshish was protecting the marsh from hurricanes for the past two years so that the inventive lizardmen had time to perfect their floating hut.) Luckily the hut was low enough that Air Skull—as the inventor was now called—and the others escaped from it before it was smashed by the gusty winds.

The undaunted inventors went back to the drawing board and developed a special winch used to lower a floating hut when a hurricane or other storm was heading toward the marsh. They also created the winch so that a floating hut could be lowered to the ground when the methor supporting it became old.

The new and improved model of the floating hut was elevated and seemed to work well. A year later other lizardmen created their own floating huts. By the time Air Skull died of old age not one village hut was left on the ground.

Unfortunately, there were still a few small problems with the floating lifestyle. The first problem dealt with the trouble of visiting other huts which did not float very close to each other. Jumping to visit a neighboring hut had

caused a number of unfortunate injuries and a few accidental deaths. One night Ssshish came to the village and granted the inhabitants a new magical ability; the Marsh Runners found that they could now run across short distances of air similar to the way they ran across water.

Ssshish also visited a few members of the



tribe in their dreams and showed them how to weave cloth from special plants in the marsh. These members were then taught to spread the cloth over bubbling pockets of methor and were instructed to secure the edges of the cloth to trees. The cloth which became brightly colored due to the methor could then be worn like small cloaks. When falling from a great height, a Marsh Runner could grab the edges of the cloak and fan it out like wings. The cloak enabled the Marsh Runner to slowly glide through the air and come to a gentle landing. After a while the shamans began to imbue the cloaks with magical properties (see **New Items**, following).

The Marsh Runners have become accustomed to their unique aerial lifestyles and most don't remember life any other way.

Physiology

Members of the Marsh Runner tribe resemble common lizardmen but there are a few differences. The Marsh Runners are about half the height of normal lizardmen (approximately 3 feet tall). This has made them physically weaker than the common lizardmen but they are extremely quick and dexterous in comparison.

A brightly colored, rigid, dorsal crest, ranging in color from green to bright red, is located on top of their heads. The webbing between their fingers is much less prominent than on common lizardmen, allowing them to wear rings on their fingers and to perform more complex tasks with their hands. Their skin ranges in color from light grey to green.

The Marsh Runners' feet are much wider than a normal lizardman's and the webbing between their toes is thicker. Their tails are smaller and not as strong. However, their tails are more flexible and dexterous and thus have a +1 "to hit" when using a tail weapon. See **New Weapons** to learn more about their unique tail weapon.

The legs of the Marsh Runners are well muscled as compared in proportion to the rest of their bodies. The haunches of their legs are thick and muscular providing them with great running speed and jumping abilities.

A Marsh Runner who is standing still is able to jump straight up or broad jump a number of feet equal to his STR score divided by 3 (rounded up). If the Marsh Runner has at least 10 feet of running space he can broad jump or jump straight up a number of feet equal to this STR score divided by 2 (rounded up).

Due to their long exposure to methor gas, the Marsh Runners have lost all sense of smell. They are not bothered by Stinking Cloud spells or other such attacks that affect the sense of smell. Unfortunately, they are also not able to detect smells that indicate the presence of poisonous gas.

Ecology

The Marsh Runners' quick speed and wide feet enable them to run short distances across a surface of water. To do this a Marsh Runner must have at least 3 feet of solid ground on which to run before reaching the water surface. This gives the lizardman enough momentum to run on the surface of the water. Marsh Runners are only able to run on the surface of the water for 1 round and in that round they travel a number of feet equal to 15 plus half of their STA score. After traveling this distance they sink in the water, still able to continue by swimming. While running a Marsh Runner is unable to perform any other action. People trying to hit a running Marsh Runner have a -1 on their "to hit" roll, due to the Marsh Runner's speed.

These rules also apply when the Marsh Runner runs through the air. While running through the air the Marsh Runner is not actually flying and he begins falling once he has run his maximum distance. Marsh Runners cannot run at an angle changing their altitude in the air; they must run straight.

Since the water in the marsh consists mainly of hot spring waters, Marsh Runner feet are very tough; they are able to walk over burning coals and boiling water without taking damage. However, his protection does not allow them to stand extreme temperatures such as molten lava.

Anytime a Marsh Runner's feet are attacked by something (such as a pool of green slime on the floor) he receives a saving throw to

avoid the damage on the first round of attack. If a save is already allowed for the attack the Marsh Runner gets a +1 on that saving throw.

Reproduction

Marsh Runners mate and lay eggs much like common lizardmen. They mate once a year and the female lays only one egg during her gestation period. The egg and the hatchling follow the same cycle of growth as those of the common lizardman. Instead of being placed in a communal hatching pool the egg is kept in a small pool of heated water in the hut of its parents. The young lizardman is raised by his parents. All Marsh Runners naturally adore their children.

Path to Adulthood

The young ones receive childhood names from the shamans when they emerge from their hatching pools and an adult name when they complete their test of adulthood. Their test of adulthood is very different from that of the common lizardman and involves no danger. The young lizardman must tell the whole tribe an account of the best practical joke he has ever pulled off. Even if the practical joke wasn't very good he passes the test and the shamans divine a name for him. The name usually has something to do with the lizardman's joke.

Culture

The culture of the Marsh Runners' tribal nation is very different from that of the common lizardman. The tribe has no real chief or other leader although the elder and apprentice shamans are listened to and usually obeyed. Isolated from most predators and intelligent enemies, Marsh Runners are more fun-loving and carefree than other lizardman tribes. They are shy and inquisitive creatures who have not really learned how to fear others. At the same time, they are intelligent and clever, able to act competently in most dangerous situations.

Even though the Marsh Runners lack enemies in the marsh, a small group of Marsh

Runners are trained to be warriors. Called "champions of the marsh," these lizardmen use ancient tribal weapons that are only brought out of storage during training or when the tribe faces a real danger. The champions are not allowed to take mates as they are expected to devote themselves entirely to the protection of the nation. Their status and lack of humor make it taboo for the other tribe members to bother or play practical jokes on them. All the champions live in a single large hut that is overseen by an elder champion (Skill 8 warrior).

Religion

Like most other lizardman tribes only the shamans of the Marsh Runners participate in religious services. Tribe members believe that the way they live their lives is tribute enough to their special deity, Ssshish. Once per month they have a special day of celebration devoted to the worship of Ssshish. This is similar to the annual Ssshish day that common lizardmen celebrate (see p. 20).

Daily Life

The Marsh Runners live off the fish they catch in the marsh and the abundant supply of edible plants available in the marsh. "Non-native" beings who eat the fish or plants get sick and nauseated since such food is tainted with the methor gas. Any Character encountering methor gas or testing Marsh Runner food for the first time must save vs. Breath Weapon. Anyone failing the save is nauseated for one hour during which all activities are performed at a -3 penalty on all dice rolls. This saving throw must be made every hour for the first 10 hours of exposure to methor gas. After 10 hours the person becomes "used to" the gas' smell.

Unlike most lizardmen, Marsh Runners mate for life with the couple living together in the same hut. If two males are interested in a female they must hold a contest to see who will "win the claw of the lady fair." For one day the two males try to outdo each other with practical jokes. At the end of the day the female picks as her mate the male that made her laugh the

most. They then move out of their parents' huts and spend a week building and launching their own floating hut.

After a bad storm has come in off the sea and died back down, most of the tribe goes to the edge of the marsh and the nearby beaches. While the champions stand guard the rest of the tribe searches for salvageable materials blown to shore by the storm. They are always on the lookout for more metal as they have no regular supply and need such materials to make fishing hooks.

New Weapons

Tail Whip

All Marsh Runner Characters must take a weapon proficiency with the tail whip, a thin, strong line made from the guts of certain fish. A small hook may be attached to the line so that the lizardmen can use their tails as fishing rods. (A lizardman can use the tail whip with or without a hook.) The line itself is about 10 feet long, allowing the Marsh Runner to attack anyone within that range. The fishing hook can also be used in battle (1D4 HTK of damage vs. man-sized or smaller beings, 1D3 HTK of damage to larger beings). If the hook is barbed it does 2 HTK of additional damage when removed from a victim or when the lizardman jerks the line taut.

When used without a hook the fishing line serves as a normal whip (1D3 HTK of damage to man-sized or smaller beings, 1D2 HTK of damage to larger beings) and makes a sound a cracking whip. The tail whip can also be used to entangle or trip an opponent. The Player

must state what part of his Character's opponent's body or equipment he is trying to entangle before he makes his "to hit" roll. If he rolls the exact number he needs without using any bonuses or penalties he has succeeded.

If a victim's legs are entangled the lizardman can pull the line taut causing the victim to fall. The lizardman cannot use his whip to trip any creature larger than man-sized or one that has more than two legs. It will take the tripped victim 2 rounds to free himself and regain his footing.

If the victim's weapon arm or weapon is entangled it takes him at least 1 uninterrupted round to free himself. If the lizardman was trying for the victim's throat and made his specified roll he is able to pull on the line and strangle the victim. During each round of strangulation the victim automatically takes damage equal to 20 minus his STA, until he finds some way to free himself. The victim can do this by cutting the line (AC: 0, HTK: 5) or by knocking out the attacking lizardman.

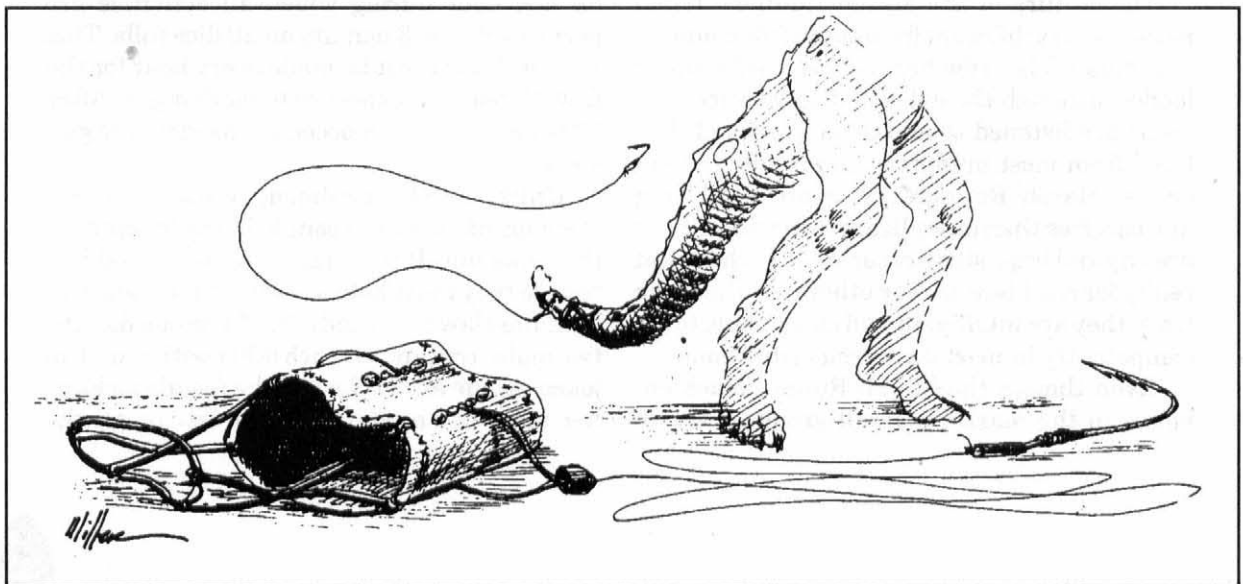
None of these special attacks works if the victim is larger than man-size.

New Items

Gliding Cape

All beginning Marsh Runner Player Characters possess a Gliding Cape. This special cape is tailored to fit the owner and has been enchanted by a tribal shaman. The cape has also been immersed in methor gas causing it to take on bright, multi-colored hues.

The Gliding Cape allows a lizardman falling from a height greater than 20 feet to glide



gently down to the ground. The Marsh Runner must grab the sides of the cape and hold them out from his body, letting the cape catch the air. This action only takes 1 segment to do so he is usually able to save himself in time. For every two feet above the ground that the lizardman started, he can travel vertically for one foot or he can simply glide down in a sinking spiral. If the air is extremely strong, like during a storm or a Gust of Wind spell, there is a chance that the Marsh Runner loses control and starts falling. If such a wind occurs the victim must save against his DEX. If he fails the save he loses control. Every 2 rounds he can attempt to regain control by making another save. Unfortunately, the first save has a +1 penalty which is cumulative for each subsequent save attempted (for example, on the fourth save the roll is made with a +4 penalty). As soon as he makes the save he stops falling and is able to glide down the rest of the way without damage.

When landing from his glide the lizardman must save against his DEX to land on his feet. A failed save indicates that he lands badly and falls down. The unfortunate lizardman cannot get up until the end of the next round, and he takes 1D4 HTK of damage from the fall.

The cape is small and therefore only works for beings that are smaller than man-size. If a Marsh Runner meets any non-lizardman using a Gliding Cape he demands to know where the person got the cape. If the story sounds suspicious and the Marsh Runner believes the individual stole the cape, the Marsh Runner devotes his energies to reclaiming the cape. A Marsh Runner thief waits until an opportune time to steal it but a champion or shaman insists on taking the Gliding Cape right away, killing anyone trying to stop him.

Character Classes

All adult Marsh Runners are either thieves, shamans, or champions (warriors). Marsh Runner Player Characters can be of Neutral align-

ment and a few Chaotic Good. Player Characters are assumed to have left the village due to an overwhelming sense of wanderlust. All Marsh Runners are experts in survival in marshes and swamps, and are able to Hide in Shadows and Move Silently in such surroundings with the same chance as a thief of the same Skill Level.

Warriors (Champions)

Marsh Runner champions are very different from the rest of the tribe; they tend to be very grim, with no sense of humor. Because of this Marsh Runner warriors are rare. Due to their strict sense of duty they always help any



lizardman whom they see in trouble, even those that are not of their tribe (unless the lizardman is in trouble due to an Evil deed).

An adventuring Marsh Runner warrior probably left the tribe because there were more champions than needed. Many champions that do leave the tribe for adventuring plan to return to become head champion.

Champions begin with weapon proficiencies in tail whip, short sword, club, and sling. They start out owning a tail whip, sling, and club. The tribe does not let a champion leave with one of their metal weapons.

Due to their training and nature, champions have to be of Lawful Neutral or Neutral Good alignment. Marsh Runner champions can only achieve a maximum of Skill 10. They use the same Weapon Proficiency, Combat, and Saving Throw Tables as the fighter Character class in the standard rule book.

Due to their training and devotion to the protection of the Marsh Runner tribe, the lizardman gods have provided the warriors with two special abilities. At Skill 1 a champion is able to Detect Good or Evil at a 30-foot range, but only when he is concentrating. The exact alignment being detected can be changed at the beginning of each round with no penalty.

At Skill 5 the champion has a constant Protection from Evil/Good spell centered in a 1-foot radius around him. As with the Detect Evil/Good ability the champion can only be protected from Evil or Good each round not both simultaneously. At the beginning of each round the champion may change the alignment he is being protected from with no penalty. If the Marsh Runner champion's alignment ever changes he permanently loses these two special powers.

Thief

Most Marsh Runners are natural thieves and use the same HTK dice and Skill Level Table, Combat Table, Saving Throw Table, and Weapon Proficiency Table as the thief Character class described in the standard rule book. They also have the standard thieving abilities along with their own natural abilities. They

can use any of the weapons and magical items that thieves are allowed to use. However, they cannot wear armor. Use the following race modifiers when a Marsh Runner is trying to perform one of the following thieving abilities.

PP: +10%

OL: +10%

F/RT: +10%

MS: +5% (+10% in marshes/swamps)

H in S: +5% (+10% in marshes/swamps)

HN: -10%

CW: -20%

RL: -25%

Marsh Runner thieves can progress in Skill Level as high as they are able.

Shamans

The shamans of the Marsh Runner tribe use the same Skill Level and HTK Table as do the shamans of the common lizardmen. They start out with weapon proficiencies with the tail whip, club, and sling. They use the same Weapon Proficiency Table, and Combat and Saving Throw Tables listed in the standard rule book that clerics do.

Marsh Runner shamans are usually of Neutral or Neutral Good alignment, with few being Chaotic Neutral shamans. Like most lizardman shamans they pray to all the deities of the lizardman pantheon, but they have a special empathy with Ssshish, their tribal patron deity. In return for this, Marsh Runner shamans are able to cast a spell similar to the Skill 8 magic-user spell Irresistible Dance, except that the victim is allowed a save vs. Spells, and the spell lasts for 1D10 rounds. The Marsh Runner can cast this bonus spell once per day.

NOTE: The following two tables are for the number of cleric and magic-user spells a lizardman shaman can learn at a given Skill Level. However, the shaman can only cast the number of spells listed under the cleric listing

per level (e.g., at Skill 1 a shaman can learn 1 Skill 1 cleric spell *and* 1 Skill 1 magic-user spell, but can only cast one of those spells. At Skill 2 a shaman can learn 2 Skill 1 cleric spells *and* 2 Skill 1 magic-user spells, but can only cast 2 of these spells in any combination, etc.).

New Spells

Enchant Gliding Cape (*Enchantment*)

Skill Level: 2—C Components: V, S, M

Range: 0 TTC: 1 turn

Duration: *Permanent* Saving Throw: *None*

Area of Effect: 1 cape

This clerical spell allows the Marsh Runner shaman to create a Gliding Cape. The shaman must first weave the cloak using certain plants that only grow in the Stinking Marsh. He then immerses the cape in the waters of the marsh while speaking a prayer to the various lizardman gods. After one round of chanting he lifts the cape from the water; it is now ready to use. The spell also causes the cape color to change into a rainbow of shimmering, bright hues.

Shaman (Cleric) Spell Progression

SHAMAN	SPELL SKILL LEVELS						
Skill	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	1					
5	3	2					
6	3	3	1				
7	3	3	2				
8	3	3	3	1			
9	4	4	3	2			
10	4	4	3	2	1		
11	5	4	4	3	2		
12	6	5	5	3	2	1*	
13	6	6	6	4	2	2*	
14	6	6	6	5	3	2*	
15	7	7	7	5	4	2*	1**

*Only usable by shamans with 17+ INS.

**Only Usable by shamans with 18+ INS.

Shaman (Magic-User) Spell Progression

SHAMAN	SPELL SKILL LEVEL								
Skill	1	2	3	4	5	6	7	8	9
1	2								
2	2								
3	2	1							
4	3	1							
5	4	2							
6	4	2	1						
7	4	3	2						
8	4	3	3	1					
9	4	3	3	2					
10	4	4	3	2	2				
11	4	4	4	3	2				
12	4	4	4	4	3	1			
13	5	5	5	4	4	2	1		
14	5	5	5	4	4	2	2	1	
15	5	5	5	5	5	3	3	2	1

Marsh Runner Shamans Table

Experience Points	Skill Level	6-sided HTK Dice	Skill Title
0-2,000	1	1	Apprentice
2,001-4,000	2	2	Acolyte
4,001-8,000	3	3	Adept
8,001-18,000	4	4	Witch Doctor
18,001-36,000	5	5	Priest
36,001-60,000	6	6	Claw of Sliash
60,001-100,000	7	7	Claw of Hsrara
100,001-200,000	8	8	Claw of Rega
200,001-350,000	9	9	Claw of Surtak
350,001-600,000	10	10	Trickster
600,001-900,000	11	11	Ssshish's Jokester
900,001-1,200,000	12	11+2	Shaman
1,200,001-1,600,000	13	11+3	Elder Shaman
1,600,001-2,000,000	14	11+4	Saint
2,000,001-2,400,000	15	11+5	High Elder

NOTE: Lizardmen shamans can only progress as far as Skill 15. The Skill titles above are rough translations of the lizardman terms.

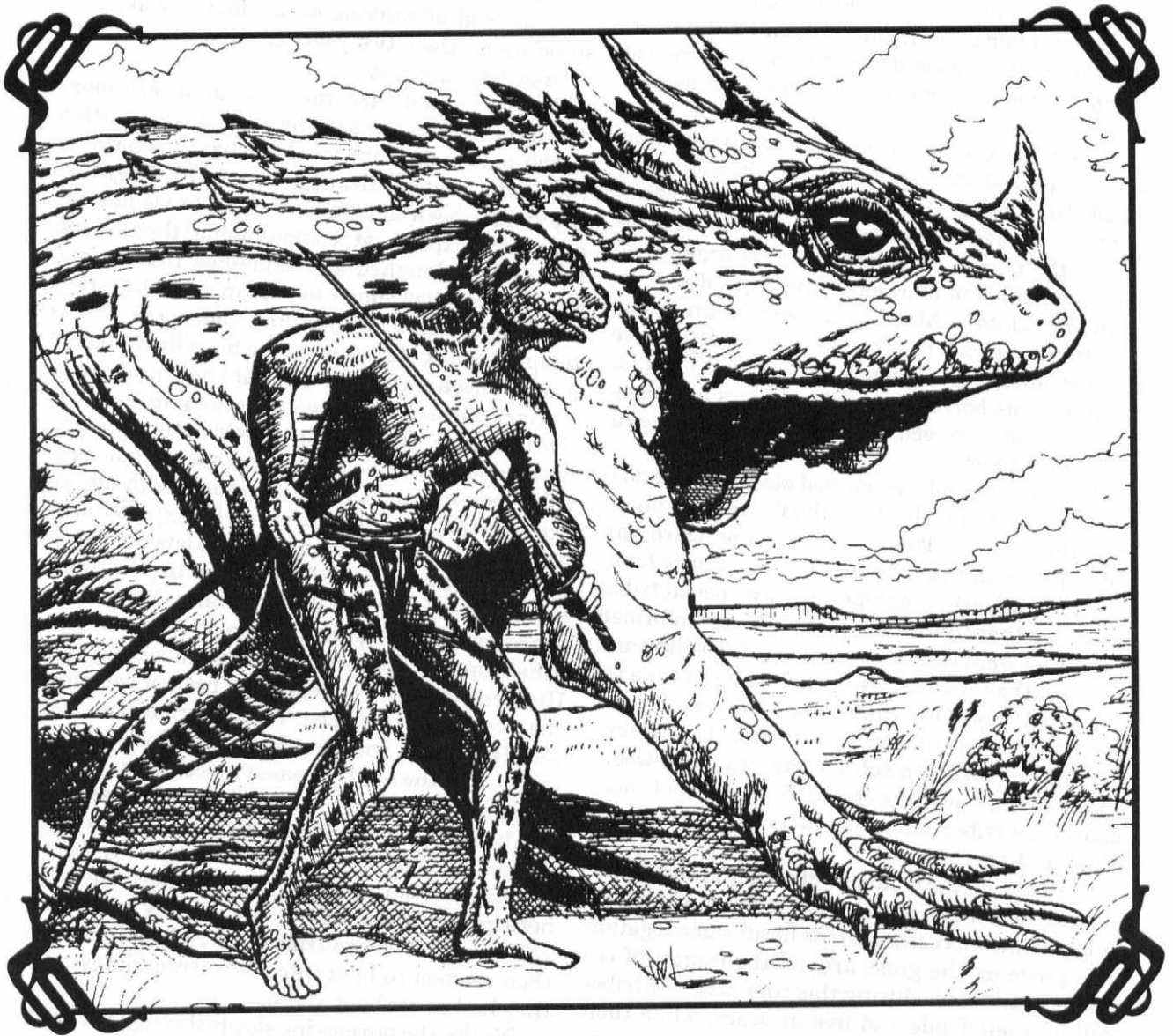
Lizardman Champions Table

Experience Points	Skill Level	10-sided HTK Dice	Skill Title
0-2,100	1	1	Tadpole
2,101-4,500	2	2	Hunter
4,501-10,000	3	3	Warrior
10,001-20,000	4	4	Hero
20,001-40,000	5	5	Chief
40,001-80,000	6	6	Gladiator
80,001-160,000	7	7	Shield
160,001-310,000	8	8	Guardian
310,001-620,000	9	9	Knight
620,001-900,000	10	9+4	Champion

NOTE: The Skill titles above are rough translations of the lizardman terms.

Chapter four:

Plains Nomad Lizardmen



Dear Jeremy,

After taking our leave of the playful Marsh Runners of the Stinking Marsh, we once again headed across the ocean in the good ship Dolphin.

This time, our destination was the equator—namely Lemuria, the smallest known continent. Lemuria was once the home of an advanced civilization that existed hundreds of years before human culture blossomed. However, the continent's civilization collapsed and left behind a number of ruined cities. Lemuria's coasts are now home to a few small colonial villages.

Most of the interior of Lemuria consists of rolling grassy plains, which are broken by the occasional ruins of an ancient city. Hisspeck learned of a large nomadic lizardman tribal nation that lives on the continent's interior.

After a week-long journey on a relatively calm sea, we arrived at a small coastal trading town called Port Avarice (a good name for this stopping point for smugglers and pirate vessels). Fortunately, the port is considered neutral ground; no raiding of ships is allowed at the city's docks. In addition, Captain Alzmar has some connections with the city's leaders, which means we don't have to worry about trouble while we are here. Captain Alzmar let us borrow five of his sailors to accompany us, and arranged for a local guide to take us to the lizardmen.

Our human guide, a grizzled old ranger named Garlus, told us a little about the lizardmen inhabiting the interior. There are five large lizardman tribes living on Lemuria that are constantly feuding with each other, except during a special tribal gathering that occurs once a year. Garlus informed us that we were lucky since uneventful sailing and good weather ensured we would arrive in time for the Gathering. Our timing, he said, was of the utmost importance if we wanted to observe Lemuria's lizardman culture since this two-week-long event is really the only time that any of these lizardman tribes allow outsiders to get close and observe them.

Garlus said the nomads follow the herds of giant lizards that dwell on the plains. Once a year, for some unknown reason, all the herds come together and graze on the grass around the largest of the ruined cities. It is during this time that the tribes call off their feuds and live in peace, while their herds mingle and graze together. After a month, the lizardmen separate and once again begin their migrations.

The tribes break up and follow the herds as they again move along. I asked Garlus if he knew if the tribes had some way to tell their herd apart from

the others when they move; he didn't know if they have a method of telling them apart, or if a tribe simply picks a herd and begins following it.

After a few days of travel, we reached the gathering area, which rests on a small plain surrounded by gentle rolling hills. The plain was full of huge lizards that seemed to be grazing on the abundance of tall grasses of the plain. These lizards were about the size of elephants, and walked on four huge legs. Their skins were scaly and different hues of green and brown. Each had a unihorn on its snout, which, from a distance, appeared to be quite sharp. Garlus pointed out some younger members of the herd, who, instead of walking on all fours, walked by standing on their two rear feet and moving in a strange hopping gait.

Before I could take the time to absorb more details of the strange herd animals, I was startled by the sudden appearance of two lizardmen riding two of the younger lizards of the herd. They had apparently been hidden by the tall grass nearby, and were experts at camouflaging themselves. Garlus then laughed and explained that he had expected the lizardmen to pop up soon since they always took care of guarding the herds. I was tempted to ask Garlus what the huge lizards could possibly need guarding from, but I held my tongue.

Garlus greeted the two tribesmen in their native language, which Hisspeck told me is a bastardized version of his race's original tongue. The tribesmen greeted Garlus in return, with a quiet warmth that I would not normally expect from a lizardman greeting a human. Garlus later explained that he often acts as a go-between for the lizardmen and certain merchants in Port Avarice because the lizardmen do not generally trust cities or their inhabitants. He formally introduced us, and Hisspeck was able to reply in a broken version of the two riders' language. The two tribesmen were clearly amused and pleased by his efforts. Garlus told us that the two tribesmen welcomed us to their Gathering and hoped that we enjoyed ourselves.

The two lizardmen suddenly keened out a high-pitched trill that sent shivers down my spine. Garlus told us that the cry would alert the other herd guards of our arrival and journey toward the ruined city. The two tribesmen and their mounts then seemed to melt into the surroundings, as if they had never been there.

We then began moving slowly through the herds of large lizards toward the ruined city. I was a little worried about moving among the dangerous looking beasts, but Garlus assured me of their gentility. At one point, one of them moved toward me as if in a threatening manner, and then seemed to almost

smile at my nervous reaction. As we passed the prankster, I noticed a gleam in its eye that seemed to indicate more than rudimentary intelligence. I later learned that, if the myths of the lizardman nomads are true, the herd lizards are extremely intelligent.

As we approached the city, I saw many buildings and towers that appeared to be ancient but inhabitable. I noticed that the walls surrounding the city had fallen apart and were badly in need of repair. I soon realized that the walls were poorly made in the first place, with uneven blocks of stone that didn't fit well together. Getting closer, I was intrigued to see that the buildings and towers of the city were made of a bright blue metal, and no seams could be discerned.

As we entered the ruined city, I saw that the streets were filled with tents, apparently made out of reptile skin. As we traveled through the streets, we encountered huge numbers of lizardmen, laughing and enjoying themselves. They were all friendly and polite, and cheerfully waved to us as we passed. Our path took us through several large open areas that might have once been marketplaces. Various booths manned by both lizardmen and non-lizardmen contained a variety of goods to be sold to the lizardmen and humans moving through the streets of the city. The lizardmen bought goods with various bartering items, including dried herbs and small statues carved from the unihorns of the herd lizards.

Another large open area was filled with lizardmen performing various forms of entertainment, including dancing, singing, and what appeared to be some sort of play. We passed a large thoroughfare that was closed off from the other

streets. Garlus told us that the closed road would soon be used for various riding contests.

We finally reached the other side of the town, where a large number of the lizardman tents had been set up around one of the city's large towers. Garlus explained to us that this was the encampment of the Chief of the Dawn Riders, one of the five lizardman tribes. Having often dealt with the chief in the past, Garlus felt that it would be best if we stayed with the Dawn Rider tribe during our investigations. He introduced us to the Chief, Dragos, who welcomed us with great hospitality.

During the next two weeks of the festival, I learned much about the lizardman nomads and their society, with the aid of translations from Garlus and Hisspeck. I found it hard to believe that much of what their culture is based on is true. At the same time, I still cannot forget the intelligence that gleamed in the eye of that herd lizard. I will leave it up to the readers of my treatise to decide for themselves if they believe what the nomads told me.

It was with some sadness that I departed from my newly found friends and their herds. It was strange witnessing the huge group of animals splitting into five almost equal groups, without any aid from the nomads. Each of the five tribes started following a herd, and they all soon disappeared into the glare of the rising sun. We then began our short journey back to the good ship Dolphin and our next destination.

Before the nomads departed, I noticed Hisspeck in a heated discussion with Chief Dragos. Hisspeck passed along a rolled sheet of parchment similar to the one he had given the chief of the Marsh Runners before we left them. What is he up to?

Your friend,

Will

Plains Nomad Lizardman

STR: 3D6+1, *INT*: 3D6, *INS*: 3D6+2
STA: 3D6+1, *DEX*: 3D6, *APL*: 3D6 (-2
with non-lizardmen)
HTK: Per Character class/Skill Level
AC: 5 (unarmored)
MV: 9", *AL*: Any Neutral
AT: 1 (for warriors see fighters in standard rule book and add 1 attack for tail attack)
DM: by weapon or spell (tail: 1D4; with horn: 1D6)
THACO: Per Character class/Skill Level
HT: 5'6" to 6", *WT*: 150 to 180+ lbs.
Specials: See following

Herd Lizards

Young

HTK: 4+1D8, *AC*: 5
MV: 10", *AL*: Any Neutral
AT: 1, *DM*: 1D8
INT: Average
THACO: 16, *SZ*: M
Specials: See following

Adults

HTK: 8D8, *AC*: 5
MV: 6", *AL*: Any Neutral
AT: 2
DM: 1D12/1D20 (horn goretrample)
INT: Average
THACO: 15, *SZ*: L
Specials: See following

The herd lizards of Lemuria are an interesting species with a fascinating history. Many centuries ago, while other races were just becoming civilized, a humanoid race built an advanced civilization on the continent of Lemuria. The citizens became lazy and took slaves from various other races. Their society became extremely decadent; they turned away from their god whose name has been erased by the winds of time.

Their god grew angry and appeared before all his people at the six different cities and gave them one last chance to repent in their ways

and beg his forgiveness. Of course his people all begged forgiveness, but the god used his divine powers to sense who was truly sincere. The god ordered those who were truly sincere to leave the continent and start over again in other lands. Those who were truly Evil and now despised the god were instantly destroyed, but their city, the largest of the six, was left standing.

Those people left were truly Neutral—not Evil, but not very sincere and caring. They were cursed by that god, who changed them into giant herd lizards while leaving their intelligence intact. The god cursed the herd lizards to remain in that form until he judged them truly penitent. Even those who died were not allowed to escape punishment; their souls were reborn in the bodies of newborn herd lizards. They tried resisting the mating urge in an attempt to break the curse but the god had ingrained certain basic animal instincts in them that they could not ignore.

Unfortunately, before the cursed ones—as they were now called—had a chance to completely repent, their god was destroyed in a battle with another god. The power of his curse remained and no one else could remove the curse. So the saddened people, who were almost immortal now, grew used to their life and learned to accept it.

When the lizardman refugees from Mertak arrived in Lemuria many years later, they befriended the gentle herd lizards. Soon, with the help of the lizardman god Surtak, the cruelty of the curse was lessened (see the following text for details).

History

When the lizardman refugees traveled through Surtak's Gate, five small separate groups of lizardmen arrived in Lemuria. Each group found itself in one of the empty cities on the plains of Lemuria. The lizardmen found themselves slightly changed in physique and coloration, and also discovered that they were no longer dependent on water to keep their skin moist and supple.

The five separate groups of lizardmen did not know about each other until much later. Each group made its home in the city where it arrived. Due to the scarcity of game, the first few months were hard, and the lizardmen did not know which plants were edible.

One morning the five groups of enclaves awoke to find each city filled with a herd of giant lizards. The hunters of each group wanted to attack so they could eat the giant lizards but the shamans of each group sensed something strange about the giant lizards and ordered the hunters to wait. The shamans used spells to communicate with the giant lizards and found out the race's history.

The herd lizards had become so apathetic that they did not care if the lizardmen killed them, and some even felt that such a sacrifice might lift their curse. So, in each city, volunteer herd lizards let themselves be killed so that the lizardmen would not go hungry. The lizardmen were touched by the trust and sacrifice of the cursed herd lizards. That night the shamans led the lizardmen in prayer to Surtak, asking for their god to help the cursed ones.

Surtak appeared before them and told them that they could help the herd lizards, but only by sharing their curse with them and, in return, also gaining a form of immortality. Amazingly enough the lizardmen accepted Surtak's plan to help the cursed race.

Surtak warped the curse so that his people were now also subjected to it. The herd lizards and the lizardmen entered a unique partnership that went beyond the natural cycle of life. The lizardmen offered to protect the herd lizards from hunters who sought them for their horns and to take care of their needs. In return, the lizardmen were allowed to eat members of the herd to survive. In addition, both races were now bonded together by the reincarnation curse. When a herd lizard dies his soul is placed in the next lizardman baby born. In return, when a lizardman dies, his soul is placed in the next herd lizard born. The cycle keeps going and alternates between the two different races. So now a plains nomad tribe consists roughly of half lizardman souls and half herd lizard souls. This is also the case for each giant lizard herd.

Physiology

Except for a few distinguishing features, the plains nomads possess the same physical characteristics as the common lizardmen, but the nomads are smaller with a maximum height of about 6 feet. Their skin is light green mottled with brown enabling them to blend with the tall plains grasses. Their toes and fingers are not webbed and they are not dependent on water to keep their skin moist and supple.

The plains nomads that are inhabited by the souls of the cursed ones are marked by a small horn that grows on their foreheads. The unihorns are too small and awkwardly placed to be used in combat, so when such plains nomads reach the age of 14 (the age of adulthood), the horn is carefully cut from each youth by a shaman. This leaves a small nub on the lizardman's forehead that clearly marks the lizardman as one of the original cursed race. The cut-off horn is tied to the lizardman's tail and used as a tail weapon.

Ecology

Due to the nature of their lives and the curse with which they are afflicted, plains lizardmen are not affected by Resurrection and Reincarnation spells. No matter how far away from Lemuria the lizardman is his soul returns there and enters the first herd lizard born when it is his turn. By some unknown means the order of rebirth is precisely maintained—those who have been dead the longest are allowed to enter the first newborn available.

Reproduction

Unlike common lizardmen, the plains nomads can mate any time they want. One month after the female is impregnated she lays an egg which is placed in a special pouch located in her abdomen. The egg is kept in the pouch for two months before hatching, after which the youngster stays in his mother's pouch for one additional month.

The plains nomads do not know the Naming spells because they always keep the same name regardless of their incarnation (see **Shamans**

under Character Classes, following).

Before a plains lizardman egg is hatched a tribal shaman casts a spell over the egg that tells him the name of the soul inhabiting the infant. A tribal shaman also does this over the egg of a herd lizard to determine the identity of its soul. After learning the name of the soul the shaman checks the tribal records to determine the history of the soul about to be reborn. The shaman informs all people in the tribe that have played an important part in the newborn's soul of that soul's rebirth. He also warns all he contacts that they cannot interact with the newborn in any way until the hatchling reaches the age of adulthood.

Path to Adulthood

The hatchling leaves the pouch one month after he is born and begins growing up. Due to the fact that the hatchling is born with the soul of someone that has lived before, he begins talking coherently by the time he leaves his mother's pouch. By the time he reaches the age of 14, the lizardman has reached adulthood.

When a soul is first born into a young body, the young hatchling cannot be held accountable for his actions in a past incarnation until he reaches adulthood. This prevents sexual affairs between adults and children and also prevents blood feuds from flaring up between an enemy and a child who is physically unable to protect himself. This law is strictly upheld by the members of the tribes and those who break the law are forced to remain in the city alone while the others roam the plains. These outlaws are also not allowed to gather at the month-long celebration in the sixth city of Nexus. This enforced exile lasts for two life cycles of the soul committing the crime. This rule of accountability also applies to young herd lizards.

Culture

Each tribe has the name of its home city as its tribal name. The five tribes are Angusus, Gekkonus, Lacerus, Varanus, and Iguanus. The sixth city is now called Nexus, its original name long forgotten.

Each tribe consists of about 50 to 60 mem-

bers; 75% are adult males while the remaining members of the tribe are females and children. Approximately 10 of the male lizardmen serve as herd rangers, protecting the herd from the few predators that roam the plains. Each plains lizard herd contains about 25 to 30 giant lizards; 50% being male and the other 50% consists of an equal ratio of children and females. The young herd lizards serve as special mounts for the herd rangers of the tribe.

It should be noted that the young of the lizardmen and the herd lizards are only young in a physical sense—mentally they are very mature.

These lizardmen rarely marry because of the unique nature of their culture. For example, a soul inhabiting the current lizardman body could love a soul that was still in the body of a herd lizard or that had not yet been reborn. So while most of the lizardmen and ancient cursed ones are married to a specific soul, mating with someone other than one's spouse is permitted, if the spouse's soul is not in a compatible body.

Each tribe is led by a lizardman chief and a herd leader. The soul of the lizardman chief must have originally been a lizardman and the soul of the herd leader must have originally been one of the used ones. They rule together with the lizardman chief taking care of his tribe and the herd leader taking care of herd members. When a lizardman chief or herd leader dies, all eligible adult males wanting to become chief or leader participate in a series of trials by combat. The victors become the new chief or herd leader.

Directly underneath the lizardman chief is a small group of lizardmen that serve as herd rangers. Herd rangers may have the souls of either lizardmen or the cursed ones. They serve as scouts for the lizardman tribes and the herd lizards when they roam the plains and are expert trackers and hunters, catching most of the game for the tribe. Since they need a great deal of mobility, these herd rangers ride the younger herd lizards who are capable of fast land speed. Herd rangers have a certain sense of reptile empathy which allows them basic communication with the herd lizards. Herd rangers are the only tribe members allowed to

ritually kill the herd lizards that volunteer to provide meat for the lizardman tribe during lean times. Even then they can only kill the herd lizards specified by the tribal shamans.

