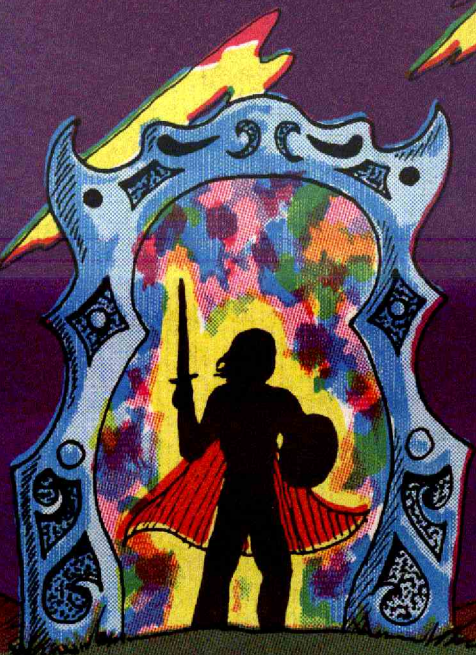


PORTALS OF IRONTOOTH

by RUDY KRAFT



Judges Guild



A 48 PAGE BOOK CONTAINING
CHARTS, RULES, AND MAPS
PERTAINING TO IRONTOOTH ISLAND
SECOND IN THE PORTAL'S SERIES
FOR THE AD&D SYSTEM

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E. Z. Perry

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Introduction

This is the second product in the "Portals" series. The first product in the series, **Portals of Torsh**, deals with a world in which mammals never evolved and the primary inhabitants are the reptilian Lizard Men. This product details a section of a completely different world. One where the native animals have iron teeth and a strange resistance to the powers of magic.

Both of these products can be used as independent campaigns but have been especially designed to link up with an ongoing **Advanced Dungeons & Dragons**™ campaign through a limited number of teleport doors or portals (as they will be called in this booklet). It is no secret that many, if not most, Judges use the published playing aids as special environments which can be entered only through portals. This series of products has been designed to be especially suited to that sort of adaption.

One final point: each of the "portals" projects deals only with a small portion of the world. You should be aware that Judges Guild has no intention to publish additional materials on any of the "Portals" worlds. You should therefore feel free to do whatever you wish with the rest of these worlds without fear of future contradiction by Judges Guild.

I hope you enjoy these products.

Suggested Usage

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

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

In the wilderness map key is provided a list of portals located in this area of the world. Most of them are directly keyed to other locations on the map but several are keyed to a _____. This indicates that these portals are intended to link up with other portals of the Judge's choice (including other products in this series).

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



Players Maps

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

Map	Place and Price
Port Iron Bottom General Region Map	Upon arrival at Port Iron Bottom
Port Iron Bottom Settlement Map	Upon arrival at Port Iron Bottom
Port Iron Bottom Players Map	1000 Gold Pieces from Port Iron Bottom's Governor
Player's Map of Drifting Sky Island	250 Gold Pieces from Port Iron Bottom's Governor
Player's Map of Dread Lizard Island	250 Gold Pieces from Port Iron Bottom's Governor
The Treasure Map	Port Iron Bottom Trading Post - the price varies
Gnome Home Map	Upon arrival at Gnome Home
Gnome Home Players Map	Gnome Home Market Place for 2000 Gold Pieces

Portals

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

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

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

Portal Description

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



Types of Portals

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

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

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

Portal Color Effects

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

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

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

Die Roll Modifiers

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

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

Irontooth: History

The Irontooth region of Hnoon had no particularly remarkable history throughout most of its period of existence. Up until the arrival of the Portal Builders 6,000 years ago the entire region was uninhabited (by intelligent beings that is). When the Portal Builders arrived they, of course, built the numerous portals in this area but they also did something which they did in few other areas. The Portal Builders completely wiped out the native plant and animal life and replaced it with a type of animal life which is unique in all the Cosmos, the Irontooths (see below).

After repopulating the region, the Portal Builders departed leaving the region to develop in isolation. Before departing, they took two steps to assist in the region's isolation and development: 1) They did not link up any of the region's portals with portals elsewhere on the world; and 2) they adjusted the portals so that Rust Monsters could never use them to enter the world.

In the thousands of years since the departure of the Portal Builders, nothing much has happened in the Irontooth region. Shortly, after the fall of the Portal Builders adventurous people began visiting the area via the portals but they did not come in any great numbers, few of them stayed for any great length of time, and many of them died when their spells failed to function as expected.

The most significant development over this entire time period occurred only six years ago when the Yarsian Empire established its colony at Port Iron Bottom. This has changed the situation dramatically. Trappers from the port have begun wandering throughout Irontooth Island and it is only a matter of time before they reach Gnome Home. What will happen then is anyone's guess.

Irontooth: Economics

There is nothing particularly special about the economics of the region. Gold, Silver, and Copper are rare in the standard proportions while Iron is very common and, thus, not very valuable.

There are only four settlements of intelligent beings in the region and they have almost no contact with each other, so trade is not a big part of the area's economy. Each of the four settlements survives on its own with its own economic system. The two Kobold Tribes live mostly by hunting with an occasional attack on isolated parties of Humans or Gnomes. The Gnomes of Gnome Home live by hunting with a little underground farming and some trading with the various outworlders who trade at their weekly market. The Humans of Port Iron Bottom live by farming with a little hunting all the while gathering resources to send back to the Yarsian Empire.

There is not very much coinage in circulation in Irontooth. This is due to the fact that there was never a large civilization here to mint the coins which might otherwise be found here. What coins there are here come from three primary sources:

- 1) The Gnomes of Gnome Home do, upon occasion, mint coins. However, they do not mint very many and most of those are used internally to settle their own accounts.
- 2) Six hundred years ago a powerful Iron Dragon named Hortal the Horrible came to this area with an immense treasure which he had looted from other parts of the world. When he was killed several hundred years later, his treasure entered general circulation. Even now hard earned money is frequently referred to as Hortal's Treasure by the natives of the area.
- 3) Many of the people who entered the region via the portals have brought some coins with them. Some of these coins have been spent, lost, or taken in Irontooth and thereby entered general circulation.

It should be noted that much of the coinage which would normally be in circulation has been taken out of circulation by an Iron Dragon family on Dread Lizard Island.

Irontooth: Environment

The only particularly unique element of the Irontooth environment is the presence of immense amounts of iron. The presence of this iron has no special effects other than those already discussed elsewhere.

Character Knowledge

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

Portals of Irontooth

Linking with Portals of Torsh

This product is the second in the "Portals" series. As such it can be linked with the first "Portals" project and, in fact, it is intended to be linked with **Portals of Torsh**. However, due to the different nature of the two regions covered in these products, some care should be taken. Iron is extremely rare in Torsh and extremely common in Irontooth. If the two regions were directly connected via one portal someone would have long since gotten rich importing iron into Torsh. As this has not happened and, unless some player characters decide to do it, it should not happen. The assumption must be made that it is not easy to get from Irontooth to Torsh. I recommend that a Type 2 portal lead from Torsh to Irontooth and that no portal lead from Irontooth to Torsh.

It is also possible for a Judge to combine the two products to make it much more difficult for the player characters to return home. The best way to do this is to send them first to Torsh but instead of having portals lead out of Torsh to their starting point, have those portals lead to Irontooth. That way the characters must successfully survive in both Torsh and Irontooth to get home.

Hnoon: History and Environment

Hnoon is a world much like any other. It is primarily inhabited by Humans but the other intelligent races do exist here and they do contribute to the world's civilization.

The history of Hnoon is also much like that of any other world. Empires have risen and fallen; civilizations have been created and destroyed; great magics have been worked; and, the gods have watched and been worshipped. Currently the Yarsian Empire, located 900 miles to the northwest of the Irontooth region, is the most powerful and the most active in exploring the rest of the world.



Irontooth: Biology

There are some exotic elements to the biology of this region. The primary one is the presence of Irontooths - otherwise normal *Advanced Dungeons & Dragons*™ Monsters with Iron teeth. For more information on Irontooths and what they are, see the section below entitled "Irontooths - What are They?" Suffice it to say, for now, that the Irontooth trait breeds true and is a dominant trait in a crossbreeding situation. However, most non-irontooths will not breed with Irontooths so crossbreeds are rare.

Ironwood Trees

A short discussion of the flora of the Irontooth region is necessary. Nearly all the plants in the region are perfectly normal (although they do have a slight reddish tint from the rusty iron which pervades the region) with the major exception of the trees. There is only one type of tree in the area, the Ironwood Tree.

As might be expected by its name, the Ironwood Tree is a tree with iron wood. Actually only some of the tree is made of iron (the bark) while the rest is made of perfectly normal wood. Thus, forests of Ironwood Trees present an interesting appearance. They have the normal color leaves (green) which turn brown and fall off during the Fall, but their bark is made of a shiny iron. On a sunny Winter's day, one can be blinded in an Ironwood Forest if one is not careful because the sun's light is reflected so well.

One obvious difficulty presented by Ironwood Trees comes when an attempt is made to chop down the trees. Iron is a lot harder to chop through than normal bark. Fortunately, the iron layer is usually quite thin so that Lumber Jacks are only presented with the minor problems of working harder and sharpening their Axes more often.



Judges Wilderness Map

In addition to the standard Map Key (see below) certain regions of the map warrant a brief additional description.

The Irontooth Mountains: These mountains represent a unique and inexplicable phenomena. They are not mountains in the standard sense but are, instead, a collection of extremely tall, solid iron spires. The spires range in height from nothing (buried underground) to as much as a couple of miles. The outer surface of most of the spires is covered by a layer of flaking rust which, over the course of time, falls off filling the regions between the spires with piles of rusty iron dust.

The Iron Islands: This is a region of ocean through which the Irontooth Mountains pass. It consists of an uncountable number of islands each of which is nothing more than the top of one spire. Those spires which come close to, but do not actually break, the surface present an extreme threat to navigation. Any ship which attempts to sail through without knowing a safe route has a 50% chance of running aground and sinking. Even if a safe route is known there is a 5% chance of running aground.

The Four Monsters: These are the four tallest spires of the Irontooth Mountains. They each stick at least 3 miles above the surface of the water and the tallest (the one to the north) is a full 4½ miles high. There are other spires in this region but they are all several hundred feet below the surface of the ocean and, thus, present no threat to navigation.

The Soft Hills: These hills are not particularly soft by most standards. They get their name because they are not made of solid iron but by most standards they are a perfectly acceptable range of low mountains.

West Plains: This region of Irontooth Island is a flat wide open range covered by a thick growth of short reddish brown grass. The soil of this region is also a reddish brown. A close examination will reveal that the soil color is caused by a high proportion of rusty iron dust.

East Plains: These plains differ greatly from the West Plains. The grass is a more normal green or green-brown and the soil has only a small percentage of rust.

The Iron Wood Forest: There is nothing particularly special about this forest except that, of course, its trees have bark made of shiny iron. Also worthy of mention is the presence of a large population of Iron Dryads and Iron Treants.

The Marsh: The plant and animal life of this swamp is much like any other. What gives the marsh its special appearance is the not surprising fact that the water is colored a rusty redbrown by the ever present rusty iron.

Drifting Sky Island: The island gets its name from its unique weather patterns which generate a constant stream of fleecy white clouds above the island's section of the Irontooth Mountains. The clouds move from the north to the south and disappear once they are off the coast of the island.

Dread Lizard Island: This island gets its name from the large number of Iron Dragons which are believed to live here.

It is important to note that the names given to each of these features are the names given by non-natives of the region. The natives of this region see nothing at all strange about, for example, Iron Trees and would never think to name a forest after them.



Judges Wilderness Map Key

A) Port Iron Bottom

B) Gnome Home

C) Gnome Ruins: The Gnome Ruins were abandoned several centuries ago when the great King Cklitm decided that the upkeep on the massive underground city was more trouble than it is worth. He sent several groups out to locate a sight for a new city while the remaining Gnomes began to plan for the eventual move. When the new site had been chosen and the move was made, everything of value was taken out of the old city. Now days, the Gnome Ruins are nothing more than a huge sprawling series of caverns and tunnels built into the side of one of the Irontooth Mountain's Iron Spires.

The interior of the tunnels has, over the course of time, rusted and tarnished and anyone walking through the corridors now days must make their way through piles of rust and dirt. If the characters wander around in the ruins, they could spend days without seeing everything. It would be a good idea to have the characters meet up with a Rusty Ooze or some other nuisance monster every few hours to keep them on their toes (and to encourage them to get out of the ruins where they are just wasting their time).

D) Iron Dragon Family Lair: Located several hundred yards up the side of one of the Irontooth Mountains is a huge circular opening which leads into a large cave. The sides of the cave seem to have been melted by some great heat at some point in the distant past. Inside this cavern lives an Iron Dragon family. To determine which of the Dragons are at home, roll 1D100 (01 - 10 No Dragons are home; 11 - 20 One Parent is home only; 21 - 30 One Parent and one Child are home; 31 - 40 One Parent and two Children are at home; 41 - 00 All four Dragons are at home). Dragons: NA: 4, AC: -4, HD: 10, HP: 60, 60, 10, 10, Damage: 1D6/1D6/5D6 (+ Breath Weapon). The Dragons' Treasure is as follows: 4000 Gold Pieces, 3100 Platinum Pieces, 107 Gems worth a total of 20,254 Gold Pieces, 30 Jewels worth a total of 84,000 Gold Pieces, and a Potion of Waterbreathing, a Potion of Superheroism, a Scroll of Protection from Possession, a Magnetic Wand, a Decanter of Endless Water, and a Suit of +3 Platemail.

E) The Home Ground of a Number of Iron Treants: Anyone entering this hex will have a 90% chance of encountering this group of Treants: NA: 15, AC: -4, HD: 11, HP: 48, 43, 60, 53, 50, 44, 46, 49, 55, 57, 46, 49, 52, 54, 66; Damage: 4D8. Their Treasure is 9 Gems worth a total of 5500 Gold Pieces.

F) Iron Dryad Glen: Located in this hex is a comparatively scenic section of the forest. This region is the home of a clan of Dryads. Anyone entering this hex will have a 50% chance of encountering these Dryads. The Dryads will play cat and mouse with intruders and they will not stand and fight unless their trees are in danger. Note that the trees each of these Dryads are a part of are not especially large or noticeable so that attempts to hurt the Dryads by chopping down their trees will be difficult unless some special method of locating the correct trees is employed. Dryads: NA: 11, AC: -1, HD: 3, HP: 14, 18, 15, 23, 10, 15, 13, 14, 17, 8, 10, Damage: Dagger (1D4) + Death Gaze.

