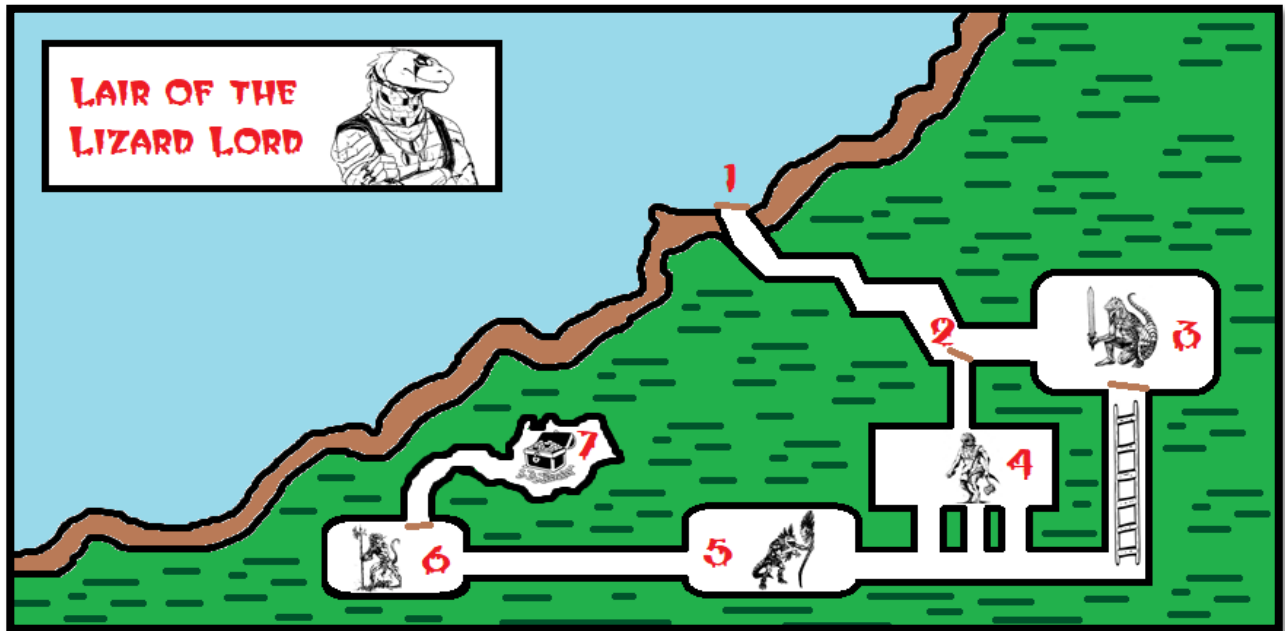


LAIR OF THE LIZARD LORD [mini adventure]

Mission: The outskirts of town have been subject to raids by a group of Lizardmen, led by a powerful Chieftain. In the last raid, an Elvish emissary was captured! The Duke of the land has recruited the party to rescue the emissary and end the scourge of the Lizard Lord. Reward of 125gp and a horse for each party member.



1-Hidden Door: The hillside is covered with thick swamp vegetation. Hidden within this is a secret door that leads to the Lair. Every 6 rounds, there is a 50% chance of a patrol being encountered. Each patrol consists of 3 **LIZARDMEN** [AC 5, HD 2+1, HP 12, 10, 8, ATK 1, DAM 1-8]. They are armed with spears. If encountered, they will attack on sight. If 2 of the patrol are defeated, the last will attempt to flee and alert the others.

2-Trap Door: This is a hidden trap door that leads to room 4 (**Drop Zone**). The door is exceptionally well hidden, requiring an active search (although an Elf character would have their innate 1-in-3 chance of automatically detecting it).

3-Gathering Hall: This is the main area of the Lair. There will be 4 Lizardmen in this room, feasting. If not alerted, they can be surprised (allowing the Party to get a free, first attack). **LIZARDMEN** [AC 5, HD 2+1, HP 11, 9, 8, 7, 7, ATK 1, DAM 1-8]. The Lizardmen are armed with a combination of clubs and spears. There is some minor treasure scattered about consisting of 15gp, 29sp, a gold chalice (25gp value), 3 aquamarines (5 gp each), and a **Potion of Healing** (2 doses). A trap door leads a ladder going downstairs.

4-Drop Zone: This hallway is long and has carefully (but not perfectly) hidden holes in the ceiling. These are *murder holes*, used for attacking intruders. Unless the secret trap door leading to this room was discovered, there are 2 Lizardmen who will attack anyone who crosses the hallway (they would have been alerted by the fighting in room 3 and are ready). They will attack downwards with long polearms. There are 3 holes that are spaced at 10-foot intervals. Furthermore, if attacked from below, the Lizardmen will gain a bonus of 2 to their AC due to cover. If the holes are not detected, the Lizardmen will also have the element of surprise, gaining a bonus on their first attack. **LIZARDMEN** [AC 5 (3), HD 2+1, HP 11, 8, ATK 1, DAM 1-8].

5-Shaman's Quarters: A Lizardman Shaman (armed with a club) and 2 Lizardmen Warriors (armed with swords) reside in this room. Shackled against the wall is the Elvish Emissary (who is being prepared for sacrifice). If alerted, the Shaman will cast *Protection from Good* on himself and prepare for battle (if able, the Shaman will cast *Curse* on the party from his scroll). If the Warriors are slain, the Shaman will flee to room 6 (**Chieftain's Lair**). **LIZARDMEN** [AC 5, HD 2+1, HP 10, 7, ATK 1, DAM 1-8], **LIZARDMAN SHAMAN** [AC 5, HD 3+1, HP 14, ATK 1, DAM 1-6, Treat as a 3rd level Cleric, Item: Scroll (Cleric 5th level – *Cause Light Wounds, Darkness, Fear, Curse*). Treasure consists of a small chest with 24gp, 46sp, emerald (25gp value). If the Emissary is freed, healed, and armed, he will assist the party [Name: Acacian. Elf, F2, HP 14 (injured, currently 4 hp), Lawful Good. S: 13, I: 15, W: 12, D: 16, Con: 9, Cha: 15]

6-Chieftain's Lair: This is the abode of the Lizard Lord, the commander of the Lizardmen. He is taller, faster, and more powerful than the other Lizardmen and armed with a wicked-looking halberd. If alerted by the Shaman, he will charge forward to battle with the party. **LIZARD LORD** [AC 4, HD 4+1, HP 21, ATK 2, DAM 2-8]. The Lizard Lord is armed with a +1 **Halberd** and wears a +1 **Ring of Protection** (saving throws only). He also has a silver necklace worth 40gp. There is a hidden door in the ceiling that leads to room 7 (**Plunder Stash**).

7-Plunder Stash: This is a small hidden room that was dug out of the earth. It is here that the Lizard Lord hides his treasure (even from his own forces). The treasure is in a haphazard pile in the far side of the room. In the center, chained to a stake in the center, is a **LARGE SNAKE** [AC 5, HD 2, HP 13, ATK 1, DAM 2-6, SA: **Poison** (save or lose additional 1d4 hp)] that guards the treasure. Treasure consists of 59gp, 183sp, **Wand of Paralyzation** (7 charges), **Potion of Treasure Finding** (1 dose), and a **Bag of Holding**.