

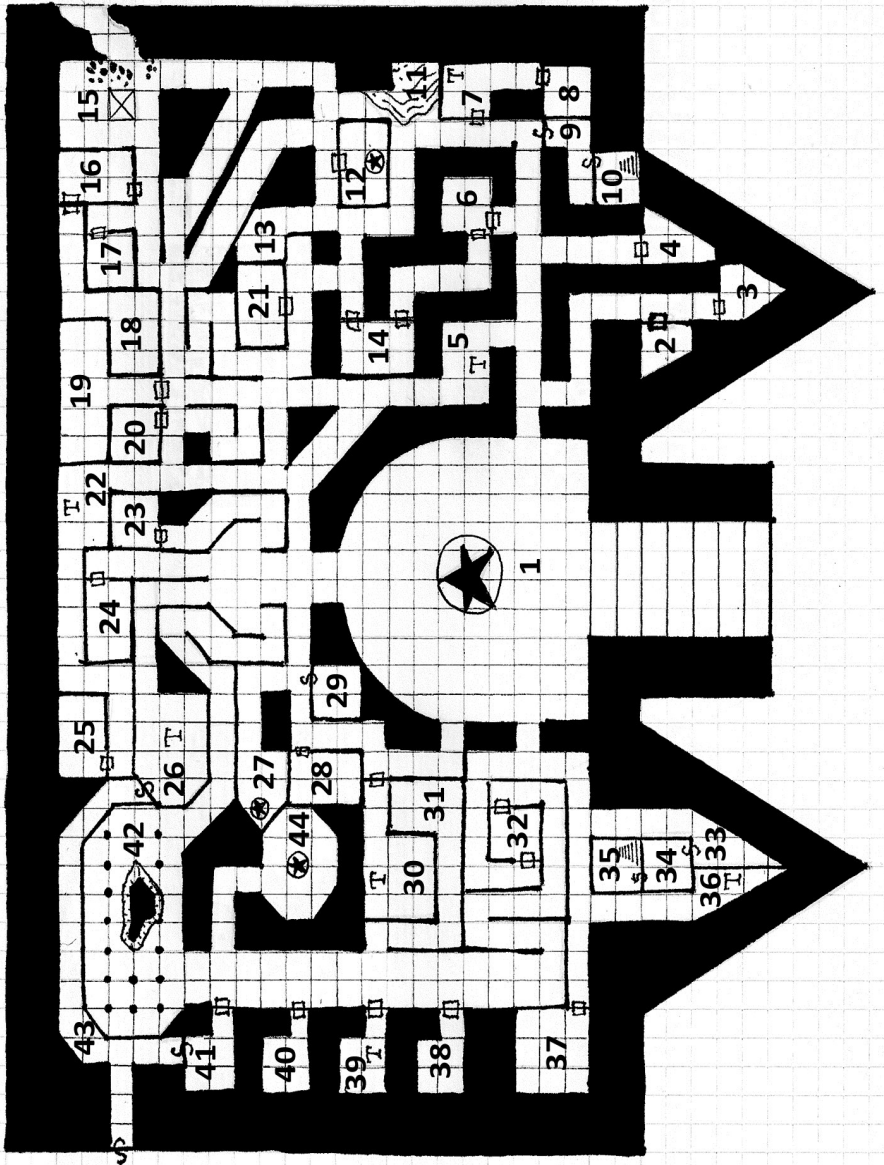
# LOST LAIR OF THE LIZARD LAIRD!



HLB

2013

**Delve!**  
**SECIAL**  
**ISSUE**



Note: 1 Square = 10' Feet

# LOST LAIR OF THE LIZARD LAIRD!

May 11, 2013



OSTENSIBLE  
CAT  
DESIGN

Johnathan L. Bingham takes full responsibility for releasing this on an unsuspecting public.

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Special thanks to Ronald Redmond for proof reading

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### **Dedication:**

To my special guy on the event of his 9th birthday. May the trail go ever onward, may your adventures be many, may your friends be steadfast, may your faith in yourself never falter, and may you know that you are always loved.

I started my first forays into the wilds of my imagination through role playing when I was nine years old and in the third grade—just like you. So it is with great pleasure and much excitement for what lays ahead that I share this passion with you on the event of your ninth birthday. Over Thirty One years ago, your Granny Cindi bought me the *Official Advanced Dungeons and Dragons Coloring Album* from the university bookstore. That book confused and confounded my nine year old brain but I loved it all the same. I colored every page lovingly and studied each monster. I did not know how to play this game or what to make of it. Was it a board game? Was it a story? I wasn't quite sure but I knew more than anything that I wanted to find out. Now, over three decades later, I am sharing that game with you. Don't be fooled by the name *Swords and Wizardry*—it is the same game I played and loved in many guises over that expanse of time. This is the key to imagination. The ability to craft your own stories. To create your own mythology. And best of all—to share it with others.