G) Iron Dragon Lair: This pair of Iron Dragons lives in a large cave beneath the surface of the ground. These Dragons are somewhat adventurous and can therefore be found at home only 50% of the time. Dragons: NA: 2, AC: -4, HD: 9, HP: 54, 54, Damage: 1D6/1D6/5D6 (+ Breath Weapon). Treasure: These Dragons are not particularly rich and they only have 40,000 Gold Pieces.



- H) **Kobold Tribe:** There is a small cave complex located in this hex. Anyone who enters the hex will have a 90% chance of encountering a Kobold War Party and, if they search the hex thoroughly, a 50% chance of finding a cave complex. However, if they do not search the hex, the chance of finding the cave complex is 10%. The actual layout of the Kobold's cave complex is not very important and the individual Judge should have no difficulty making it up on the spur of the moment. The Kobold Tribe consists of the following: Guards: NA: 25, AC: 6, HP: ½, HP: 4 x 25, Damage: 1D6; Regular Kobolds: NA: 300, AC: 7, HD: ½, HP: 4, 3, 2, 1, 4, 3, 2, 1, 4, 3, 2, 1, etc., Damage: 1D4; Eggs: NA: 200, AC: 9, HD: —, HP: 1 x 200, Damage: Nil.
- Remember to have a special room for the Eggs. It is best if the Eggs' Room is well hidden (behind secret doors) and well guarded (as much as anything in a Kobold lair can be considered well guarded).
- Giant Weasels: NA: 3, AC: 6, HD: 3 + 3, HP: 17, 19, 16, Damage: 2D6.
- I) **Kobold Tribe:** Same as "H" above.
- J) **The Lair of the Horrible Swamp Monster:** In this hex of the swamp lives the horrible swamp monster. The monster rarely travels very far from its lair so it is not likely to be encountered outside of this hex. However, the monster is very alert so anyone entering this hex will have a 75% chance per day of being attacked by the monster. Swamp Monster: NA: 1, AC: -4, HD: 18, HP: 86, Damage: 3D6/3D6/3D6/3D6/5D10. Note: This monster is an Irontooth (see below) and it has no treasure.
- K) **Yarsian Treasure/Exploration Ship:** Located just off shore in this hex is the wreck of an early Yarsian Ship which missed in its attempt to find the entrance to Iron Bottom Bay. The wreck is now inhabited by a small bunch of Sharks (and one Giant Shark). Giant Shark: NA: 1, AC: 5, HD: 10, HP: 48, Damage: 4D4; Sharks: NA: 6, AC: 6, HD: 5, HP: 25, 22, 29, 23, 21, 27, Damage: 2D4.
- Located in the holds of the wreck is the remains of its cargo: 1 Hold completely filled with Iron (6 tons of it); 1 Chest filled with broken glass; 14 Magnets of various shapes and sizes (one of them is a Magnetic Wand (see below)); 1 Brass Box containing 6 strange red Gems each worth 1000 Gold Pieces; 10 small Cages each of which contains the remains of a different strange funny looking small animal. None of the animals have iron teeth.
- L) **Type 2 Portal** standing alone in a field. A sign hangs from it written in Common. The sign says "Portal of No Return". The Portal leads nowhere and anything which enters it is destroyed.
- M) **Type 3 Portal** built into the side of a huge ironwood tree (random to P, Q, S) (also arrives from N).
- N) **Type 2 Portal** built into the side of an iron mountain spire (leads to M) (arrives from start).
- O) **Type 1 Portal** standing alone atop a small hill (linked with Z).
- P) **Type 3 Portal** lying flat on the ground (as though knocked over by some immense force) (random to M, Q, S).
- Q) **Type 3 Portal** standing half buried in a pile of rust (random to M, P, S).
- R) **Type 2 Portal** standing on a sandy beach. Occasionally very high waves pass through the Portal, but, strangely enough the Portal seems to know better than to teleport this water (leads to start).
- S) **Type 3 Portal** built into the side of a large iron streaked boulder (random to M, P, Q).
- T) **Type 1 Portal** standing alone in a field (linked with ____).
- U) **Type 3 Portal** sitting on top of a 400 yard high irontooth mountain spire. Anyone arriving at this Portal has a 25% chance of loosing their balance and falling. Large groups will increase this chance. (Random to V, Y, ____, ____)

- V) Type 3 Portal built into the side of an irontooth mountain spire. The Portal is 15' above ground level so anyone exiting this Portal will fall 15'. (Random to U, Y, __, __)
- W) Type 2 Portal built into the side of an irontooth mountain spire overhanging the ocean. The Portal is 5 feet above water level (leads to T) (arrives from X).
- X) Type 2 Portal sitting atop a 500 feet hill (leads to W).
- Y) Type 3 Portal located at the bottom of a 20' pit entirely surrounded by a pile of rust (Random to U, V, __, __)
- Z) Type 1 Portal sitting alone in a field (linked with O).

New Monsters

Several new monsters are provided for use with this product. All five of these monsters are not, strictly speaking, new monsters but instead are variations of old standard **Advanced Dungeons & Dragons**™ monsters. In order to be properly familiar with these monsters, the Judge must carefully read both the descriptions in this book and the descriptions in the **TSR Monster Manual**.

Irontooths – What Are They?

As mentioned briefly in the Biology section above, the natives of this region of the cosmos have one primary unique distinguishing feature, iron teeth. Every creature which can properly be called an “iron-tooth” will have iron teeth. Some, like the Iron Dryad, will have other distinguishing features such as an iron skin. In any case, all Irontooths are immune to the effects (either harmful or beneficial) of all spells and spell-like magical functions.

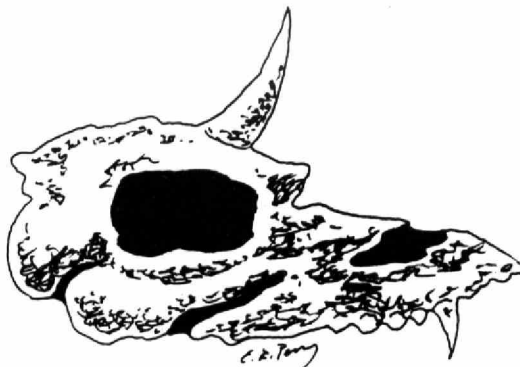
The exact effect of this immunity on play must be left, at least in part, to the individual Judge but a few guidelines can be given.

Spells which create a change in the environment (such as *Part Water*) will have the obvious effects. An Irontooth crossing a dry river bed during the course of a *Part Water* spell will not find himself washed away by the temporarily absent water. On the other hand, summoned creatures (such as an Aerial Servant) will be unable to affect an Irontooth in any fashion.

Spells which act directly on a being (such as *Charm* or *Sleep*) will obviously have no effect on Irontooths but the individual Judge will have to make decisions on such questions as whether a *Web* spell will in any way impede an Irontooth and, if so, how?

The effects of magic items upon Irontooths is also left up to the Judge. Obviously, those magic items which only duplicate the effects of certain spells will not work on Irontooths.

Finally, it should be noted that Irontooths are immune to all spells, not just Magic User spells.



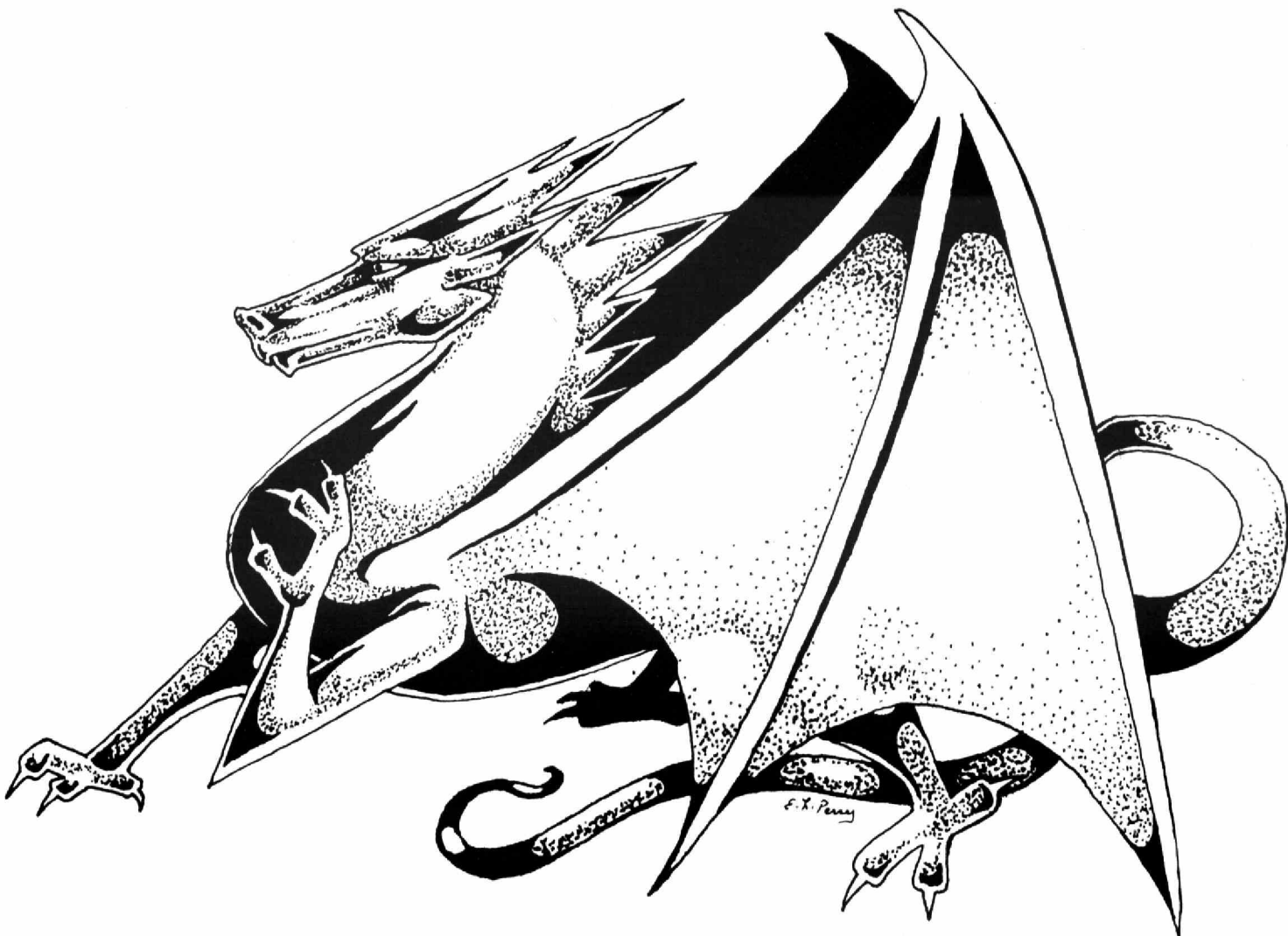
Iron Dragon

Frequency.....	Very Rare
Number Appearing.....	1D4
Armor Class.....	-4
Move.....	9"/24"
Hit Dice.....	9 - 11
% in Lair.....	55
Treasure Type.....	H, R
Number of Attacks.....	3
Damage/Attack.....	1D6/1D6/5D6
Special Attacks.....	Breath Weapon
Special Defenses.....	see below
Magic Resistance.....	see below
Intelligence.....	Exceptional
Alignment.....	Neutral Evil
Size.....	L (50' long)
Psionic Ability.....	Nil
Attack/Defense Modes.....	Nil
Chance of:.....	Speaking: 75%
	Magic Use: Nil
	Sleeping: 15%

The Iron Dragon is only found in the Irontooth region of the world of Hnoon. Nearly all known Iron Dragons make their lair on Dread Lizard Island but a few are thought to be living on other nearby islands.

The Iron Dragon attacks with a Claw/Claw/Bite or Breathes - in this case, a cone of molten hot corrosive rusty iron dust 8" long with a 3" base. Iron Dragons have no spell ability but they (like most other creatures of this area) are completely immune to all spell-like forms of magic.

The Iron Dragon's Breath weapon is unique in that it requires two separate saving throws. The first is a normal Dragon's Breath saving throw versus damage from the heat of the breath. The second is a saving throw versus Poison. If the second throw is failed, the victim will die in three melee rounds unless a Neutralize Poison spell is used. If the victim is an Irontooth and immune to magic, then nothing can be done to save him.



Iron Dryad

Frequency.....	Very Rare
Number Appearing	1D6
Armor Class.....	-1
Move.....	9"
Hit Dice.....	3
% in Lair.....	10
Treasure Type.....	M (x 100), Q (x 10)
Number of Attacks	1
Damage/Attack.....	Dagger
Special Attacks	Death (see below)
Special Defenses	see below
Magic Resistance.....	see below
Intelligence.....	High
Alignment.....	Neutral
Size.....	M
Psionic Ability.....	Nil
Attack/Defense Modes	Nil

Iron Dryads are those Dryads who inhabit Ironwood Trees. They are very much like other Dryads except that instead of being very beautiful they are very ugly. They have a dull (but not rusty) iron skin (thus the -1 Armor Class) and an extremely ugly face. Looking at the Dryad's face is such a terrifying experience that a saving throw versus Death is required (but only if the viewer is quite close, say 10'). Iron Dryads are Irontooths and, thus, immune to spells.



Iron Gorgon

Frequency.....	Very Rare
Number Appearing	1D4
Armor Class.....	-2
Move.....	12"
Hit Dice.....	8
% in Lair.....	40
Treasure Type.....	E
Number of Attacks	1
Damage/Attack.....	2D6
Special Attacks	Breath Turns to Iron
Special Defenses	see below
Magic Resistance.....	see below
Intelligence.....	Animal
Alignment.....	Neutral
Size.....	L
Psionic Ability.....	Nil
Attack/Defense Modes	Nil

An Iron Gorgon is basically the same as a normal Gorgon except that its Breath weapon turns opponents to iron rather than stone and its iron skin gives it a better Armor Class. Of course, the Iron Gorgon is an Irontooth and, thus, immune to magic.



The Horrible Swamp Monster

Frequency. Very Rare (may even be one of a kind)	
Number Appearing	1
Armor Class.	-4
Move	12"
Hit Dice.	18
% in Lair	95
Treasure Type	H
Number of Attacks	5
Damage/Attack	3D6/3D6/3D6/3D6/5D10
Special Attacks	Smell
Special Defenses	Nil
Magic Resistance	Standard
Intelligence	Animal
Alignment	Neutral
Size	L
Psionic Ability.	Nil
Attack/Defense Modes	Nil

The Horrible Swamp Monster is a huge indescribably ugly monster. It is generally an ugly reddish brown in color with a few splotches of olive green. The monster has four long, strong tentacles which greatly resemble rusty steel wool and a huge gaping maw with huge sharp teeth.