As mentioned earlier, at first the five different tribes didn't know about each other. When they accidentally met in that first year of arrival, there were many fights and small skirmishes between the tribes. These fights were probably caused mostly by jealousy since each lizardman tribe believed that its tribe was the only one gifted with serial immortality. In addition, the warlike lizardmen had grown bored and craved action. The herd lizards tried to stop their lizardman partners from fighting the other tribes but to no avail.

A few months later, the tribes were dismayed to find that all herd lizards were simultaneously heading for the same large abandoned city. When the five lizardman chiefs were told by their herd lizard partners that the herds came together at the large city once a year for one month, the chiefs realized that they would have to arrange for peace during that period of time. All five chiefs agreed, and the five tribes camped in the city under an uneasy peace. As time passed the fighting between the tribes during the rest of the year lessened, although an occasional feud flared up.

Religion

Each tribe has about five shamans among its group of souls, and at least one such soul is in an adult lizardman body. This ensures that a tribe always have at least one tribal shaman. Even though they are born with most of their memories intact, shamans are unable to cast spells at the same Skill Level they were at when they died. Their death wipes out their knowledge of spells. Once they are reborn in lizardman bodies they must slowly relearn how to cast spells.

Unlike most lizardman tribes the plains nomads hold prayers to Surtak and the other lizardman gods at the end of each day. The members of the original cursed race have eagerly taken up the worship of the lizardman gods, and the gods have accepted their prayers.

When times are lean and herd lizards are chosen for sacrifice, the killing is handled in a very religious manner consisting of many special rituals. The herd lizards to be killed must be blessed by the tribal shamans over a period of several hours. While the shamans bless the herd lizards the herd rangers meditate and purify themselves, preparing to kill and butcher the herd lizards for meat.



Daily Life

The culture of the lizardman nomads of Lemuria is very unique and in many ways stagnant since there are never any new members in the culture. Their tradition is an odd mix of the original lizardman culture and the culture of the cursed ones.

For three months out of each year each tribe dwells in the city with which it is associated. The tribes are associated with a city because it is the city in which the ancient ones of the tribe originally lived. The rest of the year the tribe members and their herd roam the plains near their city. At the end of the year their wandering leads them to the sixth city. There they peacefully meet with the other tribes and hold a celebration called the Month of Death and Renewal.

The month-long stay at the large city, renamed Nexus by the lizardmen, eventually became a large festival where various tribe members could compete together in various feats of skill. Merchants from the coastal cities approached the tribes and asked to set up shop in Nexus during the month-long holiday. The tribes reluctantly agreed, knowing that their people needed and desired the luxuries the merchants would bring. The merchants trade various luxuries, metal weapons, and other pieces of worked metal for the horns of the herd animals, various native plants and herbs, and the hides of various animals that inhabit the plains. Many of the lizardmen have become experts at carving intricate designs on the horns and some even carve small statues from them.

On the last night of the Month of Death and Renewal, all the cursed ones—herd lizards and lizardmen who have the souls of the cursed ones alike—go to the center of the city and meditate on the past. Lizardmen souls are not allowed to witness this night-long vigil, whether they be in lizardman or herd lizard bodies.

New Weapons

Tail Weapon

As stated earlier, lizardmen with a soul of one of the cursed ones have a small horn grow-

ing out of their foreheads. When these lizardmen reach adulthood, the horns are carefully removed, leaving small nubs on the lizardmen's foreheads. These sharp horns are then tied to the lizardmen's tails, to be used as weapons. The horns can be used to make one extra attack per round on objects/beings directly behind the wielders. Each horn does 1D6 HTK of damage, plus it can hit creatures that can only be hit by magical weapons.

Character Classes

Lizardman Player Characters born on the plains of Lemuria can choose to be tribal shamans, warriors, or herd rangers, and can be of any Neutral alignment. Upon dying, the plains nomads' souls return to the Plains of Lemuria no matter where they die. There they are reincarnated in the body of a newborn herd lizard.

All Lemurian lizardmen have a 50% chance of having a soul belonging to one of the members of the cursed race of Lemuria. This does not affect their powers or outlook, however, since they have intermingled with the lizardman tribes for a long time. In any case, these lizardmen have higher INT and INS scores than usual due to their long lives.

Warriors

The warriors of the plains nomads are unlimited in Skill Level. They start out with proficiencies in the short bow, spear, short sword, and tail weapon. They use the same Weapon Proficiency Table, Saving Throw Table, and Combat Table as the fighter Character class described in the standard rule book.

In addition to the normal fighter abilities they are skilled in hunting, foraging, and surviving on a grassy plains environment as a ranger one Skill Level lower.

Shamans

Tribal shamans of the plains nomad tribe conform to most of the rules governing the common lizardman shaman. The plains shaman usually pick more druidic spells than the shamans of other tribes. Due to their association with the herd lizards, plains shamans are

able to speak with any reptile and understand the reptile's language. This does not, however, allow them to force the reptile to do their bidding or to not attack them.

The plains nomads do not know the Naming spells since they always keep the same name, no matter what their incarnation. The tribal shamans are expected to remember the name and history of every member of the tribe, including the souls of the cursed ones. They keep these records on special scrolls that they are expected to protect with their lives. This means that all the tribal shamans must be taught how to read and write lizardman script since the records must be kept up-to-date with each reincarnation.

When an egg is first laid a shaman casts a spell over it; the spell tells the shaman the name of the soul inhabiting the newborn. The shaman also performs this spell over the eggs laid by the herd lizards.

Plains Shaman (Cleric) Spell Progression

SHAMAN	SPELL SKILL LEVELS						
Skill	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	1					
5	3	2					
6	3	3	1				
7	3	3	2				
8	3	3	3	1			
9	4	4	3	2			
10	4	4	3	2	1		
11	5	4	4	3	2		
12	6	5	5	3	2	1*	
13	6	6	6	4	2	2*	
14	6	6	6	5	3	2*	
15	7	7	7	5	4	2*	1**

*Only usable by shamans with 17+ INS.

**Only usable by shamans with 18+ INS.

Plains Lizardman Warrior Table

Experience Points	Skill Level	10-sided HTK Dice	Skill Title
0-1,800	1	1	Tadpole
1,801-3,800	2	2	Hunter
3,801-7,800	3	3	Warrior
7,801-17,900	4	4	Champion
17,901-35,000	5	5	Chief
35,001-70,000	6	6	Gladiator
70,001-126,000	7	7	Shield
126,001-252,000	8	8	Guardian
252,001-505,000	9	9	Knight
505,001-760,000	10	9+4	Paragon (Skill 10)
760,001-1,100,000	11	9+8	Paragon (Skill 11)

Lizardmen warriors gain 260,000 experience points per Skill Level for each additional Skill Level beyond 11. Lizardman warriors gain 4 HTK per Skill Level greater than 9.

NOTE: The Skill titles above are rough translations of the lizardman terms.

Herd Rangers

This special lizardman subclass is similar to the ranger class listed in the standard rule book. The herd rangers use the same Skill Level and HTK Table, Combat Table, Saving Throws Table, and Weapon Proficiency Table as the standard ranger, and possess most of the same powers and abilities. The herd rangers do not gain the special bonus to "to hit" rolls vs. giant class humanoids, nor do they gain followers when they reach a certain Skill Level. They do gain all other ranger abilities, including the ability to cast druid and magic-user spells at higher Skill Levels. They have the same spellcasting penalties and bonuses as the common lizardman shaman and are only able to reach a maximum Skill Level of 15.

In addition, the herd rangers have a special empathy with any form of reptile. They are only able to automatically communicate with the reptile if they know the language, but are able to instinctively sense the reptile's basic emotions at the time of the encounter. They are not able to control the reptile or convince it to be friendly by using this power. The herd ranger must spend one uninterrupted round studying the reptile to use this empathic ability.

Herd rangers are experts of stealth in outdoor settings due to their training as scouts and guards for their tribe and its herd lizards. In outdoor settings they have the same chance as a thief of the same Skill Level to Move Silently and Hide in Shadows (as per the standard rule book).

A lizardman herd ranger has the same weapons and weapon proficiencies as the plains nomad warrior. During mounted combat a herd ranger will use his spear like a light lance. In addition, he can use young herd lizards as a mount. A year before the young lizard is fully grown, the herd ranger must get his mount back to Lemuria. If there is an available young lizard willing to accompany the herd ranger back into the outside world, the herd ranger is allowed to take the youngster with him.

A herd ranger and his mount form a mental link that allows them to communicate at a range of approximately 100 yards. This mental link allows a herd ranger and his mount a +1

bonus to their AC when in battle.

A herd ranger must be of Neutral Good alignment; if not, he loses his special abilities and becomes a normal warrior of the same Skill Level.

NOTE: The following two tables are for the number of cleric and magic-user spells a lizardman shaman can learn at a given Skill Level. However, the shaman can only cast the number of spells listed under the cleric listing per level (e.g., at Skill 1, a shaman can learn 1 Skill 1 cleric spell *and* 1 Skill 1 magic-user spell, but can only cast one of those spells. At Skill 2, a shaman can learn 2 Skill 1 cleric spells *and* 2 Skill 1 magic-user spells, but can only cast 2 of these spells in any combination, etc.).

Rew Spells

Soul Name (*Divination*)

Skill Level: 4 Components: V, S
Range: *Special* TTC: 1 round
Duration: 1 round Saving Throw: *None*
Area of Effect: 1 egg

This clerical spell allows its caster to determine the name of the soul inhabiting a newly hatched egg. The name is then checked in the tribal record to find out the soul's past history.

This spell can also be used to determine the soul name of an other planar creature, but only if the creature is in the caster's presence. The planar creature gets to make a save vs. Spells to stop the caster from learning his soul name, plus any rolls for magic resistance. The caster only has a 1% chance per Skill Level of being able to divine the creature's soul name.

Plains Shaman (Magic-User) Spell Progression

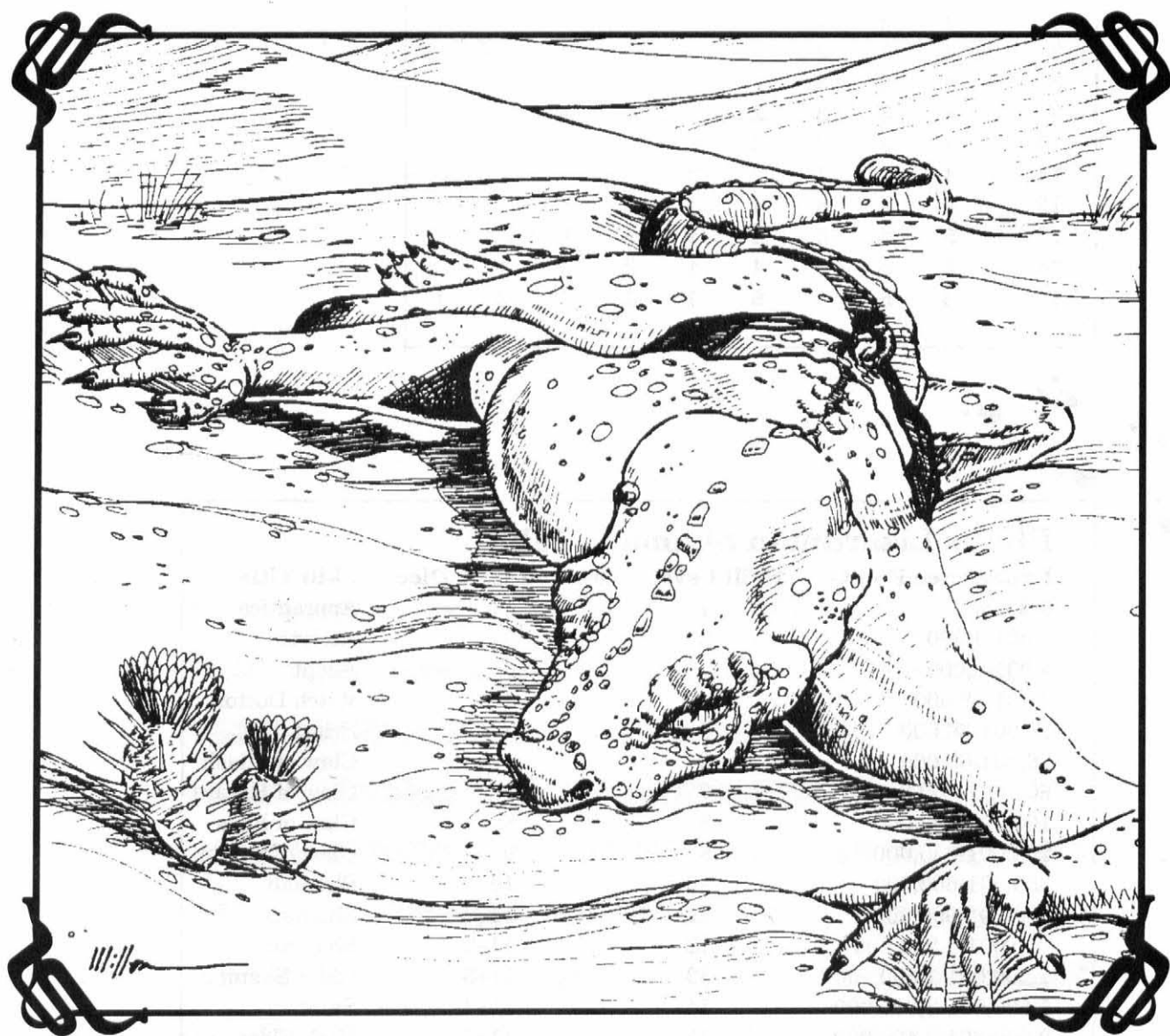
SHAMAN Skill	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	1							
5	4	2							
6	4	2	1						
7	4	3	2						
8	4	3	3	1					
9	4	3	3	2					
10	4	4	3	2	2				
11	4	4	4	3	2				
12	4	4	4	4	3	1			
13	5	5	5	4	4	2	1		
14	5	5	5	4	4	2	2	1	
15	5	5	5	5	5	3	3	2	1

Plains Lizardman Shamans Table

Experience Points	Skill Level	6-sided HTK Dice	Skill Title
0-2,000	1	1	Apprentice
2,001-4,000	2	2	Acolyte
4,001-8,000	3	3	Adept
8,001-18,000	4	4	Witch Doctor
18,001-36,000	5	5	Priest
36,001-60,000	6	6	Claw of Sliash
60,001-100,000	7	7	Claw of Hsrara
100,001-200,000	8	8	Claw of Rega
200,001-350,000	9	9	Claw of Surtak
350,001-600,000	10	10	Shaman
600,001-900,000	11	11	Shaman
900,001-1,200,000	12	11+2	Shaman
1,200,001-1,600,000	13	11+3	Elder Shaman
1,600,001-2,000,000	14	11+4	Saint
2,000,001-2,400,000	15	11+5	High Elder

NOTE: Lizardman shamans can only progress as far as Skill 15. The Skill titles above are rough translations of the lizardman terms.

Chapter five: Desert Rider Lizardmen



Dear Jeremy,

We left the small continent of Lemuria at dawn, the good ship Dolphin gliding through the waves like her namesake. We headed north toward the continent of Askelon, where we were to encounter another lizardman tribe. The trip only took about a month; good head winds made our journey much shorter than expected.

Upon reaching Askelon, we headed for the exotic port of Sauromne, which is surrounded by the Talashar Mountains. There, we joined a caravan traveling through the Talashar Mountains, thereby entering the Tempus Desert. After about a week of travel with the caravan, we reached the largest oasis in the desert, the Moon Pool. A fairly large trade town had grown up around the oasis, which is run by a large tribe called the Sons of the Moon, led by an evil-looking man, Sheik Aba-bin Surk.

Hisspeck and I were able to gain an audience with Sheik Aba-bin; we had hoped to ask him for guides to lead us to the lizardman tribe. He was clearly shaken by Hisspeck's appearance and was barely able to hide his animosity toward Hisspeck. I managed to soothe the man's ego and anger, and the sight of gold caused his politeness toward us to increase greatly. He agreed to lead us himself to the lizardman tribe, whom he claimed were great friends of his. We left the next day and traveled deeper into the interior of the stifling Tempus.

Three mornings later, Hisspeck and I awoke to find the sheik and his men gone, along with the supplies and mounts; we were left for dead. We had no choice but to try to reach the supposed tribes of lizardmen before we died. So we continued our search by going deeper into the desert. We traveled for a week, slowly growing weaker. We both finally collapsed in the burning sands, and consigned our souls to our individual gods. Before I lapsed into unconsciousness, I saw a group of desert riders heading our way; I figured it was just a mirage.

I awoke expecting to find myself in heaven (I hear you laughing at my instant assumption that I was sent to heaven). The light was dim, and the air held a humidity that I had not felt in a long time. As I slowly opened my eyes, I was amazed to find myself in a large underground cavern containing a sparkling pool of water. Looking around, I noticed a number of lizardmen, each wearing typical desert clothing, talking and performing various tasks. The room was illuminated by a number of fist-sized crystals that glowed with a gentle illumination.

I then noticed Hisspeck, who was almost completely healed, approaching me. With gentle concern in his voice, he said he was glad I was feeling better. The ordeal in the desert brought us closer

together, and I now considered him a friend; I know he felt the same way. As I started to get up, I noticed a tall figure, with a burnous over his head and face, coming toward us. The dim light prevented me from seeing his features, but, from his size, I assumed he was another lizardman. Just then, Hisspeck greeted the approaching figure and introduced him as the sheik of the tribe, Lawru-sin Saladin. I was completely astonished when he removed his burnous, beneath which was the face of a human. I was so stunned by this incongruity that I was barely able to stutter a polite acknowledgement after he graciously greeted me. He was apparently used to the shock of his appearance and position, and grinned congenially at my embarrassment.

Hisspeck and I later joined him for a magnificent feast and a talk. After the feast was cleared away, Lawru-sin's two human wives performed a very interesting dance, along with several female lizardmen. Lawru-sin then offered to share his large hookah, which burned a tobacco with a most exotic aroma.

Lawru-sin asked us what we were doing so deep in the desert, and how we became stranded. We told him about our assignment and the treatise I was writing. He grew angry at the mention of Aba-bin, and told us that Aba-bin's family and tribe have been the lizardman tribe's enemies since they first arrived here. He was intrigued by my treatise on lizardmen, and told me that I was more than welcome to stay learn about his people.

We spent the next few weeks with Lawru-sin and his tribe. When we were finally rested and strong again, Lawru-sin and a group of his riders took us back to the Talashar Mountains.

We were blindfolded during our first day of travel, so I really have no idea how to reach the lizardman's camp.

That night, Lawru-sin and his riders returned, laughing uproariously. He proudly displayed a beautiful stallion, and told us that he had stolen it from Aba-bin.

Before we left the company of Lawru-sin, Hisspeck left one of the mysterious scrolls in the sheik's possession. I was no longer suspicious of Hisspeck's motives, but I was still curious about what was happening.

The next morning Lawru-sin and his people had left. We reached the Dolphin and set sail the next morning, heading for our next destination.

Your friend,

Will

Desert Riders of the Blessed Pool

STR: 3D6 *INT*: 3D6-1 *INS*: 3D6

STA: 3D6+1 *DEX*: 3D6+1 *APL*: 3D6 (-2
when dealing with non-lizardmen)

HTK: per Character class/Skill Level,

AC: 6 (unarmored)

MV: 8", *AL*: Any Neutral

AT: 1 (for warriors see fighters in the
standard rule book)

DM: By weapon or spell

THACO: Per Character class/Skill Level

HT: 5'6" to 5'9", *WT*: 150 to 180 lbs.

Specials: See following

History

When a small group of refugees from Mertak left via Surtak's Gate they suddenly found themselves on the dunes of a vast sandy desert with no end to the desolate landscape in sight. The scared lizardmen found themselves physically changed by their trip, and they grew even more fearful. Having no choice but to try and find shelter the small band of lizardmen began moving. They feared that the lack of moisture would soon cause their death, but to their astonishment they discovered that they no longer needed humidity and moisture to keep their skin supple.

But still, after a week of travel, they found themselves beginning to get very weak. About this time, they came upon a small human encampment that had apparently been attacked. They discovered the bodies of the dead inhabitants. They found only a little water and food among the wreckage. Suddenly, one of the lizardmen found a human who was still barely alive.

The leader of the lizardmen, an elder known as Hiskel, stopped the members of his tribe from killing the human and ordered them to care for the man. He explained to his angry followers that they would need the human's knowledge if they wished to survive in the desert. The lizardmen reluctantly agreed. Dur-

ing the next week, as the human grew stronger, the grateful human and Hiskel learned how to communicate with each other.

The human introduced himself as Sheik Lanar-sin Saladin, the sheik of the Twisted Palm tribe. He told Hiskel that the oasis of his tribe was viciously attacked by enemies—members of the Moon Pool tribe. Surprised by the attack, the remaining followers forced Lanar-sin to flee deeper into the more remote parts of the desert with them. The warriors of the Moon Pool tribe caught up with Lanar-sin and his followers and killed them. The Moon Pool warriors had left Lanar-sin for the vultures, believing that he would soon die.

Lanar-sin and Hiskel soon grew to respect each other, both seeing the noble leader inside the other. Lanar-sin told Hiskel that they were too far into the desert to head back toward the more populated areas, and also there were the vicious riders of the Moon Pool tribe to deal with if they went that way. He told Hiskel that there existed legends concerning a number of oases deeper in the desert. These oases were reported to be surrounded by small haunted ruins. Hiskel agreed that the legends were probably their only chance for survival.

After a week of travel, they reached the first of the cities mentioned in the legends. Unfortunately, the well there had dried up and the city was populated by the living dead. After losing a few of the lizardmen to the hungry undead, they were able to escape. They carefully scouted the next several oasis cities finding the same situation.

The despairing lizardmen and Lanar-sin had almost completely given up by the time they reached another oasis city a few days later. They were overjoyed to discover that the water of the city had not dried up and that the city was not overrun with undead. They held a great feast that night and officially made Lanar-sin a member of their tribe. Lanar-sin spent the next month showing them how to survive in the desert and how to carefully conserve the resources of the small oasis.

While exploring the city, the lizardmen discovered the underground caves which were the source of the water. Even though they no longer

needed moisture, they decided to make their homes in the cool underground cavern. Lanar-sin agreed, pointing out that no one could tell that someone was actually living in the city.

A month later a group of wild horses entered the city and began drinking from the pool of the oasis. They did not detect the well-hidden lizardmen and started coming to the oasis every night. Lanar-sin saw this as a miracle, knowing that the lizardmen might need the horses to help them survive in the desert. The lizardmen were skeptical since lizardmen are not known for their horsemanship, but they decided to go ahead and humor him.

Lanar-sin led them in their plans to trap the horses and a few nights later they managed to herd the frightened animals into a makeshift corral. Lanar-sin worked with the magnificent stallion herd leader for a week before he finally formed a friendship with the horse. He then started teaching the lizardmen how to tame and ride horses. It was hard at first but the lizardmen soon discovered that their altered bodies allowed them to ride the horses with ease and, oddly enough, the horses grew used to their new masters.

A year later a weakening Hiskel declared himself unfit to be chieftain. Plans were made for candidates interested in replacing him to engage in unarmed combat. All the lizardmen except Hiskel were surprised to see Lanar-sin enter the contest. They feared for the death of their friend who obviously could not defeat a lizardman.

To their surprise—and Hiskel's relief—Lanar-sin defeated all the other contestants, making him their chief. The tribe was unsure of the wisdom of having a human for a chief, until Hiskel endorsed Lanar-sin and declared him his foster son. A few days later Hiskel died peacefully after seeing his foster son officially declared the sheik of the lizardman tribe of the Blessed Pool.



The next year was peaceful and Lanar-sin ruled his people wisely, teaching them how to flourish in the desert. However, Lanar-sin became depressed and withdrawn. His closest friends asked him what was wrong, to which he replied that he needed a wife because he was lonely and wished to have offspring. His friends, the greatest warriors of the tribe, decided that they owed their sheik that much, so they swore that they would find him a bride.

At first Lanar-sin had misgivings when his friends told him what they wanted to do for him; this meant that they would have to risk themselves by riding toward a more-heavily-populated area to steal his bride. The lizardmen urged their chief to let them go raiding for a wife since such a practice is the tradition of a warlike race such as their own. Lanar-sin finally agreed and he even decided from which tribe they should steal his bride.

A week later, Lanar-sin and his best warriors rode from their oasis and began the long journey to the oasis of the Moon Pool, the home of Lanar-sin's enemies. Lanar-sin and his lizardmen successfully raided the Moon Pool's tribe, stealing the very daughter of the tribal sheik. Lanar-sin did not kill the sheik, knowing that the knowledge that he was alive and had taken his daughter would be the best form of revenge possible.

Lanar-sin and his raiding party made it back to their home oasis, after making sure that they had left any pursuers behind. Lanar-sin's stolen bride reluctantly fell in love with the dashing sheik and grew to care for the lizardmen of her new tribe. The couple had a son, Malar-sin, who became sheik after his father died. Like his father, he had to gain the position of sheik after defeating the strongest lizardman in combat.

Since then the offspring of Lanar-sin have ruled the lizardman tribal nation. So far each son has been able to defeat the greatest lizardman warrior and become sheik of the tribe. Also, each son has raided the Moon Pool tribe and has taken one of its sheik's daughters as a bride. So it has gone since the lizardmen first arrived in the Tempus Desert.

Physiology

The lizardmen that inhabit the Tempus Desert are shorter than the common lizardman, the tallest standing about 5 feet, 9 inches. In addition to that, their frame and bones are less bulky than the average lizardman, making them slightly weaker than their larger relatives.

Their skin is more like a snake's than a lizard's, being less rigid and more supple but is still strong enough to resist the blowing sands of the desert winds. Their skin is light brown, which is very close to the color of the desert sands, enabling them to easily blend in with their surroundings.

Unlike common lizardmen their eyesight is very good, allowing them to see clearly at greater distances than humans. They can make out the basic details of a man-sized or larger object at a range of about 700 yards.

Their eyes are protected by two transparent nictitating membranes that drop over their eyes any time they want. The membranes can be dropped separately or simultaneously if necessary. The first membrane is simply used to protect the lizardman's eyes from sand and grit. The second membrane is a unique organ that, when lowered over their eyes, provides them with infra-vision at their normal vision range.

On their backs, between their shoulder blades, rests a small fleshy hump. The hump is protected by skin that is harder than the skin covering the rest of their body. The small hump performs a function similar to the humps located on the backs of camels. This small hump stores an extra supply of water upon which the lizardman's body can draw. Thanks to the hump, a lizardman can go for one week without water before feeling any real discomfort. The desert lizardmen have retained the webbing between their fingers and toes. The webbing between their toes helps them keep their balance on the shifting desert sands, allowing them to move fast without much slippage. They have kept their tails too, but these are half the length of the common lizardman's tail (2 feet). In addition, the tails have become wider and flatter, somewhat like a beaver's tail.

Ecology

The Tempus Desert is well known for the number of hidden sinkholes that dot its surface. The lizardmen have actually learned how to swim through the sinkholes as easily as they used to swim through water. The lizardmen use their webbed hands, webbed feet, and wide tail to move easily through the sand. Once underneath the sand, they drop both their nictitating membranes over their eyes, which allows them a minute degree of vision. They cannot breathe under the sand, and so must hold their breath. They can hold their breath a number of rounds equal their STA scores divided by 2 (rounded up).

It seems that most of the entrances to their underground encampment can only be reached through such sinkholes. Apparently one normal exit, for the sheik's use, exists in the encampment.

Reproduction

Like most lizardmen, the desert lizardman mating season only occurs once a year. A month later, if the mating was fertile, the female lays one egg. All the eggs are placed at the bottom of one of the sinkholes. Two months later the eggs hatch; the newborns must now find their way out of the sinkholes and into the home cavern. Only about 50% of the hatchlings are strong and lucky enough to make it to the cavern.

Those that do make it to the cavern are tenderly picked up by the females and gently bathed in the waters of the underground pool. The small hatchlings remain in the pool for several months, until they are able to walk by themselves on two legs.

Path to Adulthood

After leaving the hatching pool the youngsters begin the survival training that lasts until they reach adulthood. Upon reaching the age of fourteen the lizardman youths are fully grown and must then see if they can pass the rites of adulthood. (I have a feeling that this test of adulthood is probably the tribe's source

of wealth since the test of adulthood for the males involves entering one of the nearby haunted cities.)

When a male reaches the age of fourteen and is fully grown, he and the other males that are coming of age are left at dawn at one of the ancient cities. To succeed in the test the boy must stay in the ruined city till dusk and leave with an artifact from the city, showing that he actually went inside. Occasionally, one of the males comes back with gems and old coins while others bring back weapons, works of art, etc.



Culture

The lizardman nation that inhabits the Tempus Desert has a unique culture that is a blend of the lizardman heritage and certain practices of the desert nomads.

As mentioned earlier, the position of tribal sheik is a lifetime office lasting until the sheik volunteers to step down or until he dies. Before the son of the human sheik can assume office he must defeat the strongest lizardman warrior in unarmed combat.

The sheik is the leader of the tribe in all but religious matters. The elder tribal shaman is responsible for any religious decisions, but he is only a counselor for the sheik in other matters. The sheik is required to listen to any suggestions the elder shaman makes, but he does not have to heed the advice.

The rest of the males in the tribal nation are considered equal. As with the desert tribes of many races, but unlike many lizardman societies, the females are second-class citizens. They are expected to take care of the children, prepare food, and perform other domestic chores. Occasionally, a female proves herself as a warrior and is allowed to maintain that status. However, since such a woman usually refuses to do filial chores, she rarely marries. If she is married, she is usually her husband's second wife and does not have much power in her husband's household.

As with most desert tribes, the males are allowed more than one wife. The number of wives a lizardman has is usually an indication of his wealth and status as a warrior. A male wishing to acquire a certain female as his wife must first petition the female's foster father and offer a suitable dowry. If the father accepts the dowry and agrees to a marriage the female weds the male if she likes it or not.

The first wife is considered to have more status than the second wife and she rules the affairs of the household with an iron fist.

Religion

Sometimes a female petitions the elder shaman to become an apprentice shaman. The elder shaman meditates and prays to the

lizardman gods to see if the female is fated for priesthood. If the gods don't send an ill omen or say no, the elder shaman accepts her as a shaman. Unfortunately for the female, when she is accepted, she becomes the wife of the elder shaman. She is expected to take care of the shaman's household while doing the chores of a tribal shaman, for a female shaman can never become the elder shaman; it is against tribal law. If the elder shaman dies, the senior male apprentice shaman becomes the new elder shaman, and any female shamans become his wives.

Like most lizardman societies there is not much emphasis placed on daily worship to the gods. Each lizardman is expected to depend on himself rather than pray for aid from his gods every time he gets in trouble. The tribal shamans pray daily to the gods for the safety of the tribe. The shamans make sure that the proper religious overtures are made when their gods feel that it is time a particular member, or the whole tribe, pays homage to the gods.

There are only two religious holidays that the tribe regularly celebrates. The first holiday, known as the Eight Days of Death and Rebirth, celebrates their arrival in the desert and their discovery of the hidden Blessed Pool. For one week, all members of the tribe are expected to go without food and water. The only ones who do not have to conform to these rules are the very young hatchlings and the first wife of the sheik; the wife is expected to look after the hatchlings and her husband.

On the morning of the eighth day, the tribal members are allowed to drink one cup of water and eat a handful of dates. The rest of the day is spent in prayer led by the tribal shamans. At midday, they once again consume only one cup of water and a handful of dates. The males and the shamans continue to meditate and pray. Meanwhile, the females begin preparing an immense feast, but they are forbidden to taste the food while they prepare it. While they are fixing the meal the males share tales of visions they had during their fast, and the shamans try and decipher these visions for the tribe. Any visions had by the sheik are said to foretell the tribe's future for the next year. Late that night

Desert Lizardman Warrior Table

Experience Points	Skill Level	10-sided HTK Dice	Skill Title
0-1,800	1	1	Hatchling
1,801-3,800	2	2	Hunter
3,801-7,800	3	3	Warrior
7,801-17,900	4	4	Champion
17,901-35,000	5	5	Chief
35,001-70,000	6	6	Gladiator
70,001-126,000	7	7	Shield
126,001-252,000	8	8	Guardian
252,001-505,000	9	9	Knight
505,001-760,000	10	9+4	Paragon
760,001-1,100,000	11	9+8	Paragon

Lizardmen warriors gain 260,000 experience points per Skill Level for each additional Skill Level beyond 11. Lizardman warriors gain 4 HTK per Skill Level greater than 9.

NOTE: The Skill titles above are rough translations of the lizardman terms.

everyone participates in the massive feast and drinks heavily of a special alcoholic beverage made from fermented mare's milk and dates.

The other holiday is known as the Wife Raiding Party which usually only occurs once during each sheik's reign. This holiday occurs when a new sheik decides that it is time he took a wife from the tribe of the Moon Pool. The sheik, a band of his closest friends and best warriors, and one of the tribal shamans spend the day ritually preparing themselves for battle. The selected shaman prays for the raid's success, and blesses each member of the party.

That night they leave for the oasis of the Moon Pool, riding hard all through the night. Two days later, at midnight, they raid the Moon Pool tribe, and their sheik kidnaps one of the daughters of the Moon Pool's sheik. They then ride hard back toward the Blessed Pool oasis. Anyone following them is stopped by a sandstorm called up by the accompanying shaman.

When the raiding party returns to the Blessed Pool, the sheik and his new wife are

married by the elder shaman. Then a great wedding party is thrown in honor of the couple. So far, each of the kidnapped wives has fallen in love with her captor. There are rumors that the young daughters of the Moon Pool sheik are thrilled by the romantic tale of being kidnapped by a handsome young sheik, and each hopes that she will be the one captured by the sheik of the lizardmen.

Daily Life

The lizardmen have a diet of meat and plants that they have to work hard at supplying for themselves. Their gardens are kept above ground near the oasis pool in the middle of the ruined city. They cultivate the garden plants to make it appear as though the garden is growing wild. This keeps any accidental visitor from detecting the tribe's presence. The livestock and horses are kept on the surface in various buildings and corrals that are made to look ruined and abandoned. The desert

Desert Lizardman Shamans Table

Experience Points	Skill Level	6-sided HTK Dice	Skill Title
0-2,000	1	1	Appretice
2,001-4,000	2	2	Acolyte
4,001-8,000	3	3	Adept
8,001-18,000	4	4	Witch Doctor
18,001-36,000	5	5	Priest
36,001-60,000	6	6	Claw of Sliash
60,001-100,000	7	7	Claw of Hsrara
100,001-200,000	8	8	Claw of Rega
200,001-350,000	9	9	Claw of Surtak
350,001-600,000	10	10	Shaman
600,001-900,000	11	11	Shaman
900,001-1,200,000	12	11+2	Shaman
1,200,001-1,600,000	13	11+3	Elder Shaman
1,600,001-2,000,000	14	11+4	Saint
2,000,001-2,400,000	15	11+5	High Elder

NOTE: Lizardman shamans can only progress as far as Skill 15. The Skill titles above are rough translations of the lizardman terms.

lizardmen's diet is further supplemented by various blind fish and crustaceans that live in the underground pool.

If sentries detect anyone approaching the city, all the livestock is quickly herded through a large entrance to the underground area where the lizardmen live. The entrance is carefully hidden and is almost impossible to spot. If anyone decides to actually spend a night in the city, the lizardmen use a number of scare tactics to force the intruders to leave. The lizardmen make strange noises throughout the night and quietly move around the city, occasionally screaming. Hopefully, this succeeds in frightening the interlopers enough to make them leave the city.

When the lizardmen need supplies that can't be obtained in the desert, or when they want some luxury items, a small band travels to Sauromne and buys the supplies. Local mer-

chants informed us that they pay for the goods with very ancient gold coins. It is believed that they get the money by braving and looting other abandoned cities.

New Weapons

Shkra

DM: 1D4+1 (S, M)/1D2 (L)

The shkra is a hand-sized metal ring with the outsides sharpened to a razor edge. A lizardman trained with these weapons can throw two per round with a maximum range of 30 yards. The ancients who lived in the city apparently used the shkra as weapons, and the lizardmen have found many of them lying about. They use the shkra they find because they have no means of making them themselves, and the weapon smiths of Sauromne cannot make a perfectly balanced shkra.

The shkra found in the city are made of a blue alloy that has resisted the ravages of time. They are also superbly balanced, allowing them a non-magical +1 bonus "to hit." All the tribal lizardmen of the Blessed Pool start out owning two shkra.

Character Classes

Members of the lizardman tribe that live in the desert can either be warriors, shamans, or tribal dervishes. All the desert lizardmen have the special physical characteristics and abilities mentioned earlier in this chapter. In addition, they are all expert riders and are able to make a good estimate on the monetary value of any horse (95% accuracy).

Warriors

Riders of the Blessed Pool do not use tail weapons, because most of their fighting is done from horseback. The warriors of the Blessed Pool tribe use the same Combat Table, Savings Throw Table, and Weapon Proficiency Table* as the fighter Character class described in the standard rule book. They are expert horse riders and are able to make attacks from their charging horses. Due to their expertise, they are able to guide their horses with their knees, while using both hands for holding weapons. Characters must have STR and STA scores of at least 9 to be eligible to be warriors. They can be of any Neutral alignment.

*Warriors start out with weapon proficiencies in dagger, scimitar, short bow, and shkra.

Shamans

The shamans of the Blessed Pool tribe are similar in almost all respects to the shamans of the common lizardman tribes, using the same Combat Table, Saving Throw Table, and Weapon Proficiency Table as the cleric Character class described in the standard rule book. They start out with weapon proficiencies with the sling, dagger, and shkra, and already own the weapons. They are trained horse riders just like the rest of the tribe but they have not learned how to control a horse with just their

knees. Unlike most lizardman shamans they do have the ability to turn undead as if they were a cleric of the same Skill Level.

NOTE: The following two tables are for the cleric and magic-user spells a shaman can learn at a given Skill Level. However, the shaman can only cast the number of spells listed under the cleric listing per level (e.g., at Skill 1, a shaman can learn 1 Skill 1 cleric spell *and* 1 Skill 1 magic-user spell, but can only cast one of those spells. At Skill 2, a shaman can learn 2 Skill 1 cleric spells *and* 2 Skill 1 magic-user spells, but can only cast 2 of these spells in any combination, etc.).

Dervish

Some of the members of the Blessed Pool tribe become dervishes, a form of desert ranger. These are the raiders that usually accompany the sheik on raids and buying trips to Sauromne. They also serve as the lookouts for the oasis of the Blessed Pool.

The desert dervishes must be Neutral Good, and must have a STR of at least 13, INT of at least 12, INS of at least 12, and STA of at least 14. Dervishes use the same Skill Level and HTK Die Table, Combat Table, Saving Throw Table, and Weapon Proficiency Table as the ranger Character class described in the standard rule book. Lizardmen can only reach a Skill Level of 15 when they are desert dervishes.

Dervishes are experts at moving quietly and hiding in outdoor settings, especially in the desert. They are able to Move Silently and Hide in Shadows as a thief of the same Skill Level (as listed in the standard rule book). The success chance for such abilities are halved if the dervish is attempting them in a non-desert setting.

Desert dervishes have the same tracking abilities as rangers in the standard rule book. If tracking in a non-desert setting the chance of success is halved.

At higher Skill Levels, desert dervishes are able to cast druid spells and magic-user spells, as per the ranger rules in the standard rule book. Their casting of certain spells is somewhat limited (see **Shamans** under Character Classes).