Happy Birthday Bear Douglas Bingham!

Love ,

Papa

**Johnathan L. Bingham**

**May 10, 2013**

## **Foreword:**

Welcome to a special edition of Delve! Zine. As you may have noticed from my dedication, this was a special present for my son Bear for his ninth birthday. However, I was convinced to release this to a wider audience—so here it is before you. This edition is a bit shorter than the first issue of Delve! Zine and is stated for Swords & Wizardry. That is something I plan on continuing. OSRIC/1e has a special place in my heart, but I do think S&W is a most excellent game and with the support from Frog God Games, it seems on target to reach a wider audience. So yeah, a bit self serving I suppose, but in all reality, most of the clones and variants are so closely compatible that it is really no big thing to convert between them.

So, the play's the thing and for those of you who are reading this, I hope it brings much enjoyment at your table—or at least has some ideas that you find useful and inspiring. Lastly, I'd like to specially thank Ronald Redmond for devoting some of his time to proof reading this for release to the public at large. Thanks Ron, it is much appreciated!

**Johnathan L. Bingham**

**June 10, 2013**

# LOST LAIR OF THE LIZARD LAIRD!

## Level 1: The Upper Halls of the Sun and Stars

Once, a great and hidden kingdom prospered in the heart of the jungle. The lizardfolk of the Great Steaming Jungle were presided over by the powerful Lizard Laird Gungwa Tsrok, who drew tribute from the various lizardfolk jungle tribes and also traded with some of the human tribes that dwelt at the edge of the jungle. For many years, the lizardfolk prospered under the strong leadership of the Lizard Laird. However, many years ago, the kingdom fell into decline as the Lizard Laird of the kingdom of Saralan Smasah disappeared and access to the kingdom of Saralan Smasah was closed.

Over time, rumors have grown up about the fabled wealth of the kingdom and a horrible plague that brought it down. The adventure begins with the party held captive by the lizardfolk. Tsoraz Tsoraz, the tribal shaman visits with the adventurers and informs them that they have trespassed upon the borders of the lizardfolk. The tribe is willing to release them and forgive the party's trespass if they will perform a task on behalf of the tribe. Tsoraz Tsoraz believes that he has found one of the entrances to the upper halls of the great kingdom of Saralan Smasah – the Upper Halls of the Sun and Stars. If the party can recover the Scale Heart, one of the Lizard Laird's badges of office believed to have been part of the treasury at this site; then the party will have earned the gratitude of the tribe and be free to go. If not, then they may well find themselves invited to dinner – as part of the menu! Upon agreeing, Tsoraz Tsoraz and twenty lizardmen warriors will escort the party to an area just outside the Great Hall of Entry (area 1). The party will have all of their items returned to them along with enough rations and water for the party for five days, eight torches and a bronze disk bearing the sigil of the Lizard Laird. Tsoraz Tsoraz will then remind the party that they are not freed from their bond until their obligation has been met or until death over takes them. He and the warriors will then disappear into the jungle.



## Wandering Monsters

Check for wandering monsters every three turns inside the upper halls. There is a 1 in 8 chance that wandering monsters will be encountered. Roll on the table below. Subtract the number encountered from the total column. Once defeated, they will be removed from the wandering monster total.

**1. Great Hall of Entry.** This massive hall is dominated by the vine cov-

Roll 1d8	Number appearing	Total
1 Giant Ants	1-6	10
2 Giant Bats	1-4	6
3 Giant Centipedes	1-4	8
4 Giant Flies	1-8	15
5 Giant Rats	1-8	20
6 Giant Snake	1-3	4
7 Lizardmen	1-3	3
8 Zombie Ants	1-6	20

ered statue of a Lizardman with spear and shield, standing in a defensive pose as if to guard the chambers beyond. The statue is made of crumbling marble and the vines obscure much of the features but it is evident from what is visible that it is a work of fine craftsmanship of the sort not normally associated with lizardfolk. The floor is covered with bat droppings and the smell of it fills the air. The arched ceiling rises twenty foot above the floor and a colony of bats (226 small brown bats) has made their home here. The bats will be most aggravated by anyone entering the area. They pose no threat but will swarm the entry way seeking to flee if anyone brings a lit torch into the chamber. There is a 4 in 6 chance that anyone carrying a hand held item will drop it in the confusion. Torches will go out in the confusion and must be relit.

The northern end of the room is a half dome structure covered in mosaic tile. The tile depicts the nighttime sky. If observed long enough, the viewer will notice that the stars and other stellar features move in the same manner as the real night time sky.



**2. Candle Room.** There is a shallow ledge running along the west wall of this room. Its length is covered with the guttered remains of tallow candles. A small box at the south corner contains nine tallow candles (1cp each). Another tin box contains a flint and tender (5 cp). There is nothing of further interest in the room.