The monster normally fights by grabbing opponents with its tentacles (doing 3D6). Anyone grabbed by a tentacle must save versus Poison or lose consciousness due to the horrible smell. In addition, when a tentacle grabs someone, it does not let go but instead pulls the unfortunate victim towards its mouth. This process takes 1D3 melee rounds during which the victim takes 1D6 points of Constriction damage each round after which it is bitten (for 5D10). Only one victim is eaten at a time so any other held by tentacles will just have to wait their turn (taking 1D6 damage each round).

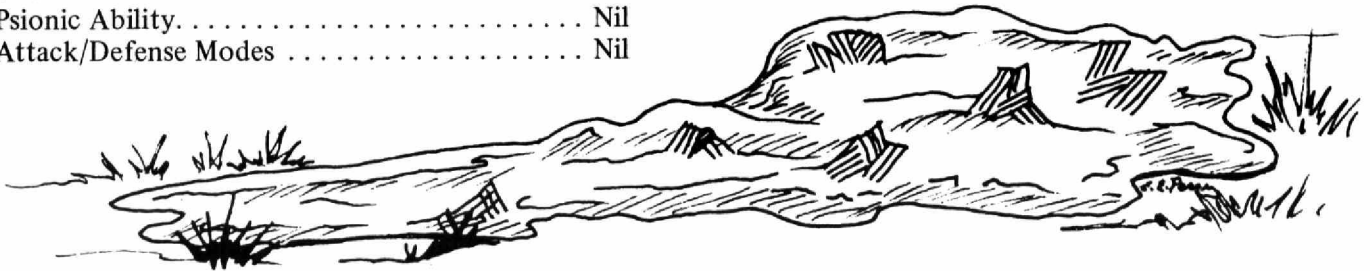


Rusty Ooze

Frequency.....	Rare
Number Appearing	1D3
Armor Class.....	2
Move.....	2"
Hit Dice.....	3 + 3
% in Lair	Nil
Treasure Type.....	Nil
Number of Attacks	1
Damage/Attack.....	2D8
Special Attacks	see below
Special Defenses	see below
Magic Resistance.....	see below
Intelligence.....	Animal
Alignment.....	Neutral
Size.....	M to L
Psionic Ability.....	Nil
Attack/Defense Modes	Nil

A Rusty Ooze is very much like a Grey Ooze except that its outer surface is made of rusty and broken pieces of iron. A Rusty Ooze is considered an Irontooth and is immune to all magic spells. It is also immune to damage from normal or magical weapons. The only substance which can damage a Rusty Ooze on a consistent basis is acid or stone or wooden weapons.

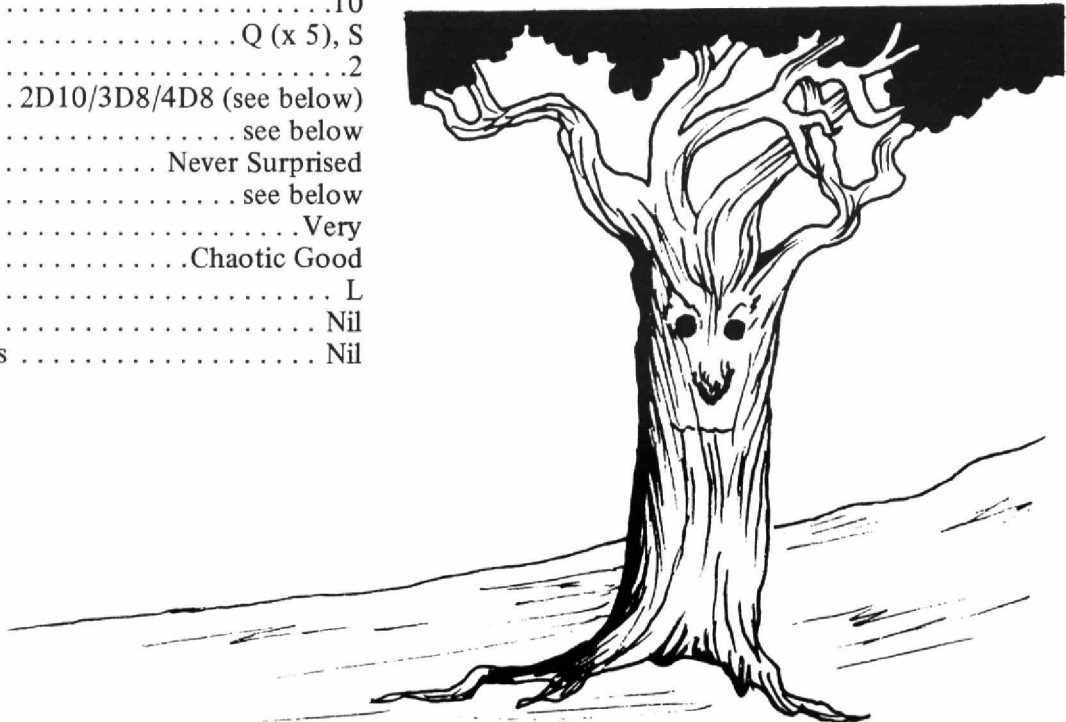
A Rusty Ooze attacks by flowing onto its target and doing 2D8 points of corrosive damage. This damage will affect metals and flesh but not wood or stone.



Iron Treants

Frequency.....	Very Rare
Number Appearing	1D20
Armor Class.....	-4
Move.....	9"
Hit Dice.....	7 - 12
% in Lair	10
Treasure Type.....	Q (x 5), S
Number of Attacks	2
Damage/Attack.....	2D10/3D8/4D8 (see below)
Special Attacks	see below
Special Defenses	Never Surprised
Magic Resistance.....	see below
Intelligence.....	Very
Alignment.....	Chaotic Good
Size.....	L
Psionic Ability.....	Nil
Attack/Defense Modes	Nil

Iron Treants are the same as normal Treants except that the trees they are tied to and work with are the Ironwood Trees of this region. Iron Treants are considered Irontooths and are, therefore, immune to spells.



Encounters

Frequency and Type

Each day the characters spend in the Irontooth region they will have a chance of encountering wandering monsters. The frequency and type of these monsters will vary depending on the type of terrain the characters are currently occupying.

Island	Terrain	Percent of Encounter per Day
Drifting Sky Island	Mountains	20%
	Forest	30%
	Plains	30%
Ocean	Ocean	5%
Dread Lizard Island	Mountains	20%
	Plains	40%
Irontooth Island	East Plains	50%
	West Plains	10%
	Mountains	20%
	Swamps	50%
	Rivers	25%
	Forest	50%
	Hills	50%

Irontooths -- Frequency of Appearance

One third (1/3) of all encounters in this region of the world will be with normal, non-irontooth beings. The remaining encounters will be with Irontooths.

Whenever a wandering monster is indicated, roll 1D6. A roll of 1 or 2 indicates that the encounter is with a normal creature. However, certain monsters (most notably Gnomes, Dryads, Iron Dragons, Iron Gorgons, and Kobolds) are only found in their Irontooth form in the region covered by this booklet. When an encounter with one of these creatures is indicated no D6 roll is necessary.

When an encounter occurs in an Ocean hex, however, the situation is different. Although the oceans of this region were originally heavily populated with Irontooths, as time went by, many of them swam away, so that today only one third of the encounters are with Irontooths. Thus, on a roll of 1D6, only a 1 or a 2 indicates the presence of an Irontooth.



	DREAD LIZARD ISLAND		OCEAN	DRIFTING SKY ISLAND		
	Mountains	Plains		Forest	Plains	Mountains
Anhkeg	001 - 025	001 - 025	---	001 - 025	001 - 025	001 - 025
Ape, Carnivorous	026 - 075	026 - 059	---	026 - 085	026 - 055	026 - 051
Baboon	076 - 105	060 - 093	---	086 - 125	056 - 080	052 - 080
Badger	106 - 113	094 - 108	---	126 - 135	081 - 090	081 - 095
Barracuda	---	---	001 - 020	---	---	---
Bear, Black	---	109 - 138	---	136 - 168	091 - 120	096 - 135
Bear, Brown	---	139 - 168	---	---	---	---
Beaver, Giant	---	---	---	---	---	---
Boar, Wild	114 - 163	169 - 218	---	169 - 200	121 - 155	136 - 170
Buffalo	---	219 - 280	---	---	---	---
Crocodile	---	---	021 - 040	---	---	---
Displacer Beasts	164 - 193	281 - 314	---	201 - 232	156 - 185	171 - 200
Dog, Wild	194 - 233	315 - 354	---	233 - 270	186 - 235	201 - 220
Dolphin	---	---	041 - 160	---	---	---
Doppelganger	234 - 285	355 - 388	---	271 - 289	236 - 250	221 - 235
Dragon, Iron	286 - 395	389 - 480	---	290 - 295	251 - 255	236 - 240
Dryad, Iron	---	---	---	296 - 380	---	---
Eagle, Giant	---	---	---	381 - 390	256 - 270	241 - 255
Eel, Electric	---	---	161 - 180	---	---	---
Eel, Giant	---	---	181 - 200	---	---	---
Gar, Giant	---	---	201 - 240	---	---	---
Gargoyle	396 - 410	481 - 495	---	391 - 410	271 - 290	256 - 290
Gnome	---	---	241 - 300	---	---	---
Gorgon, Iron	411 - 425	496 - 510	---	411 - 425	291 - 305	291 - 309
Hell Hound	426 - 440	511 - 525	---	426 - 445	306 - 325	310 - 340
Hippocampus	---	---	301 - 363	---	---	---
Horse, Wild	---	---	---	446 - 450	326 - 400	341 - 360
Hydra	441 - 450	525 - 540	---	451 - 475	401 - 430	361 - 410
Hyena	451 - 505	541 - 570	---	476 - 535	431 - 465	411 - 441
Jackal	506 - 547	571 - 630	---	536 - 576	466 - 500	442 - 500
Ki-Rin	548 - 551	631 - 663	361 - 363	---	501 - 520	501 - 525
Kobold War Party	---	---	---	577 - 636	521 - 580	526 - 619
Kopoacanth	---	---	364 - 410	---	---	---
Lamprey	---	---	411 - 450	---	---	---
Leech, Giant	---	---	451 - 495	---	---	---
Lion, Mountain	---	---	---	---	581 - 600	620 - 650
Lizard, Fire	552 - 591	634 - 667	---	637 - 641	601 - 620	651 - 671
Lizard, Giant	592 - 650	668 - 707	496 - 550	642 - 663	621 - 670	672 - 702
Lizard, Minotaur	651 - 670	708 - 729	---	664 - 680	671 - 690	703 - 733
Locathah	---	---	551 - 590	---	---	---
Lynx, Giant	671 - 732	739 - 779	---	681 - 730	691 - 725	734 - 764
Manticore	733 - 772	780 - 813	---	731 - 762	726 - 755	765 - 795
Naga, Water	---	---	591 - 630	---	---	---
Ogre	---	---	---	763 - 794	756 - 800	796 - 846
Ray, Manta	---	---	631 - 660	---	---	---
Ray, Sting	---	---	661 - 700	---	---	---
Rusty Ooze	773 - 822	814 - 833	---	795 - 834	801 - 820	847 - 866
Salamander	823 - 852	834 - 865	---	835 - 860	821 - 841	867 - 890
Sea Horse, Giant	---	---	701 - 780	---	---	---
Sea Lion	---	---	781 - 840	---	---	---
Shark	---	---	841 - 880	---	---	---
Shark, Giant	---	---	881 - 895	---	---	---
Stirge	853 - 930	886 - 930	---	861 - 910	841 - 900	891 - 939
Tiger	931 - 965	931 - 955	---	911 - 926	901 - 930	940 - 970
Treant, Iron	---	---	---	927 - 980	931 - 970	---
Whale	---	---	895 - 000	---	---	---
Wyvern	966 - 000	956 - 000	---	981 - 000	971 - 000	971 - 000

IRONTOTH ISLAND

	Hills	Mountains	Forest	Plains	River	Swamp
Anhkeg	001 - 015	001 - 025	001 - 025	001 - 025	---	---
Ape, Carnivorous	016 - 036	026 - 046	026 - 060	026 - 053	---	---
Baboon	037 - 067	047 - 077	061 - 095	054 - 081	---	---
Badger	068 - 132	078 - 112	096 - 113	082 - 101	---	---
Barracuda	---	---	---	---	001 - 020	001 - 020
Bear, Black	133 - 143	---	114 - 141	102 - 126	---	---
Bear, Brown	144 - 154	---	142 - 169	127 - 151	---	---
Beaver, Giant	---	---	---	---	021 - 122	021 - 100
Boar, Wild	155 - 175	113 - 143	170 - 189	152 - 189	---	---
Buffalo	---	---	---	190 - 279	---	---
Crocodile	---	---	---	---	123 - 254	101 - 200
Displacer Beasts	176 - 206	144 - 184	190 - 229	280 - 294	---	201 - 230
Dog, Wild	207 - 247	185 - 215	230 - 249	295 - 334	---	---
Dolphin	---	---	---	---	---	---
Doppleganger	248 - 288	216 - 260	250 - 269	335 - 352	---	---
Dragon, Iron	289 - 291	261 - 263	270 - 272	353 - 355	---	231 - 240
Dryad, Iron	---	---	273 - 369	---	---	---
Eagle, Giant	292 - 341	264 - 304	370 - 389	356 - 400	---	241 - 300
Eel, Giant	---	---	---	---	255 - 296	301 - 325
Eel, Electric	---	---	---	---	297 - 358	326 - 350
Gar, Giant	---	---	---	---	359 - 400	351 - 375
Gargoyle	342 - 372	305 - 335	390 - 409	401 - 421	401 - 462	376 - 430
Gnome	373 - 546	336 - 444	410 - 470	422 - 500	---	---
Gorgon, Iron	547 - 567	445 - 465	471 - 490	501 - 518	---	---
Hell Hound	568 - 598	466 - 486	491 - 500	519 - 536	---	---
Hippocampus	---	---	---	---	463 - 500	---
Horse, Wild	599 - 655	487 - 507	501 - 528	537 - 596	---	---
Hydra	656 - 680	508 - 528	529 - 556	597 - 611	---	---
Hyena	681 - 721	529 - 559	557 - 584	612 - 638	---	---
Jackal	722 - 752	560 - 590	585 - 612	639 - 666	---	---
Ki-Rin	753 - 760	591 - 616	---	667 - 674	---	431 - 432
Kobold War Party	---	617 - 657	613 - 662	675 - 700	---	---
Kopoacanth	---	---	---	---	---	---
Lamprey	---	---	---	---	501 - 562	433 - 480
Leech, Giant	---	---	---	---	563 - 624	481 - 530
Lion, Mountain	761 - 791	658 - 688	663 - 690	701 - 710	---	---
Lizard, Fire	792 - 801	689 - 704	691 - 710	711 - 715	625 - 666	531 - 575
Lizard, Giant	802 - 816	705 - 725	711 - 730	716 - 720	667 - 708	576 - 620
Lizard, Minotaur	817 - 826	726 - 736	731 - 750	721 - 725	709 - 750	621 - 665
Locathah	---	---	---	---	751 - 830	666 - 720
Lynx, Giant	827 - 857	737 - 767	751 - 778	726 - 730	---	---
Manticore	858 - 868	768 - 788	779 - 790	731 - 743	---	---
Naga, Water	---	---	---	---	831 - 900	721 - 760
Ogre	---	789 - 829	791 - 830	744 - 788	---	---
Ray, Manta	---	---	---	---	---	---
Ray, Sting	---	---	---	---	---	---
Rusty Ooze	869 - 899	830 - 860	831 - 850	789 - 810	---	761 - 800
Salamander	900 - 910	861 - 870	851 - 860	811 - 830	---	---
Sea Horse, Giant	---	---	---	---	---	---
Sea Lion	---	---	---	---	---	---
Shark	---	---	---	---	---	---
Shark, Giant	---	---	---	---	---	---
Stirge	911 - 960	871 - 835	861 - 888	831 - 970	901 - 000	801 - 960
Tiger	961 - 985	936 - 970	889 - 910	971 - 980	---	961 - 000
Treant, Iron	---	---	911 - 980	---	---	---
Whale	---	---	---	---	---	---
Wyvern	986 - 000	971 - 000	981 - 000	981 - 000	---	---