In addition to the normal horse skills known

by members of the Blessed Pool tribe, desert dervishes are even more skilled at riding horses. When a dervish is riding a horse into battle or charging, the AC of the horse and its rider are increased by -1 due to their superb teamwork.

The dervish can vault into the saddle (or onto the bare back of his horse) and have the horse moving in 1 segment. The horse can be standing still or moving. To do this successfully the dervish must save against his DEX on 1D20 with a +2 penalty to the roll if the mount is moving.

The dervish knows how to coax his horse into leaping obstacles or across gaps. As long as the obstacle is 3 feet tall or less, or the leap 15 feet long or less, the dervish and his horse have no problem making the leap. If the distance is greater, the dervish has to make a save against INS, with a +1 penalty to the roll for every extra foot of distance that needs to be crossed.

The dervish can urge an extra 1D4 yards of movement per round from his horse for 1 turn. Also, the dervish can perform a special maneuver in which he leans to one far side while riding his horse. While he is situated thusly, his AC increases by -4 from attacks coming from the opposite side but all successful attacks hit the horse. He can only perform this maneuver if he is wearing no armor and he must successfully save against DEX every round while doing this or he falls. While riding, an attacking dervish gets a +1 "to hit" due to his training in attacking while on horseback.

The dervish starts out with weapon proficiencies with the scimitar, dagger, short bow, and shkra. The dervish cannot wear armor; however, he is allowed to use the various magical protection devices such as Cloaks and Rings of Protection, etc.

trol Weather spell except that it can only create a sandstorm. This spell is usually used by the tribal shaman who accompanies a raiding party. This spell creates a large sandstorm directly behind the shaman. The spell affects an area of 5 square miles, slowing down anyone caught in it and wiping out any tracks in the spells area of effect.

Anyone caught in a sandstorm who does not protect his eyes is temporarily blinded. Until a person's eyes are protected and the sand already in them washed out, he is partially blinded (-2 to hit). A person caught in a sandstorm must protect his mouth too or he gets sand in his respiratory tract causing a bout of coughing for 1D6 rounds and takes 3 HTK of damage. Movement in a sandstorm is at half normal rate and there is a 50% chance that anyone involved moves in the wrong direction.

Sand Scrying (Divination)

Skill Level: 6

Components: V, S, M

Range: 2"

TTC: 10 rounds

Duration: 10 rounds

Saving Throw: None

Area of Effect: *Special*

When casting this magic-user spell the caster must build a small bonfire on the surface of a pile of sand. After casting the spell, the bonfire begins burning with an intense magical heat. One round later the fire goes out revealing a piece of fused glass. The glass then functions as a typical magical crystal ball (see the standard rule book). At the end of the duration of the spell, the glass cracks and is useless.

New Spells

Create Sandstorm (Alteration)

Skill Level: 5

Components: V, S, M

Range: 0

TTC: 5 rounds

Duration: 24 hours

Saving Throw: None

Area of Effect: 5 sq. miles

This clerical spell is similar to the Con-

Shaman (Cleric) Spell Progression

SHAMAN	SPELL SKILL LEVELS						
Skill	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	1					
5	3	2					
6	3	3	1				
7	3	3	2				
8	3	3	3	1			
9	4	4	3	2			
10	4	4	3	2	1		
11	5	4	4	3	2		
12	6	5	5	3	2	1*	
13	6	6	6	4	2	2*	
14	6	6	6	5	3	2*	
15	7	7	7	5	4	2*	1**

*Only usable by shamans with 17+ INS.

**Only Usable by shamans with 18+ INS.

Shaman (Magic-User) Spell Progression

SHAMAN	SPELL SKILL LEVEL								
Skill	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	1							
5	4	2							
6	4	2	1						
7	4	3	2						
8	4	3	3	1					
9	4	3	3	2					
10	4	4	3	2	2				
11	4	4	4	3	2				
12	4	4	4	4	3	1			
13	5	5	5	4	4	2	1		
14	5	5	5	4	4	2	2	1	
15	5	5	5	5	5	3	3	2	1

Chapter six:

The Lizardmen of Tek



Dear Jeremy,

After leaving the port of Sauromne, the Dolphin continued its voyage northward following the coast of the continent of Askelon. A few days later, we landed at a small trading village appropriately named Port Barter which is located at the headwaters of the great Serpent River. Hisspeck had learned that the river would take us into the heart of the Tek rain forest, straight to a small lizardman tribal nation. Various merchants admitted to having traded with these mysterious lizardmen when they came to Port Barter, but none of them knew exactly where their village lay in the murky forest.

We hired a wily-looking guide named Porqua, who smiled at us with teeth that had been filed to points, and told us that he had belonged to one of the primitive human tribes of the rain forest, but that he shunned his tribe's cannibalistic ways in favor of life as a farmer.

The first few days of travel down the lazy Serpent River were without incident. Hisspeck and I were astonished by the variety of life in the river and on its banks. The wild beauty of it all made me never want to return home. After a week of travel down the river, Porqua had us land the boats and begin moving through the dense vegetation. Porqua told us that many reports had placed the lizardman tribe in the immediate vicinity.

That night, we were overrun by members of Porqua's traitorous tribe. Porqua felt it necessary to tell us that he had indeed given up his tribe's penchant for cannibalism, but he still provides them with an occasional meal, while he robs their victims of their possessions. He enjoyed telling us that we would be the guests of honor at a feast that night, in which we would be the main course.

Hisspeck and I waited to be sautéed, fearing that this was the end. Suddenly, Hisspeck quietly pointed out some movement in the dark forest surrounding us. The cannibals began to drop, wounded by a rain of darts and other weapons. A horde of lizardmen suddenly jumped from the nearby trees and glided slowly down on flaps of skin that grew between their arms and torsos.

These quiet lizardman warriors descended unarmed, attacking with their hands and feet. The

cannibals' primitive weapons gave them no advantage against the unarmed combat skills of our saviors. In a matter of minutes, all the cannibals were dead or mortally wounded.

The apparent leader of the lizardmen released us from our bonds. He greeted us in his native language, and Hisspeck and I greeted him in the dialect of the common lizardman. Hisspeck then started a rapid conversation with the leader, telling him about our mission and purpose. The leader nodded and smiled at us shyly. He then told me in the common tongue that we were more than welcome to be guests at his people's humble village and observe their ways.

We quickly gathered our gear and followed the leader and his small band into the jungle. An hour later, our newly-found friends stopped in a grove of immense trees that looked to be hundreds of years old. The leader, Hungshi, motioned for us to begin climbing a vine hanging from one of the trees.

A curious Hisspeck and I looked up and saw that the lizardmen's village was built high in the tree-tops. Their wooden huts were built on platforms that rested securely on the boughs of huge trees. Wooden bridges and catwalks connected the huts and platforms. Looking at each other, Hisspeck and I shrugged in resignation, and began the strenuous climb up the vine. After a few minutes of climbing, we reached the end of the vine and a large platform set in the center of the unique village.

We stayed with our gracious hosts for two weeks, learning about their ways and their philosophy. Out of all the lizardmen I have met so far, they are the most polite and calm tribe. While I was there, they showed me a few of their unarmed combat techniques. Of course, without a tail, I was not able to perform all their combat maneuvers.

Before we left the company of the Tek lizardmen, I noticed Hisspeck once again passing along a parchment scroll to the leader of the tribe. I trust Hisspeck, but my curiosity concerning the scrolls is increasing. I want to confront him with the matter, but I don't want to risk ruining our friendship—especially because he is the only friend I have on this journey.

Your friend,

will

The Lizardmen of Tek

STR: 3D6 *INT:* 3D6 *INS:* 3D6+2

STA: 3D6 *DEX:* 3D6+1 *APL:* 3D6 (-2
when dealing with non-lizardmen)

HTK: Per Character class/Skill Level

AC: 5 (unarmored)

MV: 9", *AL:* L. Neutral

AT: Per Character class/Skill Level

DM: By weapon or spell (tail: 1D4)

THACO: Per Character class/Skill Level

HT: 5' to 5'8", *WT:* 130 to 180 lbs.

Specials: See following

History

While the Meraska Empire was still young a small cult gained some prominence. They worshipped the Neutral aspects of Surtak and the other lizardman gods, felt that war and violence should only be used as a last resort, and even then only believed in fighting defensively. They believed that Surtak expected them to perfect their mind and body, and to depend more on themselves than on wealth and material items. The followers of this cult, called the Sentinels of Surtak, had won a grudging respect from the other lizardmen by the time the Meraska Empire fell. The sentinels and their families were allowed to leave through Surtak's Gate as a group.

They found themselves in a humid rain forest surrounded by huge trees. They also found their bodies radically changed by The Scattering. The sentinels took all this in with their usual calmness and set about rebuilding their lives.

Due to the number of dangerous predators that roamed the floor of the rain forest, the Sentinels of Surtak decided to sleep on the large boughs of the trees. They soon realized that with a little effort they could build their homes in the large limbs of the ancient trees. Their unique physical changes also made this upward move logical (see **Physiology**, following).

A year later they learned how to survive in the rain forest and had completed their village in the trees. They then went back to their usual

routine of prayers, meditation, and constant training in their type of unarmed combat. When a small trading village appeared at the mouth of the Serpent River, the lizardmen began to deal with the merchants. The sentinels traded various medicinal plants and herbs they harvested in the rain forest.

One of the merchants, Hoo Sung-do from the mysterious eastern lands, saw that some of the sentinels' weapons reminded him of the exotic weapons that his people carried. Realizing that many of their old weapons were in poor condition, he offered to arrange to ship similar weapons from his country in return for the promise that they would trade only with himself and his family. The sentinels agreed and were soon receiving new weapons and other goods while the merchant made a tidy profit. Sung-do was an honorable man who treated the sentinels fairly. The Sung-do's soon became a wealthy merchant family and continued their fair treatment of the sentinels.

Over the years a number of younger members of the merchant clan have lived for a brief time with the sentinels. While living with them, the Sung-do family members learned many forms of the sentinels' martial arts and in return taught the sentinels much of the Eastern martial arts and weapons use.

The sentinels' way of life has not changed much over the years and has remained peaceful except for occasional battles with the cannibalistic primitive human tribes that also inhabit the Tek rain forest.

Physiology

The lizardmen of the Tek are slightly shorter than the common lizardmen and their bodies are less bulky. Their skin is normally a light green but has chameleon capabilities that they are able to consciously control.

There is no webbing between their toes and fingers. Instead, the ends of their toes and fingers end in small sucker-like projections that allow them to easily climb any relatively smooth surface, such as the barks of native trees. Unfortunately, the suckers also replace the typical claws on their feet and hands.

Their tails are like those of the common lizardman except that they are not as thick, but are much more supple. The lizardmen have almost complete control over their tails and use them in their style of martial arts.

Another unique feature of the lizardmen of Tek is their gliding ability. A thin layer of leather-like skin is connected from their arms to their torso. When falling from a height they are able to spread their arms and the flaps enable them to glide gently down. The flaps of skin are very tough, and have also been incorporated into their martial arts style.

Their teeth have completely disappeared, replaced by a hardening of their gums. This has caused no problem since the lizardmen of Tek are now vegetarians.

Reproduction

Like most lizardmen the Tek tribe members have a mating season only once a year. One month after the mating season, a small egg is laid by the female. The egg is kept safe, and two months later a small hatchling emerges from the egg.

Path to Adulthood

The first year of the hatchling's life is quiet, and he is kept inside a sort of crib. At the end of the year, he has learned how to walk and is allowed to explore the village, but is not allowed to leave the safety of the trees.

By the time the lizardman reaches the age of eight, he has learned to communicate in his native tongue, and has begun classes which include philosophy, meditation, simple science and mathematics, and various arts. In addition to those classes, he also has begun his training in honing his physical body to perfection. This training lasts for the next five years, until he reaches his full growth potential around age thirteen.

The children are taught to open their minds to everything around them, and to view everything as part of the cycle of life. They are also taught how to train and discipline their minds, learning to control their emotions.

While the children are receiving their train-

ing, they also perform a number of menial chores for the village, such as cleaning and repairing the village. Males and females are treated equally, both receiving the same chores and training.

When they reach the age of thirteen, the youngsters are considered to be adults and must start acting responsibly. They participate in a number of mental and physical contests in front of the whole village. In addition, each youngster is questioned in a private meeting by the village council. They are then judged on whether they are responsible enough to take on the mantle of adulthood.

Occasionally, a youth is considered too brash and immature to become an adult; he must wait a year and then go through the process again. Hopefully on the second try he is allowed to become an adult. Youngsters who must repeat the process have to build themselves small huts on the edge of the village and stay there for one year. During this time, they are not allowed to talk to anyone, and they must do nothing but meditate and practice in their unarmed combat skills. They do not have to perform chores during that year and are given food to eat from the village supplies.

Culture

Even though the lizardmen of Tek live in a wild and uncivilized land, they have maintained a high degree of civilization and art. The village is led by six council members: one male and one female tribal shaman, one male and one female who are considered to be the most intelligent and enlightened members of the tribe, and finally, one male and one female who are the best fighters in the tribe. Every five years, contests are held to decide who the new council members will be, with the entire tribal nation deciding who wins the contests. Council members can keep entering the contests and winning their position as long as they are able.

Lizardmen of Tek usually mate for life and live with their mates in one of the wooden tree houses that they build together when they are first joined. There are no contests to determine who can mate with whom, the choice of love is

made by the male and female. Unlike most lizardman tribes, the hatchlings are raised by their real parents, but all the members of the tribe consider the young ones to be their foster children and treat them with love and respect.

The culture of the lizardmen of Tek is based on an important sense of honor and self respect. It is not the strict honor and respect in which many human cultures of the Eastern lands indulge; instead, it is a quiet, personal honor and humility that guides them. The lizardmen are not so bound by their beliefs that they are blinded by them.

Religion

The lizardmen of Tek have no religious holidays; they are a quiet and calm people who do not like to show outbursts of emotion. Also, every day they spend 1-4 hours in prayer and meditation.

Daily Life

The village chores are shared equally by tribal members, except for the gathering of rare herbs on the rain forest floor. Only the most trained warriors go out to pick the plants, due to the many dangerous predators and violent, primitive tribes of humans.

Stationed in the trees, the best warriors also serve as guards for the outskirts of the village. They guard against incursions from the great cats and giant snakes that can sometimes lair in the tree boughs.

New Weapons

The lizardmen of Tek use a number of unique martial arts weapons. A brief description of these weapons follow. The first damage listing is for when the weapon is used against man-sized or smaller opponents; the second damage rating is for when the weapon is used against large opponents. If the GM has access to a standard rule book featuring rules for martial arts and various weapons of the Orient, he should look through the book and make any changes he wants to the sentinel Character and these various martial arts weapons.

Bo Stick

DM: 1D6/1D6

The bo stick is a long staff made of either hard wood or metal. Those made of wood are about 7 feet long, while the ones made of metal are about 6 feet long. They both do the same amount of damage.

Jo Stick

DM: 1D6/1D3

The jo stick is a smaller version of the bo stick that can be held in one hand. They are made of either metal or wood and are sometimes used in pairs. A sentinel that uses 3 of his weapon proficiencies on jo sticks can attack 2 times per round with no penalties.

Kama

DM: 1D6/1D4

The kama is a straight-bladed sickle often carried by the lizardmen who are out harvesting wild plants that grow in the Tek.

Lajatang

DM: 1D10/1D12

The lajatang is a deadly weapon in the hands of a martial arts expert. The lajatang is a 5-foot-long wooden shaft with crescent-shaped blades attached to both ends.

Naginta

DM: 1D8/1D10

The naginta is a light glaive with a 6-foot shaft ending in a curved blade.

Nunchaku

DM: 1D6/1D4

The nunchaku consists of two short wooden sticks or metal rods (each about 1-foot-long) connected to each other by a short length of chain, rope, or leather. This weapon can be used to parry, entangle, disarm, or strike opponents. (See the standard rule book concerning such special combat options.) When the sentinel spends a total of 4 weapon proficiencies on the nunchakus he can use two at once, attacking with them 2 times per round with no penalties.

Parang

DM: 1D6/1D8

The parang is a machete with a heavy blade, designed for short chopping blows. Like the kama, the parang is often carried by lizardmen while they gather plants from the rain forest floor.

Sai

DM: 1D6/1D4

The sai is a 1-foot-long iron bar with two projecting tines protecting the handle. The sai is often used to block and disarm. By spending 3 weapon proficiencies, a sentinel can use two sais at once, allowing him 2 attacks per round with no penalty.

Sang Kauw

DM: 1D6/1D8

The sang kauw is a 3-foot-long metal or wooden bar with a spearhead attached to both ends. In the center is a handguard protected by a crescent-shaped blade.

Shaken

DM: 1D4/1D2

The shaken resembles a large caltrop and can be thrown with deadly accuracy at a rate of 2 per round.

Shkatar

DM: 1D6/1D4

The sentinels and the other lizardmen of Tek train in the use of a special tail weapon called a shkatar. The shkatar consists of a wide blade attached to a pair of cross bars. The cross bars are made so that a lizardman's tail can firmly grasp the weapon. The shkatar is only usable on opponents directly behind the lizardman. A lizardman of Tek receives no penalties when attacking an opponent with this weapon.

Siangkam

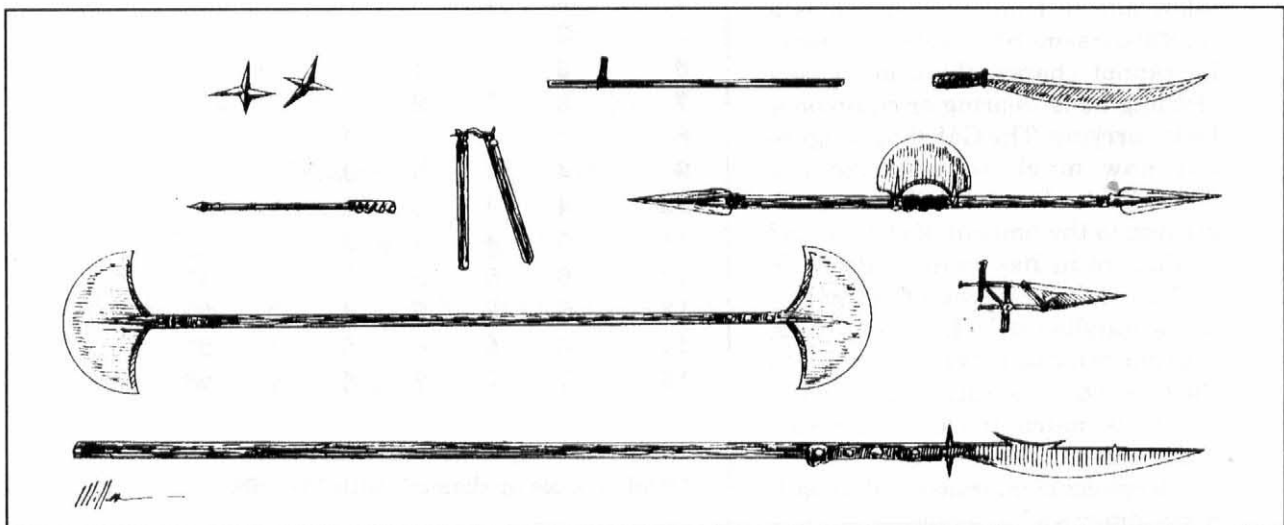
DM: 1D6/1D4

Siangkams resemble metal arrows with a wooden handle where the feathers are usually placed. They can be used to parry and attack. A sentinel can spend 3 weapon proficiencies on the Siangkam, allowing him to use one in each hand. He can then attack 2 times per round, or attack with one and parry with the other during the round.

Tonfa

DM: 1D6/1D4

The tonfa is a 2-foot-long wooden rod with a small wooden handle sticking out near one end of the rod. The rod is then held along the



forearm to parry and block or it can be swung outwards to attack. Using 3 weapon proficiencies allows the sentinel to use 2 tonfa at once (either attacking with both or blocking with one and attacking with the other) in 1 round with no penalties.

Character Classes

Lizardmen of Tek can be tribal shamans or sentinels (warrior/monks). All lizardmen of Tek are Lawful Neutral and are experts at meditation. One hour of uninterrupted meditation equals three full hours of uninterrupted sleep. During the meditation period, the lizardmen are immune to the effects of hunger, thirst, and extreme temperatures. At the same time the meditating lizardmen are completely aware of their surroundings and do not suffer penalties from surprise. Each hour of meditation also allows each lizardman to regenerate 1 HTK of damage. In addition, no attempt to read the meditator's mind or control it works.

The sucker-like projections on the ends of each lizardman's fingers and toes allow him to climb walls like a thief of the same Skill Level. He can only do this on relatively smooth surfaces (GM's discretion). Also, a lizardman's chameleon-like abilities allow him to Hide in Shadows as a thief of the same Skill Level. Of course, he cannot change the color of any clothing he is wearing or equipment he is carrying. The GM should figure out how much to penalize the Character's chance of discovery according to the amount of clothes and equipment he has on him. Also, this ability works best when the Character is standing still. If he is moving, the chance for success is halved due to the strain of constantly changing the colors to match the changing surroundings.

The glider membranes underneath a lizardman's arms allow him to glide

Shaman (Magic-User) Spell Progression

SHAMAN Skill	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	1							
5	4	2							
6	4	2	1						
7	4	3	2						
8	4	3	3	1					
9	4	3	3	2					
10	4	4	3	2	2				
11	4	4	4	3	2				
12	4	4	4	4	3	1			
13	5	5	5	4	4	2	1		
14	5	5	5	4	4	2	2	1	
15	5	5	5	5	5	3	3	2	1

Shaman (Cleric) Spell Progression

SHAMAN Skill	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	1					
5	3	2					
6	3	3	1				
7	3	3	2				
8	3	3	3	1			
9	4	4	3	2			
10	4	4	3	2	1		
11	5	4	4	3	2		
12	6	5	5	3	2	1*	
13	6	6	6	4	2	2*	
14	6	6	6	5	3	2*	
15	7	7	7	5	4	2*	1**

*Only usable by shamans with 17+ INS.

**Only Usable by shamans with 18+ INS.

gently down if he falls from a height greater than 10 feet. For every 10 feet he falls, the lizardman is able to travel 1 foot of vertical distance, or he can simply spiral slowly down, gaining no vertical distance. Strong winds, magical or natural, force the lizardman to save against his DEX on 1D20. If he fails, he loses control and falls uncontrollably. For every 10 feet of distance fallen, he can attempt to regain control with another save against his DEX, at a +2 penalty cumulative with each control attempt.

Shamans

Tek tribal shamans are similar in most respects to the shamans of the common lizardmen. They use the same Combat Table, Saving Throw Table, and Weapon Proficiency Table as the cleric Character class described in the standard rule book. They must be Lawful Neutral and must have an INS score of 9 or higher. Due to their physical training, they get 1 extra HTK per Skill Level. They are able to cast the same spells as common lizardman shamans with the same bonuses and penalties.

Due to meditative training, shamans are

able to draw on the natural powers of their inner beings (called the Sika) a number of times per day equal to the shamans' Skill Level. When drawing on this ability, they can choose to have one of the following bonuses for one round: +1 to saving throws, +1 to any ability score, +1 to every die of HTK damage done (either physical or magical), or +1 "to hit."

Shamans are allowed to use any weapons that sentinels can use, and start out knowing how to use three different weapons. They then gain one weapon proficiency for every 3 Skill Levels gained. Shamans also train in unarmed combat, allowing them to attack as if there were sentinels of one-third their Skill Level (i.e., at Skill 3, a shaman is able to make unarmed combat attacks as if he were a sentinel of Skill Level 1).

NOTE: The two tables on this page are for the number of cleric and magic-user spells a lizardman shaman can learn at a given Skill Level. However, the shaman can only cast the number of spells listed under the cleric listing per level (e.g., at Skill 1, a shaman can learn 1 Skill 1 cleric spell and 1 Skill 1 magic-user spell,

Tek Lizardman Shamans Table

Experience Points	Skill Level	6-sided HTK Dice	Skill Title
0-2,000	1	1+1	Apprentice
2,001-4,000	2	2+2	Acolyte
4,001-8,000	3	3+3	Adept
8,001-18,000	4	4+4	Witch Doctor
18,001-36,000	5	5+5	Priest
36,001-60,000	6	6+6	Claw of Sliash
60,001-100,000	7	7+7	Claw of Hsrara
100,001-200,000	8	8+8	Claw of Rega
200,001-350,000	9	9+9	Claw of Surtak
350,001-600,000	10	10+10	Shaman
600,001-900,000	11	11+11	Shaman
900,001-1,200,000	12	11+12	Shaman
1,200,001-1,600,000	13	11+13	Elder Shaman
1,600,001-2,000,000	14	11+14	Saint
2,000,001-2,400,000	15	11+15	High Elder

NOTE: Lizardman shamans can only progress as far as Skill 15.

The Skill titles above are rough translations of the lizardman terms.

but can only cast one of those spells. At Skill 2, a shaman can learn 2 Skill 1 cleric spells and 2 Skill 1 magic-user spells, but can only cast 2 of these spells in any combination, etc.).

Sentinels

Sentinels are similar to the monk Character class which is only available to the lizardmen of Tek. They are experts in unarmed combat styles and are also proficient with a number of different martial arts weapons. They must be Lawful Neutral and must strictly adhere to this alignment or lose their special abilities. They use the same Combat Table, Saving Throw Table, and Weapon Proficiency Table as the monk Character class described in the standard rule book.

A sentinel is trained to perfect his body and mind to the outermost limits possible. He is taught to use his enlightened mind and healthy body in perfect harmony. He is trained to keep an open mind and to treat everyone fairly and with the same amount of respect. He maintains a humble and patient demeanor while he remains calm and generous.

A sentinel must have scores of 14 or higher in STR, INS, and DEX. He must also have scores of 13 or higher in STA and INT. He gains no Armor Class bonuses from a high DEX score, nor does he gain "to hit" or damage bonuses from a high STR score.

A sentinel cannot wear armor or use shields, and cannot use poison or flaming oil either. He is allowed to use the following weapons: hand axe, dagger, javelin, spear, kama, naginta, parang, bo staff, jo stick, lajatang, nunchaku, sai, sang kauw, shaken, siangkam, and tonfa (see the previous section, **New Weapons**).

Due to special weapon training, a sentinel does 1 extra HTK damage per weapon attack for every 2 Skill Levels he has reached.

Anytime a sentinel in unarmed combat rolls a natural 20 on his "to hit" roll, there is a chance he has knocked his opponent unconscious. The opponent must make a save vs. Petrification or be knocked out for 1D4 rounds. (A sentinel cannot knock out a larger-than-man-sized opponent.)

Sentinels make saving throws on the Saving Throw Table used by thieves. When attacked by non-magical missiles the sentinel has a chance to parry or dodge any

and all shots which would normally hit him. To do this he must make a successful save vs. Petrification for each weapon that "hits." When doing this, once per round he is able to actually catch a projectile weapon that he saved against. He can do this with only one projectile weapon per round. The catching of such a weapon does not count as an action for that round.

A sentinel stays in harmony with his environment and surroundings. This means that a sentinel is surprised on a roll of 1 on 1D6.

A sentinel is also able to Move Silently, Hide in Shadows, and Climb Walls as a thief of the same Skill Level.

As a sentinel's Skill Level increases he gains the following abilities:

At Skill 3 a sentinel is able to communicate with all non-magical reptiles. However, this does not mean that the reptile reacts favorably to the or does favors for the sentinel.

At Skill 5, due to his mental training, the sentinel has a 75% chance of resisting any attempts at ESP. In addition, he is no longer affected by Slow and Haste spells.

At Skill 7 the sentinel is able to heal HTK damage done to his body once per day. He can heal 1D6 HTK of damage plus 1 HTK for every Skill Level beyond 7 that he has obtained.

At Skill 9 the sentinel gains a 25% resistance to any form of spell that affects the mind (Beguiling, Charms, Hypnosis, Suggestion, and Illusion spells).

At Skill 11 the sentinel defends against psionic attacks as if he had an INT of 18.

At Skill 13 the sentinel becomes immune to all poisons and diseases.

Tek Lizardman Sentinels Table

Experience Points	Skill Level	4-sided HTK Dice	Skill Title
0-2,500	1	2+1	Student
2,501-5,000	2	3+2	Novice
5,001-10,500	3	4+3	Brother
10,501-23,100	4	5+4	Disciple
23,101-48,500	5	6+5	Teacher
48,501-100,000	6	7+6	Master
100,001-205,000	7	8+7	Enlightened Master
205,001-360,000	8	9+8	Master of Wind
360,001-505,000	9	10+9	Master of Water
505,001-710,000	10	11+10	Master of Fire
710,001-960,000	11	12+11	Master of Earth
960,001-1,270,000	12	13+12	Master of Snakes
1,270,001-1,800,000	13	14+13	Master of Dragons
1,800,001-2,400,000	14	15+14	Master of Reptiles
2,400,001-3,000,000	15	16+15	Master of Typhoon
3,000,001-3,500,000	16	17+16	Master of Hurricane
3,500,001+	17	18+17	Master of Enlightenment

NOTE: Lizardman sentinels can only progress as far as Skill 17.

Tek Lizardman Sentinels Abilities Table

Skill Level	AC	Move	Hand Attacks/round	Hand Attack Damage	Tail Attacks/round	Tail Damage
1	6	12"	1	1-3	1	1-2
2	6	13"	1	1-4	1	1-2
3	6	14"	1	1-6	1	1-3
4	6	15"	5/4	1-6	1	1-4
5	6	16"	5/4	1-6	1	1-6
6	6	17"	3/2	2-8	5/4	1-6
7	5	18"	3/2	3-9	5/4	1-6
8	4	19"	3/2	2-12	3/2	1-6
9	3	20"	2	3-12	3/2	1-6
10	3	21"	2	3-13	3/2	1-6
11	2	22"	5/2	4-13	2	1-6
12	1	23"	5/2	4-16	2	1-6
13	0	24"	5/2	5-17	2	1-6
14	-1	25"	3	5-20	2	1-6
15	-1	26"	3	6-24	5/2	1-6
16	-2	27"	4	5-30	5/2	1-6
17	-3	28"	4	8-32	3	1-8

NOTE: Tail attacks only affect those directly behind or to the side of the sentinel. Due to his mental training, the sentinel receives no "to hit" penalties when attacking behind or to the side of him with his tail.

Chapter seven:

TUNDRA LIZARDMEN



Dear Jeremy,

After another trip through the perilous rain forest of Tek, this time protected by sentinels, we reached the mouth of the Serpent River and the waiting Dolphin. After wishing our brave friends goodbye, we set sail once again.

The ship now headed north toward the frigid top of the world. It was several months before we reached our destination on the coast of Freonia, the land of frozen tundra. Hisspeck had heard a rumor concerning a small tribe of lizardmen that somehow survive as nomads on the frozen tundra. I found this hard to believe, considering the fact that the lizardmen are a cold-blooded species. I also displayed some concern about Hisspeck surviving in the frigid lands since he is a common lizardman.

Hisspeck explained that we are scheduled to arrive during the brief summer of Freonia, which lasts about one month. While it would be cool, he would still be able to function, although he did admit that he might be a little sluggish.

During our journey, we stopped several times for supplies and minor ship repairs. One morning I awoke to a brisk air that had a touch of cold in it. Reaching the deck, I was amazed to see the ship threading its way through a number of ice floes. Captain Alzmar explained that, even during the warmest time of the year, ice dots the surface of the sea, which remains freezing cold.

A few days later, we reached a natural harbor that already held several small merchant ships. I noticed that only one small wooden structure occupied the land surrounding the harbor. Captain Alzmar explained that the structure was a trading post occupied by a one-eyed dwarf trader named Honest Jack. The land beyond the harbor was mostly flat, with a few rolling hills further off in the distance. The ground was covered by lush green grass, which was dotted with colorful patches of beautiful wild flowers.

We soon anchored in the harbor and lowered a dinghy to take myself and Hisspeck to shore. As we rowed, I noticed a number of sailors and merchants at the area in front of the trading post. Bales of cloth, boxes of foodstuffs, and other trade items were spread all over the ground. Among the merchants were a number of short human natives dressed in furs. I noticed that a group of similarly attired lizardmen also moved amongst the traders. I couldn't help but notice that most of the human natives made it a point of ignoring the lizardmen. The merchants, as usual, paid equal attention to both parties since everyone's trading commodities are profitable.

When the dinghy reached the shore, we helped the sailors pull it onto the slightly marshy land.

Even though it had been chilly out on the water, it was quite warm on land, and an inland wind carried a scent of new grass and wild flowers. Hisspeck and I moved forward through the throng of people, trying to reach one of the lizardmen perusing the various goods. My pace suddenly slowed when my knee cracked painfully into something. Looking down, I discovered that my knee had connected with the bald pate of a rather dangerous-looking dwarf.

Glaring up at me with his uncovered eye, he muttered something to the effect of "humans need to be cut down to size so they'll learn what it's like to be a short person in a world of lumbering idiots." As he said this, he fingered a wicked knife that looked more like a short sword to somebody his size. I was rather hasty in my apology and said that I would gladly buy him a drink if there was an establishment nearby that served such refreshment.

The little fellow beamed and said that it just so happened that the trading post had a small bar. He even mentioned that he happened to know that the proprietor had some rare vintage wine behind the counter. Hisspeck and I followed the dwarf into the cool interior of the wooden structure. Most of the front half of the building was obviously a trading post, even though most of the shelves were empty. In one corner was a bar, behind which loomed a tall figure that looked to be a large bear standing upright, ready to attack!

Before I could yell out a warning, the dwarf moved behind the counter of the bar. After my eyes adjusted to the dim interior, I realized that the bear was stuffed. I heard the dwarf moving around behind the bar, rattling bottles and muttering to himself. Suddenly, he made an appreciative sound, then spoke some odd-sounding guttural words. To my amazement, the lifeless bear suddenly bent down, then lifted back up with the dwarf cradled gently in its paws. The dwarf grinned and held up a dusty bottle and three glasses in his hand.

The dwarf then proudly introduced himself as Honest Jack and filled the glasses with an amber liquid from the bottle. After paying for the price of the three glasses (he was quite adamant that I pay first) we toasted each other, then downed the drink. Hisspeck and Jack seemed to enjoy the amber liquid, but it had a rather unsettling effect on me. For a moment, I thought I had just kissed a dragon just as it was breathing fire.

After my coughing fit subsided, much to the amusement of Jack and Hisspeck, I began explaining why we were in the area. Jack grinned and told us that he would be more than happy to help us out. He quickly moved toward the door and called out several phrases in a language similar to Hisspeck's

native one. A moment later, one of the lizardmen from outside came in and walked to the bar. The pale white lizardman was introduced to us by Jack, who proclaimed him to be Hruga, leader of the lizardmen of the tundra.

I soon found myself buying several more rounds, with Hruga now joining us in consuming the potent brew. By the end of the rather boisterous evening (you haven't seen anything till you have seen a dwarf and two lizardmen on top of a bar singing and dancing), we arranged for Hisspeck and I to accompany Hruga and his followers back to their camp, which was only a few miles inland.

I don't exactly know how Hisspeck and I managed to row the dinghy back to the Dolphin, and perhaps it's better that way. Early the next morning, I was rudely awakened by Hisspeck with a bucket of soberingly cold water. Muttering vile deprecations concerning lizardmen who should have been made to suffer like humans, I prepared myself for the journey.

We arrived at Jack's trading post just as Hruga and his people were making some final deals with the wily Jack. I noticed that the two merchant ships had already pulled out of the harbor and were rapidly fleeing from sight. Jack and Hruga also seemed to be unaffected by the refreshment of last night. I made a silent promise to myself that I would probably break once again.

Hruga and his people were ready to go, as were Hisspeck and I. It was then that I made my acquaintance with one of the lizardmen's pets, a malaki, which is a white lizard the size of a large dog, and just as friendly. The beast, that I learned later was named Chooky, nudged my leg with his head while looking at me with a friendly grin. Hruga explained that Chooky and I had made friends the night before when we drank from the same cup of wine. I grinned sickly but resignedly.

We then set off at a brief walking pace, with the swift little Chooky roaming ahead like a playful pup. Even though Chooky and the native lizardmen were friendly and talkative, I couldn't help but notice that they and their pet were also very attentive to the surrounding countryside.

Just before the sun set, we reached the summer camp of Hruga and his people. Hruga told me that

his village was nearby, and I could see some of his people wandering in the area. When they noticed our arrival, the lizardmen of the village and the ones from our small party began to sing greetings to each other. I was to later learn that music and singing play an important part in their lives, especially during the long winter nights.

I soon discovered that the nearby small hills were actually sod houses held up by frames of wood and ones by large animal bones, like whales. The homes were clean, well-kept, and surprisingly cool. I was informed that, even though the camp wasn't permanent, the sod houses had been built to house the tribe when they arrived at the area in the summer. Hruga told me that a stream, through which schools of swarming salmon swim daily, was located a mile further to the north. The village members were now mostly engaged in fishing from the stream, preserving and smoking the fish that they don't eat right away.

Hisspeck and I spent a calm and peaceful week with the lizardmen of the tundra. Before we left, we became official members of the tribe and spent several nights drinking fermented caribou milk while learning tribal dances and songs. Even though the experience wasn't very dangerous, I was quite exhausted by the time we left. After one more night of drunken fun with the cocky Honest Jack, we set sail, with me bravely guarding the bow rails.

During our stay, on one of many drunken nights of singing and dancing, I noticed Hisspeck slip Hruga one of his mysterious scrolls. I seem to remember Hisspeck noticing me watching him pass the scroll, and I think he smiled warmly at me. Then again, that night is not completely clear in my mind. I'm glad I remembered to keep extensive (yet sloppy) notes about the tundra lizardmen while I was staying in the village since I can't completely remember everything in detail.

The next time I write to you will be after our visit with the Mad Lizardmen of Pang-Leng. Hisspeck and I are both worried by stories we have heard about this isolated city of lizardmen. I secretly fear that this might be the last time you hear from me. If it is, thank you and I look forward to sharing a drink with you in the afterlife.

Your friend,

لادن

Lizardmen of the Tundra

STR: 3D6+1 *INT*: 3D6 *INS*: 3D6
STA: 3D6+2 *DEX*: 3D6-2 *APL*: 3D6 (-2
when dealing with non-lizardmen)
HTK: Per Character class/Skill Level
AC: 6 (5 due to fur clothing)
MV: 8", *AL*: Any Neutral
AT: 1, *DM*: By weapon or spell
THACO: Per Character class/Skill Level
HT: 4'8" to 5'6", *WT*: 100 to 160 lbs.
Specials: See following

Malaki

HTK: 3D8, *AC*: 5
MV: 12", *AL*: Neutral
AT: 1, *DM*: 1D6
INT: Animal
THACO: 16, *SZ*: S
Specials: Tracking scent

Malaki are members of a small species of lizards that the lizardmen of the tundra use to pull their sleds and help them hunt. They are about the size of large dogs and have the same sort of disposition. They are friendly toward those they know to be friends, suspicious toward strangers, and do not hesitate to attack anyone they perceive to be an enemy or if they are told to attack by their owner. They are fast for lizards, and unlike most lizards they are not affected by extreme cold.

The malaki smell with their tongues like their owners, but the malaki have a much more sensitive sense of smell which allows them great tracking abilities. Their eyes have a special nictitating membrane that drops over their eyes when the sun glares brightly off the snow and ice (see **Physiology**, following).

Their feet are not webbed but they have long claws that are hooked at the end to help them gain a firm grip upon ice and snow. Their skins are white and softer than those of ordinary lizards. They attack by biting with their powerful jaws.