**3. Empty Squatter's Room.** The remains of a badly decayed straw mat are in the center of the room. Beneath the mat is a small copper tube (1 sp) wedged between the stones of the floor. Inside the tube is scrap of parchment that is partially illegible due water damage. What is still legible reads in the common tongue: "...a gem of great size and worth. The lizardfolk have endeavored to ... but far more than expected ... it is worth mentioning that it is said that the trap protecting the treasure is most deadly. However, theft of such a precious artifact could potentially prove of greater danger." There is nothing else of interest in the room.

**4. Charred Ant Room.** The walls of this room are blackened with soot as if a massive fire was once here. The smell of old smoke still lingers in the air and the air is still heavy and acrid with it. Remains of what appears to be four very large ants lie in the center of the room. The room is completely devoid of any other features.

**5. Rat Trap.** A small alcove is recessed into the south wall. In the alcove rests a 1 foot tall onyx statue of a rat (20 gp). The statue is very stylized and is sitting on its haunches with its forepaws in a praying position. If the rat statue is disturbed, a heavy iron cage will drop from the ceiling and enclose anyone within a 5' radius unless they make a saving throw. Further, there is a 2 in 6 chance that anyone that fails a save will not only be trapped, but will have suffered 1d6 points of damage from being hit by the heavy iron cage. The iron cage is heavy and requires combined strength scores of 36 to be able to lift.

**6. Spider Room.** This room is covered in cobwebs that obscure any discernible details of the room. Three large spiders (HD 1+1; Hit Points 4, 4, 6; AC 3[16]; Atk bite (1 hp) + poison (+2 save or die); Move 18; Save 16; CL/XP 3/60) lurk within the webs. They will drop down on any living being that passes below. The remains of several giant flies hang in the webbing. Also tangled in the webbing is a finely crafted leather belt tooled with ornate designs (2 gp). A pouch depends from the belt and is similarly tooled with the ornate designs (1 gp). Inside the pouch is a small silk bag containing coarse rose colored salt (5 gp), a small brass telescope (20 gp), 17 silver pieces, 30 copper pieces, and a small ivory figure of a dwarf with garnet eyes (30 gp). There is also a fine steel dagger in a tooled leather sheath and a brass hilt shaped like a dolphin (10 gp).

**7. Trap.** A relief of a stylized grinning lizard face is located in the northeast corner of the room. Those that approach within 5 feet of the face will trigger the trap and a cloud of gas will emerge from a hole between the grinning teeth. The cloud will fill the room in 4 rounds and all within must save versus poison or be affected as if by a sleep spell. Once triggered the DM will make a check for random monsters.

**8. Zombie Ants.** Five large ants (HD 2; Hit Points 10, 8, 6, 6, 4; AC 3 [16]; Atk bite (1d6); Move 6; Save 16; CL/XP 3/60) are located here. They are ponderously slow but will inexorably approach the nearest living creature. A fungal growth covers the ants' carapace in spots. The ants are no longer living in the truest sense but animated corpses controlled by a fungal infection. Once the ants are reduced to zero hit points, they will fall to the ground lifeless for 1d4 rounds. After which they will regain one hit point per round due to the fungus that animates the ant carapace regenerating. The only way to completely destroy the ants is to burn the carapaces after "death". There is a small stone chest in the southwest corner of the room. The chest is not locked and the stone lid will slide off fairly easily. Inside is an ornate wooden box with scrolling vine patterns carved into the surface (4 gp). Inside the box is a golden necklace worked in the likeness of a coiled snake with small emerald eyes (73 gp).

**9. Secret Passage.** The end of the hall is covered in an ornate relief that depicts the sun with several celestial bodies in varying orbits around it. The outer door to this small corridor is covered with the same relief designs and is disguised so as to blend in with the rest of the outer corridor. The mechanism to open the door is triggered by pressing the image of the sun. The secret passage beyond is low and dark. The passage is painted with scenes from the Lizard Laird's court. The passage apparently dead ends to another wall painted with the Lizard Laird on his throne, surrounded by supplicants. There is another secret door at the end of the passage that leads to the stair room beyond. The inner secret door requires the key located in area 29.

**10. Stairs to lower Halls.** The lizardmen took great care to hide the stairs to the lower level of the Laird's hall. Access to this chamber required the onyx lizard key located in area 10. This room is nondescript aside from the staircase leading down to the lower halls where damp air laden with the smell of fungus and decay wafts up from below. The stairs are even and dry leading into the darkness.