Wandering Monsters

- 1 Anhkeg: NA: 1D6, AC: 2 (underside 4), HD: 6, HP: 32, 28, 21, 35, 27, 30, Damage: 3D6 (+1D4) also Acid Squirt (4D8).
- 2 Ape, Carnivorous: NA: 2D4, AC: 6, HD: 5, HP: 22, 14, 19, 28, 15, 21, 20, 20, Damage: 1D4/1D4/1D8.
- 3 Baboon: NA: 10D4, AC: 7, HD: 1 + 1, HP: 7, 6, 7, 5, 9, 3, 7, 3, 4, 8, 7, 2, 3, 3, 4, 3, 2, 9, 7, 5, 3, 9, 9, 2, 5, 8, 8, 3, 8, 4, 5, Damage: 1D4.
- 4 Badger: NA: 1D4 + 1, AC: 4, HD: 1 + 2, HP: 4, 4, 8, 7, 6, Damage: 1D2/1D3/1D3.
- 5 Barracuda: NA: 2D6, AC: 6, HD: 3, HP: 17, 9, 12, 18, 14, 13, 13, 12, 14, 17, 14, 16, Damage: 2D4.
- 6 Bear, Black: NA: 1D3, AC: 7, HD: 3 + 3, HP: 15, 18, 10, Damage: 1D3/1D3/1D6 (+ Hug: 2D4).
- 7 Bear, Brown: NA: 1D6, AC: 6, HD: 5 + 5, HP: 21, 28, 28, 19, 32, 34, Damage: 1D6/1D6/1D8 (+ Hug: 2D6).
- 8 Beaver, Giant: NA: 10D4, AC: 6, HD: 4, HP: 9, 23, 18, 14, 21, 19, 11, 16, 17, 19, 13, 17, 28, 19, 14, 19, 22, 20, 18, 16, 18, 9, 26, 25, 10, 17, 19, 22, 18, 16, 12, 26, 14, 23, 17, 20, 18, 18, 16, 21, Damage: 4D4.
- 9 Boar, Wild: NA: 1D12, AC: 6, HD: 3 + 3, HP: 17, 6, 12, 20, 11, 11, 26, 19, 21, 15, Damage: 3D4.
- 10 Buffalo: NA: 4D6, AC: 7, HD: 5, HP: 10, 24, 19, 20, 19, 15, 12, 15, 25, 34, 17, 21, 20, 18, 19, 23, 31, 23, 22, 18, 22, 23, 30, 20, Damage: 1D8/1D8.
- 11 Crocodile: NA: 3D8, AC: 5, HD: 3, HP: 14, 16, 9, 16, 16, 14, 20, 16, 17, 6, 19, 14, 7, 13, 13, 12, 11, 12, 16, 16, 18, 8, 5, 18, Damage: 2D4/1D12.
- 12 Displacer Beasts: NA: 1D4 + 1, AC: 4, HD: 16, HP: 36, 19, 28, 27, 32, Damage: 2D4/2D4.
- 13 Dog, Wild: NA: 4D4, AC: 7, HD: 1 + 1, HP: 8, 7, 5, 7, 6, 3, 4, 3, 9, 5, 2, 4, 3, 6, 9, 9, Damage: 1D4.
- 14 Dolphin: NA: 2D10, AC: 5, HD: 2 + 2, HP: 16, 12, 15, 10, 13, 15, 10, 13, 14, 6, 10, 16, 6, 12, 9, 12, 6, 13, 9, 14, Damage: 2D4.
- 15 Doppelgangers: NA: 3D4, AC: 5, HD: 4, HP: 15, 14, 17, 17, 12, 17, 17, 19, 13, 19, 10, Damage: 1D12.
- 16 Dragon, Iron: Use the Iron Dragons provided in the Wilderness Map Key section (see above). As those are the primary Iron Dragons in the region, no others will be encountered. If, somehow, all six of those Dragons are killed, no other Iron Dragons will be encountered for several years (by which time others will have moved into the vacuum).
- 17 Dryad, Iron: NA: 1D6, AC: -1, HD: 3, HP: 13, 16, 5, 20, 16, 14, Damage: Dagger - 1D4 (+ Gaze: Death).
- 18 Eagle, Giant: NA: 1D20, AC: 7, HD: 4, HP: 18, 18, 24, 18, 17, 15, 20, 22, 21, 19, 20, 9, 14, 18, 21, 25, 7, 16, 23, 17, Damage: 1D6/1D6/2D6.
- 19 Eel, Electric: NA: 1D3, AC: 9, HD: 4, HP: 18, 16, 15, Damage: 1D6 (Jolt: 6D8).
- 20 Eel, Giant: NA: 1D4, AC: 6, HD: 5, HP: 20, 30, 26, 18, Damage: 3D6.

- 21 Gar, Gaint: NA: 1D6, AC: 3, HD: 8, HP: 20, 34, 43, 39, 33, 33, Damage: 5D4.
- 22 Gargoyle: NA: 2D8, AC: 5, HD: 4 + 4, HP: 21, 23, 21, 23, 21, 12, 19, 10, 17, 18, 21, 26, 18, 22, 28, 23, Damage: 1D3/1D3/1D6/1D4.
- 23 Gnomes, Hunting Party: Leader: NA: 1, AC: 2, LVL: 4, HP: 45, Damage: 1D6; Followers: NA: 14, AC: 4, LVL: 1, HP: 5, 7, 4, 8, 4, 7, 2, 3, 8, 7, 3, 6, 3, 6, Damage: 1D6.
- 24 Gorgon, Iron: NA: 1D4, AC: 2, HD: 8, HP: 44, 23, 33, 41, Damage: 2D6 (+ Breath Weapon: Turns to Iron).
- 25 Hell Hound: NA: 2D4, AC: 4, HD: 7, HP: 35, 30, 14, 34, 21, 29, 41, 34, Damage: 1D10 (+ Breath Weapon: 7 points of Fire Damage).
- 26 Hippocampus: NA: 2D4, AC: 5, HD: 4, HP: 19, 26, 12, 18, 17, 21, 9, 20, Damage: 1D4.
- 27 Horse, Wild: NA: 5D6, AC: 7, HD: 2, HP: 11, 11, 6, 4, 9, 8, 9, 13, 9, 12, 3, 8, 10, 11, 11, 10, 11, 12, 8, 7, 5, 13, 6, 12, 14, 6, 10, 7, 11, 8, Damage: 1D3.
- 28 Hydra (12 heads): NA: 1, AC: 5, HD: 12, HP: 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, 8, Damage: 1D10/1D10/1D10/1D10/1D10/1D10/1D10/1D10/1D10/1D10/1D10/1D10.
- 29 Hyena: NA: 2D6, AC: 7, HD: 3, HP: 15, 17, 18, 12, 21, 13, 21, 17, 10, 21, 11, 9, Damage: 2D4.
- 30 Jackals: NA: 1D6, AC: 7, HD: ½, HP: 1, 3, 2, 3, 2, 3, Damage: 1D2.
- 31 Ki-Rin: NA: 1, AC: -5, HD: 12, HP: 58, Damage: 2D4/2D4/3D6; Spells (1st Level): *Charm Person, Detect Magic, Identify, Sleep, Shield, Sleep, Protection from Evil, Magic Missile, Magic Missile*; (2nd Level) *Web, Knock, Mirror Image, Strength, Wizard Lock, ESP, Invisibility, Continual Light*; (3rd Level) *Dispel Magic, Slow, Lightning Bolt, Fireball, Gust of Wind, Hold Person, Dispel Magic*; (4th Level) *Charm Monster, Dimension Door, Ice Storm, Fear, Fire Shield, Remove Curse*; (5th Level) *Conjure Elemental, Teleport, Cone of Cold, Hold Monster, Wall of Stone*; (6th Level) *Control Weather, Invisible Stalker, Tenser's Transformation, Globe of Invulnerability*; (7th Level) *Limited Wish, Power Word-Stun, Delayed Blast Fireball*; (8th Level) *Polymorph Any Object, Monster Summoning VI*; (9th Level) *Prismatic Sphere*.
There is only one Ki-Rin in the Irontooth area and if he should be killed, no others will appear. This Ki-Rin, named Sthal, is not native to the region but is a frequent visitor. He is well aware of the presence and nature of Irontooths and he knows better than to waste spells on them. In times of trouble, Sthal will assist Humans of Good alignment with advice and an occasional spell but he does not have the time or the inclination to accompany them as they travel around the region.
- 32 Kobold, War Party: NA: 20, AC: 7, HD: ½, HP: 1, 1, 1, 2, 3, 1, 4, 1, 3, 1, 4, 1, 3, 3, 1, 4, 4, 2, 1, 3, Damage: 1D4.
- 33 Kopoacanth: See Gargoyles.
- 34 Lamprey: NA: 1D2, AC: 7, HD: 1 + 2, HP: 7, 9, Damage: 1D2 (+ Blood Drain: 2 points per round).
- 35 Leech, Giant: NA: 4D4, AC: 9, HD: 1, HP: 2, 4, 4, 3, 3, 1, 3, 4, 3, 3, 1, 4, 2, 4, 3, 1, Damage: 1D4 (+ Blood Drain).
- 36 Lion, Mountain: NA: 1D2, AC: 6, HD: 3 + 1, HP: 21, 10, Damage: 1D3/1D3/1D6 (+ Claw Rake).
- 37 Lizard, Fire: NA: 1D4, AC: 3, HD: 10, HP: 41, 48, 44, 47, Damage: 1D8/1D8/2D8 (+ Breath of Fire: 2D6).

- 38 Lizard, Giant: NA: 2D6, AC: 5, HD: 3 + 1, HP: 9, 14, 17, 20, 12, 10, 21, 15, 14, 10, 11, 14, Damage: 1D8 (double damage on a 20).
- 39 Lizard, Minotaur: NA: 1D8, AC: 5, HD: 8, HP: 32, 41, 41, 49, 41, 51, 34, 34, Damage: 2D6/2D6/3D6.
- 40 Locathah, War Party: NA: 20, AC: 6, HD: 2, HP: 12, 5, 11, 9, 9, 9, 12, 4, 11, 14, 11, 4, 7, 4, 13, 8, 15, 2, 13, 11, Damage: 2D4.
- 41 Lynx, Giant: NA: 1D4, AC: 6, HD: 2 + 2, HP: 6, 12, 15, 18, Damage: 1D2/1D2/1D4 (+ Claw Rake).
- 42 Manticora: NA: 1D4, AC: 4, HD: 6 + 3, HP: 23, 32, 39, 31, Damage: 1D3/1D3/1D8 (+ Tail Spikes: 1D8).
- 43 Naga, Water: NA: 1D4, AC: 5, HD: 8, HP: 37, 44, 43, 33, Damage: 1D4 (+ Poison).
- 44 Ogre: NA: 2D10, AC: 5, HD: 4 + 1, HP: 25, 22, 28, 20, 25, 17, 14, 19, 16, 9, 19, 19, 10, 20, 22, 24, 15, 18, 18, 20, Damage: 1D10.
- 45 Ray, Manta: NA: 1, AC: 6, HD: 11, HP: 60, Damage: 3D4 (+ Swallow/2D10 (+ Poison)).
- 46 Ray, Sting: NA: 1D3, AC: 7, HD: 1, HP: 2, 8, 4, Damage: 1D3 (+ Poison).
- 47 Rusty Ooze: NA: 1D3, AC: 2, HD: 3 + 3, HP: 21, 16, 18, Damage: 2D8.
- 48 Salamander: NA: 1D4 + 1, AC: 5/3, HD: 7 + 7, HP: 40, 49, 32, 38, 35, Damage: 2D6/1D6 (+ Head: 1D6).
- 49 Sea Horse, Giant: NA: 1D20, AC: 7, HD: 3, HP: 16, 14, 15, 20, 6, 13, 18, 18, 7, 9, 16, 11, 19, 10, 21, 22, 16, 15, 14, Damage: 1D4/1D4 + 1/2D4.
- 50 Sea Lion: NA: 3D4, AC: 5/3, HD: 6, HP: 20, 20, 30, 30, 25, 17, 39, 25, 38, 28, 20, 27, Damage: 1D6/1D6/2D6.
- 51 Shark: NA: 3D4, AC: 6, HD: 6, HP: 23, 33, 26, 21, 32, 28, 29, 23, 18, 20, 20, 16, Damage: 2D4.
- 52 Shark, Giant: NA: 1D3, AC: 5, HD: 15, HP: 71, 75, 60, Damage: 6D4.
- 53 Stirge: NA: 3D10, AC: 8, HD: 1 + 1, HP: 5, 5, 3, 4, 5, 9, 6, 3, 9, 4, 9, 4, 3, 7, 8, 9, 2, 4, 9, 5, 5, 9, 2, 5, 5, 5, 4, 9, 3, 4, Damage: 1D3 (+ Blood Drain: 1D4).
- 54 Tiger: NA: 1D4, AC: 6, HD: 5 + 5, HP: 30, 36, 25, 16, Damage: 1D4 + 1/1D4 + 1/1D10 (+ Claw Rake).
- 55 Treant, Iron: NA: 1D20, AC: -4, HD: 10, HP: 40, 52, 47, 55, 50, 46, 67, 51, 37, 49, 33, 44, 45, 46, 39, 50, 41, 40, 43, 45, Damage: 3D8/3D8.
- 56 Whale: NA: 1D8, AC: 4, HD: 28, HP: 108, 137, 125, 139, 127, 142, 131, 135, Damage: 10D4 or 3D8.
- 57 Wyvern: NA: 1D6, AC: 3, HD: 7 + 7, HP: 36, 30, 33, 34, 40, 46, Damage: 2D8/2D8 (+ Poison).