History

This group of lizardmen traveled through Surtak's Gate and found themselves on a vast, frozen plain. They were changed by the trip; they could now withstand cold much better than before. Luckily, they found a pile of heavy winter clothing and other supplies nearby,

provided by Surtak. The first night in their makeshift shelters proved to be nearly too much for the lizardmen but the shamans were contacted by Surtak and told what the tribe needed to do to survive.

The next morning the shamans began training the other lizardmen on how to survive on the tundra. After a few years of practice the lizardmen grew proficient in tundra survival. Due to the fact that the shamans had to show the people how to survive at first, the leader of the tundra tribe has always been the eldest shaman.

Physiology

The skin of the tundra lizardman is slightly softer than that of a common lizardman's. The skin is also completely white, making him very hard to locate when he is hiding among the ice and snow.

The tundra lizardmen have learned how to dye their skins and furs the same color of white, using plants that only grow on the tundra during the summer month. Their unique blue eyes are protected by a special nictitating membrane which not only keeps stinging bits of blowing snow from encumbering the lizardman's sight, but prevents snowblindness when the glare of the sun shines off the ice-covered ground.

The lizardmen of the tundra are much shorter than most lizardmen, but not as short as the Marsh Runners. This lack of height (4-5 feet) reduces the amount of wind resistance; they are rather stout and wide for humanoids of their height. Unlike other lizardmen, they do not possess tails, and do not seem to miss the extra appendage. (Lizardmen folktales tell that when the first lizardmen arrived on the tundra their tails froze and dropped off. Since then no tundra lizardmen has been born with a tail.)

The tundra lizardmen have no webbing between their toes or fingers, but they do possess claws on their feet. These claws are slightly more hooked than usual, allowing them to dig into the snow and slippery ice.

Ecology

The lizardmen of the tundra differ immensely from common lizardmen. The most astounding difference is that even though they are still reptiles in appearance, they are now

warm-blooded animals. If they were not, they would not be able to survive the extreme cold of the tundra. At the same time, they are not completely immune to cold; they have about the same tolerance for freezing temperatures that humans in the same environment have gained over time.

Reproduction

The lizardmen of the tundra mate only once per year, during midwinter. An egg is laid two months after the mating. The egg is then carried in a special pouch that the female wears under her clothes. The egg hatches two months later, releasing a small hatchling that stays in the warmth of the egg pouch for two more months. By that time the hatchling is able to stand and walk on two feet, and the tribe has reached the summer encampment by then.

A month later the lizardman youth is walking on his own and has grown to about a height of 2 feet. After another month, while the caribou are being hunted, the hatchling has become even stronger. This is good because the harsh journey through the snows to the winter camp now begins. By the time the youth has reached the age of 10, he has reached his full height and is considered an adult. The tundra lizardmen do not make their young participate in any sort of test of adulthood. They believe that merely surviving in the harsh conditions of the tundra is proof enough.

Culture

The shaman of the tundra tribe also serves as the chief. This is because when the lizardmen first arrived in the tundra, the tribal shamans were contacted by Surtak. Surtak told the shamans what the tribe had to do to survive.

The eldest and most experienced shaman is made the chief, and when he dies, the senior apprentice shaman is made the new chief.

Tundra lizardman couples mate for life and raise their children themselves. During the coldest winter months the female adults and children do nothing but prepare the food brought back by hunters, and work on repairing clothes or making new ones from skins. The males spend a lot of time in the main meeting lodge, telling stories, singing, and dancing. Singing is a very important part of the culture, and they even have singing duels. In these duels the

males sing insults at each other while the rest of the males listen. The males then vote on who sang the best insults.

Tundra lizardmen do not get along well with the human tribes that also share the tundra with them. The tribes look on them as competitors for the meager game that exists in the tundra. Despite the fact that the lizardman tribes and the human tribes are similar in many ways, there are often small skirmishes between the two groups.

Religion

The tundra lizardmen are very religious since they know that they are only able to survive due to the knowledge passed on to them by Surtak. The shaman chief leads the hunters in a group prayer before they leave in the morning to go hunting, and another one when all the hunters arrive back at the camp that afternoon. Before they set up camp at a new spot, the shaman chief blesses the spot and prays to Surtak.

Daily Life

The lizardmen of the tundra live a harsh nomadic life. A typical year in the life of the tribe requires that it moves several times, always toward the current food source.

Toward the end of the brief tundra summer, the lizardmen move farther inland toward the migrating herds of caribou. For a few brief weeks, the whole tribe participates in the hunt. The females and children howl like wolves and make other loud noises, causing the caribou to flee in a certain direction. The caribous' flight leads them right into an ambush of males, who hide behind small stone walls or in shallow depressions in the snow. The males try to slay as many caribou as possible with their bows when they come near.

It is important for the tribe to kill as many caribou as possible since the frozen and preserved meat help feed the tribe during the harsh winter months. Their skins are also used by the tribe to make clothing and other items. During the next few months of autumn, after the caribou have left the vicinity, the tribe lives off its cache of caribou and fish (caught during the summer months). The temperatures start to drop and soon even their sod houses begin to get cold.

The tribe then begins its harsh and long migration to the coast and the seals. By the time they reach the coast, winter has frozen the ocean around the land. The tribe moves onto the thick ice and begin setting up their winter camp.

After reaching the campsite the men begin building their unique huts called scaraqs which are made of ice blocks. They cut out blocks of ice and begin putting together a dome-shaped structure, working from the inside. On the outside the females and children use snow to fill in any cracks or holes in the structure. A low entrance corridor is dug out beneath the snow. The entrance faces southwards, away from the arctic north winds.

A scaraq is about 15 feet in diameter. A low sleeping platform, made out of ice blocks and snow, is built in the hut. The female then enters the hut and begins spreading furs on the platform on which the family sleeps. She then lights a small stone lamp using embers that she has kept with her. The lamp burns using pieces of moss gathered during the summer, and seal blubber. The heat melts the inner structure of the dome causing some of the ice to melt and run down the walls. The water then refreezes, forming a thin layer of ice which cements the blocks together even tighter.

While the females are fixing the inside of the family ice huts the men build a larger one where they hold meetings and ceremonial dances. A few smaller ice huts are built by the younger members of the tribe; some serve as toilets and others are used for storage.

After a day of rest following the building of the village huts, the men begin seal hunting. As winter approaches and the sea begins to freeze, the seals scratch small tunnels through the water as it freezes; the seals need to

resurface through these holes in the ice so they can catch a breath of air. The water over the breathing holes lightly freezes over and becomes covered with snow. The lizardmen depend on their malaki pets to detect the hidden breathing holes.

After a malaki has found a seal breathing hole, the lizardman chops away the top ice and uses his harpoon to feel out the general shape of the ice tunnel that leads up to the hole. The lizardman covers the hole with snow, leaving a



small hole. Then, a feather, anchored by a thin thread of sinew, is placed in the hole. When a seal comes up to the hole, the vibrations of the water cause the feather to move slightly.

The hunter then patiently waits beside the hole, harpoon in hand, waiting for the arrival of the seal. The lizardman quickly strikes with the harpoon when the seal pops up. The head of the harpoon is loosely fixed on the shaft so that the sharp head stays embedded in the seal when the harpoon shaft is lifted out of the breathing hole. The head of the harpoon is attached to a strong line that the hunter then pulls, eventually bringing the seal to the surface where it is quickly killed.

For most of the winter months the males of the tribe engage in seal hunting, moving the camp when hunting becomes scarce in an area. While the men are out hunting, the women are repairing and making new clothes out of various animal skins, and children play various games outdoors and in the larger ceremonial hut.

As the first signs of spring reappear, so do a number of small animals such as foxes and rabbits. Tired of seal meat, the men and some of the male children set crude snares and traps to catch the animals. The men also ice fish and hunt birds that begin to appear on the nearby coastal cliffs.

Early summer soon arrives and finds the tribe moving its camp back to the coast. The men still continue to hunt the seals that are now giving birth. At this time the seals are easily killed.

Now, the roofs of the ice huts have begun to drip, so the tops are cut off and replaced with tarps.

As it gets warmer the tribe prepares for the yearly whale hunts. During this time the breaking up of ice has left open channels through which the migrating whales travel. The tribe works together to assemble their small boats they use in the hunt. Each boat, which holds about eight lizardmen, is made of overlapping layers of waterproof sealskin sewn together. The skin is then stretched over frames of whale bone.

When the whales are sighted off the coast, the boats are pushed off and the chase begins. Six of the lizardmen on each boat are paddlers, another serves as the harpooner, and the last guides the boat with a rudder. The guide tries to steer the boat to where one of the great whales should resurface. As soon as the whale surfaces, the harpooner drives his weapon deep

into its side. The harpoon head is connected to a strong line with inflated sealskins attached to it. The wounded whale dives, tugging the line and the inflated sealskins with it. The boat is then guided to where the whale will most likely surface next, using the floating sealskins as a guide. Once the whale resurfaces, another harpoon is driven into it. This continues until the whale is too tired and wounded to dive.

The boat is then paddled to the side of the tired animal, and the harpooner aims one last time for a vital spot. After the whale's death throes have finished, a number of other boats come to help tow the whale back to shore. The whale is then butchered and distributed among the tribe. The meat is preserved and then placed in storage pits dug deep into the permafrost. The blubber is made into oil used as fuel for their lamps.

During this time, herds of passing walrus usually rest on the coast or on nearby ice floes. The hunters get as close as possible and then rush the large beasts with their harpoons. Walrus hunting is dangerous as they are extremely violent when cornered. However, the meat, skin, and ivory tusks are used for making important everyday items, and for bartering.

With summer in full swing, the tribe pulls up camp and begins its trek back to the interior. During the journey the snow melts and the ground becomes swampy. The sleds are abandoned and everyone is expected to carry their supplies and possessions to the summer encampment. Located near a stream, the encampment begins to take shape when sealskin tents are set up.

Meanwhile, the females and children go back to the sod houses abandoned last year and begin any repairs needed to make them livable again. The males mostly stay at the tents near the fishing stream, sometimes carrying the captured fish back to the sod houses where the females preserve them. The males begin repairing special dams in the streams. These dams are built to slow down and trap schools of salmon and other fish. During the summer encampment the chief shaman and a few male tribe members travel to the coast and meet various merchant ships that come in during the summer. They trade walrus skins and ivory for various luxuries and useful items that they cannot make themselves (such as metal weapons).

Tundra Lizardman Warrior Table

Experience Points	Skill Level	10-sided HTK Dice	Skill Title
0-1,800	1	1	Hatchlings
1,801-3,800	2	2	Hunter
3,801-7,800	3	3	Warrior
7,801-17,900	4	4	Champion
17,901-35,000	5	5	Chief
35,001-70,000	6	6	Gladiator
70,001-126,000	7	7	Shield
126,001-252,000	8	8	Guardian
252,001-505,000	9	9	Knight
505,001-760,000	10	9+4	Paragon (10th Skill)
760,001-100,010,000	11	9+8	Paragon (11th Skill)

Lizardmen warriors gain 260,000 experience points per Skill Level for each additional Skill Level beyond 11.

Lizardman warriors gain 4 HTK per Skill Level greater than 9.

NOTE: The Skill titles above are rough translations of the lizardman terms.

New Weapons

Harpoon

DM: 1D8/1D12

Rate of Fire: 1

Range: 20'-30'

A harpoon is a spear with a long rope attached to the head. It weighs approximately 5 pounds and is most often used in the hunting of large fish.

Throwing Stick

DM: 1D4/1D2

Rate of Fire: 1

Range: 20'

Throwing Sticks are odd-shaped sticks that are thrown at small game such as birds and rabbits. They are never used on medium- or large-sized opponents. The average weight of a throwing stick is 1 pound.

Character Classes

Lizardmen of the tundra can be warriors, shamans, or frost rangers, and they are always of Neutral alignment. All are expert hunters, able to track as if they were rangers of the same Skill Level, but only when they are in arctic

and sub-arctic conditions. In snow and ice they can Hide in Shadows like a thief of the same Skill Level.

Due to the primitive culture in which they live, beginning tundra lizardman Characters can only be proficient in the use of the following weapons: spear, harpoon, short bow, hunting knife, and throwing sticks.

Because they are acclimatized to the cold environment, tundra lizardmen receive a +1 to any saves vs. cold-based spells.

Warriors

Most of the members of the tundra tribe are warriors and have the tracking and survival skills previously mentioned. They use the same Combat Table, Weapon Proficiency Table, and Saving Throw Table as the fighter Character class described in the standard rule book.

They must choose their 4 initial weapon proficiencies from the list of primitive weapons in the previous section. After they have left the tundra and started adventuring, they may choose any weapons available.

They must have a score of 9 or higher in STR and STA scores. They can wear any armor they wish, but they start out owning none. Their

Shaman (Magic-User) Spell Progression

SHAMAN Skill	SPELL SKILL LEVEL								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	2	1							
4	3	1							
5	4	2							
6	4	2	1						
7	4	3	2						
8	4	3	3	1					
9	4	3	3	2					
10	4	4	3	2	2				
11	4	4	4	3	2				
12	4	4	4	4	3	1			
13	5	5	5	4	4	2	1		
14	5	5	5	4	4	2	2	1	
15	5	5	5	5	5	3	3	2	1

Armor Classes do not decrease until they wear armor of AC 5 or better. Tundra warriors use the same Skill Level and HTK Table as do common lizardman warriors.

Shamans

Shamans of the tundra tribe have the special tracking and survival skills mentioned previously. They use the same Skill Level and HTK Table, the Spell Table, and spell limitation and bonuses as the common lizardman shaman.

They start out with 4 weapons proficiencies, and must choose these weapons from those listed in New Weapons. The shamans use the same Combat Table, Saving Throw Table, and Weapon Proficiency Table as members of the cleric Character class described in the standard rule book. After they have started adventuring they may choose future weapon proficiencies from any available weapons. Also, any cold-based spell cast by a shaman has maximum duration, range, effect, and damage.

NOTE: The tables on this page are for the number of cleric and magic-user spells a shaman can learn at a given Skill Level. However, the shaman can only cast the number of spells listed under the cleric listing per level (e.g., a

Skill 1 shaman can learn 1 Skill 1 cleric spell *and* 1 Skill 1 magic-user spell, but can only cast one of those spells. A Skill 2 shaman can learn 2 Skill 1 cleric spells *and* 2 Skill 1 magic-user spells, but can only cast 2 of these spells in any combination, etc.).

Frost Rangers

The frost rangers of the tundra lizardmen have the same abilities, Skill Level/HTK table, Combat Table, Saving Throw Table, and Weapon Proficiencies Table as the ranger Character class described in the standard rule book. A frost ranger must have STR and STA scores of 14 or higher, and INT and INS scores of 12 or more. A frost ranger must be of Neutral Good alignment. When trying to use his tracking skills outside of an arctic or sub-arctic environment, his chance for success is halved. While in arctic and sub-arctic conditions the frost ranger is able to Move Silently like a thief of the same Skill Level. In other settings his chance to Move Silently is halved. He may also Hide in Shadows in non-arctic conditions with his normal chance halved.

The druid and magic-user spells he gains at higher Skill Levels are subject to the same penalties and bonuses as common lizardman shamans.

Shaman (Cleric) Spell Progression

SHAMAN Skill	SPELL SKILL LEVELS						
	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	1					
5	3	2					
6	3	3	1				
7	3	3	2				
8	3	3	3	1			
9	4	4	3	2			
10	4	4	3	2	1		
11	5	4	4	3	2		
12	6	5	5	3	2	1*	
13	6	6	6	4	2	2*	
14	6	6	6	5	3	2*	
15	7	7	7	5	4	2*	1**

*Only usable by shamans with 17+ INS.

**Only Usable by shamans with 18+ INS.

Common Lizardman Shamans Table

Experience Points	Skill Level	6-sided HTK Dice	Skill Title
0-2,000	1	1	Apprentice
2,001-4,000	2	2	Acolyte
4,001-8,000	3	3	Adept
8,001-18,000	4	4	Witch Doctor
18,001-36,000	5	5	Priest
36,001-60,000	6	6	Claw of Sliash
60,001-100,000	7	7	Claw of Hsrara
100,001-200,000	8	8	Claw of Rega
200,001-350,000	9	9	Claw of Surtak
350,001-600,000	10	10	Shaman
600,001-900,000	11	11	Shaman
900,001-1,200,000	12	11+2	Shaman
1,200,001-1,600,000	13	11+3	Elder Shaman
1,600,001-2,000,000	14	11+4	Saint
2,000,001-2,400,000	15	11+5	High Elder

NOTE: Lizardman shamans can only progress as far as Skill 15. The Skill titles above are rough translations of the lizardman terms.

Chapter eight:
The Mad
Lizardmen of Pang-Leng



Dear Jeremy,

After leaving the frozen tundra of the north, we headed southwest toward the western tip of the Peninsula of Broken Dreams. It is said that this peninsula was once the seat of an empire whose people delved too deep into the mystery of the universe and found madness at its heart. This empire was destroyed by its people who found a power that they could not control. The peninsula is now a desolate area of strange rock formations.

We came here in search of a strange race of lizardmen. These lizardmen and their odd city are said to have appeared one day on the peninsula, having been shunted from their home dimension during a bizarre experiment.

Hisspeck and I had our doubts that this race is related to the common race of lizardmen, but we felt we had to explore every possibility. We also worried about the various reports of the apparent lunacy of the race. Some rumors tell of hideous experiments performed on visitors.

The usually polite Captain Alzmar refused to order any of his men to go with us. He told us that he would wait eight days and then depart.

Alone, Hisspeck and I boarded the ship's dinghy and rowed to shore. We then set out for the area where our vague maps list the city of Pang-Leng to be. After a few hours of travel through the convoluted wasteland, I was almost ready to give up and return to the ship. The whole peninsula had an air of dread to it; even the few small creatures we saw scurrying around seemed to have lunatic grins on their small, feral faces. As we moved through a plain of twisted rock formations, I caught a glimpse of the city standing at the center of the plain.

Seeing the city, I felt a strange sense of nausea and dread. There was no wall around the city—it was just there, as if it needed no border. I remembered thinking that the very eeriness of the city is more than enough protection from any invader.

The city was built of some black rock that seemed to absorb sunlight and heat. The buildings, with their odd angles and strange geometric shapes that seemed to defy logic and gravity, gave me a slight headache when I glanced at them for longer than a moment.

Hisspeck and I moved hesitantly toward the bizarre city, and I actually felt a miasma of evil flow over me as I entered the shadow of one of the buildings. I noticed even the calm Hisspeck gazing around nervously. A few moments later, we entered a large plaza-like area, and I felt that we were being watched. Before I could voice my apprehen-

sion to Hisspeck, we found ourselves surrounded by the tallest lizardmen I have ever seen; the shortest one of the group was at least 10 feet tall. Their eyes held no glint of intelligence, and the dull expression on their faces told me that they were half-wits. Perched on the shoulder of each gigantic lizardman was a very short and spindly-looking lizardman. These puny lizardmen had a wild gleam in their eyes that hinted at brilliance and madness at the same time. The small lizardmen were a pasty white in color, like the underbelly of a grub.

The small used a riding crop on the heads of the giants, apparently leading them around.

Hisspeck tried speaking to them in the language of the common lizardmen. When this drew no response, Hisspeck tried the other lizardman dialects he had quickly picked up during our voyages. After several more moments of silence, one of the pale lizardmen barked out a maddened giggle, then greeted us in an archaic form of the common lizardman tongue.

Hisspeck, stumbling over some words, politely replied and told the grinning leader about our mission. The leader barked out something in what was apparently their native tongue, and they all started giggling uncontrollably. Their language was the most chaotic one I had ever heard; it's sound a weird cross between a baby being strangled and a feline in heat.

The leader indicated for us to follow him inside one of the strange buildings. There we spent an hour talking to the leader, who sometimes translated our words into his people's language. After an hour of talking, the leader agreed to let us stay for a few days and learn about his people and their city.

I had a feeling that only the amused goodwill of the leader we met, who is called Thule, kept us from becoming part of some unholy experiment.

While I was shown around the city and introduced to the horrid culture of the people, Hisspeck looked through the books in their library. He found that this race was part of the Meraska Empire.

We gladly took our leave of the strange people of the twisted city and returned to the Dolphin. We asked to set sail immediately. We did not want to spend any more time in, or even near, the cursed land. Even though we left the city over a week ago, I still have nightmares about things I saw in the city, and I sometimes hear some of the strange cries I heard while there. I fear that I will never be completely free of these visions as long as I live.

Your friend,

Will

Lizardmen of Pang-Leng

Artificers

STR: 1D6 *INT*: 4D6 *INS*: 3D6
STA: 3D6 *DEX*: 3D6 *APL*: 1D6
HTK: Per Character class/Skill Level
AC: 9 (unarmored)
MV: 5", *AL*: C. Neutral
AT: 1, *DM*: By weapon or spell
THACO: Per Character class/Skill Level
HT: 2'8" to 3'4", *WT*: 35 to 70 lbs.
Specials: Regenerate 1 HTK per turn

Warders

STR: 4D6 *INT*: 1D6+2 *INS*: 2D6
STA: 4D6 *DEX*: 1D6+2 *APL*: 1D6+2
HTK: Per Character class/Skill Level
AC: 6 (unarmored)
MV: 10", *AL*: N. Evil
AT: Per Character class/Skill Level
DM: By weapon or spell
THACO: Per Character class/Skill Level
HT: 10' to 16', *WT*: 800 to 1200+ lbs.
Specials: Regenerate 1 HTK per turn;

History

When the Meraska Empire fell a large group of nobles and their personal guards entered the gate, hoping to be saved by Surtak. For some unknown reason they ended up on an alternate dimension.

This new dimension contained nothing but a vast plain dotted with the ruins of strange-looking cities. The plain was lit by a dim sun that was slowly dying of old age. After several days of travel the lizardmen discovered a city that was still well-kept and inhabited.

The city was inhabited by an ancient race that had ruled the dimension for millennium. The immortals had finally grown tired of life and slowly died of apathy and boredom.

NOTE: All of the history notes Hisspeck found refused to give an accurate description of the Ancient One's physical appearances. The notes mention that it was hard for the lizardmen to comprehend their basic body structure. The notes also mention that some of the lizardmen went insane upon meeting the Ancient Ones and that those that didn't go insane were permanently changed.

The doomed Ancient Ones allowed the

lizardmen to live with them and learn how to use some of their machinery so that they could survive. The Ancient Ones took them on as servants even though they really didn't need any. In actuality, the Ancient Ones considered the lizardmen as pets.

The lizardman nobles took on the leading role, while the strong soldiers were coerced into doing physical labor. The nobles were able to do this by learning how to use the Ancient Ones' machinery.

The nobles fed the lower-class lizardmen a synthetic food that increased their physical strength and constitution, while it gradually reduced their intelligence.

By the time the last Ancient Ones died, the noble lizardmen had become so lazy that their bodies atrophied and they had to depend on the other lizardmen to do even the simplest physical tasks for them. The lizardman servants had become physical giants, but had the mental faculties of children.

The noble lizardmen, who now called themselves "the artificers," began experimenting with more and more of the machinery.

Located beneath the city were underground caverns filled with thousands of pieces of alien machinery. The artificers were constantly experimenting with the different pieces of machinery, trying to find out what each did.

During one of these experiments the entire city and the underground caverns were shifted back into the lizardmen's original dimension. Their arrival caused a vast explosion which blasted the surrounding countryside where they appeared, killing the people and destroying the land. (Their arrival is what truly caused the collapse of that ancient empire of legend.) Perhaps the scientists of that empire were also experimenting with planar travel, causing the city from another dimension to arrive there when its plane shifted.

It took the city, now called Pang-Leng by its inhabitants, thousands of years to totally materialized. During the "Inbetween Time" the inhabitants of Pang-Leng could move around and live out their daily lives, but no real time passed for them. These years of ghostly immortality took their toll on the lizardmen's remaining threads of sanity. In addition, the centuries out-of-phase also sterilized the lizardmen.

After the city finally materialized, along with the caverns underneath, the inhabitants resumed the steady pace of their lives. Also,

they soon discovered that their prolonged stay between dimensions had caused them to become virtually immortal, like the Ancient Ones.

Physiology

The race of lizardmen that inhabit the city of Pang-Leng has evolved into almost two totally different species. The small artificers are truly the leaders of the lizardmen who inhabit the city. Centuries of no real physical exercise have caused their bodies to waste away to the point where they can barely move under their own power. They average 3 feet in height and usually weigh less than 70 pounds. Their pasty white skin is so thin that their blood veins are visible.

They have retained their tails, but the webbing between their hands and toes have disappeared. Their fingers are longer and slightly thinner than those of the common lizardmen; this allows them to perform delicate experiments on the machinery. They are highly intelligent and have a good sense of intuition, but all are insane to some degree. Most of the artificers display some sort of psionic powers, with the degree of power and control ranging from individual to individual.

The rest of the lizardmen, called warders, resemble the common lizardman in every way except height; the average height being about 16 feet. They are also extremely muscular and in perfect physical shape. Unfortunately, mind-numbing drugs have decreased their intelligence to that of slow-witted children. They fanatically obey the commands of the artificers, even if the results might lead to their deaths.

Ecology

All lizardmen of this city have become virtually immortal, immune to the effects of natural aging, poisons, and most diseases. They regenerate and heal wounds at a slow pace. Even if one of them is killed, as long as a major portion of the body is left intact, the lizardman slowly regenerates, eventually bringing the body back to life. If the body is completely burned or immersed in acid, it is not able to regenerate.

Reproduction

Living in-between dimensions for a century has caused all of the lizardmen of Pang-Leng to become sterile; theirs is a dying nation.

Culture

The lizardmen of Pang-Leng have no ordered culture. There are no political or social leaders. The artificers band together in small groups that share the same building. These small clutches of artificers work together, experimenting on the machines. Even these groups have no real leaders, although the most intelligent member of the clutch exerts some control over the other members. Even then, some of the artificers resent his leadership and try to humiliate or even depose the lizardman leader.

At all times, each artificer is accompanied by his own personal warder. The artificer rides on the warder's shoulder most of the time, perched on a saddle-like object. In addition to his "mount," each artificer has one to four additional warders to serve him as slaves.

The warders themselves have no real culture of their own. All they do is serve the artificers, obeying their every command. When not following the orders of an artificer, a warder simply stands there doing nothing. They are so incapable of independent thought that the artificer has to remind his warder to perform simple tasks such as eating and taking care of bodily functions.

Religion

These lizardmen no longer believe in praying to the gods. They feel that they were betrayed by their gods and so have become suspicious of all deities. They view clerics and their gods with a great deal of paranoia and hatred. Therefore, no shamans exist in the city of Pang-Leng.

Daily Life

Artificers have only one form of entertainment which can also be used to settle disputes; gladiator battles between their warders. The artificers sometimes bet on the outcome of the fight using various pieces of machinery as wagers.

When these fights are used to settle disputes, each artificer lets his strongest warder, usually his mount, represent him in the battle. The artificer whose warder wins the battle wins the dispute, and also becomes the new master of the defeated warder.

The clutches of lizardmen are still in competition with each other when it comes to the acquisition of machinery. When word leaks out

that a clutch has discovered a new type of useful machinery, a number of other jealous clutches send out warder raiding parties to steal the machine. A typical day in the city of Pang-Leng involves at least one such raid. The weapons used by the raiding parties are so powerful that it is sometimes weeks before a regenerating lizardman is able to move again.

These battles are normally the only times that the separate clutches come into contact. When members of different clutches meet each other on the streets of the city, they usually ignore each other. If one of the groups is carrying an interesting piece of machinery, members of other clutches might attack to gain possession of it.

Pang-Leng's underground cave complex is a maze of twisting tunnels, huge caverns, and small nooks. The whole complex is full of machinery, ranging in size from portable ones to ones that fill an entire cavern. If a machine is so large that it cannot be carried back to the surface (or at least broken down into smaller pieces and carried up), the clutch sets up camp and experiments with it on the spot. Unfortunately, this is a very dangerous practice unless the clutch is heavily armed and in a defensible position.

Trying to take machines to the surface is a deadly task; not only do you have to look out for attacks from jealous clutches, but there is a number of preditorial beasts that live in the caverns. The caves are also patrolled by a number of mobile machines that act as guards. In addition, some areas of the cave system are so old that the chance for a cave-in is a constant danger.

Some of the machines the artificers find are built to work on living beings; therefore they need a constant supply of "volunteers." Rather than waste themselves or their warders (since no more members of the two races can be born), they have contacted some evil men outside of the Peninsula of Broken Dreams. These men provide the Pang-Lengs with captured slaves of various races. In return, the Pang-Lengs give the slavers bars of precious metals or small useful machines. The captured slaves are given food and water, drugged with the same chemical that is in the warders' food that makes them docile and obedient.

Each building in the city houses a machine that produces an unappetizing gray "glop" that serves as food. This "food" has no taste, but contains all the nutrients needed to sustain life.

New Weapons

Sword

This two-handed sword is as thin as paper and is made of an unknown metal that takes the strength of a storm giant to bend it. It is resistant to most forms of damage (+5 to all saving throws), is so sharp that it retains its sharpness for hundreds of years, and cuts through stone as if it were cheese. It is well-made and balanced, too, giving its wielder a natural "to hit" bonus of +1.

This sword 6-foot-long sword does 3D6 HTK of damage, and only weighs 5 pounds. Warders also use daggers made of the same material which do 1D6 HTK of damage.

Machines

Force Bucklers

This machine looks like a thick bracer. At a mental command from its wearer it projects a plane of force about the size of a medium-sized shield. The shield is weightless and better its wear's AC by one step. The shield can only be bent if it is hit by a single attack doing more than 25 HTK of damage to it. In this case, the buckler is permanently broken.

Circlet of Psionic Force

This small metal circlet houses a small red stone which is centered directly over the forehead when the circlet is worn. The circlet only works for psionic-endowed beings. If a non-psionic tries the circlet on he must successfully save vs. Spells or be subject to the effects of a Feeblemind spell. If the wearer is a psionist, the circlet forms itself so that it fits comfortably on the person's head. Once on, only the wearer can remove the circlet.

The circlet allows its wearer to shoot out a beam of force that does 5 HTK of damage for every 3 Skill Levels of the psionist. The beam can only do a maximum of 30 HTK of damage with one blast and automatically hits anyone the wearer can see. Normal and magical armor does not protect the victim, nor does magical protections such as a Shield spell.

Force Rod

This small rod of red metal is often carried by artificers, being the only weapon an artificer can carry. This rod releases a beam of force that does 1D20 HTK of damage, knocking the vic-

tim down for 1 round. A successful save vs. Wands allows the victim to keep his balance, but he still takes damage. The rod can shoot 20 such beams before needing to be recharged. For every hour the rod is left out in sunlight the rod regains 1 charge (to a maximum of 20 charges).

Guardian of the Caves

This small spherical-shaped machine moves by means of flight and possesses a number of deadly weapons; it attacks anyone it encounters.

A few guardians have been disabled by a lizardman artificer, then repaired and adjusted so they follow the orders of the artificer.

Guardian

HTK: 50 (5D10) *AC*: 0

MV: 10", *AL*: Neutral

AT: 2 per round, *DM*: See following

INT: Semi-

THACO: 10, *SZ*: M (sphere about 6' in diameter)

Specials: The guardian has a number of small projections which are capable of releasing a number of different attacks.

Blast of Fire: Does 4D6 HTK of damage; save vs. Breath Weapon halves damage.

Blast of Electricity: Does 6D6 HTK of damage; save vs. Breath Weapon halves damage.

Poison Gas: Works as a Cloudkill spell cast by a Skill 10 magic-user.

Sticky Net: Works as a Web spell cast by a Skill 5 magic-user.

Character Classes

The following rules are for creating lizardman NPCs from Pang-Leng. Lizardmen from Pang-Leng should not be used as PCs. Their basic nature and skills are very limiting and do not mix well with a balanced group of adventurers.

Warders

Warders are dull-witted brutes who only follow the orders of the artificer that is their master. They use the same Combat Table and Saving Throw Table as the fighter Character class described in the standard rule book. They start out knowing how to use the two-handed sword and daggers described previously and, due to their limited intelligence and the nature

of their life styles, never learn how to use other weapons. Their animal-like cunning gives them a Neutral Evil alignment.

Artificers

The artificers of Pang-Leng are physically weak lizardmen who were rendered apathetic by their immortality and easy existence. The only thing that motivates them is the gaining and understanding of machinery built by the Ancient Ones. Their only passion is experimenting with and learning how to use these machines. The artificers are a decadent race that have become insane and sadistic, making them Chaotic Neutral.

The artificers' contact with the Ancient Ones and their machinery has given them a good grasp of most sciences, even if they don't understand all the principles behind those sciences.

When an artificer discovers a machine of the Ancient Ones that he has not worked with before, he must spend at least one hour studying the machine before he has a chance to understand its function and how it works. His chance to figure the machine out is equal to $20\% + \text{Skill Level} + \text{INT score}$. The chance to figure out the machine can be increased by +1% for each extra hour the artificer studies the machine before trying it out (with a maximum bonus of +10%).

If he fails his roll the artificer can study the machine for two more hours and then try to make his success roll again, at a -10%. Each failure adds one more hour to the time the machine has to be studied, and also adds another -10% chance penalty to the artificer's chance to work the machine.

If the artificer rolls a 95-100 on his percentile roll, the machine malfunctions. The exact results of the malfunction depend on what kind of machine it was, and are left up to the GM's discretion. For example, the machine might blow up, damaging everyone nearby.

An artificer never gains weapon proficiencies, nor does he carry weapons, except the force rod previously mentioned.

Artificers are powerful psionics whose skill and psionic powers increase as they go up in Skill Level. The psionic powers they gain with each level, and the different psionic terms and powers can be found in the psionics section in the standard rule book or in Mayfair's *Psionics Sourcebook*.

Leng-Pang Lizardman Warder Table

Experience Points	Skill Level	10-sided HTK Dice	Skill Title
0-1,800	1	1	Hatchling
1,801-3,800	2	2	Hunter
3,801-7,800	3	3	Warrior
7,801-17,900	4	4	Champion
17,901-35,000	5	5	Chief
35,001-70,000	6	6	Gladiator
70,001-126,000	7	7	Shield
126,001-252,000	8	8	Guardian
252,001-505,000	9	9	Knight
505,001-760,000	10	9+4	Paragon
760,001-1,100,000	11	9+8	Paragon

Lizardmen warders gain 260,000 experience points per Skill Level for each additional Skill Level beyond 11.

Lizardman warders gain 4 HTK per Skill Level greater than 9.

NOTE: The Skill titles above are rough translations of the lizardman terms.

Leng-Pang Lizardman Artificer Table

Experience Points	Skill Level	4-sided HTK Dice	Skill Title
0-3,000	1	1D4	Tinker
3,001-6,000	2	2D4	Mechanic
6,001-12,000	3	3D4	Lab Assistant
12,001-25,000	4	4D4	Savant
25,001-45,000	5	5D4	Researcher
45,001-70,000	6	6D4	Scientist
70,001-100,000	7	7D4	Master Scientist
100,001-200,000	8	8D4	Artificer
200,001-350,000	9	9D4	Master Artificer

NOTE: Artificers can only progress as far as Skill 9.

The Skill titles above are rough translations of the lizardman terms.

Chapter nine:

Twilight Jungle Lizardmen



Dear Jeremy,

I am writing this final letter to you from the confinement of my bunk aboard the Dolphin. The last destination in our voyage of discovery, the Twilight Jungle, has turned out to be the most "informative" part of the entire trip. Not only was there danger, Jeremy—both Hisspeck and I were mentally and physically tortured—but there was an incident of overwhelming surprise for me—surprise as to the real identity of Hisspeck! But I am getting ahead of myself; let me start from the beginning.

After leaving the Peninsula of Broken Dreams, the Dolphin continued its southwesterly course toward the mysterious continent of Mayzec. As you already know, most of the continent is covered with the dense, tropical Twilight Jungle. What Hisspeck neglected to tell me until we were just off the peninsula was one very minor point about Mayzec: the continent had once been home to the ancient Meraska Empire. During our various stops, Hisspeck uncovered many clues that led him to believe he had pinpointed the location of Mertak, the capital city of the Meraska Empire, in the midst of the Twilight Jungle.

Hisspeck and I thought it fitting to end our expedition for knowledge at the point where it all began. Hisspeck suggested that some lizardmen might still live in the jungle, but I replied that I doubted if any lizardmen would be here after all this time.

After several weeks of travel, we arrived on the west coast of Mayzec, near the spot where Hisspeck believed the city of Mertak to be. We dropped anchor, and a complement of sailors from the ship accompanied us ashore. These sailors had been in the Twilight Jungle before, foraging for food for their ship. The sailors admitted they had never visited this part of the jungle, but mentioned that they have heard the human tribes of the continent say that this area is inhabited by lizard demons. Hisspeck and I were encouraged by the existence of such rumors and legends.

We traveled into the interior of the jungle for about a week before we began discovering signs of an ancient civilization. We unearthed tools half buried in the dirt, almost completely covered by the foliage. While making our evening camp on the eighth day, we found a cobblestone road just underneath the dirt trail we were following. The road was old and cracked in most places, and the jungle plants pushed their way through the stones.

It was around this time that we began to feel we were being watched. The paranoia increased as we followed the almost-hidden road further into the

interior of the jungle. Two days later, we suddenly found ourselves at the shore of a large lake. As the morning mist rose up from the water, we were amazed at the sight that greeted us across shore.

An enormous city made entirely of stone was just across the lake. The city was clearly abandoned and mostly in ruins; several areas were teeming with the advancing line of jungle plants. Even though it looked uninhabited, several telltale signs of smoke from fire rose slowly over the city.

It was then that our suspicions of being watched were confirmed, when a group of lizardmen slowly emerged from the jungle and surrounded us. They moved so silently that at first they seemed to be nothing but ghosts. A short stab from one of the lizardmen's spears soon convinced me otherwise. Hisspeck and I tried to engage them in conversation, but they would have none of it, and simply motioned for us to follow them.

The sailors were not thrilled with the turn of events, especially since the lizardmen insisted on taking all our weapons. Our captors led us further down the lake shore, where a number of dug-out canoes were beached. We were urged into the canoes, ordered to row, and watched closely. After a long pull across the waters of the lake, we landed the canoes at a stone jetty at the edge of the city.

As we were led toward the center of the city, we passed a fairly large group of lizardmen moving around the city. A number of lizardmen worked on some clear plots of ground that were apparently gardens. From the way the other lizardmen bowed as we passed, I assumed that we had been captured by a group of the upper-class citizens.

We were brusquely herded toward a huge temple in the middle of the city. Hisspeck whispered that this was a temple meant for the worship of the Evil god, Twillus. Shaped like a flat-topped pyramid, the temple had steps cut into one side of it, allowing a person to climb to the top. We were ushered through a huge entrance way, with its doors standing wide open.

After traveling through a number of torchlit rooms, we were deposited in a huge room where a number of oddly-dressed lizardmen sat on huge thrones at one end of the room. The lizardmen wore garments made from the skins of different animals, and head dresses made of brightly-colored feathers and bones from various animals. They also wore capes made from a light-brown animal skin.

Our captors pushed us to the ground and forced our heads down, while their leader reported to the lizardmen on the thrones. After several minutes of conversation, the pressure on our necks let up, and we were allowed to stand. One of the lizardmen on

the thrones addressed our group, his attention centered mostly on Hisspeck. Hisspeck managed to reply haltingly. He later told me that the language they were speaking is the original archaic lizardmen.

After several minutes of polite conversation, Hisspeck managed to explain our work to the leaders. After a prolonged moment of silence, the leader gave his assent for us to study his people. He insisted that only Hisspeck and I be allowed the freedom to explore the city and its people. He informed Hisspeck that the sailors would be confined to the temple, but he promised that they would be treated well.