Special Magic Items Descriptions

Magnetic Wand: A spell caster (whether Magic User, Cleric, Illusionist, or Druid) using one of these Wands is able to make his or her personal spells affect Irontooths which would otherwise be immune to these spells. The Irontooths get normal saving throws and magic resistance but they are no longer totally immune. The Wand only benefits personal spells and not spells cast from Scrolls or by other magic items. A Magnetic Wand appears as a 6" long rod made of some highly magnetized material.

Gnome King's Spear: This shiny steel artifact is in the possession of Kozno, the King of Gnome Home. Although the Spear is usable by any Fighter of any alignment, it is specially designed to be useable by Gnomes. It acts as a +4 Spear or Javelin and when thrown it will return to its caster's hand (just like the +3 Dwarven War Hammer). The Spear also allows Gnomes with a Strength of 48 to reach 9th level and those with a lower Strength to reach 7th level. Finally, the wielder of the Spear can teleport home in a fashion similar to the Clerical *Word of Recall* spell. When using the Spear this way, it can be used only once per day.

Iron Dragon's Tooth: Each adult or older Iron Dragon has two teeth which grant special magical abilities to beings who wear them on a chain around their neck next to their skin. Anyone so wearing a tooth gets a +3 to all saving throws versus Dragon's Breath and a -1 to each die of damage from Dragon's Breath. It should be noted that not all the Dragon's teeth have this power, only the two smallest ones.

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

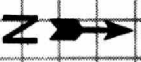
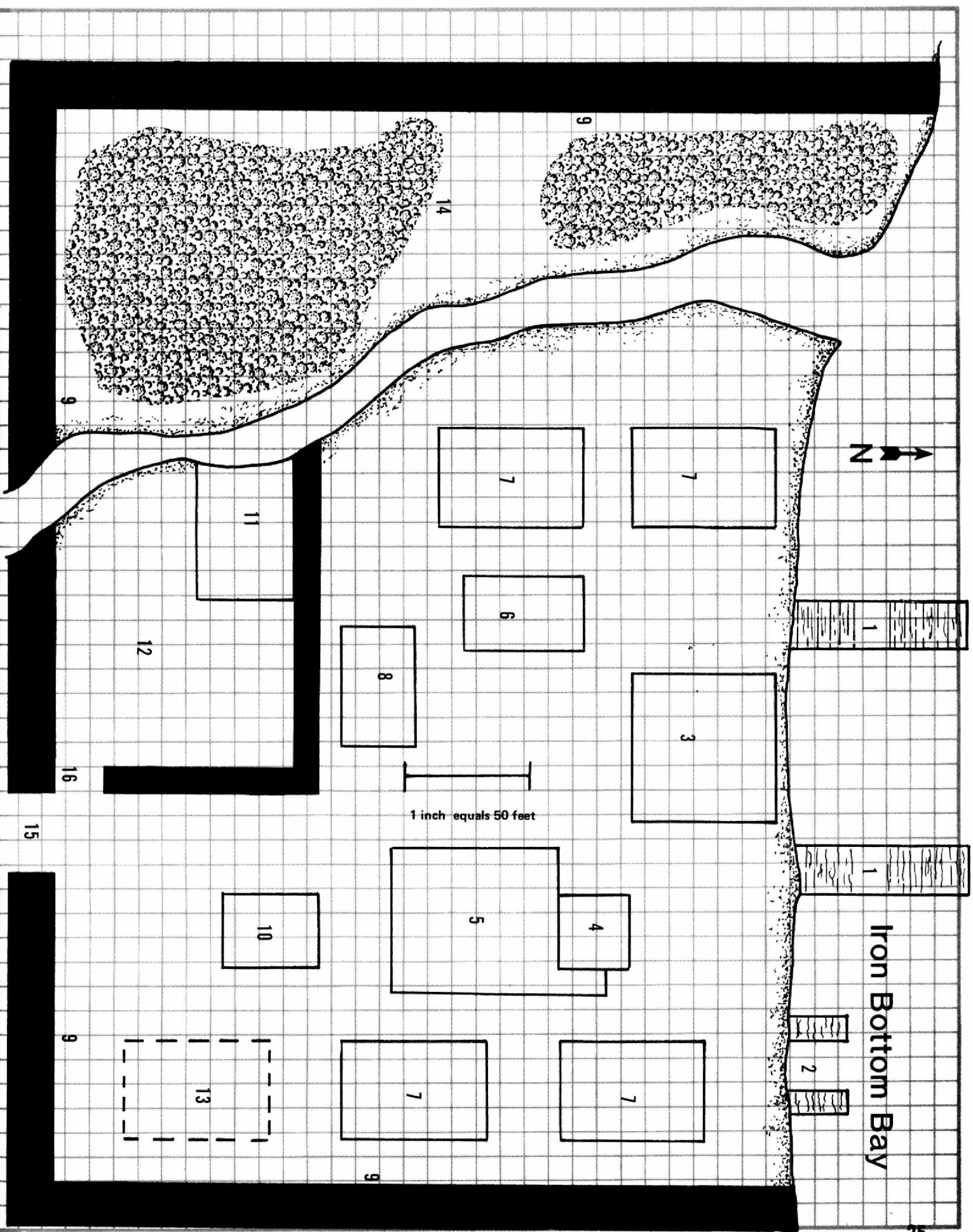
The Amulets are made of iron set with seven Gems (each worth 1000 Gold Pieces). The Gems are an Opal, Ruby, Diamond, Sapphire, Topaz, Pearl, and Emerald. As a piece of jewelry, the entire piece is worth 8000 Gold Pieces.

The Amulets give their wearer the following powers:

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

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





1 inch equals 50 feet

Iron Bottom Bay

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

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

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

Port Iron Bottom

Port Iron Bottom is a small (population approximately 300) combination Trading Post/Colony/Penal Institute. It was originally settled six years ago by the forces of the Yarsian Empire (located off map to the northwest). The port is located on the shores of Iron Bottom Bay which is located on the western shore of Irontooth Island.

Description

Port Iron Bottom is surrounded by a 20' thick, 8' high dirt wall. Passing through a hole in the wall and emptying into the Bay is a small slow moving stream which serves as the fresh water supply for the Trading Post. Within the walls are the several buildings which make up the settlement. These buildings are all built out of the wood of the Ironwood Tree which is obtained from a nearby (and by now much depleted) copse of trees. All of the buildings are skillfully constructed and built to last.

Port Iron Bottom Settlement Map Key

- 1 Large Ship Docks: These long wooden docks are used only a few times a year when the large trading ships arrive from the Yarsian Empire. The rest of the time they are unused.
-
-

- 2 Small Ship Docks: These docks are used for the smaller row boats which the settlement uses for fishing and transportation.
-
-

- 3 Warehouse: This is where the various goods are stored while waiting for their ship to arrive. It is also where goods from the ships are kept until they are needed. For information on what sort of goods might be found here, see the section on Trade and Travel below.
-
-

- 4 Governor's Office: This is, obviously, where the Governor and his Clerk work on the various things which Governors and their Clerks work on.
-
-

- 5 Governor's Residence: This is where the Governor and his "family" live. The Magic User, Caska, also lives here.
-
-

- 6 Trading Post: This is where all purchases and sales conducted in the settlement of Port Iron Bottom must take place. Most of the items on sale are listed in the Port Iron Bottom Price List section (below).
-
-

- 7 Barracks: Each of these four buildings is a 60 man barracks. All residents of the settlement who have not been given special permission to live elsewhere are required to live in the barracks.
-
-

- 8 Carpenter's Shop: The Carpenter and his family also live here.
-
-

- 9 Dirt Wall: This is the dirt wall around the settlement.
-
-

10 Blacksmith's Shop: The Blacksmith and his family live here as well.

11 Stable: The animals kept in the stable include Horses, Chickens and Donkeys.

12 Barnyard: The animals kept in the stable are allowed into this area during the day while the Sheep, which are kept here at night, move outside of the settlement to graze.

13 Barracks Under Construction: When completed, it will be another number 7 type Barracks.

14 Vroine Groves: In this area are planted 101 Vroine Trees. The Vroine is a very tasty fruit native to the Yarsian Empire. It is grown here especially to resupply the ships which sail here from the Empire. The grove does supply more fruit than is presently needed for that purpose, so the Governor (and a few favorites) are, upon occasion, able to enjoy the fruit as well.

15 Main Gate: This gate is built of wood reinforced with iron.

16 Barnyard Gate: This gate is also built of wood reinforced with iron.

Port Iron Bottom Price List

Armor

Leather	5 GP
Shield, Small, Wooden	1 GP

Arms

Arrow, Normal, Single	2 SP
Arrow, Normal, Dozen	1 GP
Axe, Battle	5 GP
Axe, Hand or Throwing	1 GP
Bow, Long	60 GP
Bow, Short	15 GP
Dagger and Scabbard	2 GP
Hammer	1 GP
Pick, Military, Footman's	8 GP
Pike, Awl	3 GP
Sling & Bullets, Dozen	15 SP
Sling Bullets, Score	10 SP
Spear	1 GP

Clothing

Belt	3 SP
Boots, High, Hard	2 GP
Boots, High, Soft	1 GP
Boots, Low, Hard	1 GP
Boots, Low, Soft	8 SP
Cap	1 SP
Cloak	5 SP
Girdle, Broad	2 GP
Girdle, Normal	10 SP
Hat	7 SP
Robe	6 SP

Livestock

Chicken	3 SP
Dog, Guard	225 GP
Dog, Hunting	175 GP
Donkey	30 GP
Horse, Draft	130 GP
Horse, Riding (Light)	125 GP
Sheep	20 GP



Miscellaneous Equipment and Items

Backpack, Leather	2 GP
Box, Iron, Large	6 GP
Box, Iron, Small	2 GP
Candle, Tallow	1 SP
Candle, Wax	1 GP
Lantern, Hooded	7 GP
Mirror, Large, Metal	10 GP
Oil, Flask of	1 GP
Pole, 10'	3 CP
Pouch, Belt, Large	1 GP
Pouch, Belt, Small	15 SP
Quiver, 1 Score Arrows Cap	12 SP
Rope, 50'	4 SP
Sack, Large	16 CP
Sack, Small	10 CP
Skin for Water or Wine	15 SP
Spike, Iron, Large	1 CP
Tinder Box, w/Flint & Steel	1 GP
Torch	1 CP

Provisions

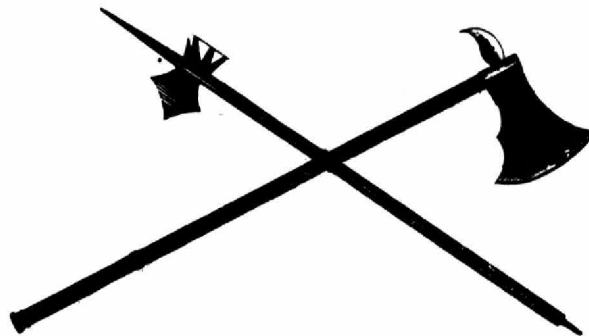
Ale, Pint	1 SP
Beer, Small, Pint	5 CP
Food Merchant's Meal	1 SP
Grain, Horse Meal, 1 Day	1 SP
Rations, Iron, 1 Week	5 GP
Rations, Standard, 1 Week	3 GP

Tack and Harness

Bit and Bridle	15 SP
Harness	12 SP
Saddle	10 GP
Saddle Bags, Large	4 GP
Saddle Bags, Small	3 GP
Saddle Blanket	3 SP

Transport

Barge (or Raft), Small	50 GP
Boat, Small	75 GP
Boat, Long	150 GP
Cart	50 GP
Wagon	150 GP



Why Port Iron Bottom

Port Iron Bottom was founded by the Yarsian Empire six years ago. It is intended as one of the key structures in the Empire's program of expansion and exploration into this section of the world.

Port Iron Bottom's location was chosen for a couple of important reasons. Iron Bottom Bay is an excellent natural harbor. In the area near the port, the water is quite deep all the way up to the shore. Furthermore, this section of the Bay's coast was particularly suitable because of the nearby stream and copse of trees. The stream provides a steady supply of fresh water while the trees provide a supply of building materials.

Port Iron Bottom serves several important functions for the Yarsian Empire. It has been populated almost entirely by low level political dissidents who were nothing but a problem at home but who here serve a useful purpose. They are kept in line without very much difficulty because they have no where to go. Except for the port, there is no known center of civilization in the region, so the settlers are forced to cooperate with the Empire. If they revolt, they will be left here to starve. At least that is what they have been told. In reality, they might very well be able to get along on their own as they provide most of their own food and other necessities, but the settlers have yet to realize their potential for independence. A further problem these settlers might have if they tried to make it on their own is the large population of hostile and hungry monsters on Irontooth Island. It is not at all clear that a group of mostly low level types would be able to survive in a hostile AD&D tm wilderness.

Another important function for the port is as a base for the further exploration of this region of Hnoon and also the lands further to the south. The Empire sends several ships each year to this area and they all stop at Port Iron Bottom to resupply.