Hisspeck reluctantly agreed, but the sailors were understandably nervous about the arrangement. They were led out by some guards, while the leader of the guards showed us out of the room and the temple. We were quartered in a small building nearby and given food and water. Over the next week, we studied the people of the city and their culture. Hisspeck and I were appalled by the conditions in which the working class live, and by the way they are treated by the warriors and clerics of the city.

We were constantly watched and followed by the leader of the group of warriors that captured us, and by some of his men. The guards were not only around to prevent our escape, but also to protect us from the citizens. The lizardmen of this city are a desperate lot; many of the poorer members are starving and would do anything for food.

During that week, we tried to see the sailors that had come with us, but we were always put off by the lizardmen. At the end of the week, we were given a personal tour of the main Temple of Twillus. The tour was led by the leader of the clerics of Twillus, and a small lizardman who was his personal servant and trained assassin.

The tour included a visit to a museum, which contained a number of ancient artifacts, including the ancient symbols of the ruling family of Meraska. Hisspeck couldn't even attempt to hide his interest in these ancient symbols of power. We were then taken to the flat top of the temple, on which sits a large altar stone. Attached to the stone were chains covered with a flaky red substance that I know was not rust. It was then that we learned of the fate of the sailors that had arrived with us. I noticed that all of the lizardmen of the city were now gathered around the temple, celebrating before the morning's sacrifices. Realizing it was us they planned to have for breakfast, I began to protest in vain and received a good club to my head for my valor.

Hisspeck and I were led to the dungeons beneath the temple, where we spent the night being

tortured by the head cleric's chief assassin (who obviously enjoyed his work). Hisspeck seemed oddly calm during the whole scene, and said that he hoped I would forgive him for deceiving me and for the pain I must suffer. I readily forgave him, the pain fuzzing my senses so that I did not question him about his so-called deception.

The next morning, we almost had to be carried to the top of the temple. In the twilight before the dawn, the people of the city once again gathered in the plaza before the temple. As the first light of dawn began to strike the top of the temple, Hisspeck and I were chained to the altar while the shamans prepared to plunge their obsidian knives into our chests.

Before the death blows could be delivered, a flash of light came out of nowhere and knocked down the shaman who was poised above me. The cleric who was about to kill Hisspeck found himself impaled on a sword. In the ensuing confusion, I saw a small group of lizardmen that were clearly not of this jungle. I realized that our rescuers were from the other lizardman tribes we had visited.

These saviors were carrying the symbols of royal power, and they made good use of the artifacts' magical powers. The lizardmen were accompanied by the remaining three sailors, whom they had rescued from the dungeons. While our rescuers kept the jungle warriors at bay with the powers of the artifacts, the sailors freed Hisspeck and me. I asked the sailors to help us move while the lizardman heroes cleared the way for our escape.

I don't remember much concerning the escape from the city; it is nothing but a blur of pain and chaos. Somehow we reached the shore of the lake and began to move across it by canoe. A number of jungle lizardmen tried to follow us, but one of our rescuers used an artifact to cause the water to rush over and drown them.

I thought we were safe until a giant lizardman suddenly rose from the water and fixed us with his baleful glare. He then spoke in such a booming voice that it caused my head to rattle. As I listened to his speech of violence and revenge, I realized with a sinking feeling that this was the Evil god Twillus himself. I was sure we were doomed, until Hisspeck got up from the bottom of the canoe on which he had been lying.

Hisspeck started laughing merrily as all of his wounds began healing right before my eyes. The astonished Twillus was suddenly knocked back by a blast of energy emanating from Hisspeck's hands. As I started to lose consciousness, I saw Hisspeck grow in size until he reached Twillus' size. The last thing I saw were two giant lizardmen entering battle, and I heard Twillus boom out, "SURTAK!"

I awoke three days later in my familiar cabin aboard the Dolphin with a splitting headache. Hisspeck, who really is Surtak, was sitting in the cabin by my side. When he noticed that I was finally awake, he smiled that slightly infuriating familiar smile.

Forgetting that this was a god sitting with me, I angrily demanded to know what was happening. He proceeded to tell me how he came to assume a mortal form named Hisspeck.

Surtak had decided it was time that his followers were allowed to redeem themselves, both in his eyes and their own. It was time for them to become an important power again, and hopefully this time they had learned their lesson. To do this, his people needed to regain the symbols of authority that had been held by the emperors of Mertak. Unfortunately, these artifacts were still in Mertak, which is now overseen by Twillus and his follower. Surtak needed his worshipers to regain the artifacts without Twillus realizing what was happening at first.

Surtak took a mortal form and arranged for the research journey so that he could visit his scattered tribes in person. It also allowed him to finally enter Mertak without arousing Twillus' suspicions. With each tribe, he left a small scroll that explained his plan, and at night he mentally visited each chief and showed him his true nature after we had left the nation far behind.

Surtak ordered that each tribal nation send a representative to free the artifacts from Mertak,

and to help the human sage and his companions. While everybody was busy watching the sacrifices, the heroic lizardmen sneaked into the temple, took the artifacts, and freed the surviving sailors.

The plan had worked well, until a manifestation by Twillus forced Surtak to show his hand. Luckily, Twillus was so stunned by Surtak's appearance that Surtak was able to free us from the Evil god's grasp.

After describing his plans to me, he apologized for using me and hoped that I could forgive him. What do you say when a god asks forgiveness from a mortal? I said that I would forgive him as long as he allowed me to retain my memory so I could write my treatise on the lizardman race. He agreed and said that he wanted me to, so that humans and those of other races may someday understand all aspects of the lizardman race. I know that Surtak wants us to understand his people better so that maybe there will no longer be so many prejudices, and that his people can begin to form an advanced civilization again. I hope that my treatise can help accomplish that for Surtak and his people.

That night, Surtak and our lizardman rescuers disappeared from the Dolphin. By the time you and Master Marcus read this letter, I will be well on my way home to Bellshire and the Academy. I look forward to seeing you soon, and to rejoining the college and finishing my treatise work. I now anticipate the quiet sedentary life of a sage. I have had enough adventures to last a lifetime.

Your friend,

Will

Jungle Lizardman

STR: 3D6+2 *INT:* 3D6-1 *INS:* 3D6

STA: 3D6+1 *DEX:* 3D6 *APL:* 3D6 (-2 when dealing with non-lizardman)

HTK: By Character class/Skill Level,

AC: 5 (unarmored)

MV: 6"(9"*)//12" (15"*), *AL:* C. Neutral or N. Evil

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)

or by weapon or spell (tail:1D4)

THACO: By Character class/Skill Level

HT: 5'6" to 9' (7' average)

WT: 160-600+ lbs.

Spells: Clerics only

Specials: Can see underwater with no penalties; see following

*Applies to any lizardmen over 5'11".

History

The lizardmen of the Twilight Jungle are descendants of those clerics of Twillus who, long ago, survived the destruction of Mertak (and did not even attempt to pass through Surtak's Gate) by hiding in the secret areas beneath the Temple of Twillus, while the Alliance army marched into the capital city of the Meraska Empire.

Physiology

The lizardmen of the Twilight Jungle are physiologically the same as common lizardmen (see p. 14-15), except that the males of the Twilight Jungle only have a tail until they reach adulthood. When a jungle lizardman reaches age fourteen, he ritually cuts off his tail and burns it in the Temple of Twillus. The tail never grows back.

NOTE: The Ecology, Reproduction, & Path to Adulthood sections describing the Twilight Jungle Lizardmen are basically the same as those found under the common lizardman (see p. 15-17).

Culture

The culture of the jungle lizardman is a twisted and primitive version of the golden-age culture. The lizardmen are harshly ruled by the clerics of Twillus who do no real work. Their

laws are enforced by the warriors of the temple and a small band of assassins that are only answerable to the high elder shaman.

At the lowest level of the culture are the male commoners who live in the dank, abandoned ruins of the ancient city. The commoners serve as the labor force for the city. The females of the city are kept in barracks near the Temple of Twillus and are heavily guarded by the temple warriors. When mating season occurs once a year, the temple clerics get first choice of the females and the temple warriors get to pick from the ones left over. Finally, the remaining females are given to any commoners that the clerics deem worthy of such a gift.

The eggs laid by the females are placed in a pool of water located in the central plaza of the city and guarded by temple warriors. After the eggs have hatched and the hatchlings begin walking, the males live in communal barracks also located in the central plaza. Female hatchlings are immediately moved to the females' barracks where they are taught domestic chores by the adult females.

Once the males have successfully passed their test of adulthood, they are tested by the clerics to determine their position in the community. A few of high intelligence and piety are chosen to become clerics and move into the Temple of Twillus to begin their apprenticeship. The leader of the temple warriors then chooses approximately 25% of the remaining lizardmen to join the temple guards.

Religion

Religion plays a very important part of the culture because the whole race is governed by the church. As soon as a lizardman is born he is on his way to becoming fully indoctrinated in the importance of the Church of Twillus. As they grow up the lizardmen are constantly subjected to long speeches by clerics of Twillus. By the time the lizardmen reach adulthood and have become part of the inequitable system, they are overpowered by both an extreme fear and love of Twillus. Few of the commoners rebel against the system, and the few that do are captured and sacrificed at the altar.

All the citizens are expected to attend daily religious ceremonies at dawn and dusk. With much pomp and ceremony, a sentient being is sacrificed at each of these ceremonies. The

victim's still-beating heart is removed right before his eyes. The sacrificed victims are usually commoners that have broken some law (such as rebelling against a beating from a temple guard), or are sometimes captured outsiders.

Daily Life

The clerics in the temple lead a decadent life, catered to constantly by commoner slaves. They make a great show of artistic hobbies such as writing and drawing, but their efforts are usually very crude and tasteless. The temple guards spend their days overseeing the smooth running of the everyday functions of the city. Groups of guards leave the city each day to hunt the nearby jungle for various prey, ranging from monkeys to great hunting cats. Of course, this meat is only given to the clerics and to the temple guards.

The commoners are expected to farm the small gardens located throughout the city and to give the harvested food to the temple and its shamans. The clerics of the temple then distribute the food, with the smallest and rankest portion going to the commoners. Some of the commoners are part of work gangs that are expected to slowly rebuild and repair the city. The remaining commoners function as servants for the temple clerics and guards.

A few commoners are granted more freedom than the others and live on the edge of the city near the lake shore. These lizardmen go out on the lake each day and fish; it is a dangerous job because the lake is inhabited by a number of deadly monsters. Most of the fish that are caught are taken by the temple administration, but the fisherman are permitted to keep some of the catch. Some of the fishermen even set the choicer catches back for themselves, but if they are caught doing this they serve as a sacrifice to Twillus.

The commoners never have any real rights; they are assigned a certain task to perform the rest of their lives. Sometimes an intelligent commoner gains a position as a craftsman or an artist, if he is good enough and is given a chance to prove himself.

New Weapons

Atlatl

DM: 1D6/1D6 (with javelin or spear)

Rate of Fire: 1

Range: 10'-30'

This special wooden device, which is not a weapon by itself, is made to hurl a short javelin or spear with great velocity and range. The atlatl counts as 1 weapon proficiency; a Character must take a separate proficiency in either the javelin or spear.

Whip

DM: 1D6/1D4

Whips are often used by the warriors who supervise the work of the commoners. When these whips are first made they are covered with a glue made from local plants, and then pieces of finely ground obsidian are sprinkled on it. The whips not only sting when they hit, but they also make painful lacerations. Sometimes, pieces of obsidian remain embedded in the victim's skin. If all of the pieces are not removed there is a 75% chance that the wound becomes infected.

War Mace

DM: 1D8/1D6

The war mace is a flat wooden club studded with jagged pieces of obsidian.

Daggers and swords

DM: Per standard rule book +1 HTK

These daggers and swords are made of obsidian.

Character Classes

Lizardmen of the Twilight Jungle are a cruel and decadent lot and should only be used as Non-Player Characters. They can either be clerics, warriors, or assassins; all are either Neutral Evil or Chaotic Neutral.

Warriors

Warriors serve as the temple guards and police force of Mertak. They are bullies who enjoy ordering around weak-willed commoners. They use the same Combat Table, Saving Throw Table, and Weapon Proficiency Table as the fighter Character class described in the

standard rule book. They use the same Skill Level and HTK Table used for common lizardman warrior.

The only armor use are wooden shields (-1 to AC). They usually possess and know how to use the following weapons: dagger, short sword, spear, war mace, whip, and atlatl (see **New Weapons**).

Clerics

The clerics of the jungle lizardmen are cruel and sadistic, and rule their followers with an iron fist. They serve only Twillus, the lone Evil deity of the lizardman race. They use the same Skill Level/HTK Table, Combat Table, Saving Throw Table, and Weapon Proficiency Table as the cleric Character class described in the standard rule book.

They are not allowed the special spell bonuses that common lizardman shamans receive because of their Neutral alignment. For example, they cannot cast Protection from Good/Evil spells that affect Good and Evil creatures simultaneously. They usually choose the reverse of most beneficial spells.

Unlike most lizardman clerics, they are granted some control over undead. They can use any of the weapons used by the warriors of the race (see **New Weapons**, previously mentioned).

Assassins

A small group of select lizardmen live outside the structured society of the ruined city of Mertak. These lizardmen are assassins that answer only to the elder shaman. Power-plays often occur in the assassin's group with various upper Skill Level clerics sponsoring various assassins. In the past, successful assassins have arranged for their cleric sponsors to become the elder cleric while they become the new head assassin.

An assassin must have a STR of 14 or higher, a DEX of 12 or higher, and an INT of 13 or higher, and he must be of Chaotic Neutral or Neutral Evil alignment.

The assassins of the jungle lizardmen are limited to learning the same weapons as those used by the warriors (listed previously). They are trained not to wear armor because they must remain unencumbered when working. They can use various magical protection devices though, such as Cloaks of Protection.

They use the same Skill Level and HTK Table, Combat Table, Saving Throw Table, and Weapon Proficiency Table as the regular assassin Character class described in the standard rule book.

The assassins are trained in the art of poison, and are able to make poison and poison antidotes from plants and other materials.

The assassin has the following thief abilities at 1 Skill Level lower than his own, with the following bonuses and penalties.

PP: -15%
OL: -10%
F/RT: +5% (can also be used to set traps)
MS: +15%
H in S: +15%
HN: -15%
CW: -5%
RL: (do not have this ability)
Backstab: Same as a thief of the same Skill Level.

Assassins are trained in the art of killing; they have studied anatomy so that they can do maximum damage with a blow. For every 2 Skill Levels of an assassin, he does +2 HTK of damage per die of damage with a weapon attack. If the victim is not a lizardman or a reptile this bonus is reduced to +1 HTK damage.

In addition to that, the assassin is trained in the arts of unarmed combat so that, even weaponless, he is dangerous. Use the following table to determine the number and damage of such unarmed attacks.

Skill Levels 1-3: 2 attacks/round,
1D4/1D4+ STR bonus.
Skill Levels 4-6: 2 attacks/round,
1D6/1D6+ STR bonus.
Skill Levels 7-10: 3 attacks/2 rounds,
1D6/1D6+ STR bonus.
Skill Levels 11-13: 2 attacks/round,
1D8/1D8+ STR bonus.
Skill Level 14: 3 attacks/round,
1D10/1D10+ STR bonus.
Skill Level 15: 4 attacks/round,
1D12/1D12+ STR bonus.

REDEMPTION AND REBIRTH



GM's Introduction

This adventure should be played with 5-7 Player Characters (PCs) of Skill Levels 6 to 8. Players may either use the PCs provided herein, or design their own lizardmen PCs based on the lizardman sub-races and Character classes presented in this book. Keep in mind, however, that the lizardmen of Pang-Leng and the Twilight Jungle are for use as Non-Player Characters (NPCs) only.

Each Player should first read the basic history of the lizardman sub-race that pertains to his PC. He should then read the section on his PC's lizardman race, but **not** the letters from sage apprentice Will to his friend Jeremy.

The Players should **not** read the

sourcebook section on the lizardmen of the Twilight Jungle. The adventure is closely related to the last stop that Will and Hisspeck made on their long journey.

In this adventure, the Player Characters must sail to the continent of Mayzec, enter the Twilight Jungle, and locate the ancient city of Mertak. When the adventure starts, the PCs don't know each other. Ashaman or tribal chief visits each PC in his dreams, recruiting him for a special mission to help a friend of the tribe and thereby benefit the tribal nation and redeem the entire lizardman race.

The Character then awakens with a magical piece of rolled parchment in one hand and a pouch containing 100 gold pieces in the

other. The parchment instructs the PC to go to the Dragon's End Tavern and meet a group of lizardmen.

At the tavern, all PCs meet and find that each is from a different tribe. They also learn that each had the same dream, parchment, and gold. When the PCs look at their parchments again, writing appears with instructions to hire a ship to take them to the continent of Mayzec, where the Twilight Jungle is located. There, they will find the means of their race's redemption at the city of Mertak.

Before the PCs have a chance to leave the tavern, they become involved in a slight conflict with a small squad of off-duty members of the city watch. These drunken human watchmen are prejudiced

against lizardmen and attempt to start a fight with the PCs. As long as no bloodshed occurs, the party has no problems dealing with the situation.

Once the PCs reach the city wharves, they should charter a small ship—the *Rogue Wind*—to take them to Mayzec and the Twilight Jungle. While heading back to their quarters to pick up their belongings, the PCs are ambushed by a band of gnome thieves led by an illusionist/thief.

The ocean voyage is very eventful; among its memorable occurrences are an encounter with a hungry sea serpent and possibly an attack by a pirate ship. When the PCs reach the coast, writing again appears on the parchments. The writing directs the PCs to find the ancient lizardman artifacts, located in the ruined city of Mertak. The parchments also tell the PCs to free the enslaved lizardmen of Mertak from the grasp of the followers of the Evil lizardman god Twillus. They must also rescue Will, a human, and Hisspeck, a lizardman.

The PCs' ship will drop anchor in one of Mayzec's. That night, a band of sahuagin attack the *Rogue Wind*.

The next day, the surviving PCs venture into the Twilight Jungle. After a few days of exploration, they should discover the ancient city of Mertak or at least find clues that eventually lead them there. Once the PCs get to the city, they must find the ancient artifacts of power, located deep inside the Temple of Twillus. While in the city, the PCs have a chance to rescue Will and Hisspeck from being sacrificed atop the temple. The PCs must then escape Mertak with the artifacts and the freed prisoners.

During the last part of their escape, Twillus himself confronts the fleeing PCs and their charges. Hisspeck reveals himself to be Surtak, the head god of the lizardman pantheon. The two gods do battle while the PCs try to stay out of the way. Soon, Surtak overpowers Twillus and wins the battle.

Surtak then explains how the Characters can use the artifacts of power to help rebuild the lizardman civilization. Surtak promises to help the PCs accomplish this in any way he can; he starts by offering to transport them anywhere they wish to go.

NOTE: Weapons, magic items, spells, etc. that are not in the standard rule book are detailed in the sourcebook portion of this book.

Players' Introduction

Make copies of the following dream sequence and pass one out to each Player, or simply read the following aloud to the Players.

Fade to black. You know you're dreaming because the last thing you remember is lying down on your bed at the inn.

You dream of your home village and of playing in the nearby wilderness as you did when you were a youngster. You left home many years ago when you were still young and filled with a wanderlust that could not be ignored. The village elders were not happy to see you go, and they hoped you would soon return to the peace of your village.

Their hopes were never fulfilled.

You are an adventurer now, living hand to mouth each day. Sometimes you are wealthy and can spend extravagantly; other times you barely have enough money to buy bread and water. You are forever risking your life for the money and excitement. It's a rough life, and sometimes you regret your choice, but you know that you would never give up this lifestyle.

Suddenly, the village's chief and head shaman stand before you. They look as they did so long ago, only much older, and they still have that disapproving look on their faces they had when you first left the village.

The shaman hands you a piece of parchment and a small coin-laden pouch. Then, he tells you you must undertake a mission that will re-

deem the entire lizardman race. If you are successful, your race might someday become great again, as it was so long ago.

He also tells you that the piece of parchment will tell you how to accomplish the mission, and the pouch of gold will help you finance it. You start to protest, but the chief asks you to do this out of loyalty to your gods and village.

Mist then mysteriously swallows up the scene of your beloved homeland and your former leaders. You awaken with a start, amazed to find yourself sitting up in bed with a rolled piece of parchment in one hand and a small pouch filled with coins in the other. As you come out of your stupor, you realize that a thick mist is slowly dispersing from the room.

Getting up and shaking the sleep out of your head, you briefly splash your face with cold water, then begin examining the coin-laden pouch. You are happy to see that at least that part of the dream came true; the bag contains 100 gold pieces. Then, you carefully unroll the ordinary-looking piece of parchment and look at it. You snort derisively at finding it blank. However, writing in the common lizardman script suddenly appears on it.

The writing instructs you to go to the Dragon's End Tavern to meet a small group of lizardmen who will be your companions on this quest. You will know these lizardmen as each will carry a similar pouch and parchment.

The words fade as quickly as they appeared. You are not sure if you like the way things are starting out, but at least you are beginning this adventure with a full money pouch. This should prove to be interesting and maybe even exciting. You have heard of the Dragon's End, but you have never been there. You go back to sleep, looking forward to what tomorrow will bring.

PLAYER CHARACTERS

NOTE: Some Player Characters have two APL scores. The first number represents that PC's APL to other lizardmen, and the second number—after the slash (/)—represents his APL to non-lizardmen.

The Treasure listed for each PC is his own personal treasure, not including the 100 gp acquired at the outset of the adventure.

The Players who have chosen Gres'sar and Onssuk as their Players need to choose their spells from the appropriate spell list.



ISSZUSSZU

**Lizardman of Tek,
Skill 8 Sentinel**

STR: 15, *INT:* 15, *INS:* 18

STA: 13, *DEX:* 15 (0,-1), *APL:* 7/5

HTK: 37, *AC:* 4

MV: 9", *AL:* L. Neutral

AT: 1, or 2 (hand or tail)

DM: by weapon, or 2D6 (hand), or
1D6 (tail)

THACO: 16

HT: 5'5", *WT:* 155 lbs.

ARMOR: none

WEAPON PROFICIENCIES: jo stick,
shaken, shkatâr

WEAPONS: jo stick (x2), shaken

SPECIALS: Makes saving throws
as Skill 8 thief.

THIEF SKILLS: *H in S:* 59%,

CW: 101%.

Camouflage ability.

Gliding ability.

MAGIC ITEMS: Ring of Jumping

TREASURE: 10 gp

Isszusszu's quiet and humble demeanor is typical of the sentinel lizardmen of Tek. He began adventuring because he thought he needed to venture beyond his home environment to gain knowledge and enlightenment.

He prefers to reserve his weapons for defensive purposes and tries to solve conflicts in alternate ways whenever possible. His preferred method of combat is trying to disarm his opponents with his jo sticks.

His skin is light green, unless he is using his camouflage ability.

Sheck'hir

Desert Rider Lizardman, Skill 8 Warrior

STR: 14, *INT*: 11, *INS*: 11
STA: 14, *DEX*: 15 (0, -1), *APL*: 11/9
HTK: 63, *AC*: 5
MV: 8", *AL*: C. Neutral
AT: 1, *DM*: by weapon
THACO: 14
HT: 5'6", *WT*: 160 lbs.
ARMOR: none
WEAPON PROFICIENCIES: crossbow,
dagger, scimitar, shkra, short
bow, short sword
WEAPONS: dagger, +2 scimitar
SPECIALS: Can hold his breath for
7 rounds.
MAGIC ITEMS: Ring of Free Action,
Potion of Healing
TREASURE: 8 gp, 8 sp

Sheck'hir is impulsive and somewhat short-tempered. When he was young he had a tendency to be a bully. With maturity came restlessness, and he left his village to seek excitement as an adventurer.

Sheck'hir has not outgrown his irascible temperament, but he is proud enough of his heritage to cooperate in any endeavor that will help out the lizardman race. He will even help humans to achieve whatever he thinks is an important goal (especially if money is involved).

Sheck'hir has light brown skin.

Yussick

Common Lizardman, Skill 7 Warrior

STR: 17 (+1, +1), *INT*: 12, *INS*: 13
STA: 15 (+1), *DEX*: 15 (0, -1),
APL: 12/10
HTK: 73, *AC*: 3
MV: 9"/15", *AL*: C. Neutral
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite),
or by weapon or spell/tail
(1D4; 1D6 w/tail mace)
THACO: 14
HT: 7'2", *WT*: 325 lbs.
ARMOR: shield
WEAPON PROFICIENCIES: atlatl, club,
darts (barbed), hooked net,
javelin, tail mace
WEAPONS: club, tail mace, hooked net
SPECIALS: Can see underwater
with no penalties.
Tracks as Skill 5 ranger.
Susceptible to cold.
Tail *STR* of 14.
MAGIC ITEMS: none
TREASURE: 50 gp

Yussick has always been curious and restless. His need for constant excitement led him to leave his tribe in order to become an adventurer. Another appeal that adventuring is the prospect of having extra money once in awhile.

Yussick is an energetic, outgoing lizardman who enjoys gambling (especially playing cards) and socializing at taverns and inns throughout the world. He has never let himself become discouraged by the prejudice that he often encounters among non-lizardmen.

Yussick views his contacts with non-lizardman adventurers, who are used to associating with those of different races, as rewarding and interesting. In fact, he learned how to gamble and play cards from one particular party of friendly humans whose penchant for merrymaking matched his own.

In spite of his "live-it-up" outlook, Yussick tries to use good judgment.

Yussick's scales are dark green, and the skin covering his stomach is light yellow.

Gres'sar

Common Lizardman, Skill 8 Shaman

STR: 13, *INT*: 15, *INS*: 16
STA: 16 (+2), *DEX*: 9, *APL*: 9/7
HTK: 44, *AC*: 3
MV: 9"/15", *AL*: Neutral
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw x2/bite),
or by weapon or spell/tail
(1D4)
THACO: 16
HT: 6'5", *WT*: 225 lbs.
ARMOR: none
WEAPON PROFICIENCIES: bo stick,
jo stick, mace, quarterstaff
WEAPONS: mace, quarterstaff
SPELLS: cleric spells: 5/5/3/1
magic-user spells: 5/4/3/1
SPECIALS: Can see underwater
with no penalties.
50% chance of tracking if trail is
less than 10 hours old (-5%
per subsequent hour).
Susceptible to cold.
Tail *STR* of 12.
-3 to hit when using tail to trip
or strangle.
MAGIC ITEMS: +2 Ring of Protec
tion (worn in nose)
TREASURE: 10 gp

Gres'sar was one of five apprentice shamans in his tribe. Though he has always been patient and tolerant, he found that he wanted no part of his fellow shamans' propensity for politicking and manipulating to curry favor with the elder shaman. As one who took his shamanistic duties seriously, Gres'sar felt that there was no place for one-upmanship. Gres'sar soon decided that the uncertainties of life as an adventurer would be preferable to putting up with the day-to-day routine of duplicity in his tribe; at least an adventurer knows for certain that he has to watch his back.

Although Gres'sar is a loner, he works well with others. He is highly perceptive, making him somewhat difficult to lie to or dupe.

Gres'sar's scales are light brown, and the skin covering his stomach is of a slightly lighter color than his scales.

Alvorrak

Marsh Runner Lizardman, Skill 8 Thief

STR: 12, INT: 11, INS: 14
STA: 14, DEX: 18(+3, -4), APL: 10
HTK: 33, AC: 0

MV: 15"/15", AL: Neutral

AT: 1 or 2, DM: by weapon

THACO: 19

HT: 3'2", WT: 55 lbs.

WEAPON PROFICIENCIES: dagger,
dart, sling, tail whip

WEAPONS: dagger, tail whip

SPECIALS: Has no sense of smell.
+1 to hit with tail weapon.

Jumping: see below

Can run across water or through
the air for 1 round for 29'.

THIEF SKILLS: PP: 85%, OL: 82%,
F/RT: 70%, MS: 77% (82% in
swamps), H in S: 64% (69% in
swamps), HN: 15%, CW: 76%,
RL: 15%.

MAGIC ITEMS: Gliding Cape

TREASURE: 2 pp, 15 gp

Can broad jump or jump straight
up 4' (from stand still); with a run-
ning start of at least 3', can broad
jump or jump straight up 6'.

All attacks made against him
while he is running have a -1 penal-
ty on "to hit" rolls.

As with many lizardmen of the
Marsh Runner tribe, Alvorrak was
driven to become an adventurer by
his overwhelming wanderlust. Al-
vorrak is even more nimble and
dexterous than most marsh run-
ners and learned his thieving skills
with great ease. His talents enable
him to make a comfortable living as
an adventurer.

Although he has no qualms about
stealing (except from other members
of his adventuring party), he values
life and will not kill unless forced to
do so. When circumstances neces-
sitate battle, however, he is a fierce
opponent. He usually fights with
his tail whip unless the combat takes
place in close quarters, in which
case he uses his dagger.

Alvorrak has light green scales
and skin.

Onssuk

Tundra Lizardman, Skill 7 Shaman

STR: 13, INT: 13, INS: 16

STA: 12, DEX: 11, APL: 10/8

HTK: 31, AC: 4

MV: 8", AL: Neutral

AT: 1, DM: by weapon or spell

THACO: 16

HT: 5'6", WT: 160 lbs.

ARMOR: none

WEAPON PROFICIENCIES: harpoon,
hunting knife, short bow,
spear, throwing stick

WEAPONS: +2 hunting knife,
throwing stick

SPELLS: cleric spells: 4/4/2

magic-user spells: 5/4/2

SPECIALS: Casts cold-based spells
cast at maximum duration, dam-
age, effect, and range.

MAGIC ITEMS: Cloak of Displacement

TREASURE: 15 gp

Onssuk is an introverted tundra
lizardman who was forced to fend
for himself when a human raiding
party killed the rest of his village.
For a long while he distrusted hu-
mans and would not adventure with
non-lizardmen. However, one day
he was ambushed and nearly killed
by a band of escaped lizardman
prisoners. A human couple found
him unconscious, took him to their
village, and nursed him back to
health. They asked nothing of On-
ssuk in return except that he tell
them a story about his travels. He
told the kind humans about the
destruction of his own village so
long ago and how he never trusted
humans until now.

His favorite weapon is his hunt-
ing knife, which he treasures as a
reminder of his heritage.

Onssuk's skin is completely
white, and he has blue eyes.

Hassah'hir

Plains Nomad Lizardman, Skill 7 Herd Ranger

STR: 16 (0, +1), INT: 18, INS: 15

STA: 15 (+1), DEX: 14, APL: 8/6

HTK: 57, AC: 2

MV: 9", AL: N. Good

AT: 1 or 2, DM: by weapon or spell/
1D6 (tail horn)

THACO: 14

HT: 5'8", WT: 170 lbs.

WEAPON PROFICIENCIES: dagger,
mace, short sword, spear, tail
horn

WEAPONS: dagger, spear, tail horn

SPELLS: Skill 1: Animal Friend
ship*, Detect Snares and Pits,
Locate Animal*

*Reptiles only.

SPECIALS: Empathy with any type
of reptile.

THIEF SKILLS: MS: 55%, H in S: 43%

MAGIC ITEMS: +3 Cloak of Protection

TREASURE: 10 gp, 5 sp

Hassah'hir is a lizardman whose
soul belonged to a member of the
ancient Cursed Ones (see p. 43),
which explains his high INT and
INS scores. Even though he is quiet
and brooding, he does have natural
leadership abilities.

As a herd ranger with the
Mastik'kar tribe, Hassah'hir was
held in high esteem for his abilities
and insight. Life with the tribe was
fulfilling, but stories of the lizard-
men, humans, and other intelligent
people of far lands made Hassah'hir
curious. He eventually set out to see
what life in these lands was like,
much to the dismay of those in his
tribe who depended on him. None-
theless, he left the tribe on good
terms and promised to return one day.

Hassah'hir has light green skin
mottled with brown spots.

GETTING THERE IS HALF THE FUN

Encounter 1:

A Hot Time at the Dragon's End?

PREP: The parchments instruct the PCs to go to the Dragon's End to meet their fellow adventurers for the quest and to receive the next bit of important information. After the PCs get acquainted, magical writing appears on their parchments, instructing the Characters to charter a ship and sail to the west coast of the continent of Mayzec.

Before the PCs leave the tavern, they are accosted by six drunken, off-duty city watchmen; a good old-fashioned barroom brawl may ensue.

NOTE: For clarity, the following Players text is worded to pertain to the last PC to arrive. However, the text should be read to all the Players at once.

PLAYERS: After leaving your quarters, you head for the Dragon's End Tavern, located in the dock district of Bellshire. Winding your way along the cobblestone streets, you get lost several times before finding the infamous tavern.

The signs at the door confirm what you have heard; the main attraction here is an array of exotic dancing girls (one sign even advertises a dancing female dwarf). You enter the tavern and immediately notice a few stares and murmurs from the patrons. You are used to such reactions in human cities, but the staring and muttering seem to

be more intense than usual; you soon realize why. In a private corner booth, a small group of lizardmen drink and talk quietly. Each has a piece of parchment in front of him. You move through the crowd, sit down, and casually introduce yourself to your new companions.

The large tavern is filled with male patrons, most of whom are obviously sailors or dock workers. Nearby, at a large table, sit six off-duty city watchmen who appear to be intoxicated. They stare at you with intense eyes and whisper comments to each other whenever you look their way.

On a large stage dominating one side of the tavern, a number of females gyrate to flute and drum music. A long bar lines the other side of the room, behind which sits a set of bottle-laden shelves. Scantily clad waitresses busily serve drinks, moving constantly between the tables and the bar.

Private booths, such as yours, are set against the other two walls. Nearby, on the wall by one end of the bar, hangs the tavern's namesake: the huge, stuffed rear end of a medium-sized red dragon. At the corners of the wall behind the stage are stairs leading to a balcony that runs above the stage. Occasionally, a lithe dancer leads one of the patrons upstairs.

GM NOTES: While the introductions are being made, the Characters have a chance to examine the Dragon's End Tavern (see the map

on p. 8).

If the PCs wait at the tavern, expecting someone to come and tell them about their mission, they will have a long wait.

If one of the PCs glances at his piece of parchment, read the following aloud.

Magical writing once again appears on your parchments. The writing states: "Hire a ship to the west coast of the continent of Mayzec; there the mysterious Twilight Jungle awaits."

Now, the six inebriated city watchmen get up, walk over toward your booth, and stand squarely in front of you. They make rude and bigoted remarks about lizards and lizardmen, and one says: "We don't like it when freaks like you come into our places to watch human females like they were pieces of meat." The humans also allude to adding quite a few more "reptilian trophies" to the wall of the tavern.

If the Player Characters try to leave quietly without making any comments or hostile moves, they are able to make their way through the group of drunken bigots without too much trouble. However, they will be verbally abused as they leave.

If any PC makes a comment or takes any sort of violent action (such as drawing a weapon or pushing one of the loudmouths out of the way), a brawl starts. Soon the whole bar becomes involved in the fight. No one except the six intoxicated guards will attack the PCs, howev-

er. In fact, some of the other patrons will even help the Characters fend off the drunken guards, who are notorious for causing trouble.

(6) Drunken Watch Members

Human, Skill 2 Fighters
HTK: 17 (x2), 16, 15, 14, 13 (2D10),
AC: 8
MV: 12", *AL*: Neutral
AT: 1, *DM*: by weapon
THACO: 19
ARMOR: leather
WEAPON PROFICIENCIES: dagger,
club, crossbow, long sword
WEAPONS: dagger, long sword
TREASURE: 1 gp, 10 sp (each)

This encounter should be played strictly for fun, with the GM allowing the PCs to start a barroom brawl. As long as none of the PCs pulls a weapon, no one else will do so. Any damage taken by the PCs is only bashing damage. (Only 1/4 of the damage needs to be healed normally; the rest of the damage heals itself in 1 hour.) Bashing damage also applies to damage taken from flying objects (chairs, bottles, etc.).

After 1D10 rounds of fighting, the on-duty city watch makes an appearance and breaks up the fight. Fortunately, the leader of the on-duty watch is a fair-minded man who also recognizes the inebriated watchmen as troublemakers.

If the PCs didn't draw their weapons or seriously hurt anyone, the watch leader simply fines them 5 gp each and orders them to leave the tavern.

If the PCs did draw weapons, or if someone was seriously hurt, the PCs are fined 25 gp each and ordered to leave the city by noon the next day.

If anyone was killed during the brawl, the Player Characters are fined 50 gp each and placed in the city jail until noon the next day. Due to the chaos of the fight, the guards can't tell for certain who did the killing, so the PCs are released at noon the next day.

If a PC admits he killed someone in the brawl, he is given a trial and acquitted, only having to pay a fine

and court fees totaling 100 gp.

After the PCs leave the tavern or are released from jail, they should go to the docks and try to hire a ship to take them to the continent of Mayzec.

Go to **Encounter 2: The Sound of Feet in the Fog**.

Encounter 2: The Sound of Feet in the Fog

PREP: Refer to this encounter when the PCs head for the wharves to seek a ship-for-hire. After asking around, the PCs meet Captain Voola Footh, a sea elf who owns a small vessel named the *Rogue Wind*. The Captain is having trouble with creditors so he agrees to take the charter for a relatively low fee.

Just as the lizardmen leave Captain Footh to pick up their gear, a deep fog moves in from the sea. A group of gnome thieves and their leader try to trap and rob the PCs.

After dealing with the thieves, the PCs get their belongings and return to the *Rogue Wind*.

PLAYERS: After getting a taste of the city's "hospitality" at the *Dragon's End*, you decide to find a ship so you can leave Bellshire and embark on your quest as soon as possible. It doesn't take too long to find the city docks, and after questioning several dock workers, you end up in front of a small trading vessel named the *Rogue Wind*. Although it's obviously outdated, the ship looks well maintained and swift.

After making the acquaintance of its owner, Captain Voola Footh, a sea elf who is missing his left arm, you and he bargain and quickly agree on a price of 50 gp per passenger. He insists on payment up front and tells you that the tides are just right for the ship to set sail at midnight.

You quickly leave the ship to retrieve your gear. As you leave the *Rogue Wind*, a light fog begins to roll in from the water. The fog suddenly becomes heavier, and you can

see nothing more than two feet away. Soon you take a wrong turn and end up in a dead-end alley. The patter of feet tells you that you are not alone in the fog. A deep voice commands you to throw down your weapons and money pouches.

GM NOTES: The sound of footfalls is made by six gnome thieves; their leader, Timbler the Skilled, hides on a nearby rooftop. The fog is actually Timbler's Wall of Fog spell.