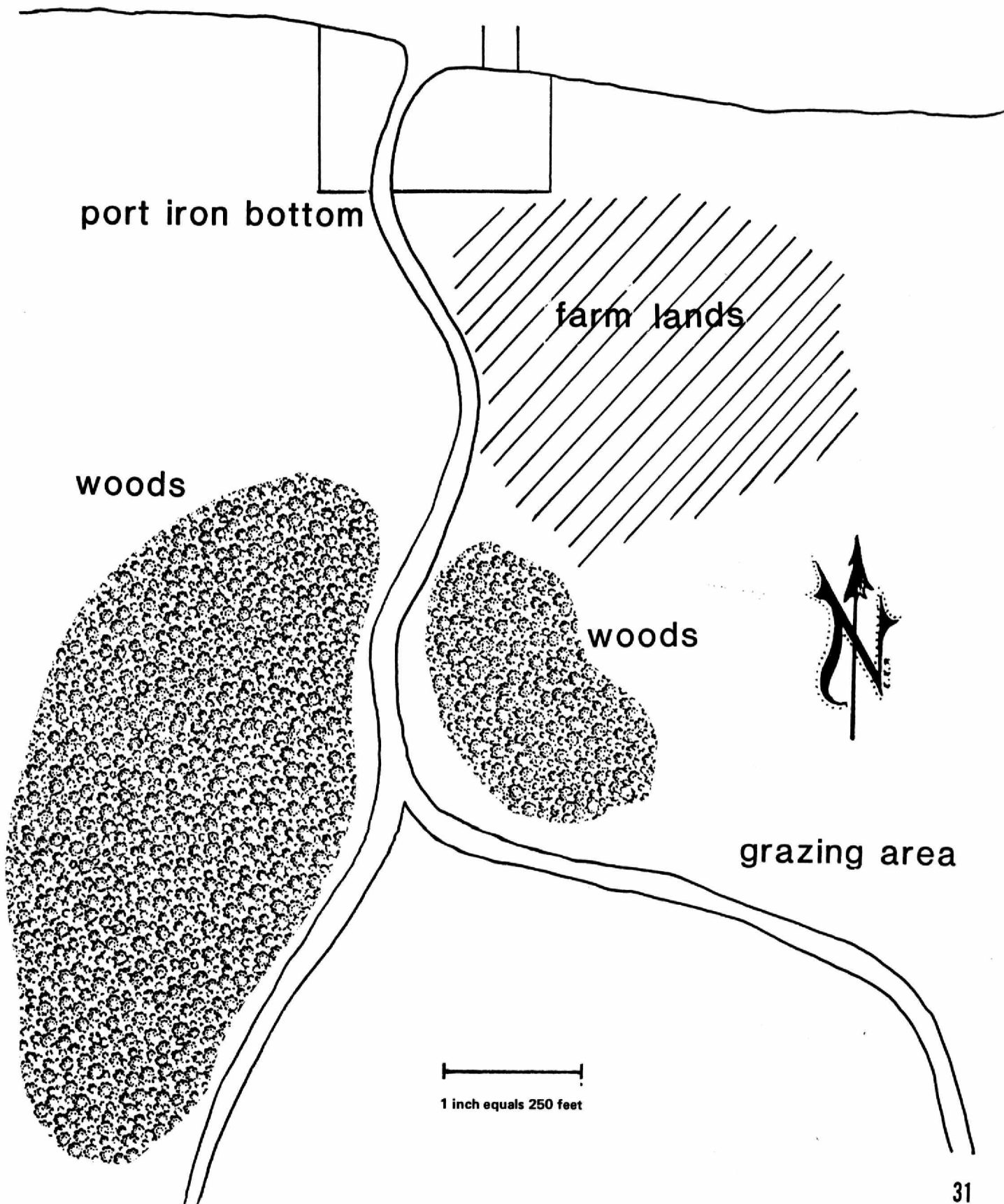
Port Iron Bottom also serves as an important source of Iron for the Yarsian Empire. Although iron is not exactly rare back in the Empire, neither is it as common and as easily obtained in such a pure form as it is on Irontooth Island. Here, when you chop down a tree, you get several tens of pounds of 95% pure iron from its bark. When you kill an animal, you get iron from its teeth. Pieces of iron can even be found laying around in the dirt all across the island. Every ship which leaves Port Iron Bottom heading back towards the Empire is loaded with as much iron as it can carry.

Port Iron Bottom: Trade and Travel

Although Port Iron Bottom is a colony of the Yarsian Empire and it is visited regularly by Imperial ship, there is nothing resembling regular travel back and forth between the two. Aside from the members of the ships' crews, very few people ever return to the Empire after landing at Port Iron Bottom. The vast majority of the settlers at Port Iron Bottom are political dissidents who have been sent here as permanent exiles.

It takes a ship approximately 30 days to sail from the Yarsian Empire to Port Iron Bottom and it usually takes 40 days to make the return trip. On the trip out, the ships usually carry a cargo of nothing more than additional colonists and animals (plus an occasional manufactured good or luxury food item which has been specially ordered by the Colony Governor). On the return trip, the ships carry a considerably more varied cargo which includes furs and pelts, wool, living Irontooths as scientific specimens, any gold or silver the colony might have run across, and, most of all, lots of iron.

When strangers arrive at Port Iron Bottom (a rare but not unheard of occurrence), they will be treated well, once it has been established that they are truly strangers and not spies from one of the Yarsian Empire's neighbors. Strangers will be expected to obey all of the local laws and regulations and they will be free to purchase items at the Trading Post (at the horribly inflated prices charged to outsiders). If, for some reason, a stranger wishes to journey to the Yarsian Empire, they will be permitted to purchase passage at a cost of 500 Gold Pieces per person. (Note: The Judge should permit this only if he or she is prepared to spend the time necessary to detail the society, geography, and inhabitants of the Yarsian region.)





Port Iron Bottom: The Governor and the Government

The Ruler of Port Iron Bottom is the Imperial Governor. As long as he produces enough iron and keeps Port Iron Bottom functioning as a base for Imperial Ships, he is free to run the place pretty much as he wishes.

The current Governor is the second in the Port's history. He has been at his post for three years and has just recently received word that he will remain at the post for another three year term. The Governor, whose name is Galsens, is a fairly likeable sort who gets on well with the colonists. He has given them as much time as could be spared from the mandatory tasks assigned by the Empire to work on improving the living conditions. He has frequently requested and finally received permission to allow some of the colonists to move out of the walled area and start their own farms. The colonists will have to build their houses and do their farming in their spare time as they will still be required to work full time for the Empire but, never the less, the change will be a welcome improvement for the colonists. Galsens has also finally gotten the Empire to agree to start importing women colonists in large numbers. Currently, there are only 15 women in the colony and all but one of them arrived married or owned (the other one left for the colony with her husband but he died during the trip). These two changes should greatly improve the moral of the colony once they are announced but Galsens has decided not to announce them until he is sure the Empire will not change its mind.

	Class	Align	LVL	HP	AC	STR	INT	WIS	CON	DEX	CHAR	WPN	DMG
Galsens	FTR	LN	7	39	8	16	16	11	13	14	14	Broadsword	2D4
					(4)								

Galsens usually wears Leather Armor around town but he does own Chainmail and a Shield.

Mnisk	MU	LN	8	28	9	9	15	9	14	13	9	Dagger	1D4
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Spells: (1st Level) *Charm Person*, *Sleep*, *Detect Magic*, *Magic Missile*; (2nd Level) *Mirror Image*, *Web*, *Strength*; (3rd Level) *Fly*, *Hold Person*, *Fireball*; (4th Level) *Charm Monster*, *Ice Storm*.

Mnisk is an old friend of Galsens who came with him to Irontooth to assist him in running the colony. Mnisk is in charge of investigating the nature of the region and its native creatures and inhabitants. He has discovered the Irontooth immunity to magic spells and is deeply concerned about it. Not only does it mean that he is less able to defend the colony, but the possibility of an intelligent race which is immune to magic could present a great threat to the Yarsian Empire which relies greatly on the powers of its Wizards. Minsk has reported the Irontooth immunity to the Wizard's Guild back in the Empire and he is waiting for instructions. Unfortunately, the ship he sent the report on sank in the Iron Islands region so the Empire has still not heard of the problem. In the meantime, Mnisk has instructed the trappers to attempt to locate the headquarters of the Gnomes who are known to live to the east.

Port Iron Bottom: The Trappers

An important duty of Port Iron Bottom is its service as a base for the exploration of Irontooth Island. This exploration is carried out in two ways. The ships which call at the port frequently sail along the coast mapping and exploring as they go but this is a haphazard procedure at best and in any case only covers the western shore of the island.

The second, and more effective method of exploration is in the hands of the six Trappers/Hunters who are based in Port Iron Bottom but spend most of their time travelling about the island in groups of two.

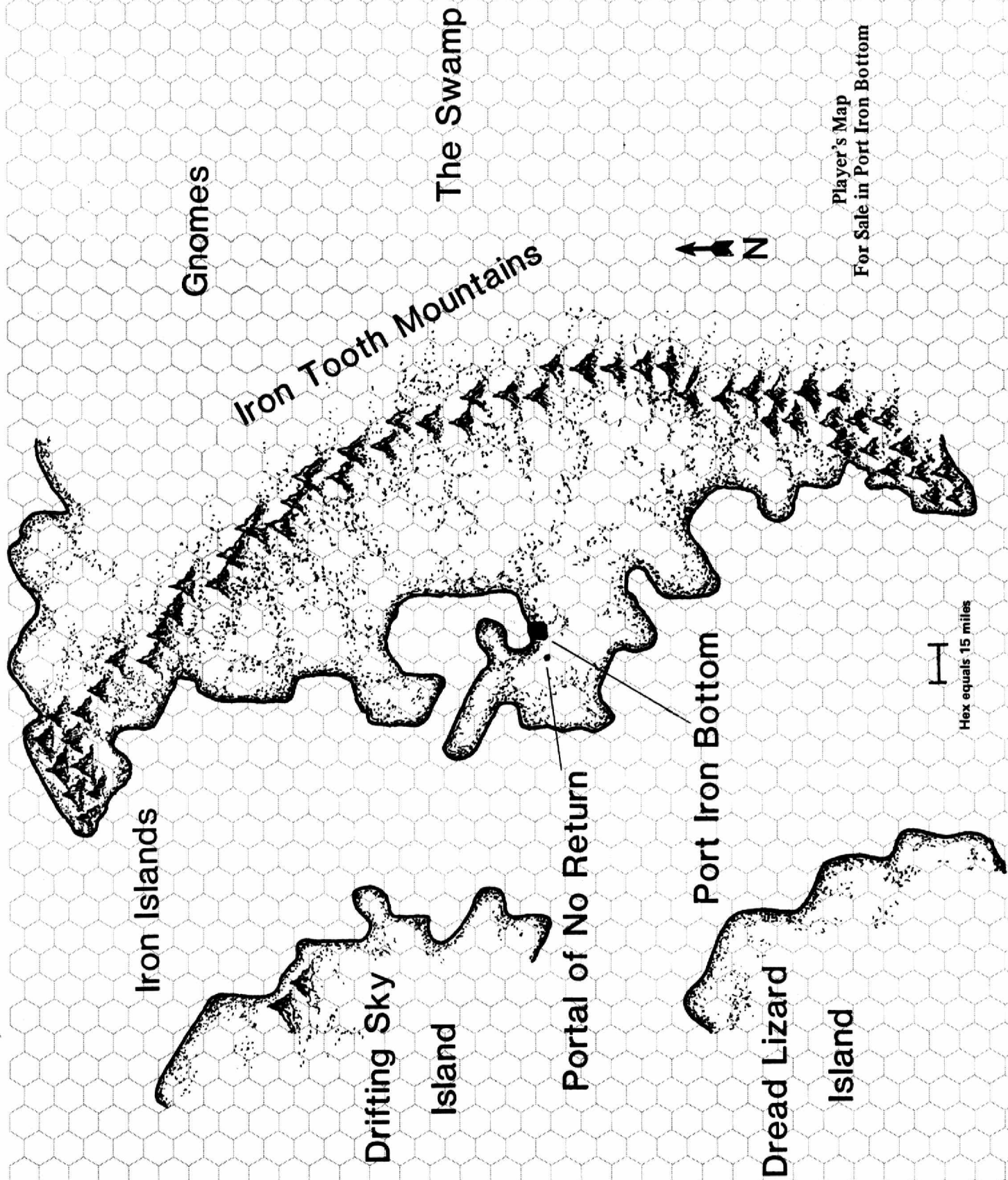
In addition to the maps, they are required to make the Trappers also hunt Giant Beavers and other furry creatures while collecting samples of iron from different parts of the island*. As there are never more than 3 groups of Trappers in circulation at any one time, they have not been included on the Encounter Charts (even though, realistically, there is some chance they will encountered). It is suggested that the Judge use an encounter with Trappers to assist the characters if they are having trouble, or if they are lost, or if they are simply getting bored.

Character statistics have been provided for four Trappers. They should be used in varying combinations of two to create the necessary encounters.

*These samples will be used to determine which parts of the island produce iron of greater purity.

	Class	Align	LVL	HP	AC	STR	INT	WIS	CON	DEX	CHAR	WPN	DMG
Darwson	FTR	N	6	32	7 (6)	13	14	9	12	15	16	Broadsword	2D4
Clezzs	FTR	NG	6	39	7	17	12	14	15	13	13	Broadsword	2D4
BiFandon	FTR	NG	5	26	7 (4)	14	13	13	11	17	15	Broadsword	2D4
Agongon	FTR	N	7	57	7	14	11	12	16	14	12	Broadsword	2D4
												Long Bow	1D6





Player's Map
For Sale in Port Iron Bottom

Port Iron Bottom: Residents

For the most part, the residents of Port Iron Bottom are, at least in Advanced Dungeons & Dragons tm terms, pretty non-descript. Most of them can be treated as 0 Level Fighters without Armor or Weapons (other than Knives and Clubs). The residents have no time or interest in training as Fighters and would not be permitted to do so even if they wished.

The residents spend most of their time working on their various jobs. Although the exact number of people working at each type of job is not of critical importance (and besides it changes from day to day) some general guidelines should be given. More than half the 300 people in the settlement work in some aspect of the Construction Business. They chop down trees (a difficult and time consuming process considering the iron bark of the trees of this region), turn logs into planks, or build or repair ships and buildings. The next largest group (of 50 or 60 people) work on Farming. Half of those work in the fields outside the settlement walls while the remainder are split evenly between the Vroine Grove and the Sheep. The rest of the population is split into a number of small groups working on the remaining miscellaneous jobs: Administration, Cleaning, Blacksmithing, Hunting, and Trapping.

It should be noted that, with few exceptions, the people are not assigned permanently to any one type of job and are frequently shifted about as more people are needed on different tasks.