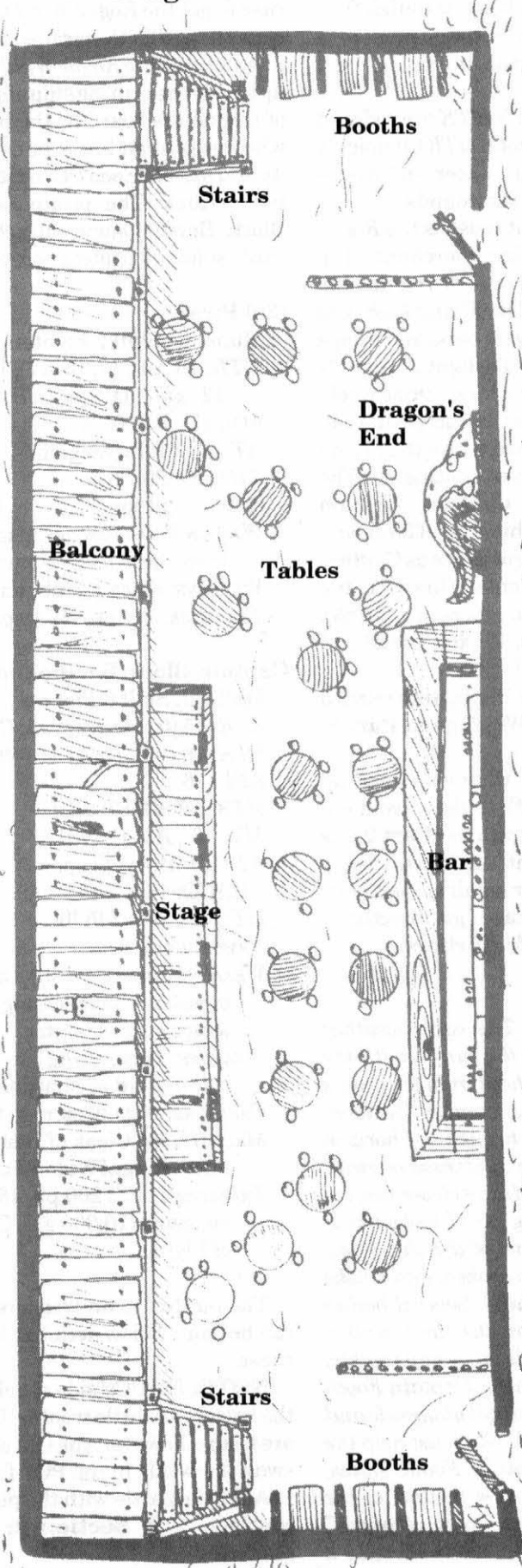
(6) Gnomes

Skill 3 Thieves
HTK: 18, 16, 15, 13, 12, 10 (3D6),
AC: 8
MV: 9", *AL*: C. Evil
AT: 1, *DM*: by weapon
THACO: 19
ARMOR: leather
WEAPON PROFICIENCIES: dagger,
short sword
WEAPONS: dagger, short sword
SPECIALS: Thief Skills: *PP*: 40%,
OL: 38%, *F/RT*: 40%,
MS: 32%, *H in S*: 25%, *HN*: 25%,
CW: 72%, *RL*: 0%
TREASURE: 1D10 gp, 1D20 sp (each)
MAGIC ITEMS: +3 Cloak of Protection

Timbler the Skilled

Gnome, Skill 3/4
Illusionist/Thief
STR: 10, *INT*: 16, *INS*: 13
STA: 13, *DEX*: 18 (+3, -4), *APL*: 15
HTK: 18 (3D4 + 4D6 ÷ 2), *AC*: 0
MV: 9", *AL*: L. Evil
AT: 1, *DM*: by weapon or spell
THACO: 19
HT: 4', *WT*: 75 lbs.
ARMOR: none
WEAPON PROFICIENCIES: dagger,
dart, quarterstaff
WEAPONS: darts (x4), quarterstaff
SPELLS: Skill 1: Hypnotism, Wall
of Fog; Skill 2: Improved
Phantasmal Force
SPECIALS: Thief Skills: *PP*: 55%,
OL: 57%, *F/RT*: 50%,
MS: 48%, *H in S*: 40%, *HN*: 25%,
CW: 73%, *RL*: 20%
TREASURE: 30 gp, 25 sp, gem (100 gp)
MAGIC ITEMS: Bracers of Defense
(*AC*: 4), Dagger of Venom,
Ring of Invisibility.

Dragon's End Tavern



If the Player Characters refuse to throw down their weapons and money and threaten to attack the thieves, Timbler casts his Improved Phantasmal Force to make it look as though a large group of dangerous-looking human bandits are stepping through the fog to attack the PCs. While the PCs are distracted by the illusions, the gnome thieves attempt to steal their money pouches.

By this time, Timbler has left the rooftop to grab his fair share of the money pouches. If any PC is able to see through the illusions, Timbler casts Hypnotism on that PC and tells him that he is tired and must sleep. Hopefully, more than one of the Characters will see through the Phantasmal Force's illusions so the PCs can defeat the little thieves. If not, since Captain Footh insisted on payment up front, the Characters at least have their passages aboard the *Rogue Wind*.

After the run-in with the thieves, go on to **Encounter 3: A Quiet Ocean Voyage**.

Encounter 3:

A Quiet Ocean Voyage

PREP: After dealing with the thieves, the Characters can leave the port of Bellshire. The journey to Mayzec and the Twilight Jungle takes about one month. Except for an encounter with a hungry sea serpent (**Part 1**) and a possible encounter with a shipload of pirates (**Part 2**), the voyage is quiet and relaxing.

Part 1

PLAYERS: As Captain Footh promised, the weather for the voyage is perfect. The nights are calm and peaceful, and the sun shines brightly in the blue sky by day. A brisk breeze keeps the *Rogue Wind* moving at a fast clip.

The ship's crew was rather cold toward you during the first week of travel, but the relationship has been warmer since.

One day, during the second week

of the voyage, the sky is especially blue and beautiful. Everyone on board is lying around on the upper deck taking advantage of the beautiful weather. Suddenly, the ship rocks noticeably enough for the well-trained crew to spring into readiness. Captain Footh and the sailors look over the ship's sides into the water. A few moments later, a huge form with shining, iridescent scales bursts from the water and encircles the ship with its serpentine form. The huge sea serpent starts crushing the ship with its powerful body.

GM NOTES: If the sea serpent is not driven off or killed in 10 rounds, it destroys the *Rogue Wind*.

(15) Sailors

Humans, Skill 2 Fighters
HTK: 20, 19 (x2), 18, 17 (x3), 16 (x3), 15 (x4), 14 (2D10), **AC:** 8
MV: 12", **AL:** L. Neutral
AT: 1, **DM:** by weapon
THACO: 20
ARMOR: leather
WEAPON PROFICIENCIES: club, dagger, hand axe, scimitar
WEAPONS: dagger, club, scimitar
TREASURE: 1D20 sp (each)

Captain Voola Footh

Sea Elf, Skill 6 Fighter
STR: 15 (0, +1), **INT:** 13, **INS:** 14
STA: 15 (+1), **DEX:** 17 (+2, -3), **APL:** 13
HTK: 58 (6D10), **AC:** 4
MV: 12", **AL:** L. Neutral
AT: 1, **DM:** by weapon
THACO: 15
HT: 5'8", **WT:** 160 lbs.
ARMOR: +1 leather
WEAPON PROFICIENCIES: club, dagger, throwing dagger, long bow, long sword, net
WEAPONS: dagger (x3), long bow, +1 long sword
TREASURE: 15 gp
MAGIC ITEMS: none.

(1) Sea Serpent

HTK: 76 (10D8), **AC:** 5
MV: 12", **AL:** Neutral
AT: 2, **DM:** 1D6/3D6 (bite/constrict) + poison
INT: Animal
THACO: 10, **SZ:** L

SPECIALS: Crushes small vessels completely in 10 rounds.

POISONOUS BITE: victim must save vs. Poison or die.

If the serpent's **HTK** are reduced to 19 (1/4 of its total **HTK**), it quickly dives under the water and disappears to nurse its wounds.

If the serpent crushes the *Rogue Wind*, a passing merchant ship called the *Flying Fish* rescues the PCs at dawn. The *Flying Fish* is to stop at the Mayzec coast and forage for food in the Twilight Jungle. It stays at the coast for only one week, however, so the Characters have to hurry if they plan to use the *Flying Fish* to leave the continent. (The *Flying Fish*'s Captain, William Moberley, and his crew of 25 sailors have the same statistics as Captain Footh and his crew. However, the **HTKs** for all the sailors are: 20 (x3), 19 (x2), 18 (x4), 17 (x3), 16 (x3), 15 (x5), 14 (x2), 13 (x3).

If the Player Characters remain on the *Rogue Wind*, go to **Part 2**, following.

If the Player Characters end up on the *Flying Fish*, they avoid encountering the pirates (**Part 2**), as the pirates think the *Flying Fish* is too big for their small vessel to attack. In this case, go directly to **Section 2: Safe Harbors**.

Part 2

PLAYERS: The calm weather continues after the run-in with the sea serpent. A shout from the crow's nest shatters the serenity. The lookout is pointing toward the horizon where a small trading vessel is adrift.

As your ship draws closer, you see that the drifting vessel looks like it lost a battle. One of the ship's secondary masts is broken, and smoke rises from the hold. Several bodies are sprawled on the deck, and a figure at the rails is waving weakly, calling out for help. Captain Footh gives the order to pull alongside and board the vessel. "We must help the survivors," Captain Footh states, "and there's always the law of the sea... plus salvage rights, of course."

GM NOTES: This is actually a

pirate ship, and the "disaster" is a ruse to get the *Rogue Wind* to draw close enough for the pirates to board.

As soon as the *Rogue Wind* draws up beside the drifting ship and some of the sailors board it, the pirates, who were pretending to be dead, get up and attack. Each PC must battle two pirates. The pirate captain, Black Bartholomew, attacks the toughest-looking fighter among the PCs.

(20) Pirates

Humans, Skill 2 Fighters
HTK: 18 (x4), 17, 16 (x7), 14 (x5), 12 (x3) (2D10), **AC:** 8
MV: 12", **AL:** C. Evil
AT: 1, **DM:** by weapon
THACO: 20
ARMOR: leather
WEAPON PROFICIENCIES: dagger, club, hand axe, scimitar
WEAPONS: dagger, club, scimitar
TREASURE: 1D6 gp, 1D20 sp (each)

Captain Black Bartholomew

Half-Elf, Skill 6 Fighter
STR: 15 (0, +1), **INT:** 15, **INS:** 16
STA: 16 (+2), **DEX:** 17 (+2, -3), **APL:** 16
HTK: 62 (6D10), **AC:** 3
MV: 12", **AL:** C. Evil
AT: 1, **DM:** by weapon
THACO: 15
HT: 5'6", **WT:** 145 lbs.
ARMOR: none
WEAPON PROFICIENCIES: battle axe, crossbow, dagger, long bow, long sword, scimitar
WEAPONS: dagger, long bow, scimitar (Sword of Sharpness)
TREASURE: 15 gp, 26 sp, ring (100 gp)
MAGIC ITEMS: Cloak of Displacement, Ring of Water Walking.
TREASURE HAUL: 200 pp, 15,000 gp, gems (10,000 gp), Carpet of Flying.

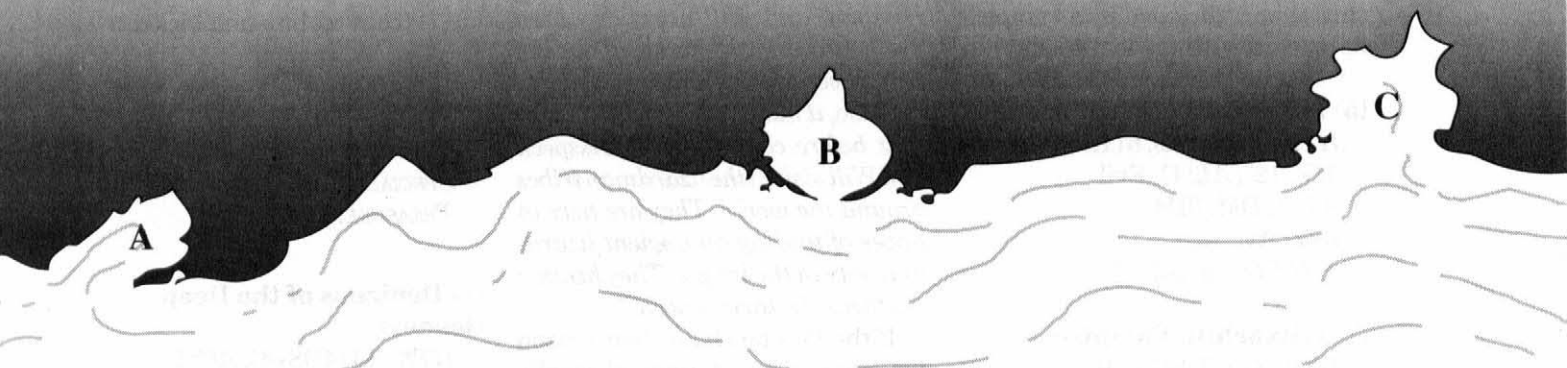
The pirates' main treasure haul can be found below deck in a locked chest.

NOTE: The PCs' side should win the battle with little trouble. If they are losing, however, the GM should sway the battle in the PCs' favor.

After the battle with the pirates, continue with **Section 2: Safe Harbors**.

Section 2

SAFE HARBORS



Harbor A

PREP: After a month of sailing, the Characters' ship finally reaches the coast of Mayzec. When the PCs consult the magical parchments again, they are instructed to enter the Twilight Jungle, find the city of Mertak, and steal six artifacts from the Evil lizardmen that dwell there. The parchments also direct the PCs to rescue a human named Will and a lizardman named Hisspeck who are soon to be sacrificed to the Evil lizardman god, Twillus.

PLAYERS: As the watchman in the crow's nest yells "land ho," the Captain comes up to you and, pointing to a map, asks, "In which harbor do you want us to lay anchor?"

GM NOTES: Captain Alzmar and the *Dolphin* are in one of the natural harbors, awaiting the return of Hisspeck and Will.

No matter where the PCs decide to anchor the ship, they will not reach that harbor until dusk.

Depending on the harbor chosen, the Denizens of the Deep or some other creature will attack.

The map at the top of this page shows the coastline of Mayzec and the locations of the natural harbors.

PLAYERS: The ship reaches the harbor about dusk. With the pink of twilight as your only light, you can still make out the harbor's sandy floor through the crystal clear water. The jungle looms right up to the shore; bright flowering plants gently dip their stalks in the water. Looking at the sandy floor of the harbor, you notice that part of the ship's shadow has actually detached itself and seems to be surfacing. Suddenly, a huge turtle with the head of a dragon surfaces.

GM NOTES: This ancient dragon turtle is a cantankerous sort who hates to have anything enter its harbor. It attacks without hesitation, fighting until it is dead or until the intruders leave its lair.

The dragon turtle's treasure is located on the bottom of the harbor, where the water is about 25' deep, beneath the overhanging of a large rock jutting from the harbor floor.

(1) Dragon Turtle

HTK: 96 (12D8), AC: 0
MV: 3"/9", AL: Neutral
AT: 3, DM: 2D6/2D6/4D8
(claw/claw/bite)
INT: Very
THACO: 9, SZ: L

SPECIALS: Belches a cloud of steam covering a 6" long, 4" wide, and 4" high area. Steam damage equals the turtle's current HTK, save vs. Breath Weapon for half damage.

Can capsize ships (95% chance for a small ship, and 50% for a large ship).

TREASURE: 1,000 pp, 5,000 gp, 6,000 cp

MAGIC ITEMS: Potions of Healing (x2), Gauntlets of Swimming & Climbing (conforms to any sized hand), Gem of Seeing.

If the dragon turtle is killed and the PCs' ship stays in the harbor, the Denizens of the Deep attack in the middle of the night.

Go to **Special Encounter: Night Attack**, following.

Harbor B

PLAYERS: The ship sails into this natural harbor just as the sun begins to set. With the pink of twilight as his only light, the captain expertly navigates your ship through the coral reef that crosses part of the entrance. The sailors point out a few manta rays lazily swimming around the reef. The flowering plants of the

jungle come right up to the water along most of the shore, except for a long stretch of sandy beach.

GM NOTES: The manta rays that the sailors notice are actually ixitxachitl. They do nothing until the PCs try to swim or take the ship's dinghy to shore. The ixitxachitl then attack, led by a vampiric ixitxachitl with clerical spells.

(5) Ixitxachitl

HTK: 9, 8, 7 (x2), 6 (1D8+1), **AC:** 6
MV: 12", **AL:** C. Evil
AT: 1, **DM:** 3D4
INT: Average
THACO: 18, **SZ:** M

(1) Ixitxachitl, Vampiric

HTK: 17 (2D8+2), **AC:** 3
MV: 12", **AL:** C. Evil
AT: 1, **DM:** 3D4
INT: High
THACO: 16, **SZ:** M
SPELLS: As Skill 3 cleric: Skill 1: Cause Fear, Cause Light Wounds; Skill 2: Hold Person
SPECIALS: Regenerates 3 **HTK**/round. Drains 1 Skill Level per successful hit.
MAGIC ITEMS: +3 Ring of Protection (worn on tail).

kinds of lizardmen working together? I've never seen such a thing!"

GM NOTES: If the PCs are honest and tell Alzmar about their quest, Alzmar tells the Characters the following:

"I brought the two people you seek to the coast. I'm worried because Hisspeck and Will are a day late. I've heard a lot of stories about the primitives of the Twilight Jungle!"

"Also, it may interest you to know that before coming here, Hisspeck and Will visited the lizardman tribes around the world. They are here in hopes of finding an ancient lizardman city in the jungle. They headed northeast in their search."

If the PCs lie about their reason for being here, Alzmar shrewdly asks them if they know a lizardman named Hisspeck. If the Characters still refuse to admit anything, Alzmar becomes highly suspicious of them and refuses to volunteer any information. He stays suspicious of the PCs until they return with Hisspeck and Will. In either case, Alzmar will not hinder the PCs in any way when they leave the ship.

Go to **Special Encounter: Night Attack**, following.

(20) Denizens of the Deep (Sahuagin)

HTK: 18 (x2), 17, 15 (x3), 14 (x2), 12 (x6), 11 (x5), 10 (2D8+2), **AC:** 5
MV: 12"/24", **AL:** L. Evil
AT: 3 or 5, or 1
DM: 1D2/1D2/1D4 and 1D4/1D4 (claw x2/bite and kick x2) or by weapon
INT: High
THACO: 16, **SZ:** M
WEAPONS: dagger, net, trident
SPECIALS: Can breathe underwater.
TREASURE: 5 pp each

(1) Denizens of the Deep (leader)

HTK: 33 (4D8+4), **AC:** 5
MV: 12"/24", **AL:** L. Evil
AT: 3 or 5, or 1
DM: 1D2/1D2/1D4 and 1D4/1D4 (claw x2/bite and kick x2) or by weapon
INT: High
THACO: 13, **SZ:** M
WEAPONS: dagger, crossbow
SPECIALS: Can breathe underwater.
TREASURE: 6 pp, 10 gp
MAGIC ITEMS: +1 Trident of Fish Command

The sahuagin leader attacks the strongest PC fighter. The rest of the PCs have to fight at least one of the monsters. If the sahuagin are having trouble, their leader uses his Trident of Fish Command to call the fish in the area to their aid. The leader has the fish swarm around the ship, causing it to rock, while the surviving sahuagin get away. After the monsters have escaped, or are defeated, there are no more interruptions during the night.

GM NOTES: The PCs' side should win the battle with little trouble. However, if they are losing the battle, the GM should sway the battle in the PCs' favor.

After the battle, there will be no further encounters for the rest of the evening. Go to **Section 3: Safari of Danger**.

Harbor

PLAYERS: As you enter this natural harbor, the sun begins to set. Despite the fading light, you can easily see that another vessel is anchored in the harbor. You can barely make out its name, Dolphin, in the dim light. The sailors of both ships watch each other closely as you pull closer to the Dolphin. After a few tense moments, the captain hails your ship's captain, who recognizes him in return.

Shortly thereafter, a dinghy from the Dolphin crosses to your ship. You then meet Captain Alzmar, a short, stocky man with dark skin. He seems taken aback and curious when he meets you.

After a few minutes of polite conversation in your captain's stateroom, Captain Alzmar bluntly asks, "Why are there so many different

Special Encounter: Night Attack

PLAYERS: Tonight you sleep uneasily, worried about the trip into the dangerous Twilight Jungle. Suddenly, the scream of pain jars you from your dreams. The noises of battle and shouts for help fill the air. Soon the ship is overrun by a band of fish-eyed humanoids. One of them turns his cold glare toward you and advances.

GM NOTES: The ship has been invaded by 20 Denizens of the Deep and their leader. Remember to ask each Player how much time his Character spends readying himself for battle and what weapons he grabs. If the Characters' ship is in the same harbor as Alzmar's, his ship is also attacked by a group of sahuagin.

Section 3

SAFARI OF DANGER

GM NOTES: In this section, the Player Characters explore the Twilight Jungle in search of the ancient lizardman city. Consult the **Continent of Mayzec** map on p. 13 during this section of the adventure.

The Continent of Mayzec map shows a number of ancient roads that still run through the jungle; these roads were built by the lizardmen of the Meraska Empire. Over the years, soil and plants have covered them, making them look like ordinary dirt trails.

While the PCs travel along these roads, they are allowed to move at their normal movement rate. While the party is on the road, any ranger in the group should save against his *INT* to see if he realizes that he is walking on an ancient road. A little digging will reveal the cobblestones of the old road.

All of the roads eventually lead to the city of Mertak. All planned encounters take place at ruined shrines along these roads. When the Characters enter a location where a planned encounter occurs (marked 1 to 5 on the map), refer to the listing for that encounter and read that description to the Players.

When the PCs are not traveling on the ancient roads, they are subject to random encounters as listed in the Jungle Random Encounters tables, following.

Random Encounters

While the PCs travel through the jungle (not on a road), there is a chance of a random encounter. Roll for a random encounter three times per day: once in the morning, once in the afternoon, and once at night. The GM should tailor the encounter so that it fits the time of day. A random encounter occurs on a roll of 1 on 1D8. If the PCs have an encounter, roll 1D8 and consult the Jungle Random Encounters tables to determine what they meet.

Jungle Random Encounters

Die Roll	Encounter
1	Baboons
2	Gorillas
3	Jaguars
4	Leopards
5-6	Primitive Humans
7	Snakes*
8	Wart Hogs

*Snake Sub-Table (roll 1D4)

Die Roll	Type of Snake
1	Amphisbaena
2	Constrictor
3	Poisonous
4	Spitting

(2D10) Baboons

HTK: 20 (x2), 19 (x2), 17 (x3), 16, 15 (x5) 14 (x3), 13 (x2), 12, 11 (1D8+1), *AC*: 7
MV: 12", *AL*: Neutral
AT: 1, *DM*: 1D4
INT: Low
THACO: 18, *SZ*: S

These baboons are foraging for food. They don't attack unless provoked or cornered. If startled, they run away.

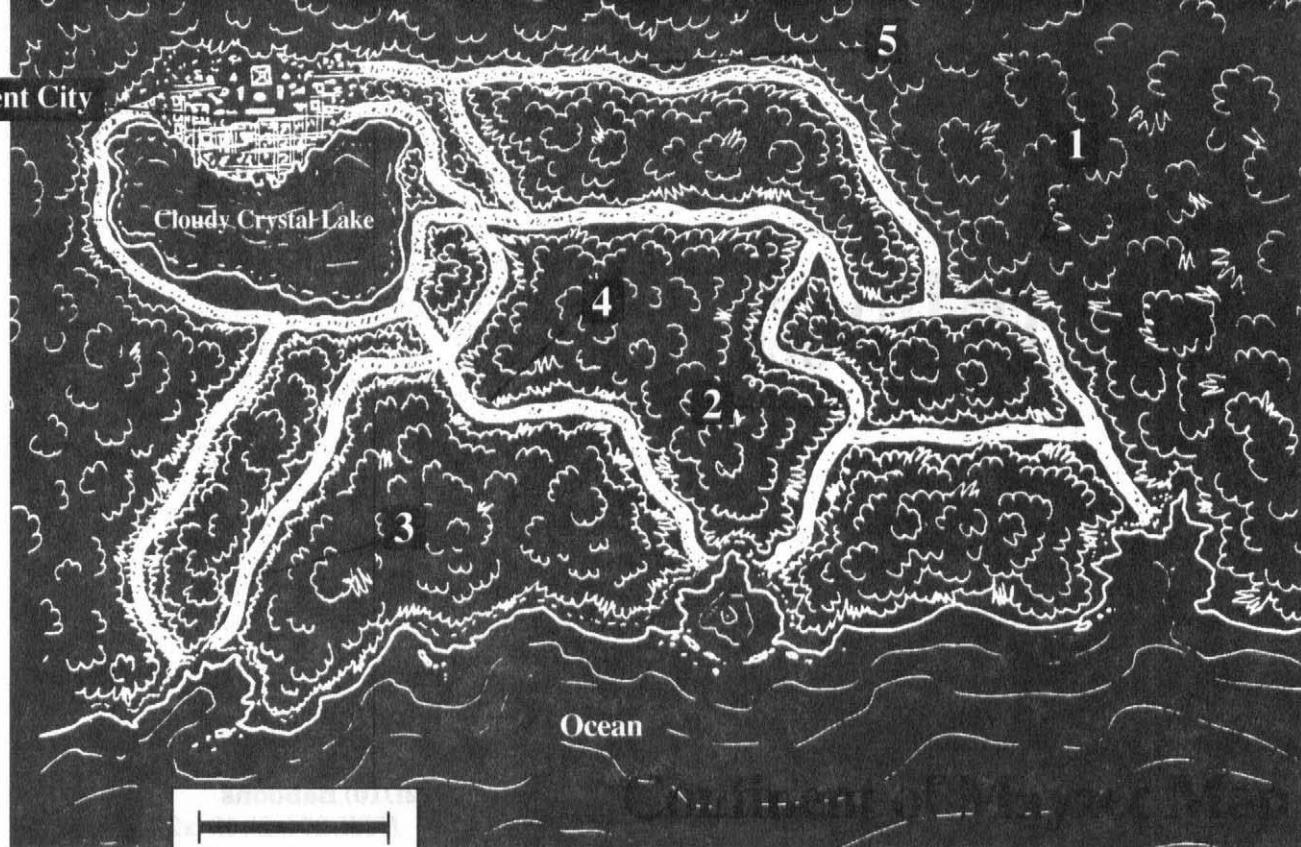
(1D4) Gorillas

HTK: 33, 30, 28, 24 (4D8+1), *AC*: 6
MV: 12", *AL*: Neutral
AT: 3, *DM*: 1D4/1D4/1D8 (claw/claw/bite)
INT: Low
THACO: 15, *SZ*: M
SPECIALS: If a gorilla hits with both hands, it does an additional 1D8 *HTK* of rending damage.

These gorillas are foraging for food and do not attack unless cornered or provoked.

(1D2) Jaguars

HTK: 31, 29 (4D8+1), *AC*: 6
MV: 15", *AL*: Neutral
AT: 3, *DM*: 1D3/1D3/1D8 (claw/claw/bite)
INT: Semi-
THACO: 17, *SZ*: L



1" = 1/3 day's travel

SPECIALS: Surprise on a roll of 1 on 1D6.
Rake with rear claws for an additional 1D4+1/1D4+1HTK of damage.

These hungry beasts leap on the PCs from tree limbs, allowing them to rake with their rear claws.

(2) Leopards

HTK: 25, 22 (3D8+2), AC: 6
MV: 12", AL: Neutral
AT: 3, DM: 1D3/1D3/1D6
(claw/claw/bite)

INT: Semi-
THACO: 17, SZ: M

SPECIALS: Surprise on a roll of 1-3 on 1D6.

Rake with rear claws for an additional 1D4/1D4 HTK of damage.

These jungle predators are eating the carcass of a lizardman they have just killed. The leopards do not attack unless someone gets too close or tries to take away their kill. The dead lizardman is clad only in a torn and dirty loincloth, and has nothing of value. He was one of the common lizardmen who rebelled against the clerics of Twillus.

(2D6) Primitive Humans (plus war chief)

Humans, Skill 1 Fighters

HTK: 10 (x4), 9 (x3), 8,

7 (x4) (1D10), AC: 8

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon

THACO: 20

ARMOR: +1 shield

WEAPON PROFICIENCIES: club, short bow, sling, spear

WEAPONS: club, spear

TREASURE: 1D4 gold nuggets each (1D10 gp each)

(1) Primitive War Chief

Human, Skill 3 Fighter

HTK: 28 (3D10), AC: 7

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon

THACO: 18

ARMOR: +2 shield

WEAPON PROFICIENCIES: club, javelin, short bow, sling, spear

WEAPONS: club, spear

TREASURE: gem (100 gp)

These primitive humans are from a village approximately 10 miles northeast of this area. They are on a hunting and scouting expedition. When they see that the PCs are lizardmen, they attack wildly, unless they can somehow be persuad-

ed that the PCs are not inhabitants of the ancient city. If the Characters can convince the humans (GM discretion) of their quest, the hunting party gladly shows them the way to the city.

Snakes, Giant

(1D3) Amphisbaena

HTK: 44, 40, 37 (6D8), AC: 3

MV: 12", AL: Neutral

AT: 2, DM: 1D3/1D3 (bite/bite) + poison

INT: Animal

THACO: 15, SZ: M

SPECIALS: Poisonous bite: victim must save vs. Poison or die. Immune to cold-based attacks.

An amphisbaena has a head and poisonous fangs at each end of its body. They travel by grasping one of their necks and rolling like wheels. They roll out of the surrounding underbrush, uncoil themselves in the middle of the PCs, and attack.

(1) Constrictor

HTK: 47 (6D8+1), AC: 5

MV: 9", AL: Neutral

AT: 2, DM: 1D4/2D4 (bite/constrict)

INT: Animal

THACO: 13, SZ: L

This giant beast drops from a tree and onto a Player Character (GM discretion) in an attempt to constrict him.

If several strong PCs (such as four with a *STR* of 16 or greater) can grasp the snake at its head and tail, they can uncoil it in 1D4+1 rounds.

(1D4+2) Poisonous

HTK: 34, 30, 29 (x2), 27, 25
(4D8+2), *AC*: 5

MV: 15", *AL*: Neutral

AT: 1, *DM*: 1D3 + poison

INT: Animal

THACO: 17, *SZ*: S

SPECIALS: Poisonous bite; victim must save vs. Poison or take 3D6 *HTK* of damage and lose 1D6 points of *STR*; on a successful save, the victim takes only 1D3 *HTK* of damage.

These snakes blend with the surrounding vegetation and are sunning themselves in a jungle clearing. The PCs are halfway through the clearing before they see the snakes. If the PCs do not make any sudden moves or try to attack, they can move slowly through the clearing without being attacked.

(1D4) Spitting

HTK: 31, 30, 28, 26 (4D8+2), *AC*: 5

MV: 15", *AL*: Neutral

AT: 1, *DM*: 1D3 + poison

INT: Animal

THACO: 17, *SZ*: M

SPECIALS: Poisonous bite; victim must save vs. Poison or lose 1D3 points in *STR*, *DEX*, and *STA*.

Spit is contact poison at 3' range; victim must save vs. Poison, or become blind.

Without warning, these vicious snakes attack from the cover of the underbrush.

(1D6) Wart Hogs

HTK: 24, 22, 21, 19, 18, 16 (3D8), *AC*: 7

MV: 12", *AL*: Neutral

AT: 2, *DM*: 2D4/2D4 (tusk gore x2)

INT: Animal

THACO: 17, *SZ*: M

These ferocious animals are rooting around for food. They attack anyone who comes near and continue attacking until their *HTK* is reduced to -10 or less.

Planned Jungle Encounters

Encounters 1-5:

Ancient Shrines

PREP: All of these encounters, the locations of which are shown on the Continent of Mayzec map, occur along the ancient roads. Refer to the **Ruined Roadside Shrines** inset for the shrines' layout.

When the PCs come to a shrine, find the descriptive text corresponding to that shrine, and read that **PLAYERS** text aloud.

Encounter 1

PLAYERS: Moving along the trail, you see a stone building (approximately 60' x 40') beside the trail. The weathered building is covered by creeping vines and other jungle plants. A set of double doors is the only entrance into this building. The doors are open a fraction of an inch.

If the PCs decide not to enter the ancient shrine, have the Players state what their Characters are doing, and continue the adventure.

If the PCs enter the shrine, read the following aloud.

Entering the building, you realize that this was once some sort of shrine dedicated to the lizardman gods. However, now it serves as the lair of what appears to be a family of carnivorous apes; the largest of which beats his chest, ready to defend his family.

(8) Apes, Carnivorous

HTK: 40, 36, 32 (x2), 30, 26 (x2), 24 (5D8), *AC*: 6

MV: 12", *AL*: Neutral

AT: 3, *DM*: 1D4/1D4/1D8

(claw/claw/bite)

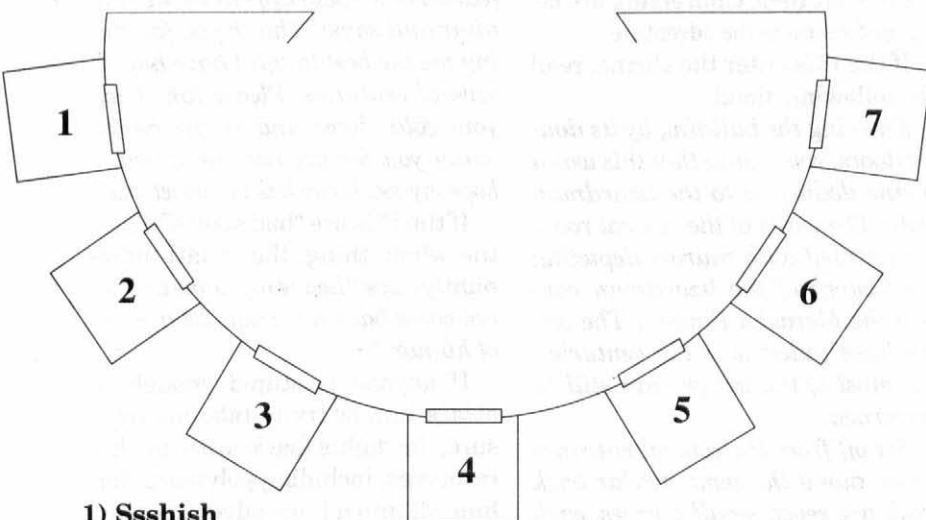
INT: Low

THACO: 15, *SZ*: L

SPECIALS: Surprised on a roll of 1 on 1D6.

If both hands hit, an additional 1D8 *HTK* of rending damage is done.

TREASURE: None



1) Ssshish

2) Hsrara

3) Sliash

4) Surtak

5) Rega

6) Storeroom (Empty)

7) Shrine to Twillus

These beasts attack if the PCs are aggressive (GM discretion).

If the PCs defeat the apes, continue by reading the following aloud.

After your confrontation, you see that along the semicircular back wall of the shrine are seven small alcoves, each containing an icon of one of the seven lizardman gods. The shrine has clearly not been used in a long time. All of the alcoves and their icons have been desecrated, except for the alcove dedicated to the Evil god Twillus.

If the PCs do not attack the apes, have the Players state what their Characters are doing, and continue the adventure.

Encounter 2

PLAYERS: *You see a weather-beaten, stone building (approximately 60' x 40'), covered by creeping vines and other jungle plants. A set of double doors is the only entrance into this building. Both doors are off kilter, the top hinges ripped out of the door casing.*

Scattered outside of the building are a half-dozen finely detailed statues of humans and lizardmen, some of which are covered in jungle growth, with others virtually untouched by the foliage.

If the PCs decide not to enter the ancient shrine, have the Players state what their Characters are doing, and continue with the adventure.

If the PCs enter the shrine, read the following aloud.

Upon entering the building, you realize that this was once a shrine dedicated to the lizardman gods. The walls of the central room are covered with faded murals depicting the history of the lizardman race and the Meraska Empire. The ceiling is partially caved in.

Two crumbling statues are interlocked in the center of the room.

Set off from the central entrance room, along the semicircular back wall, are seven small alcoves, each containing an icon of one of the seven lizardman gods. The shrine has clearly not been used in a long

time. All of the alcoves have been desecrated, except for the one devoted to the Evil god Twillus.

Six chicken-sized birds attack you from above. Roll for surprise.

(6) Cockatrices

HTK: 40, 39 (x2), 35, 32, 22 (5D8),

AC: 6

MV: 6"/18", AL: Neutral

AT: 1, DM: 1D3

INT: Animal

THACO: 15, SZ: S

SPECIALS: Touch turns flesh to stone; save vs. Petrification negates.

TREASURE: 3,000 gp.

These ill-tempered birds have roosted in the eaves of the central area for a long time. The gold pieces lay scattered under the debris on the floor of the central area.

Encounter 3

PLAYERS: *You see a weather-beaten, stone building (approximately 60' x 40'), covered by creeping vines and other jungle plants. A set of tightly closed double doors is the only entrance into this building.*

If the PCs decide not to enter the ancient shrine, have the Players state what their Characters are doing, and continue the adventure.

If the PCs enter the shrine, read the following aloud.

Entering the building by its double doors, you realize that this was a shrine dedicated to the lizardman gods. The walls of the central room are painted with murals depicting the history of the lizardman race and the Meraska Empire. The colors have faded over the centuries, but most of the images can still be discerned.

Set off from the central entrance room, along the semicircular back wall, are seven small alcoves, each containing an icon to one of the seven lizardman gods. The shrine of Ssshish has been visited recently.

Treasure is piled around the altar stone, and a scabbard and sword lie atop the altar. All the other alcoves have clearly not been used in a long time and have been desecrated.

If the PCs enter or disturb the alcove of Ssshish, read the following aloud.

*As soon as you approach the alcove of Ssshish, a deep voice that seems to come from everywhere says: "I am the oracle of the shrine; do **not** violate my temple by taking the offerings left by those who have sought my knowledge.*

"I will answer one question for every gold piece placed on the altar."

GM NOTES: The voice belongs to a good-natured couatl who has wrapped himself around the eaves of the roof above the alcove containing the altar of Ssshish. He has cast an Invisibility spell on himself to enhance his "prank."

If a PC leaves a gold piece and asks a question, the couatl answers him with a cryptic oracle-type answer that makes no sense whatsoever. The more questions the PCs ask, the more ridiculous the answers get. After four questions, read the following aloud.

The oracle begins to laugh aloud. As his laughter crescendos, a winged, feathered serpent appears above the altar and says: "Thank you for giving me the best laugh I have had in several centuries. Please take back your gold pieces, and forgive me for using you for my entertainment. I hope my jocularly has not upset you!"

If the PCs are "bad sports" about the whole thing, the couatl indignantly says: "Leave my home and do not come back until you get a sense of humor."

If anyone is stupid enough to attack him or try to take his treasure, he fights back with all his resources, including polymorphing himself into a huge silver dragon.

If the Characters are "good sports" and the couatl finds out about their quest, read the following aloud.

The oracle becomes somewhat solemn and says: "Take this sword and use it well; I have no need for it. Your quest against the local lizardmen will further my quest for peace and quiet. Awhile back, the local lizardmen sent a small squad of troops to oust me from my home; needless to say, they didn't succeed and haven't sent any more warriors."

(1) Couatl

HTK: 71 (9D8), AC: 5

MV: 6"/18", AL: L. Good

AT: 2, DM: 1D3/1D8

(bite/constrict) + poison

INT: Genius

THACO: 11, SZ: M

SPELLS: As Skill 5 magic-user:

Skill 1: Dancing Lights, Charm Person, Ventriloquism, Enlarge; Skill 2: Invisibility, Scare; Skill 3: Fireball

SPECIALS: Poisonous bite; save vs. Poison or die.

Can Polymorph Self at will.

PSIONIC ABILITY: 110

PSIONIC DISCIPLINES: Cell Adjustment, Domination, Energy Control, Molecular Agitation, Precognition, Telekinesis

TREASURE: 3,000 gp, 4,000 ep, 8,000 cp, 5 gems (5,000 gp total), 1 necklace (10,000 gp)

Magic Items: Amulet of the Planes (worn), Sword of Life Stealing.

of the central room are painted with faded murals depicting the history of the lizardman race and the Meraska Empire. The roof of this central area has crumbled away, allowing the local greenery free access to the shrine's confines.

Set off from the central entrance room, along the semicircular back wall are seven small alcoves, each containing an icon of one of the seven lizardman gods. The shrine has clearly not been used in a long time. All of the alcoves have been desecrated, except for the one dedicated to the Evil god Twillus.