Port Iron Bottom: Rumors

Even in a settlement as small as Port Iron Bottom there will be a circulation of a wide variety of rumors. The number of potential rumors is practically unlimited, so, obviously, only a few can be listed here. Each day the characters are in Port Iron Bottom they will have a 50% chance of hearing one rumor. If they are actively searching for rumors, they will have a 100% chance of hearing a rumor but it will come to the attention of the Governor that they are asking a lot of questions. The Governor will call them in and demand an explanation. Unless they have a good one, they will be assumed to be spies and executed or expelled from the settlement. Which option occurs depends entirely on how powerful and dangerous the Governor perceives the characters to be.

- 1 In the early days of the settlement, several ships ran aground attempting to find their way into Iron Bottom Bay. (T/F)
- 2 When the next shipment of colonists arrives the settlement will have to expand because there will not be enough room for them within the walls. (T)
- 3 The Gnomes living to the east are rich and have vast sums of Gold. (F)
- 4 The Kobolds and Gnomes of Irontooth Island have a secret alliance intended to destroy any Humans they find. (F)
- 5 The ship from the Yarsian is late and has probably sunk. (T/F)
- 6 The next ship will bring several more skilled laborers to Port Iron Bottom. (T)
- 7 There is a funny iron archway about 15 miles to the east of the settlement. (T)
- 8 The next colony ship will bring a number of women to the settlement. (T/F)
- 9 The Trappers have discovered a Gold Mine which they are keeping secret so that they can get rich. (F)
- 10 The Governor Galsens will not be leaving at the end of his three year term as expected but will instead be staying for another three years. (T)

(T) Indicates that a rumor is True.

(F) Indicates that a rumor is False.

(T/F) Indicates that a rumor could be either True or False depending or is partly True and partly False.

Rumor One is true except that only one ship ran aground and sunk.

Rumor Five is completely up to the individual Judges.

Rumor Eight should be true but the Empire might have changed its mind.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

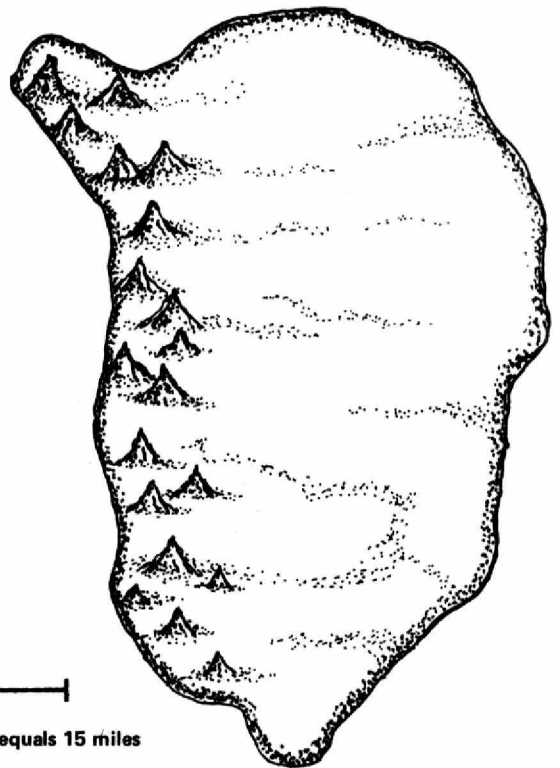
drifting sky island



¼ inch equals 15 miles

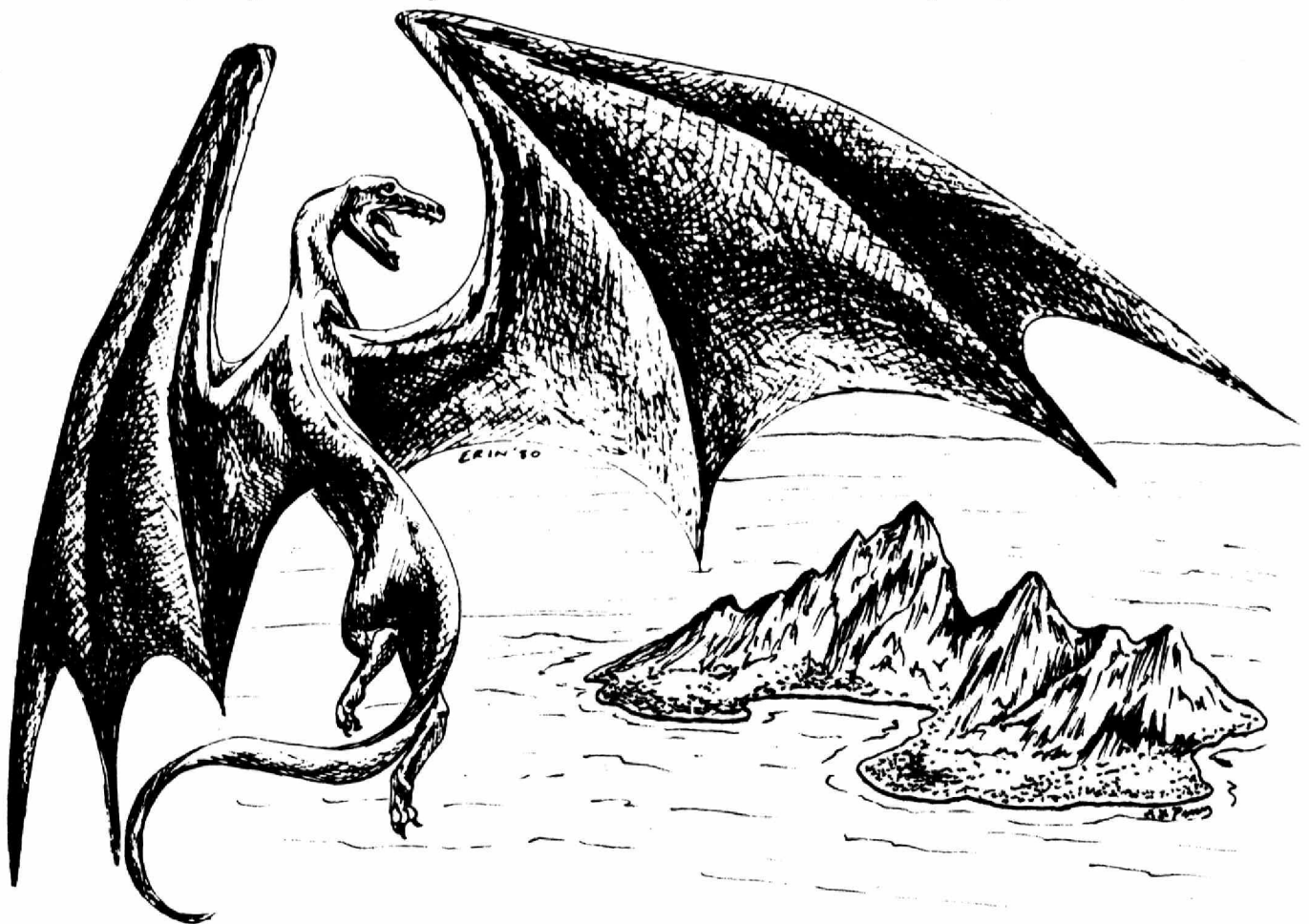
players map

dread lizard island



½ inch equals 15 miles

players map



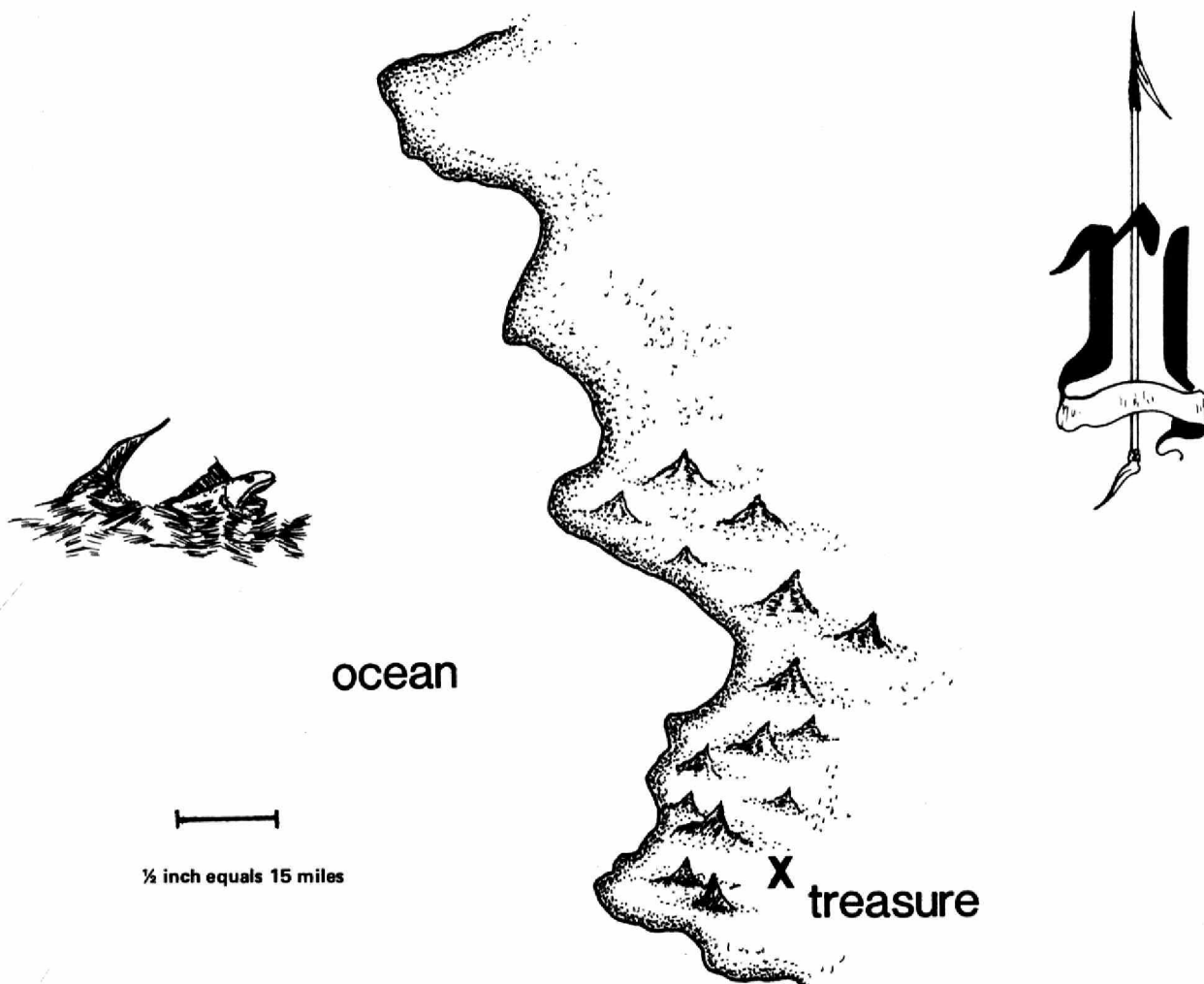
Port Iron Bottom: Judges Notes

It is important to remember that Port Iron Bottom is a small settlement and not a large city. When the characters enter the place, everyone in the settlement will know about them almost immediately. If the characters talk to the Blacksmith, everyone will know they have been talking to the Blacksmith. There is almost nothing the characters will be able to keep a secret in Port Iron Bottom.

If the characters express an interest in buying a map of Irontooth Island (or one of its neighbors) they will be directed to the Governor and/or the Magician Mnisk who, they are told, are the only people likely to have complete maps. Either of the two will be willing to sell the characters the maps they have but only at an outrageous price of 1000 GP for the map of Irontooth Island and 250 Gold Pieces for each of the other two maps. The characters might be able to bargain the prices down a bit, but only if it is clear that they do not have enough money to pay the normal price.

Treasure Map Notes

This treasure map is available at the Port Irontooth Trading Post. However, its presence is not exactly well known. In fact, everyone has forgotten about it and no one remembers how it got here or who brought it. In fact, it will require a careful search to even discover the map. Once found, it will be sold for anything over 50 Gold Pieces, but the price will be tailored to the apparent ability of the customer to pay. Thus, a rich player character could be asked for as much as 1000 Gold Pieces.



Gnome Home

Gnome Home is an underground cave and tunnel complex inhabited by approximately 15,000 Gnomes. Gnome Home is located on the southern edge of the Soft Hills on Irontooth Island.

Description

Gnome Home has two distinct parts. Most of the city is underground beneath the Soft Hills but a small part of the city (the only part outsiders are allowed to enter) is above ground. For the most part, only the above ground section is covered in this booklet.

Gnome Home was first built 600 years ago when the Gnomes of Irontooth Island conducted their massive migration from their old home (at the current site of the Gnome Ruins) to their new home (here). When they first moved in, they had only built a few of the many tunnels they would need to house their entire population, so many of the Gnomes were forced to live outside while the tunnels were being dug. A few of them liked living above ground and they and (some of) their descendants have carried on this tradition to this day.

Gnome Home: The King and The Government

Gnome Home is ruled by a King who has absolute control over all elements of Gnome Life. Anything the King wants, he gets. Anything he commands is done. The King's slightest whim is cause for every Gnome to drop what they are doing and jump. At least that is their theory. In reality, things don't work out exactly that way because there is an eleven member council of Gnobles who have the power to remove a King from office for any reason whatsoever. Their power is limited because they are only allowed to vote on whether to remove a King from office once every two years and it requires eight votes to remove a King from office. The council of Gnobles is also in charge of choosing the next King but that requires only a simple majority of eight votes.

Actually, none of this matters too much because nearly all the Kings of Gnome Home have been fairly benevolent types who make few enemies and do a good job. Only one King was ever removed from office and he had been crazy for nearly a year before they got around to expelling him.

Generally speaking, Gnome Home is a place of great freedom. With very few exceptions, Gnomes can do anything they want at any time they want. The only requirements are that they serve their mandatory three days a month in public service and that they not do harm to others in the course of pursuing their freedom.

Gnome Home: Trade

One of the primary ways the Gnomes of Gnome Home support themselves is through trade with the various outworlders who make their way through the Portals to their Market Place. In general, the Gnomes will sell any product they have available at the prices indicated on the Gnome Home Price List. However, they are even more interested in trading for food or goods which are not otherwise available in Irontooth. The individual Judge will have to use his or her own discretion in implimenting trades.



Gnome Home Map Key

- 1 Entrances: These are entrances into the underground section of Gnome Home. These are not the only entrances to the underground, but they are the only ones in this area and they are the only ones whose presence has been revealed to non-Gnomes. Each of the entrances is guarded by four first level Gnome Fighters who will not permit anyone to enter who is not an Irontooth Gnome. The first 40 feet of each entrance is booby-trapped so that it will collapse with the pull of a lever. The lever is located inside the cave just beyond the area which will be buried by the collapse. The lever is constantly guarded by two Gnomes who will pull the lever at the slightest sign of an attempt to enter the tunnel by any non-resident.