(1) Dragon, Green

HTK: 72 (9D8), AC: 2

MV: 9"/24", AL: L. Evil

AT: 3, DM: 1D6/1D6/1D20

(claw/claw/bite)

INT: Average

THACO: 12, SZ: L

SPELLS: Skill 1: Command (x2), Detect Magic, Light

SPECIALS: Breathes a cloud of poisonous gas 5" long, 4" wide, and 3" high; a successful save vs. Breath Weapon halves damage.

TREASURE: 100 pp, gems (2,000 gp), jewelry (1,000 gp).

This irritable, very young dragon is fairly new to the area. He had a lair, but was driven off by an ancient red dragon. His treasure is all that he was able to grab in his flight from his old lair. The dragon spends most of his time sulking and contemplating revenge. He attacks anyone who enters his lair in the central area of this shrine. However, he does not bother to pursue his adversaries if they flee the building.

doing, and continue the adventure.

If the PCs enter the shrine, read the following aloud.

PLAYERS: Entering the building by its double doors, you realize that this was a shrine dedicated to the lizardman gods. The soiled walls of the central room are painted with murals depicting the history of the lizardman race and the Meraska Empire. The building's original ceiling was replaced long ago by a natural intertwining of vines and hanging plants.

Set off from the central entrance room, along the semicircular back wall, are seven small alcoves, each containing an icon of one of the seven lizardman gods. The shrine has clearly not been used in a long time. All of the alcoves and their altars have been desecrated, except for the shrine to the Evil god Twillus.

(10) Baboon-men

HTK: 45, 42 (x2), 41, 40 (x2), 39, 38 (x2), 37 (6D8), AC: 7

MV: 12", AL: Chaotic Neutral

AT: 5, DM: 1D4 x4/2D4

(claw x4/bite)

INT: Average

THACO: 15, SZ: M

TREASURE: 10,000 gp

MAGIC ITEMS: Scroll: Protection from Dragon Breath, Mace of Disruption (+1 "to hit" and damage).

The Baboon-men hide among the vines that make up the ceiling. As soon as the Characters enter the central area of the shrine, the baboon-men swing down and attack. Their treasure sits in a large pouch woven from vines in the ceiling.

Encounter

4:

PLAYERS: You come upon a weather-worn stone building (approximately 60' x 40'). The building is smothered by creeping vines and other jungle plants.

If the PCs decide not to enter the ancient shrine, have the Players state what their Characters are doing, and continue the adventure.

If the PCs enter the shrine, read the following aloud.

PLAYERS: Entering the building by its double doors, you can tell that this used to be a shrine dedicated to the lizardman gods. The walls

Encounter

5:

PLAYERS: You see a weather-worn stone building (approximately 60' x 40'), which is covered by creeping vines and jungle flora.

If the PCs decide not to enter the ancient shrine, have the Players state what their Characters are

Encounter

6:

Cloudy Crystal Lake and the Ancient Lizardman City.

(See Section 4: City of Ancient Guilt and the Ancient City of the Lizardmen map on p.21 for a description of the city and the surrounding area.)

Section 4

CITY OF ANCIENT GUILT

PREP: This section describes Mertak, the ancient city of the lizardmen, and the surrounding area. While the Player Characters are traveling through the city or the nearby Cloudy Crystal Lake, there is a chance of a random encounter. Refer to the appropriate following section for details.

Use the **Ancient City of the Lizardmen** map on p. 21 with this section.

When the Characters travel out across of the Cloudy Crystal Lake, there is a chance of a random encounter once per turn. An encounter occurs on a roll of 1 on 1D10. If the PCs have an encounter, roll 1D6 and consult the following Cloudy Crystal Lake Random Encounters table to determine what they meet.

Cloudy Crystal Lake Random Encounters

Die Roll

- | |
|-----------------------|
| (1D10) Monster |
| 1-2 Crocodiles, Giant |
| 3 Eels, Electric |
| 4 Frogs, Killer |
| 5 Leech, Giant |
| 6 Pikes, Giant |

If the Player Characters travel along the shore, there is a chance of

a random encounter once every two turns. An encounter occurs on a roll of 1 on 1D10. If the PCs have an encounter, roll 1D4 and consult the following Lake Shore Random Encounters table to determine what they meet.

Lake Shore Random Encounters

Die Roll

- | |
|-----------------------|
| (1D4) Monster |
| 1-2 Crocodiles, Giant |
| 3 Frogs, Killer |
| 4 Muckrakers |

(1D4) Crocodiles, Giant

HTK: 56, 52, 50, 48 (7D8), *AC:* 4
MV: 6"/12", *AL:* Neutral
AT: 2, *DM:* 3D6/2D10 (claw/bite)
INT: Animal
THACO: 13, *SZ:* L
SPECIALS: Surprise on 1-3 on 1D6.

These reptiles are always ill-tempered and hungry, whether they are encountered in the water or on the shore.

(1D4) Eels, Electric

HTK: 40, 37, 35, 31 (5D8), *AC:* 9
MV: 12", *AL:* Neutral
AT: 1, *DM:* 1D3
INT: Non-
THACO: 16, *SZ:* L

SPECIALS: Release a jolt of electricity once every 6 turns that does 3D8 *HTK* of damage to anyone within 5', 2D8 *HTK* of damage within 6' to 10', and 1D8 *HTK* of damage within 11' and 15'.

Immune to electrical attacks.

These eels attack only if someone gets within 5' of them. They are especially aggressive because they are continually hunted by the lizardmen of the city.

(2D6) Frogs, Killer

HTK: 12, 11 (x2), 10 (x5), 9 (x2), 8, 7 (1D8+4), *AC:* 8
MV: 6"/12", *AL:* Neutral
AT: 3, *DM:* 1D2/1D2/1D4+1 (claw/claw/bite)
INT: Non-
THACO: 18, *SZ:* S

These beasts swarm over anything that looks tasty.

(2D6) Leeches, Giant

HTK: 32, 30 (x4), 27 (x5), 26, 24 (4D8), *AC:* 9
MV: 3"/3", *AL:* Neutral
AT: 1, *DM:* 1D4 (blood drain)
INT: Non-
THACO: 17, *SZ:* S
Specials: When a leech first at-

taches itself to its victim, the victim takes 1D4 HTK of damage. Each round thereafter, the attached leech drains 4 HTK of damage.

(2D4) Muckrakers

HTK: 8(x3), 7, 6(x3), 5 (2D8), AC: 10
MV: 3", AL: Neutral
AT: 1, DM: 2D4+2 (bite)
INT: Non-
THACO: 19, SZ: S
SPECIALS: Surprise on a roll of 1-3 on 1D6.

These small, dinosaur-like creatures lie in wait in the lake's muddy bank and leap out to attack when the PCs come within 10'.

(2D4) Pikes, Giant

HTK: 32, 31(x2), 29, 28 (x2), 23, 22 (4D8), AC: 5
MV: 36", AL: Neutral
AT: 1, DM: 4D4
INT: Non-
THACO: 15, SZ: L
Specials: Surprise on a roll of 1-4 on 1D6.

These hungry and aggressive beasts attack by rocking the boat to knock their "lunch" overboard.

Planned Encounters

No planned encounters occur while the Characters are crossing Cloudy Crystal Lake or walking along its shore. No matter how many random encounters take place, the PCs arrive at the city just as the sun is setting. The timing for this is to

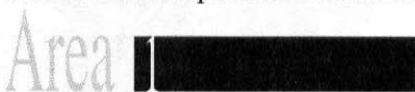
benefit the PCs. However, if the Players want their Characters to arrive at a different time, change the text to fit the circumstances.

Ruins

A portion of the city is in ruins and is mostly uninhabited (as seen on the **Ancient City of the Lizardmen** map). When the Characters are moving through the ruins, there is no chance for a random encounter, due to the frequent patrols and cleanup efforts of the local lizardmen.

Planned Encounters

PREP: There are only two (2) planned encounters in the ruined area of the city. The locations of these encounters are given on the **Ancient City of the Lizardmen** map as **Area 1** and **Area 2**. These planned encounters occur in ruined buildings, one of which is a lair for a pair of mated rakshasa and the other a lair for a pack of Mimickers.



NOTE: Refer to the **Ruined Store** map below for the layout of this area.

PLAYERS: *A full moon casts an eerie light on the ruined buildings and creates ominous shadows everywhere. So far, you've been able to move through the ruins without too much difficulty.*

As you pass some large buildings, you hear a cry for help coming from

a building to your right. The pleading voice, speaking the common lizardman language, seems to belong to a female. You can also make out the voices of male lizardmen.

GM NOTES: The building to the right, which used to be a small store, is now inhabited by a pack of four mimickers. The mimickers are imitating the lizardman voices in hopes of tricking the PCs into entering the building for an ambush. Two of the mimickers are crouched behind what is left of the main counter. One of them is imitating the voice of a child. The other two, who are imitating the voices of the male lizardmen, are in the back room. As soon as the Characters enter the building, the mimickers leap out and attack, probably surprising the party members (roll for surprise).

(4) Mimickers

HTK: 49, 47, 40, 35 (6D8+1), AC: 4
MV: 18", AL: C. Evil
AT: 1, DM: 3D6
INT: Average
THACO: 13, SZ: L
Specials: Imitates voices.

Can kick backward for 1D6 HTK of damage.

Treasure: 13,000 gp, gems (3,000 gp), +3 trident

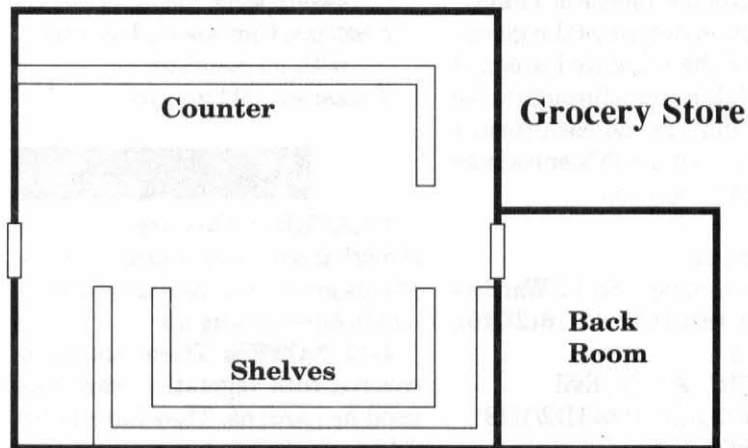
Magic Items: Vorpall Sword (obsidian long sword), Potion of Extra-Healing.

The mimickers' treasure is located under the debris of a smashed wooden crate in the back room.



PLAYERS: *Moving through the quiet blackness of a ruined section of the ancient city, you have made good time. Continuing down the street, you hear a human voice call out. The captain of your sea vessel beckons to you from the doorway of a nearby ruined building.*

GM NOTES: This is actually a rakshasa using his ESP and illusion abilities to trick the PCs into entering the building. Two rakshasas are in the building, one dis-



guised as the ship's captain and the other as one of the ship's sailors.

(2) Rakshasas

HTK: 53, 51 (7D8), **AC:** -4

MV: 15", **AL:** L. Evil

AT: 3, **DM:** 1D3/1D3/1D4+4
(claw/claw/bite)

INT: Very

THACO: 13, **SZ:** M

SPELLS: Magic-user: Skill 1:

Charm Person (x2), Sleep,
Magic Missile; Skill 2: Blind
ness, Invisibility, Web; Skill
3: Haste, Hold Person
Cleric: Skill 1: Command (x2),
Cause Light Wounds.

SPECIALS: Create illusions.
ESP.

Immune to spells under Skill 8.

Not affected by non-magical
weapons; magical weapons
less than +3 do half damage;
can be killed by a blessed
crossbow bolt.

TREASURE: 10,000 gp, 80 pp

MAGIC ITEMS: +2 staff, +4 Ring of
Protection, Scroll of Protec-
tion from Magic.

The rakshasa posing as the cap-
tain tells the Characters that
sahuagin destroyed the ship. While
the rakshasa "captain" is talking
with the PCs, the other rakshasa
casts Hold Person and Command
on them. After those spells have
been cast or when the rakshasas'
true natures have been discovered,
they drop the illusions and attack.

Their treasure is located under
what is left of the wooden store
counter in a locked strongbox. The
key was recently lost.

Inhabited Parts of the City

PREP: The ideal time for the
PCs to reach the ancient city is
about nightfall. They must make

their way to the Temple of Twillus
and find the treasure room contain-
ing the ancient artifacts of the
Meraska Empire. They must also
prevent the sacrifice of Hisspeck
and Will, which is set to occur at
dawn on top of the Temple of Twillus.

This section describes the gener-
al layout of the inhabited areas of
the city. While moving through these
areas, the Players roll each turn, 1
on 1D10, to see if the PCs encounter
a group of 1D6 guards.

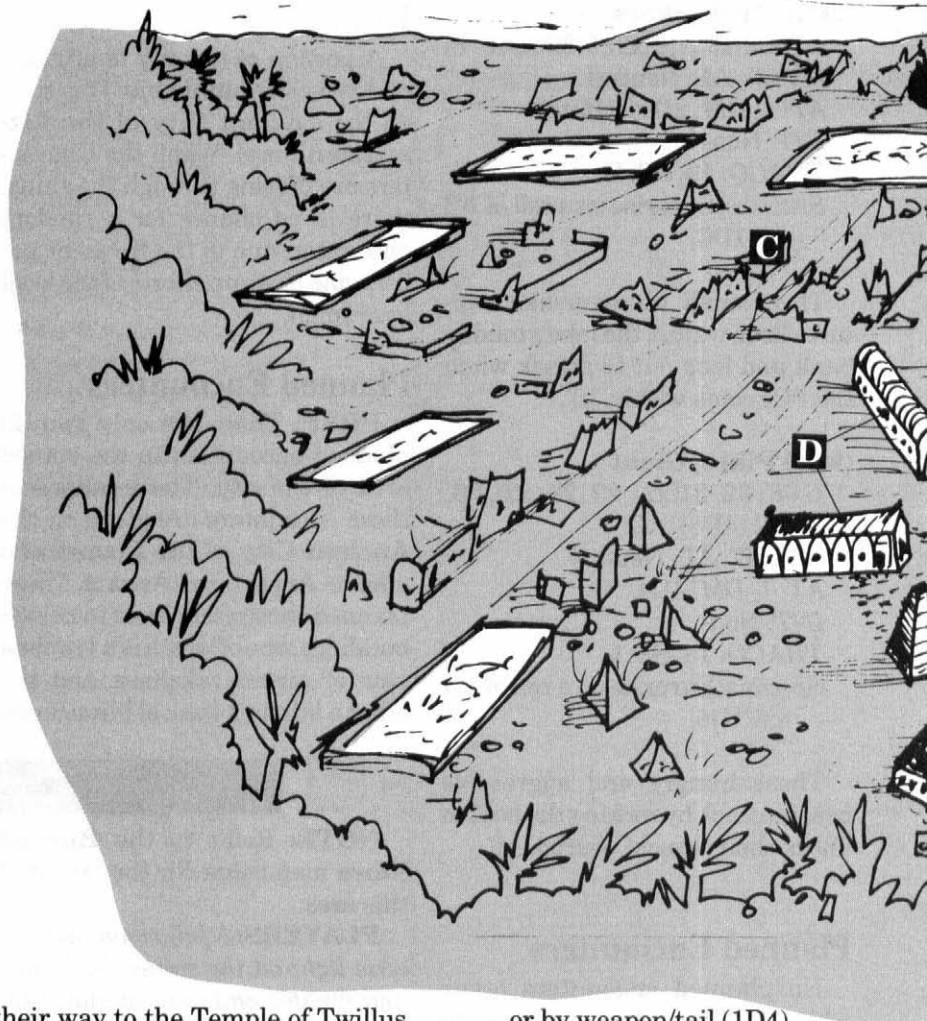
(1D6) Guards

Jungle Lizardmen, Skill 2 Warriors
HTK: 20, 19 (x2), 18, 17, 16 (2D10),
AC: 5

MV: 9"/15", **AL:** N. Evil

AT: 3 or 2, **DM:** 1D2/1D2/1D8
(claw/claw/bite)

Cloudy Crystal Lake



or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl,
short sword, spear, whip

WEAPONS: atlatl, obsidian short
sword, spear, whip

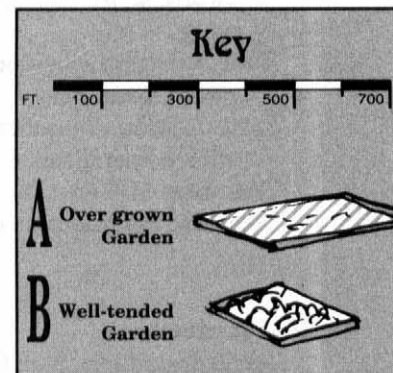
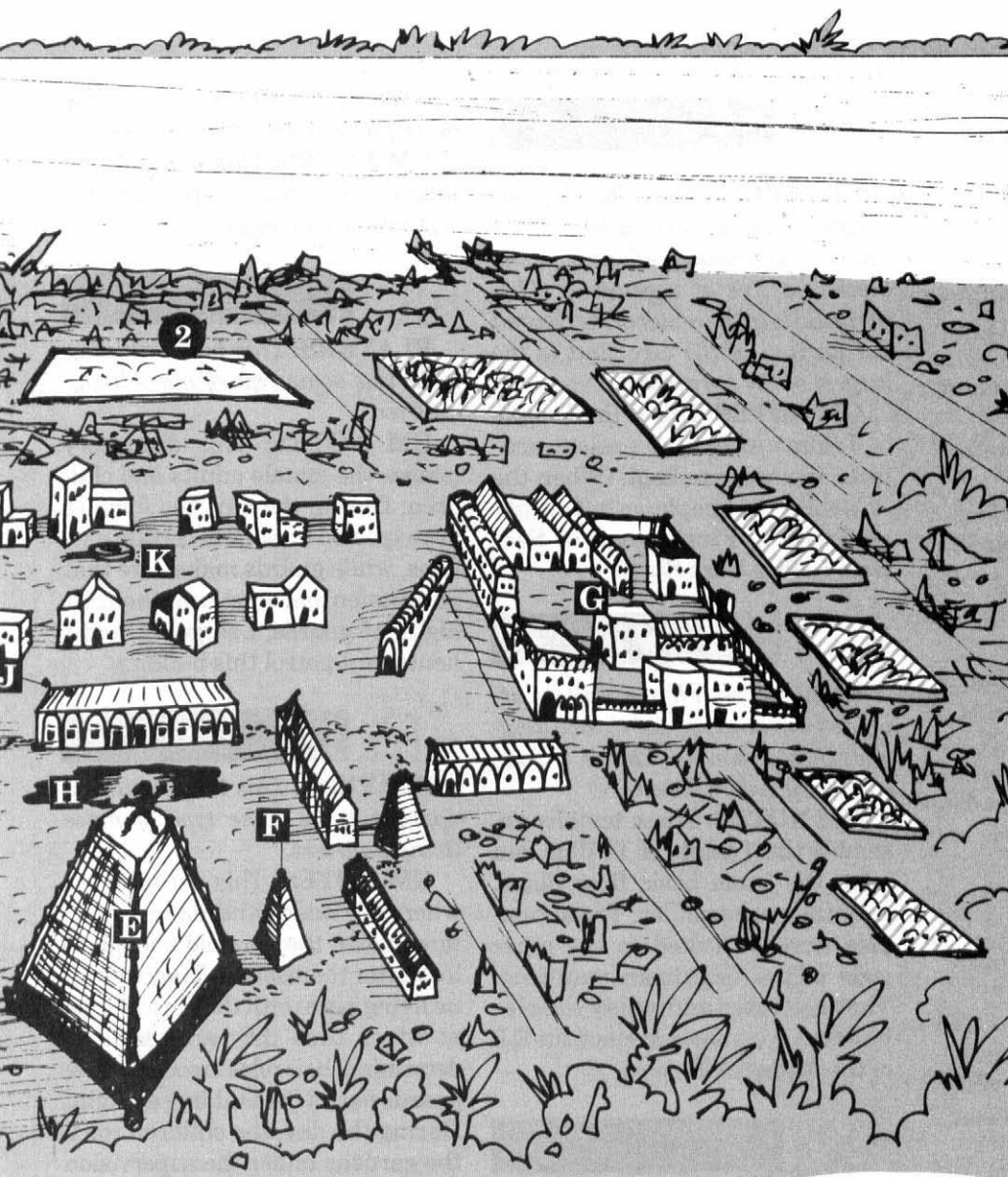
SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D4 gp each

Area A

PLAYERS: This area looks as
though it was once a large garden.
Plants grow wild, and a number of
weeds have sprung up.

GM NOTES: These six areas
covered with vegetation were once
used as gardens. They have fallen
into neglect.



Area B

PLAYERS: This large tract of land is apparently a well-tended garden. Rows of fruits and vegetables grow in abundance here.

GM NOTES: These gardens are still being tended by the labor forces. At night, four guards patrol the edge of the garden to prevent the commoners from stealing the crops.

Area C

PLAYERS: The crumbled ruins and empty shells of ancient buildings are scattered throughout what appears to be a thriving city.

GM NOTES: These large areas are in ruins and are not inhabited.

Area D

PLAYERS: Each of these large buildings contains bunks, a mess hall, a kitchen, practice rooms, and an office.

GM NOTES: These large barracks are for the temple troops that patrol the city and act as overseers for the city's labor forces. Each building houses 40 guards (Skill 2 warriors), 8 sergeants (Skill 4 warriors), 4 lieutenants (Skill 6 warriors), and a captain (Skill 8 warrior). The offices are for the captains. See the following statistics for details.

(40) Guards

Jungle Lizardman, Skill 2 Warrior
HTK: 20 (x3), 19 (x9), 18 (x5), 17

(x4), 16 (x7), 15 (x4), 14 (x7),
13 (2D10), AC: 5
MV: 6"(9"*)/12"(15"*), AL: N. Evil
AT: 3 or 2, DM: 1D2/1D2/1D8
(claw/claw/bite)
or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl,
short sword, spear, whip

WEAPONS: atlatl, obsidian short
sword, spear, whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D4 sp

*Applies to any lizardman over 5'11".

(8) Sergeants

Jungle Lizardman, Skill 4 Warrior
HTK: 40, 39 (x2), 38, 37, 35 (x2),
34 (4D10), AC: 4

MV: 6"(9"*)/12"(15"*), AL: N. Evil
AT: 3 or 2, DM: 1D2/1D2/1D8
(claw/claw/bite)

or by weapon/tail (1D4)

THACO: 18

ARMOR: shield

WEAPON PROFICIENCIES: atlatl, long
sword, short sword, spear,
whip

WEAPONS: atlatl, obsidian short
sword, spear, whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D6 ep

*Applies to any lizardman over 5'11".

(4) Lieutenants

Jungle Lizardman, Skill 6 Warrior
HTK: 60, 56, 54, 50 (6D10), AC: 3
MV: 6"(9"*)/12"(15"*), AL: N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 16

Armor: +1 shield

Weapon Proficiencies: atlatl, long
sword, short sword, spear,
whip

Weapons: atlatl, long sword, ob-
sidian short sword, spear
(with obsidian head), whip

Specials: Can see underwater
with no penalties.

Treasure: 1D10 gp

*Applies to any lizardman over 5'11".

(1) Captain

Jungle Lizardman, Skill 8 Warrior
HTK: 78 (8D10), AC: 2
MV: 9"/15", AL: N. Evil
AT: 3 or 2, DM: 1D2/1D2/1D8
(claw/claw/bite)

or by weapon/tail (1D4)

THACO: 14

ARMOR: +2 shield

WEAPON PROFICIENCIES: atlatl,
dagger, short sword, spear,
war mace, whip

WEAPONS: obsidian dagger, ob-
sidian short sword, war mace,
whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D20 gp

Area B

PLAYERS: This flat-topped pyramid appears to be a temple. Its exterior, consisting of large stone blocks, is free of vegetation. This pyramid is in the center of the cleared out portion of the city, and is the largest of the pyramids.

GM NOTES: This is the Temple of Twillus where the ancient artifacts of power are kept. (When the PCs enter the temple, go to **Temple of Twillus, First Level** in **Section 5: The Last Step**).

Area E

PLAYERS: This small, flat-topped pyramid appears to be a long-abandoned temple. Dense foliage covers the entire structure.

GM NOTES: These temples resemble the Temple of Twillus and have the same basic floor plans, only they are smaller. These temples were dedicated to the other gods of the lizardman pantheon. The desecrated and empty temples have not been entered since the fall of the Meraska Empire.

Area G

PLAYERS: This block of buildings consists of shops and residences, all of which are free of jungle growth.

GM NOTES: This area is occupied by the common lizardmen who have managed to rise above the work of the common labor force and have learned a craft or trade. Of course, only the temple clerics, assassins, and guards are able to buy their goods. The shopkeepers are forced to sell or trade their wares at prices much lower than what they are worth. The upper class pays for the goods with gold or with trade items, such as extra food.

Area H

PLAYERS: This large murky pool, about a foot deep, is in the

center of what appears to be the main plaza of the city.

GM NOTES: This is where the lizardman eggs are kept. Currently, there are no eggs.

Area I

PLAYERS: This large building looks like some type of mass living quarters.

GM NOTES: This dormitory houses the female adults and children. During the day, the females are expected to work in certain gardens, while guards make sure that no common males get near them. At night, 15 guards, 1 sergeant, and 1 lieutenant patrol this building.

Area J

PLAYERS: This large building appears to be some type of mass living quarters.

GM NOTES: This dormitory is where the male children are quartered when they are old enough to look after themselves. They continue living here until they are adults, at which time they are tested to determine their roles in society. Five guards patrol the building at night. During the day, the children work the gardens under the supervision of 10 guards.

Area K

PLAYERS: This small, run-down building appears to house a large number of people. Five lizardmen stand guard outside this structure's only door.

GM NOTES: These crowded and unsanitary barracks house the lower-class male lizardmen.

At night, each barracks is guarded by 5 guards. Additionally, 10 guard units, each consisting of 2D6 guards and 2 sergeants, patrol the general area. During the day, the guards watch over the laborers, who repair sections of the city and work in the gardens. See **Inhabited Parts of the City** (page 19.) for guard statistics.

TEMPLE OF TWILLUS

PREP: This section deals entirely with the Temple of Twillus and its inhabitants. Ideally, the PCs should enter the temple in the middle of the night, under the cover of dark. However, if the PCs enter the temple during the light of day, adjust the details accordingly.

Guards, clerics, and assassins occupy the temple.

While the Player Characters are moving around the temple, there is a chance for a random guard encounter once per turn. An encounter occurs on a roll of 1 or 2 on 1D8. If the PCs have an encounter, it will be with 1D4+1 guards (Skill 2 warriors).

(1D4+1) Guard

Jungle Lizardman, Skill 2 Warrior
HTK: 20, 18, 17, 16 (x2), (2D10),
AC: 5

MV: 6"(9"*)//12"(15"*), AL: N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl,
short sword, spear, whip

WEAPONS: atlatl, obsidian short
sword, spear, whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D4 sp

*Applies to any lizardman over 5'11".

All temple corridors and public areas are lit by torches.

Rescuing Hisspeck and Will will not be possible until just before

dawn, when they are taken to the temple. General Murgo's instincts tell him that there is something strange about Will and Hisspeck, especially the alien lizardman. Fearing that they might somehow escape or be freed by rebels, Murgo has dispatched 2 captains and 5 of his most-trusted guards to move the sacrifice victims to a nearby abandoned building. They do not come back to the temple until just before dawn. At dawn, the guards take the victims directly to the roof altar of the main temple. Here is where the PCs are first able to encounter Hisspeck and Will.

First Level

Area 1

Entrance to the Temple

PREP: This is the only entrance into the Temple of Twillus.

PLAYERS: The large double doors to the Temple of Twillus are open; a dim light spills through the portal. Two alert guards stand in front of the doors.

GM NOTES: The large double doors, located on the north side of the temple, are always open. These two guards (Skill 2 warriors) must be surprised or tricked so that they do not call out an alarm.

(2) Guards

Jungle Lizardmen, Skill 2 Warriors

HTK: 20, 18 (2D10), AC: 4

MV: 9"//15", AL: N. Evil

AT: 3 or 2, DM: 1D2/1D2/1D8
(claw/claw/bite)

or by weapon/tail (1D4)

THACO: 20

ARMOR: shield

WEAPON PROFICIENCIES: atlatl,
short sword, spear, whip

WEAPONS: atlatl, obsidian short
sword, spear, whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D4 sp

If the guards are killed or knocked unconscious, their disappearance or deaths will be discovered by a patrol in 1 hour.

Area 2

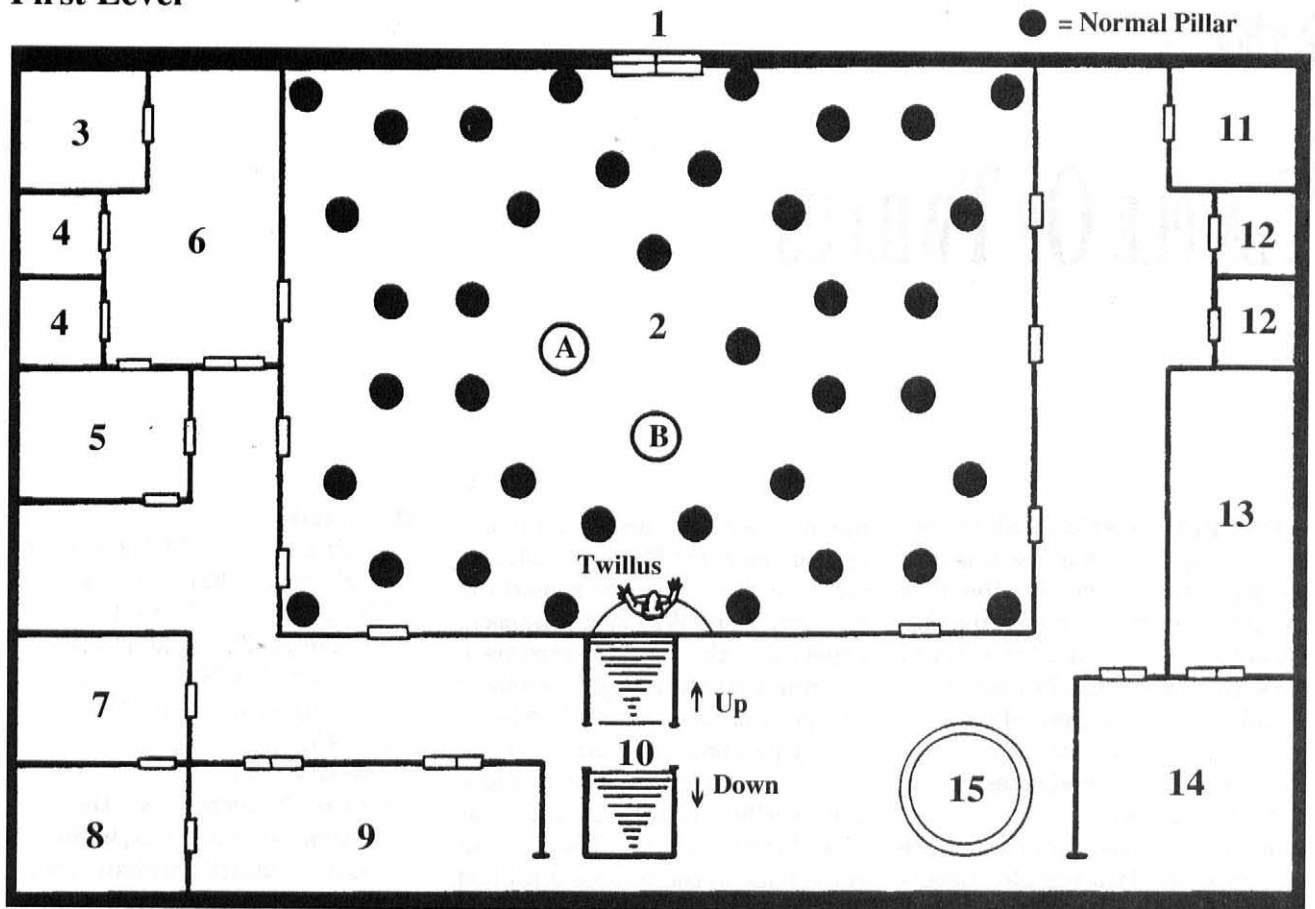
Main Worship Area

PREP: Upon entering the Temple of Twillus, the Characters find themselves in the 130' x 170' main worship area of the temple.

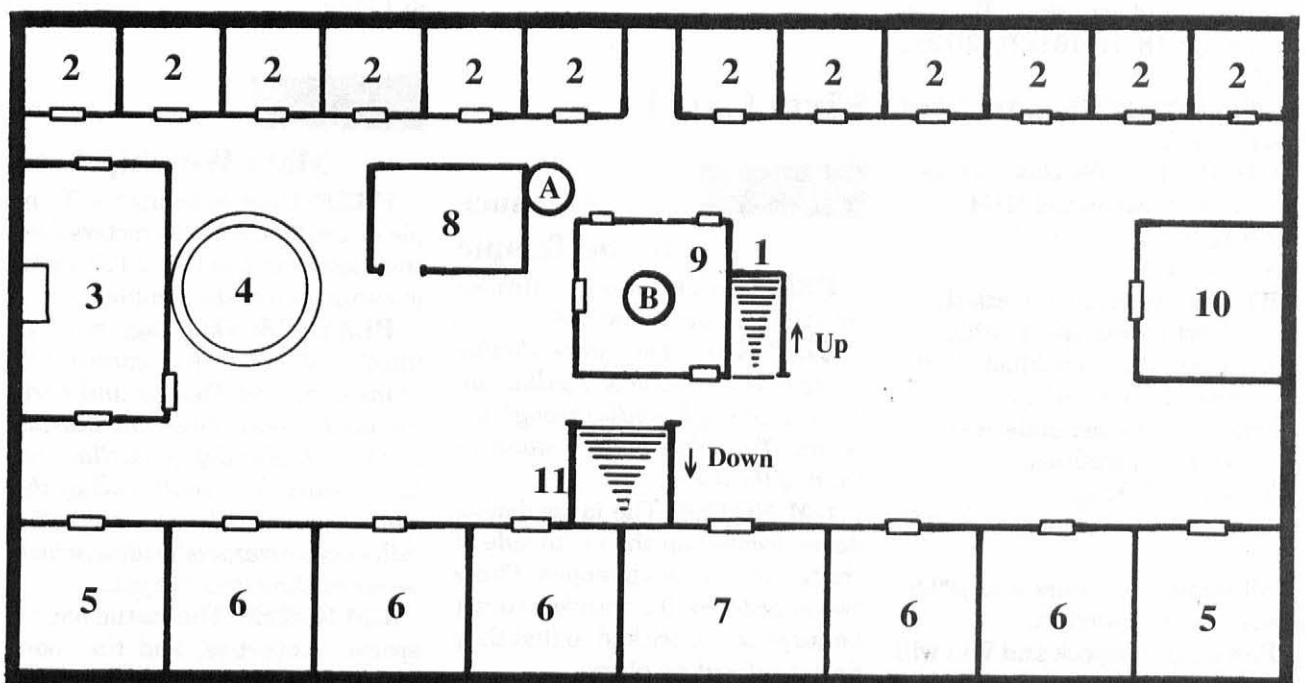
PLAYERS: This huge room is filled with intricately carved columns depicting Twillus and various myths concerning him. Murals on the wall also depict Twillus and his legends. The south end of the worship area features a huge 25'-tall obsidian statue of Twillus, which seems to glare down at you.

GM NOTES: The statue has no special properties, and the room holds nothing of interest or value.

First Level



Second Level



Area A: Levitation Shaft

PREP: This large column is actually the disguised levitation shaft that goes all the way through the pyramid.

If a Player says his Character is checking the columns for anything special, he must make a save against his Character's *INS*. If he succeeds, read the following **PLAYERS** text aloud. Otherwise, ask the Players what their Characters' are doing, and continue game play.

PLAYERS: *This column, intricately carved with likenesses of Twillus and verses from his scriptures, is slightly larger than the others.*

If a PC successfully checks the column for secret doors, read the following aloud.

One large section on the west side of the column is a secret door that opens into a shaft. The shaft runs up and down through the temple.

GM NOTES: This 10'-diameter shaft runs through the entire temple. When the sun is up, anyone standing at the bottom of this shaft is gently and quickly levitated up the shaft. The traveler is then deposited at the top of the temple.

Area B: Charnel Shaft

PREP: This large column is actually the disguised charnel pit shaft that runs throughout the temple.

If a Player says his Character is checking the columns for anything special, he must make a save against his Character's *INS*. If he succeeds, read the following **PLAYERS** text aloud. Otherwise, ask the Players what their Characters are doing, and continue game play.

PLAYERS: *This column, intricately carved with likenesses of Twillus and verses from his scripture, is slightly larger than the others. A faint smell of death and decay surrounds this column.*

If a PC successfully checks the column for secret doors, read the following aloud.

One large section on the west side of the column is a secret door that opens into a shaft. The shaft seems to run through the entire temple.

GM NOTES: This shaft is used exclusively for the dumping of all waste materials.

Area 3:

Head

Assassin's Quarters

PREP: This 30' x 30' room is the quarters for the head assassin of the temple.

PLAYERS: *A desk and three chairs sit beside a neatly made bed, which is made of polished black wood. A few papers rest on the desk in a neat pile. The room contains no other decorations or furniture, except for the black curtains that line the walls. There is a door in the center of the east wall.*

GM NOTES: This room contains nothing of interest, since the head assassin, Slash, is paranoid and carries everything of value with him. The papers on the desk are notes on training assassins. The top drawer of the desk is locked and trapped with a poisoned needle. This drawer contains only some blank parchment, writing materials, and a book about natural poisons.

Slash, who is an insomniac, is currently roaming the city, looking for the rebels he has recently heard about. He will be encountered when the PCs attempt to stop the sacrifices at dawn. He will not return to his room until after dawn.

Area 4:

Assistant

Assassins' Quarters

PREP: These two 20' x 20' rooms serve as quarters for the head assassin's two assistants. (The following **PLAYERS** text applies to both rooms.)

PLAYERS: *This small room is apparently someone's living quarters, and the inhabitant appears to be sound asleep on a cot in the corner of the room. The room contains a few personal decorations and is lined with black curtains. A small desk and chair sit beside the cot. Hung beside the bed on pegs in the wall are a dagger, a short sword, a mace, and a whip. There is a door in the center of the east wall.*

GM NOTES: Both of these rooms are quarters for the head assassin's

assistants, who have passed out after sharing some good wine. It will take a lot of noise to wake either of them (GM discretion).

(2) Assistant Assassins

Jungle Lizardmen,

Skill 8 Assassins

HTK: 47, 43 (8D6), *AC:* 5

MV: 6"/12", *AL:* N. Evil

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)

or by weapon/tail (1D4)

THACO: 19

ARMOR: none

WEAPON PROFICIENCIES: dagger,

dart, short sword, war mace,

whip

WEAPONS: obsidian dagger, obsidian short sword, war mace, whip

SPECIALS: Can see underwater with no penalties.

Backstab for triple damage.

+6 *HTK* per *HTK* die of damage when using a weapon against a lizardman.

Thief Skills: *PP:* 45%, *OL:* 42%,

F/RT: 55%*, *MS:* 70%,

H in S: 58%, *HN:* 10%,

CW: 89%

TREASURE: 2D20 gp, 1D10 ep, 1D20 sp

*Can also use this skill to set traps.

Their desks contain nothing of interest. Each lizardman sleeps with his money pouch under his pillow. Due to their drunken state, it would be easy to remove the pouches, each of which contains 20 gp and 6 cp.

Area 5:

Assassins' Barracks

PREP: This 30' x 40' room is the barracks for the remaining temple assassins.

PLAYERS: *This darkened room is filled with cots, each with a sleeping lizardman. A large table with long benches occupies the middle of the room. There are three doors: one in the north wall, east corner, one in the center of the east wall, and one in the south wall, east corner.*

GM NOTES: This room is the barracks for the remaining temple

assassins (5 Skill 2 assassins and 5 Skill 3 assassins). The room contains nothing of interest, unless the PCs want to deal with the assassins sleeping with their weapons.

(5) Apprentice Assassins

Jungle Lizardmen,
Skill 2 Assassins
HTK: 12, 11, 10 (x2), 9 (2D6), *AC*: 5
MV: 6"(9")/12"(15"), *AL*: N. Evil
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)
THACO: 20
ARMOR: none
WEAPON PROFICIENCIES: dagger,
mace, whip
WEAPONS: obsidian dagger, war
mace, whip
SPECIALS: Can see underwater
with no penalties.
Backstab for double damage.
Thief Skills: *PP*: 15%, *OL*: 15%,
F/RT: 25%**, *MS*: 30%,
H in S: 25%, *HN*: 0%,
CW: 80%.
TREASURE: 1D20 gp, 1D6 ep, 1D10 sp
*Applies to any lizardman over 5'11".
**Can also use this skill to set traps.

(5) Assassins

Jungle Lizardmen,
Skill 3 Assassins
HTK: 18, 16 (x3), 15 (3D6), *AC*: 5
MV: 6"(9")/12"(15"), *AL*: N. Evil
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)
THACO: 20
ARMOR: none
WEAPON PROFICIENCIES: dagger,
short sword, war mace
WEAPONS: obsidian short sword,
war mace
SPECIALS: Can see underwater
with no penalties.
Backstab for double damage.
Thief Skills: *PP*: 20%, *OL*: 19%,
F/RT: 30%**, *MS*: 36%,
H in S: 30%, *HN*: 0%, *CW*: 81%
TREASURE: 1D20 gp
MAGIC ITEMS: Dagger of Venom
*Applies to any lizardman over 5'11".
**Can also use this skill to set traps.
Each assassin has a small pouch
around his neck containing 1D10 gp.

Area 6:

Assassins' Training Area

PREP: This room is L-shaped; the south wall measures 40' across, the east wall 70', the north wall 30' across, and the west wall 40' up from the south wall, 10' inward (to the east), and up 30' to meet the north wall.

PLAYERS: This large room contains several pieces of exercise equipment and six wooden practice dummies. Another part of the room is a target range for throwing daggers and atlatl javelins, several of which are still stuck in the targets. There is a set of double doors in the south wall, east corner. There are also five single doors: one in the center of the northernmost section of the west wall, two in the southernmost section of the west wall, one in the south wall, west corner, and one in the east wall, south corner.

GM NOTES: This is the assassins' training room. There is nothing of interest or value here.

Area 7:

Servants' Quarters

PREP: This 30' x 40' room serves as servants' quarters. The door in the center of the east wall is bolted from the outside.

PLAYERS: As the door is opened, the scent of unwashed bodies hits you, and you see a number of sleeping lizardmen, all in bad physical condition, huddled together on the floor. There are two doors: one in the center of the east wall and one in the south wall, east corner.

GM NOTES: This small room houses 20 temple servants who are so terrified and weakened that they cannot defend themselves. If awakened, they are too afraid to be of any help to the PCs and too afraid to raise a warning.

Area 8:

Kitchen

PREP: This 30' x 40' room can be reached only through the servants' quarters (Area 7) or the mess hall (Area 9).

PLAYERS: This large room is a kitchen. A fireplace dominates part of the room. There are a number of counters and shelves filled with cooking and eating implements. Several shelves contain various dried foods and spices. There are two doors, one in the north wall, east corner, and one in the center of the east wall.

GM NOTES: This room contains nothing of value or interest.

Area 9:

Mess Hall

PREP: This 30' x 80' room can be reached through the kitchen (Area 8) or the back corridor.

PLAYERS: This room contains a number of long wooden benches and tables. There are two sets of double doors in the north wall, one 15' from the east wall and the other 15' from the west wall, and a single door in the center of the west wall. There is also an archway in the east wall, south corner.

GM NOTES: This communal mess hall is used by all temple personnel living on this level. There is nothing of interest or value in this room.

Area 10:

Stairway

PREP: This stairway is 20' wide.

PLAYERS: This 20'-wide stairway goes up and down.

GM NOTES: This stairway goes up to the second level and down to the dungeon level.

Area 11:

Head of the Temple Guards' Quarters

PREP: This 30' x 30' room serves as the quarters for General Murgio, the head of the temple guards. The room is locked.

PLAYERS: A huge bed with an elaborately carved obsidian headboard dominates the room, which

also contains a chair and a large wooden desk, upon which there are several pieces of paper. There are many hunting trophies here, most of which are mounted on the wall. There is a door in the center of the west wall.

GM NOTES: The papers on the desk are weekly reports concerning the area surrounding the temple. None of the reports is of any use to the PCs.

A successful Find/Remove Traps roll reveals five obsidian daggers placed in the obsidian headboard. If not successfully removed, they shoot straight out from the headboard, randomly striking anyone at the foot of or on the bed (*THACO*: 11).

Further searching reveals a trapped, secret compartment. Any attempt to remove this trap gives the "remover" 1D10 *HTK* of damage from a fist-sized projectile.

The secret compartment contains 1252 gp, a Bag of Beans, and a Potion of Extra-Healing.

General Murgo has accompanied Slash on his city inspection, looking for rebels. The Characters encounter Murgo when they try to stop the sacrifices at dawn. He will not return to his room until after dawn.

Area 12:

Captains' Quarters

PREP: These 20' x 20' rooms are the quarters for the guard commander's captains. These rooms are locked. (The following **PLAYERS** text applies to both rooms.)

PLAYERS: *This small room contains a cot, a wooden desk, and a chair. There is a door in the center of the west wall.*

GM NOTES: These two identical rooms serve as quarters for the 2 captains of the guard (Skill 8 warriors). There is nothing here of use to the PCs.

The captains are currently guarding tomorrow's sacrifice victims, who are to be brought directly to the altar on the roof of the temple.

The two captains carry all their items of wealth with them.

Area 13:

Guards' Barracks

PREP: This 70' x 30' room serves as barracks for the temple's elite guards. It can only be reached through their training room (Area 14).

PLAYERS: *This long room apparently serves as barracks for the temple's guards. It contains more than two dozen cots, a long table, and some benches. Ten guards are sleeping here. There is a set of double doors in the center of the south wall.*

GM NOTES: This barracks houses 30 guards. The rest of the guards are patrolling the temple or guarding the sacrifice victims.

(10) Guards

Jungle Lizardmen, Skill 2 Warriors
HTK: 20, 19, 18 (x3) 17, 16 (x2),
15, 14 (2D10), *AC*: 5

MV: 6"/(9"*)//12"(15"*), *AL*: N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl,
short sword, spear, whip

WEAPONS: atlatl, obsidian short
sword, spear, whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D4 sp

*Applies to any lizardman over 5'11".

The guards keep their personal treasures (1D6 gp) in pouches hanging from their necks.

Area 14:

Training Room

PREP: This 50' x 50' room serves as the training room for the temple guards.

PLAYERS: *This room contains exercise equipment, wooden and straw targets, and training mats.*

GM NOTES: This room contains nothing of interest or value.

Area 15:

Pool of Water

PREP: This pool is about 30 feet in diameter.

PLAYERS: *This stone pool contains murky water about 2 feet deep and is approximately 30' in diameter.*

GM NOTES: This communal wading pool is used by residents of this level and by the guards who live outside the temple.

Unless the PCs look carefully (save against *INS*), they do not notice two lizardmen relaxing in the pool with just their eyes and nostrils above the water surface. After the PCs have left the area, the lizardmen go to the guard barracks (Area 13), awaken the 10 sleeping guards (if they aren't already indisposed), and lead them in ambushing the PCs. If the guards have become "indisposed," the two lizardmen, 1 sergeant and 1 lieutenant, find 10 patrolling guards and stalk the PCs. Guard and leader statistics are as follows.

(1) Lieutenant

Jungle Lizardman, Skill 6 Warrior
HTK: 58 (6D10), *AC*: 3

MV: 9"/15", *AL*: N. Evil

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 16

ARMOR: +1 shield

WEAPON PROFICIENCIES: atlatl, long
sword, short sword, spear,
whip

WEAPONS: atlatl, long sword, short
sword, spear, whip

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D10 gp

(1) Sergeant

Jungle Lizardman, Skill 4 Warrior
HTK: 36 (4D10), *AC*: 4

MV: 9"/15", *AL*: N. Evil

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 18

ARMOR: shield

WEAPON PROFICIENCIES: atlatl, long

sword, short sword, spear, whip

WEAPONS: atlatl, short sword, whip
SPECIALS: Can see underwater with no penalties.

TREASURE: 1D6 ep

(10) Guards

Jungle Lizardmen, Skill 2 Warriors
HTK: 20, 19, 18 (x3) 17, 16 (x2), 15, 14 (2D10), **AC:** 5

MV: 6"(9"*)/12"(15"*), **AL:** N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite) or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl, short sword, spear, whip

WEAPONS: atlatl, obsidian short sword, spear, whip

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D4 sp

*Applies to any lizardman over 5'11".

The guards keep their personal treasures (1D6 gp) in pouches hanging from their necks.

Second Level

Area A: Levitation Shaft

GM NOTES: See Area 8, following, for details.

Area B: Charnel Shaft

GM NOTES: See Area 9, following, for details.

Area 1:

Stairway

PREP: This stairway is 10 feet wide.

PLAYERS: This 10'-wide stairway goes up.

GM NOTES: This stairway leads to the top of the temple (see the **Top of Twillus Temple** map).

Area 2:

Acolytes' Rooms

PREP: These twelve 20' x 20' rooms are living cells for the temple

acolytes. All of these rooms are locked. (The following **PLAYERS** text applies to all of these rooms.)

PLAYERS: This small room contains four cots, each occupied by a sleeping lizardman. There is a door in the south wall.

GM NOTES: Each of these cells serves as the quarters for 4 acolytes (Skill 1 clerics).

(4) Acolytes

Jungle Lizardmen, Skill 1 Clerics

HTK: 8 (x2), 7, 5 (1D8), **AC:** 5

MV: 6"/12", **AL:** C. Neutral

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite) or by weapon or spell/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: club, dagger
WEAPONS: club, dagger (obsidian)

SPELLS: Skill 1: Command

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D4 sp

These rooms contain nothing of interest or value.

Area 3:

Small

Worship Chamber

PREP: This 50' x 30' worship chamber can be reached through a number of doors on the second level of the temple.

PLAYERS: This room is empty except for a small altar in the western portion of the room. Sitting atop the altar is a 3'-high obsidian statue of Twillus. There are three doors here: one in the center of the north wall, one in the center of the south wall, and one in the east wall, south corner.

GM NOTES: The temple clerics use this room for worship and meditation. The statue is worth 500 gp, but anyone taking it suffers a curse. Until the curse is removed by a cleric of at least Skill 15, the cursed PC suffers a -1 penalty on all die rolls. The room contains nothing else of interest.

Area 4:

Pool

PREP: This 30'-diameter communal pool serves all lizardmen on this level of the temple.

PLAYERS: This large stone pool is filled with about 2 feet of clear water; the bottom is covered with fine sand. The pool itself is on a platform that is slightly raised above the floor. Underneath the platform are ashes that appear to be the result of a large fire.

GM NOTES: This pool is often used by the clerics of this level. Sometimes, a fire is built under the pool to warm the water. This area holds nothing of value or interest.

Area 5:

Patriarchs' Rooms

PREP: These 30' x 30' rooms are the quarters for 2 temple patriarchs. Both rooms are locked. (The following **PLAYERS** text applies to both rooms.)

PLAYERS: After getting through the locked door in the south wall, you see a room containing two cots, a table, and two chairs.

GM NOTES: The two Patriarchs and Grash, the head cleric, are helping watch the sacrifice victims. Recent omens have made the three clerics extremely worried about the impending sacrifice.

Area 6:

Canons' Quarters

PREP: These locked, 30' x 30' rooms house some of the temple clerics. (The following **PLAYERS** text applies to all five of these rooms.)

PLAYERS: This somber-looking room contains four cots, a small wooden table, and six wooden chairs. There are no decorations, and the four inhabitants of the room are sleeping quietly in their cots. There is a door in the center of the north wall.

GM NOTES: Each of these rooms houses 3 priests (Skill 3 clerics) and 1 canon (Skill 6 cleric).

(3) Priests

Jungle Lizardmen, Skill 3 Clerics
HTK: 23, 21, 20 (3D8), AC: 5
MV: 6"/12", AL: C. Neutral
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon or spell/
tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: club, dagger

WEAPONS: club, obsidian dagger
SPELLS: Skill 1: Command, Protection from Good; Skill 2:
Hold Person

SPECIALS: Can see underwater
with no penalties.

TREASURE: 1D4 sp

(1) Canon

Jungle Lizardman, Skill 6 Cleric
HTK: 43 (6D8), AC: 5
MV: 6"/12", AL: C. Neutral
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon or spell/
tail (1D4)

THACO: 18

ARMOR: none

WEAPON PROFICIENCIES: club, dagger, whip

WEAPONS: club, obsidian dagger, whip
SPELLS: Skill 1: Command,
Detect Magic, Protection from
Good; Skill 2: Hold Person
(x2), Spiritual Hammer;
Skill 3: Continual Light,
Dispel Magic

SPECIALS: Can see underwater
with no penalties.

TREASURE: none

These fanatical clerics give all
their worldly items to the temple
and therefore have no treasure.

Area 7:

Head Cleric's Quarters

PREP: This 30' x 40' room is the
quarters of Grash, the head cleric. A
Glyph of Warding protects the
locked door. When activated, the
Glyph drains 1 Skill Level.

PLAYERS: After getting past the
door in the north wall, you enter a

luxuriously decorated room. Its contents are a large bed with a wooden headboard, a huge desk, four plush chairs, an expensive oak table with a set of six matching chairs, and a silk-covered divan. Behind the desk is a large bookshelf full of ancient-looking tomes.

GM NOTES: The fancy trap-
pings are the only material luxuries
in this room.

Grash is not in his quarters and
will not be back until after the sac-
rifice. He and his two assistants are
spending the night guarding
Hisspeck and Will, who are sched-
uled to be sacrificed at dawn.

The bookshelves contain hun-
dreds of books written during the
time of the old Meraska Empire.
Each turn spent going through the
books yields the discovery of one of
the following special tomes: Book of
Vile Darkness, Manual of Bodily
Health, Manual of Gainful Exer-
cise, and a Manual of Golems. On
the desk are two Candles of Invo-
cation (Evil alignment) and four
blocks of what is apparently Incense
of Meditation. (One of the blocks is
actually Incense of Obsession.)

Area 8:

Kitchen

PREP: This 20' x 30' kitchen
opens into the central area of the
second level.

PLAYERS: This room contains
many counters and shelves holding
various cooking and eating utensils.
Several shelves hold various dried
food and spices. There is an archway
in the south wall, west corner.

GM NOTES: A secret door in the
east wall opens into the levitation
shaft (Area A). Supplies and pre-
pared foods are placed in the shaft
on the first level and sent up to the
second level where they are re-
trieved by the servants. The levita-
tion shaft goes all the way through
the temple and is accessible on this
level only through the secret door
from Area 8.

Area 9:

Latrine

PREP: This smelly 30' x 30' room
has several doors leading into it.

PLAYERS: This room is scat-
tered with chamber pots. There is a
column in the middle of the room,
and four doors: one in the north
wall, east corner; one in the north
wall, west corner, one in the south
wall, east corner, and one in the
center of the west wall.

GM NOTES: The column is ac-
tually the charnel pit (Area B). The
shaft is only accessible on this level
by a secret door located on its south side.

Area 10:

Servants' Quarters

PREP: The door to this 30' x 30'
room is bolted from the outside.

PLAYERS: This room is tightly
packed with huddled, sleeping forms
wearing rags. There is a door in the
center of the west wall.

GM NOTES: The inhabitants are
the servants who work on this
temple level. They are intimidated
by anyone and will be too scared to
help the PCs in any way or to raise
an alarm.

Area 11:

Stairway

PREP: This stairway is 20' wide.

PLAYERS: This 20'-wide stair-
way goes down.

GM NOTES: This stairway goes
down to the first level.

Dungeon Level

Area A: Levitation Shaft

GM NOTES: This 10'-diameter
shaft runs through the entire tem-
ple. When the sun is up, anyone
standing at the bottom of this shaft
will be gently and quickly levitated
up the shaft, being deposited at the
top of the temple.

On this level, the only entrance
to the shaft is on the north wall of
the corridor near Areas 5 and 6.

Area B: Charnel Shaft

GM NOTES: This 10'-diameter shaft runs through the entire temple. On this level, it is accessible only via Area 7. (See Area 7 for more information.)

Area 1

Stairway

PREP: This 20'-wide stairway leads into a 10'-wide corridor that extends past the jail cells (Area 2).

PLAYERS: This stairway leads into a corridor that turns west. At the foot of the stairway stand five guards.

GM NOTES: The guards at the foot of the stairway are 4 Skill 1 warriors and 1 sergeant (Skill 4 warrior).

There is a secret door in the north corner of the east wall that leads to Area 3.

(1) Sergeant

Jungle Lizardman, Skill 4 Warrior
HTK: 38 (4D10), **AC:** 4

MV: 9"/15", **AL:** N. Evil

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 18

ARMOR: shield

WEAPON PROFICIENCIES: atlatl, long sword, short sword, spear, whip

WEAPONS: atlatl, obsidian short sword, spear, whip

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D6 ep

(5) Guards

Jungle Lizardmen, Skill 2 Warriors
HTK: 19, 18, 16, 15, 14 (2D10), **AC:** 5

MV: 9"/15", **AL:** N. Evil

AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl, short sword, spear, whip

WEAPONS: atlatl, obsidian short sword, spear, whip

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D4 sp

Area 2

Cell

PREP: The eight 20' x 20' jail cells along this 10'-wide corridor are locked. (The following PLAYERS text applies to all rooms except where noted.)

PLAYERS: The barred door in each of eight jail cells can be seen along the north and south sides of a long corridor. The last cell in the north side of the passage holds three humans in bad physical condition.

GM NOTES: These humans are the surviving sailors who accompanied Hisspeck and Will. They are too tired and hurt to fight. They know that Hisspeck and Will are to be sacrificed on top of the temple at dawn, and they also know about the levitation shaft and how it works.

Area 3

Undead Guards

PREP: This 20' x 30' room can be reached only through the secret door located in the corridor.

PLAYERS: After finding and opening the secret door and moving east down a short corridor, you come to another door.

If the PCs open this door, continue reading the following aloud.

You see a small room with a number of lizardman skeletons and rotting corpses strewn around the floor.

GM NOTES: The skeletons and corpses are actually undead that attack as soon as the PCs enter.

There is a secret door in the north wall, east corner that leads to Area 4.

(15) Skeletons

HTK: 8 (x3), 7 (x5), 6 (x3), 5 (x2), 4 (x2) (1D8), **AC:** 7

MV: 12", **AL:** Neutral

AT: 1, **DM:** 1D6

INT: Non-

THACO: 20, **SZ:** M

SPECIALS: Edged weapons do half damage.

Take 2D8 **HTK** of damage per vial of holy water that strikes.

Immune to Charm, Hold, Sleep, and cold-based attacks.

(10) Zombies

HTK: 16, 15, 14 (x3), 13, 12 (x3), 11 (2D8), **AC:** 8

MV: 6", **AL:** Neutral

AT: 1, **DM:** 1D8

INT: Non-

THACO: 16, **SZ:** M

Specials: Always attack last.

Take 2D8 **HTK** of damage per vial of holy water that strikes. Immune to Charm, Hold, Sleep, and cold-based attacks.

Area 4

Old Snake

PREP: The Characters can only reach this 30' x 20' room through the secret door in Area 3.

PLAYERS: After defeating the undead, you find a secret door. Following the corridor beyond the door, you find that it ends in a room. Coiled in the center of the room is a huge snake with the head of a human woman. She seems happy to see you as she advances toward you.

GM NOTES: The snake is actually a spirit naga that has worked with the clerics of Twillus for several years, guarding the corridor that leads to the temple treasure room. In return for her services, she is allowed to keep any treasure she takes from intruders.

(1) Spirit Naga

HTK: 78 (10D8), **AC:** 5

MV: 12", **AL:** C. Evil

AT: 1, **DM:** 1D3

INT: High

THACO: 10, **SZ:** L

SPELLS: As Skill 5 magic-user:

Skill 1: Magic Missile (x2), Sleep (x2); Skill 2: Invisibility, Web; Skill 3: Lightning Bolt

As Skill 4 cleric: Skill 1: Cause Light Wounds, Command (x2); Skill 2: Hold Person (x2)

SPECIALS: Can permanently Charm any humanoid that meets its gaze; victim must save vs. Paralyzation.

TREASURE: 1,000 gp

MAGIC ITEMS: Potion of Extra-Healing, Scroll of Protection from Demons.

Area 5: Empty Room

PREP: This 30' x 20' room can only be reached through the secret door on the north wall of the corridor.

PLAYERS: After opening the secret door in the north wall, you find an empty room that has not been used in a long time.

GM NOTES: This is a dusty, empty room.

Area 6: Stagnant Pool Room

PREP: This 30' x 30' room contains a 10'-diameter pool containing a foot of stagnant water.

PLAYERS: This room contains a pool of stagnant water.

GM NOTES: The pool has not been used for a while; it is sometimes used as a wading pool by temple guards.

There is a secret door in the center of the east wall that leads to the charnel pit room (Area 7).

Area 7: Charnel Pit Room

PREP: This 20' x 20' room is the bottom of the charnel pit, accessible only through the secret door from Area 6. The floor of this room is 5' lower than the rest of this level.

PLAYERS: As you open the secret door, you are driven back by a

stench like that of a cesspool and charnel pit combined. The floor of the room, which is 5' lower than the room in which you now stand, is completely covered by approximately 6' of offal. Suddenly, two long tentacle-like appendages come out of the offal and attack.

GM NOTES: This room is at the bottom of the charnel shaft that runs through the temple. Sacrifices to Twillus are dropped down the shaft, as are garbage and waste. The room is occupied by the charnel monster, an ottyug.

(1) Ottyug

HTK: 95 (12D8), AC: 0

MV: 6", AL: Neutral

AT: 3, DM: 2D6/2D6/1D3

(strike/strike/bite)

INT: Very

THACO: 9, SZ: L

SPECIALS: Never surprised.

Bite has 90% chance of causing disease.

Telepathy.

Area 8:

Treasure Room

PREP: After the PCs get past all the temple guardians, they must deal with some magical traps before entering the 30' x 25' treasure room.

PLAYERS: In the last section of the north wall of the passage is a set of double doors that are intricately

carved with various scenes featuring the god Twillus.

GM NOTES: The double doors into this room are locked and trapped with poisoned needles. Six needles are covered with a poison that, if a save vs. Poison is unsuccessful, kills any being in 1D6 rounds. Neutralize Poison will negate the poison's effects.

If the PCs get through this set of doors, read the following aloud.

After you open the doors, you find another set of doors 5' behind the first.

This second set of doors is marked with one Glyph of Warding on each door. The door on the right is trapped with an electrical Glyph, which does 30 HTK of damage, and the left one is trapped with a fire Glyph, which also does 30 HTK of damage. If the PCs get through this set of doors, read the following aloud.

After you get past the Glyphs, you open the double doors and find a treasure-filled room. You can tell from the unusual design of some of the items that artifacts of the Meraska Empire are amongst the treasure.

All of the treasure here is cursed. Anyone taking any of the treasure suffers a -2 on all die rolls. Only a god can remove this curse. While a Character possesses one of the artifacts, however, the curse does not work. However, once the artifact leaves the Character's possession, the curse takes effect immediately.

Treasure

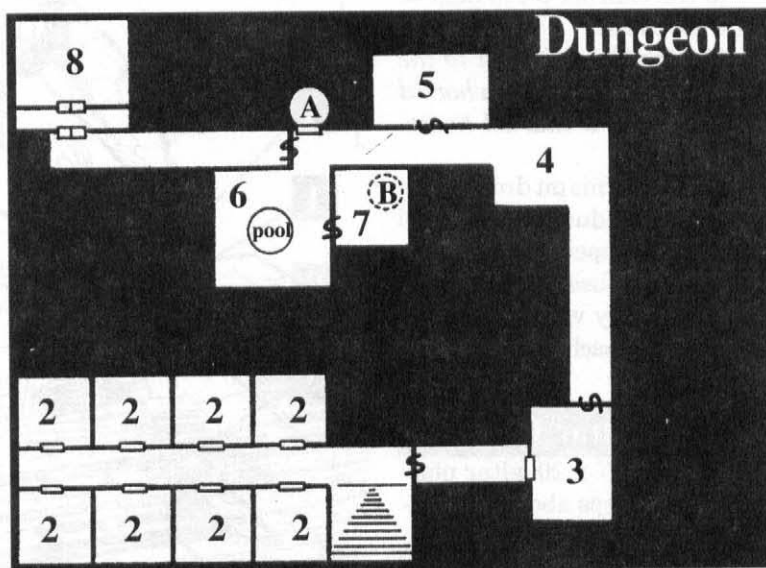
Coins: 25,000 gp, 1,500 pp, 35,000 sp, 40,000 ep

Gems (total value): 36,000 gp

Jewelry (total value): 23,000 gp

Weapons: +3 plate mail (jungle lizardman-sized), +3 obsidian long sword, +3 spear

Magic Items: Alchemy Jug, Carpet of Flying, Flask of Curses, Lyre of Building, Potion of Healing (x3), Potion of Invisibility, Ring of Djinni Summoning, Rod of Lordly Might, Staff of Power, Wand of Frost, Well of Many Worlds



—A— = secret door

Artifacts

All special properties of the artifacts only work when the items are used by a lizardman. When dealing with other lizardmen, the lizardman owning such an item has a +3 bonus on all reaction rolls.

Obsidian Long Sword

[**XP Value:** 50,000, **GP Value:** 100,000]

INT: 17, **EGO:** 26, **AL:** L. Neutral
SPELLS: Charm Person/Reptile on contact (3 times/day), Detect Evil/Good, Detect Magic, Heal (1 time/day), Fly (12"/turn for 1 hour/day)

OTHER SPECIAL PROPERTIES: Speech and Telepathy, Read Languages and Magic.

SPECIAL PURPOSE: To preserve the lizardman race.

The special purpose of this sword can pertain to an individual lizardman or group. The owner is compelled to help any lizardman he sees in trouble. Attacking followers of Twillus is preserving the lizardman race.

SPECIAL POWERS: Disintegrate, can Speak and Read Languages of all reptilian races.

Ring of Reptiles

[**XP Value:** 5,000, **GP Value:** 25,000]

This ring acts as a Ring of Fire Resistance, Reptilian Influence (same as Human Control), Reptile Control (same as Mammal Control), and Warmth.

Cadecus of Surtak

[**XP Value:** 9,000, **GP Value:** 50,000]

This staff works as a Rod of Resurrection and a Staff of Curing. It has a maximum of 30 charges and automatically recharges every 30 days. The Cadecus of Surtak works only on reptiles.

Circlet of Wisdom

[**XP Value:** 20,000, **GP Value:** 75,000]

Psionic ability score: 344

This item grants its wearer psionic abilities, all attack and defense modes, and the following disciplines: Animal Telepathy,

Domination, and Telepathy (only on reptiles), Body Control, Detection of Good/Evil, Energy Control, and Mind Over Body.

+3 Trident

[**XP Value:** 2,500, **GP Value:** 30,000]

This trident works as a Trident of Fish Command, Submission, and Warning.

Top of the Temple

PREP: The top of the pyramid is deserted, except during a morning sacrifice. See **Section 6: Rescue at Dawn** on p. 31 to find the number and classes of lizardmen that are on the roof during the sacrifice.

Area A: Levitation Shaft

PREP: This 10'-diameter shaft extends all the way through the temple.

PLAYERS: *This dark shaft seems to extend all the way to the bottom of the temple.*

GM NOTES: This shaft also goes all the way down to the dungeon level. Dawn activates the special powers of the shaft. Anyone stepping into the pit from any lower level during the day is gently levitated up through the pit. This levitation stops the being when he reaches the roof, and he can easily step onto the roof.

Area B: Charnel Pit

PREP: This 10'-diameter entrance to the charnel pit is next to the altar platform.

PLAYERS: *This pit next to the altar platform is dark, and a horrid odor, like that of a charnel house, emanates from it.*

GM NOTES: This pit drops down into Area 7 on the dungeon level. All sacrifices are dropped down into the pit. The temple refuse is also dropped down the shaft by way of openings onto the shaft at each level.

Altar Platform

PREP: This 20' x 20' altar platform rises two steps above the surface of the roof.

PLAYERS: *The huge stone altar,*

which is in the center of this raised platform, has been stained red with the blood of the sacrifices that have occurred over hundreds of years. Chains are attached to the top of the altar; they are apparently intended to hold down the sacrificial victims.

GM NOTES: Anyone of Good alignment who touches the altar must save vs. Spells or be nauseated for 1 round and take 1D6 HTK of damage.

2: Statue of Twillus

PLAYERS: *This is a 25'-high obsidian statue of Twillus.*

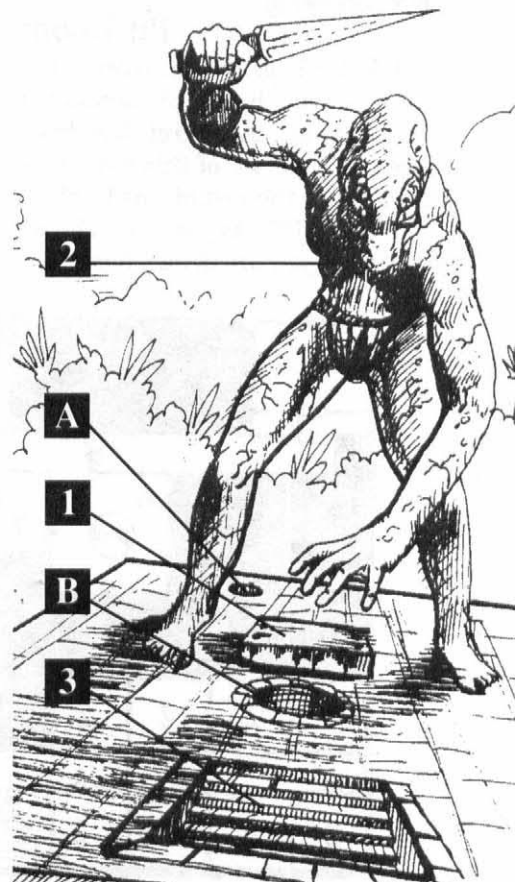
GM NOTES: The statue has no jewels or other items of value on it.

3: Stairway

PREP: This stairway is 10 feet wide.

PLAYERS: *This 10'-wide stairway leads downward.*

GM NOTES: This stairway leads down to the second level.



Section 6

RESCUE AT DAWN



This section of the adventure deals with the rescue of Hisspeck and Will. The GM should closely watch the passing of time, making sure the Characters find the treasure room and obtain the artifacts around dawn.

The PCs hear loud noises coming from the charnel and levitation shafts just as they leave the treasure room. If they look up one of the shafts, they see the first streaks of dawn across the sky. Sounds from outside indicate that the lizardmen are starting to gather in the central plaza to witness the morning sacrifice.

The PCs arrive at the top of the temple just as Hisspeck and Will are to be sacrificed. The best strategy for the Characters is to rise to the top of the temple, using the levitation shaft, and probably surprise the enemy.

When the Characters first make their appearance, a number of other events happen at the same time. A large raiding party from the primitive human village makes a sneak attack on the lizardmen while they are all in the central plaza. In addition to that, the common lizardmen are going to start a rebellion

against the theocracy; they begin attacking just as the primitives begin raining the plaza with a deadly hail of projectile weapons.

Due to the confusion, the Characters need deal only with the following enemies, who are on the temple roof.

(10) Guards

Jungle Lizardmen, Skill 2 Warriors
HTK: 18 (x2), 16 (x3), 13 (x3), 12 (x2) (2D10) *AC*: 5
MV: 9"/15", *AL*: N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite) or by weapon/tail (1D4)

THACO: 20

ARMOR: none

WEAPON PROFICIENCIES: atlatl, short sword, spear, whip

WEAPONS: atlatl, obsidian short sword, spear, whip

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D4 gp

(2) Lieutenants

Jungle Lizardmen, Skill 6 Warriors
HTK: 47, 42 (6D8) *AC*: 4
MV: 9"/15", *AL*: N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite) or by weapon/tail (1D4)

THACO: 16

ARMOR: shield

WEAPON PROFICIENCIES: atlatl, long sword, short sword, spear, whip

WEAPONS: atlatl, long sword, obsidian short sword, spear, whip

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D10 gp

(2) Captains

Jungle Lizardmen, Skill 8 Warriors
HTK: 73, 69 (8D10) *AC*: 3
MV: 9"/15", *AL*: N. Evil
AT: 3 or 2

DM: 1D2/1D2/1D8 (claw/claw/bite) or by weapon/tail (1D4)

THACO: 14

ARMOR: +1 shield

WEAPON PROFICIENCIES: atlatl, dagger, short sword, spear, war mace, whip

WEAPONS: obsidian dagger, obsidian short sword, war mace, whip

SPECIALS: Can see underwater with no penalties.

TREASURE: 1D20 gp

General Murgio

Jungle Lizardman, Skill 12 Warrior
STR: 18(+1, +2), *INT*: 15, *INS*: 14
STA: 17(+2), *DEX*: 15(0, -1), *APL*: 8
HTK: 102 (9D10+12) *AC*: 0
MV: 9"/15", *AL*: N. Evil
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)
THACO: 10
HT: 7'9", *WT*: 473 lbs.
ARMOR: +1 chainmail & +2 shield
WEAPON PROFICIENCIES: atlatl,
crossbow, dagger, short bow
II, short sword, mace, whip
WEAPONS: +1 dagger, +3 mace,
+2 whip
SPECIALS: Can see underwater
with no penalties.
TREASURE: 1D20 gp, gem (1,000 gp)

(2) Patriarchs

Jungle Lizardmen, Skill 8 Clerics
HTK: 48, 43 (8D6) *AC*: 5
MV: 6"/12", *AL*: C. Neutral
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon or spell/
tail (1D4)
THACO: 16
ARMOR: none
WEAPON PROFICIENCIES: dagger,
war mace, whip
WEAPONS: obsidian dagger, +3
war mace, whip
SPELLS: Skill 1: Command,
Detect Magic, Protection from
Good; Skill 2: Hold Person
(x2), Spiritual Hammer; Skill
3: Continual Light, Dispel
Magic, Glyph of Warding;
Skill 4: Protection from Good
10' Radius, Sticks to Snakes
SPECIALS: Can see underwater
with no penalties.
TREASURE: 1D4 sp

Gresh, Head Cleric Theocrat of Twillus

Jungle Lizardman, Skill 15 Cleric
STR: 17(+1, +1), *INT*: 15, *INS*: 17
STA: 16(+2), *DEX*: 12, *APL*: 10
HTK: 81 (11D6+5), *AC*: 2
MV: 9"/15", *AL*: N. Evil

AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon or spell/
tail (1D4)
THACO: 13
HT: 7'5", *WT*: 400 lbs.
ARMOR: none
WEAPON PROFICIENCIES: club, dag-
ger, staff, mace, whip
WEAPONS: dagger (obsidian), +5
war mace, whip
SPELLS: Skill 1: Command (x3),
Detect Magic (x3), Protection
from Good (x3); Skill 2: Hold
Person (x4), Know Alignment
(x2), Silence 15' Radius, Spir-
itual Hammer (x2); Skill 3:
Continual Light (x2), Dispel
Magic (x2), Glyph of Warding
(x2), Snare (x2); Skill 4: De-
tect Lie (x3), Protection
from Good 10' Radius, Sticks
to Snakes; Skill 5: Dispel Good
(x2), Flame Strike (x2), In-
sect Plague; Skill 6: Blade
Barrier (x2)
SPECIALS: Can see underwater
with no penalties.
TREASURE: 1D8 sp
MAGIC ITEMS: +3 Cloak of Protec-
tion, Ring of Feather Falling,
Rod of Smiting

(2) Assassins

Jungle Lizardmen,
Skill 3 Assassins
HTK: 17, 15 (3D6), *AC*: 5
MV: 6"/12", *AL*: N. Evil
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)
THACO: 20
ARMOR: none
WEAPON PROFICIENCIES: dagger,
short sword, war mace
WEAPONS: obsidian short sword,
war mace
SPECIALS: Can see underwater
with no penalties.
Backstab for double damage.
Thief Skills: *PP*: 20%, *OL*: 19%,
F/RT: 30%**, *MS*: 36%, *H in*
S: 30%, *HN*: 0%, *CW*: 81%
TREASURE: 1D20 gp
MAGIC ITEMS: Dagger of Venom
**Can also use this skill to set traps.

Slash

Jungle Lizardman, Skill 15 Assassin
STR: 15, *INT*: 15, *INS*: 15
STA: 17(+2), *DEX*: 18(+3, -4),
APL: 9
HTK: 87 (15D6), *AC*: -1
MV: 9"/15", *AL*: N. Evil
AT: 3 or 2
DM: 1D2/1D2/1D8 (claw/claw/bite)
or by weapon/tail (1D4)
THACO: 14
HT: 6'5", *WT*: 260 lbs.
ARMOR: none
WEAPON PROFICIENCIES: crossbow,
dagger, dart, short sword,
mace, whip
WEAPONS: war mace, whip
SPECIALS: Can see underwater
with no penalties.
Backstab for quintuple (x5)
damage.
Thief Skills: *PP*: 95%, *OL*: 77%,
F/RT: 90%, *MS*: 114%, *H in*
S: 114%, *HN*: 25%, *CW*: 99%
TREASURE: jewelry (3,000 gp)
MAGIC ITEMS: Cloak of Displace-
ment, Dagger of Venom, Ring
of Invisibility, Short Sword of
Sharpness
**Can also use this skill to set traps.

If the Characters strike with surprise and fight intelligently, they should have a good chance of winning. After they defeat the opposition, everyone is so busy in the central plaza that no one notices the PCs while they help Hisspeck and Will escape. It is assumed that the PCs can dodge any encounters while leaving the city.

When they reach Cloudy Crystal Lake, they have an encounter with Twillus (see **Twilight Jungle Lizardmen** section on p. 89).

While the two lizardman gods are battling, the Player Characters black out and awaken on board the good ship *Dolphin*. Hisspeck then reveals himself as the god Surtak and explains why he went through the whole deception.

The Characters' future and how they use the lizardman artifacts are up to them. An enthusiastic GM might start a campaign in which the PCs are trying to reunite the shattered lizardman race.



LIZARDMEN . . .
once controlled
an entire continent.

HUMANS . . .
and other races feared they
would conquer the world.

THE GODS . . .
attempted to eliminate
the lizardman race.

But the lizardman god, Surtak, saw to it that many survived. Now, seven distinct tribal nations exist across the world: the Marsh Runners, the Plains Nomads, the Desert Riders, the Lizardmen of Tek, the Tundra Lizardmen, the Mad Lizardmen of Pang-Leng, and the Twilight Jungle Lizardmen are flourishing and propagating to this day.

Lizardmen is a 128-page sourcebook/adventure detailing the history, physiology, culture, religion, new weapons, items, and spells, Character classes, and the daily life of each tribal nation. The adventure, entitled Redemption and Rebirth, is for 5-7 Player Characters of Skill Levels 6 to 8, and features Lizardman PCs, detailed maps of the ancient city of the lizardmen, and game-related information to complete your campaign setting.



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