- 2 Watchtowers: These 25' diameter iron towers are constantly garrisoned by a team of 20 first level Gnome Fighters armed with Short Bows. They are led by a 4th level Gnome Fighter. There are no outside entrances to these towers. The only way to get into them is through the underground tunnel complex. The tunnel beneath the towers is booby-trapped in the same fashion as the tunnel entrances.

- 3 The Iron Hotel: This building is a hotel intended for use by the many non-Gnome visitors who come to Gnome Home. Any visitor who wishes to stay here will be provided with a room (or part of a room if there is a crowd of visitors) and a meal for 1 Gold Piece a day. Those visitors who don't wish to pay this price are free to camp out on the flatlands to the south (just off the map).

- 4 The Iron Plated Market: This section of the map is covered by a 4" thick layer of shiny iron. This iron is not a natural phenomena but was put there by the Gnomes so that their Market would be less dirty. The Market consists of a large number of independant booths each of which sells one product and one product only. For example, there is a booth which sells Broadwords, but no other types of Swords. This system has been arranged so that there will never be any temptation for one Gnome to undercut the price of another Gnome.

The Gnomes do not discriminate in their Market. They will allow anyone to enter it and buy so long as they do not cause trouble either for the Gnomes or for other customers. Therefore it is not unusual to find normally hostile races and alignments both in the Market Place at the same time.

- 5 Gnomes Houses: These are the private residences of those Gnomes who desire to live outside the tunnels. They are sturdily built but, being made of iron, they can be easily replaced. There is very rarely anything of value kept within them.



Gnome Home Price List

Armor	
Banded	40 GP
Chain	30 GP
Helmet, Great	10 GP
Helmet, Small	7 GP
Leather	5 GP
Padded	4 GP
Plate	100 GP
Ring	20 GP
Scale	30 GP
Shield, Large	10 GP
Shield, Small	7 GP
Shield, Small, Wooden	1 GP
Splinted	40 GP
Studded	15 GP

Arms	
Arrow, Normal, Single	2 SP
Arrow, Normal, Dozen	1 GP
Arrow, Silver, Single	1 GP
Axe, Battle	5 GP
Axe, Hand or Throwing	1 GP
Bow, Composite, Short	75 GP
Bow, Composite, Long	100 GP
Bow, Long	60 GP
Bow, Short	15 GP
Crossbow, Heavy	20 GP
Crossbow, Light	12 GP
Dagger and Scabbard	2 GP
Dart	5 SP
Hammer, Lucern	7 GP
Hammer	1 GP
Javelin	10 SP
Mace, Footman's	8 GP
Mace, Horseman's	4 GP
Pick, Military, Footman's	8 GP
Pick, Military, Horseman's	5 GP
Pike, Awl	3 GP
Quarrel (or Bolt), Light, Single	1 SP
Quarrel (or Bolt), Heavy, Score	2 GP
Sling & Bullets, Dozen	15 SP
Sling Bullets, Score	10 SP
Spear	1 GP
Sword, Broad & Scabbard	10 GP
Sword, Long & Scabbard	15 GP
Sword, Short & Scabbard	8 GP

Clothing	
Belt	3 SP
Boots, High, Hard	2 GP
Boots, High Soft	1 GP
Boots, Low, Hard	1 GP
Boots, Low, Soft	8 SP
Cap	1 SP
Cloak	6 SP

Girdle, Broad	2 GP
Girdle, Normal	10 SP
Hat	7 SP
Robe	6 SP

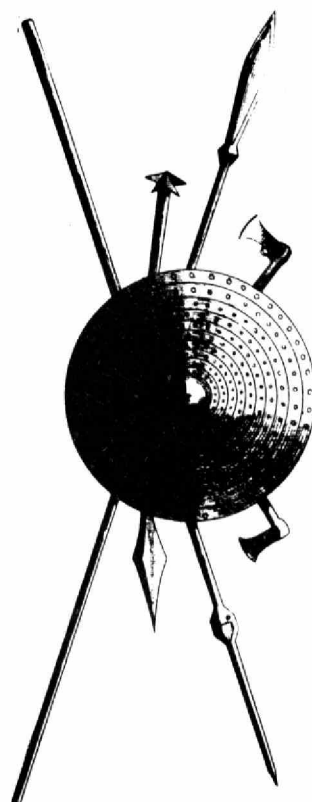
Herbs	
Belladonna, Sprig	4 SP
Garlic, Bud	5 CP
Wolfsbane, Sprig	10 SP

Livestock	
Chicken	3 CP
Dog, Guard	25 GP
Dog, Hunting	17 GP
Donkey	8 GP
Goat	1 GP
Mule	20 GP
Ox	15 GP
Piglet	1 GP
Pig	3 GP
Sheep	2 GP

Miscellaneous Equipment and Items	
Backpack, Leather	2 GP
Box, Iron, Large	11 GP
Box, Iron, Small	2 GP
Candle, Tallow	1 CP
Candle, Wax	1 SP
Case, Bone, Map or Scroll	5 GP
Case, Leather, Map or Scroll	15 SP
Chest, Wooden, Large	17 SP
Chest, Wooden, Small	8 SP
Lantern, Bullseye	12 GP
Lantern, Hooded	7 GP
Mirror, Large Metal	1 GP
Mirror, Small, Silver	20 GP
Oil, Flask of	1 GP
Pole, 10'	3 CP
Pouch, Belt, Large	1 GP
Pouch, Belt, Small	15 SP
Quiver, 1 Dozen Arrows Cap.	8 SP
Quiver, 1 Score Arrows Cap.	12 SP
Quiver, 1 Score Bolts Cap.	15 SP
Quiver, 2 Score Bolts Cap.	1 GP
Rope, 50'	4 SP
Sack, Large	16 CP
Sack, Small	10 CP
Skin for Water or Wine	15 SP
Spike, Iron, Large	1 CP

Tinder Box, with Flint & Steel	1 GP
Torch	1 CP

Provisions	
Ale, Pint	1 SP
Beer, Small, Pint	5 CP
Food, Merchant's Meal	1 SP
Grain, Horse Meal, 1 Day	1 SP
Mead, Pint	5 SP
Rations, Iron, 1 Week	5 GP
Rations, Standard, 1 Week	3 GP
Wine, Pint, Good	10 SP
Wine, Pint, Watered	5 SP



Gnome Home: Rumors

As was the case in Port Iron Bottom, there are a variety of rumors which might be heard in Gnome Home. In fact, Gnome Home is a veritable feast of rumors. Each of the travellers from other worlds who makes his or her way here through the Portals is bound to say something which will be remembered and passed on as another unsubstantiated rumor. There are obviously too many such rumors to list in detail (especially considering that the rumors will be based on worlds of the Judges creation). However, I can provide a short list of rumors dealing with the Irontooth region. Remember that these rumors represent only a small portion of those which would be heard.

- 1 Humans have recently settled on the western part of Irontooth Island. The King has not yet decided what to do about them. (T)
- 2 The Kobolds are planning to attack Gnome Home. No one is worried about it though because there are so few Kobolds and so many Gnomes. (T/F)
- 3 The King has decided to send out exploration parties to investigate the various Portals and see where they lead. (F)
- 4 There are over 10,000 Gnomes living in the tunnels of Gnome Home. (T)
- 5 There is not very much Gold or Silver in this part of the world. (T)
- 6 No one goes near the swamp because some horrible monster lives in it. (T)
- 7 Iron Dragons have one of the deadliest Breath Weapons of any of the Dragons. (T)
- 8 There is a reliable report that an army will soon be arriving from another part of the world to attack and eliminate the Gnomes. (F)

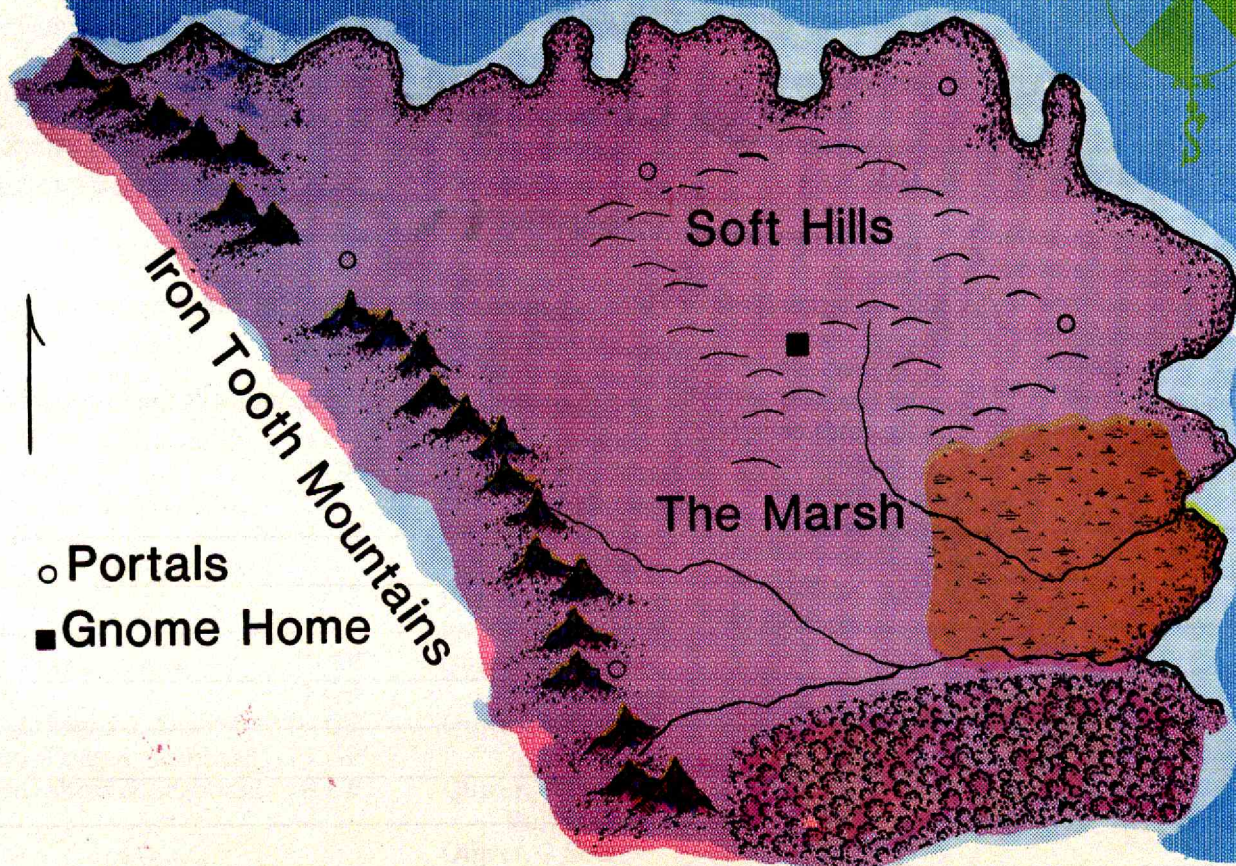
(T) indicates a rumor that is True.

(F) indicates a rumor that is False.

(T/F) indicates a rumor that could be either True or False depending on the individual Judge or one that is both True and False in part.

Rumor 2 may be true but if so, the Gnômes will wipe out the Kobolds in the battle and will then probably launch a program to wipe out the Kobolds completely.

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- Portals
- Gnome Home

Iron Tooth Mountains

Soft Hills

The Marsh

Ironwood Forest

1/4 inch equals 15 miles

Gnome Home: Residents

There are so many residents, even high level ones, of Gnome Home that it is impossible to detail them completely. Even so, a few notes are in order concerning the residents typically encountered by visitors.

The booths in the Market Place are usually manned by 1st level Fighters. They will be quite friendly to strangers, particularly those who buy from them.

The Market area is constantly patrolled by a team of five 5th level Fighters who act as Police Officers. They, too, are friendly and helpful unless they catch someone stealing or otherwise causing trouble. If they do catch someone breaking their rules, they will subdue him and hold him for trial. Trials of outsiders are held the day after the arrest and there are only three possible verdicts: Guilty with a penalty of execution; Guilty with a penalty of banishment through a Portal; and Not Guilty. There is no clear pattern to differentiate between those criminals who are executed and those who are banished. It almost seems to be left up to the whim of the Judge. The most interesting thing about these trials is that the Judge is the King.

Because of their Irontooth nature, the residents of Gnome Home are unable to manipulate magic in any of the forms normally available to Gnomes. Thus, there are no Gnome Clerics or Illusionists in Gnome Home.

	Class	Align	LVL	HP	AC	STR	INT	WIS	CON	DEX	CHAR	WPN	DMG
King Kozno	FTR	LG	9	79	-4	18	17	16	17	15	16		1D6+9
					(-5)	(96)							

Magic Items: +3 Platemail, +3 Shield, one Time Crystal, one Iron Dragon's Tooth, Ring of Regeneration, +4 Spear Artifact (see Special Magic Items section above).

The King is a good natured sort who enjoys spending time wandering around the Market Place meeting with his subjects and with the visitors to the Market Place. Each day characters visit the Market Place, there is a 25% chance that they will encounter the King.



Gnome Home Player's Map

One of the booths in the Gnome Home Market claims to sell maps. Actually, it has only one map available which is the standard Gnome Home Wilderness Map. It is available for 2000 Gold Pieces and the price is not negotiable. Furthermore, the buyer must promise not to resell it or to show it to anyone who is not currently a member of his or her party. The buyer is warned of a horrible fatal curse if these terms are broken. In actual fact, there is no such curse (unless the characters are caught trying to sell the map in the region of Gnome Home by the Gnomes - but that is very unlikely). Do not, of course, tell the characters that the curse is not real.

Judges Notes

The situation described in **Portals of Irontooth** should not be considered a static situation. Things will be constantly happening which will change the situation from that described. A good Judge will be aware of these changes and will alter the world as time goes by. This makes the game more interesting and challenging for the players.

Some of the inevitable events which will change the situation are:

- 1 The Trappers from Port Iron Bottom will find Gnome Home and report its location.
- 2 The population of Port Iron Bottom will continue to grow.
- 3 The two young Dragons on Dread Lizard Island will grow old enough to go out on their own, thereby becoming a major menace.
- 4 Explorers from countries neighboring the Yarsian Empire will find Irontooth Island. They will probably want to start colonies (most likely on the eastern coast or on Drifting Sky Island).
- 5 A powerful person from an iron poor world will come through the Portal and decide to conquer rather than trade for iron.

There are, of course, other possibilities.

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