**11. Pool Room.** In the eastern wall, an ornate fountain is slowly trickling over creating large pool of water on the floor. The Eastern side of this room is submerged. The water is calm and dark. A metallic glint can be seen in the pool. A large water snake (HD 4; hit points 17; AC 5 [14]; Atk 1 bite (1d3 hp + poison); Move 12; Save 13; CL/XP 6/400; Lethal Poison) has made this pool home and lies coiled among a pile of debris. The snake will stay hidden until the water is disturbed and will then slither forth to attack. The metallic glint is from a silver cup in the shape of a horn with a hunting scene engraved upon its surface (157 gp) that lies submerged in the water. If the water is further searched, a gold cloak pin set with rubies will also be found (76 gp).

**12. Statue Room.** A life-sized statue of a lizardman holding a large snake over its head dominates the room. At the base of the statue is an inscription (in the lizardman tongue) that reads "The procession of the stars is presided over by the celestial king - the sun. May he forever shine his light on things hidden and reveal the path to greatness".

**13. Beetle Lair.** The door to this room has been bashed inwards; the remains hang from the hinges and are scattered about the floor. A large beetle (HD 5; hit points 27; AC 3[16]; Atk 1 bite (5d4 hp); Move 6; Save 12; CL/XP 5/240) takes up much of the space in the room. The beetle has become infected with the same fungus as the zombie ants but has not yet succumbed. However, it is highly aggressive and will attack anyone entering the room. There are five large amphorae at the back of the room that are filled with a fine red wine (450 gp). In addition, a silver cup (82 gp) hangs from an ornate brass hook on the wall.

**14. Altar Room.** A droning buzz emanates from this room and can be heard from 20 feet away. The doors to this room are stuck and require a roll of a 5-6 on a 1d6 to open (add strength bonus to roll). Inside, four giant flies (HD 3; hit points 12, 9, 7, 7; AC 6[13]; Atk 1 bite (1d4 hp); Move 3/24 (fly); Save 14; CL/XP 5/120) will immediately swarm towards the intruders and begin to attack. The altar is covered in intricate carvings of a procession of lizardfolk honoring the sun god. There are several small semiprecious stones decorating the altar. Several Lapis Lazuli totaling 92 gp adorn the altar along with jade (104 gp worth) and malachite (73 gp).

**15. Break in room.** The Eastern wall of the room has a large hole leading to the outside world. Someone or something has broken through here. There is a multitude of debris from the shattered wall and vegetation covering the floor. There is a pit trap in the center of the room covered by vegetation. The pit is five feet across and ten feet deep (take 1d6 falling damage). The inside of the pit is covered with a rust colored mold. If touched with exposed flesh, a save must be made. If the save fails, the victim is affected as if by a fear spell and will remain so affected for 1d6 turns. There is a shallow pile of debris at the bottom of the pit. Amongst the debris is a pouch containing 14 gold pieces, 11 silver pieces and 22 copper pieces.

**16. Empty Room.** Splintered wooden furniture is strewn about the floor of this room. The furniture bears what appear to be the claw marks of some sort of large cat. There is a faint musky odor in the room. There is nothing else of note in the room.

**17. Squatter.** The door to this room is locked. Inside, the room is covered in tattered netting that is suspended from the ceiling. A haggard and filthy man (HD 1; hit points 4; AC 9[10]; Atk 1 weapon (1d6 hp); Move 12; Save 17; CL/XP 1/15) crouches behind an overturned table with a spear thrust towards the party. The man will cry out “Halt thieves! Interlopers! The prize is mine! MINE!” The squatter will then pull a rope and entangle anyone in the north half of the room (5’x10’).

The squatter is resourceful if not particularly sane and has made it his life’s mission to recover the silver hunting cup (the same one from area 11) that his father lost in an expedition to the Lizard Laird’s Lair. If the party attempts to reason with the squatter, he will initially be suspicious thinking that the party seeks to rob him of his father’s heirloom screeching “The cup! You seek my father’s cup! You’ll not have it!” If the party has not yet recovered the cup, the squatter will continue his ranting about the party being thieves and brigands seeking to rob him of his birthright. If the party agrees to find the cup, the squatter will ask for a token of some assurance (a small trinket given in good faith will do – which he will later store with his other treasures in area 18) and then release the party. If the party has recovered the cup and offers it to him, he will immediately drop the spear and reverently collect the cup from the proffered hand. He will then begin to tell the tale of his father’s ill-fated expedition to the Lizard Laird’s Lair some forty three years ago. He will indicate that he has taken up living at the site some eight months ago and has not made much headway in exploring the site due to the creatures within. He will indicate that four months ago he was able to lure the jaguar to area 18 and uses it as a defense mechanism against some of the other creatures and to guard some of the treasures he has found. He will then tell the party of the giant rats that he has locked up in area 20 as a food source for the jaguar in area 18 as a way to pacify the creature so as to be able to access the treasure he has stored in the room. He gratefully offers up his treasures to the party and promptly gathers up his scant belongings and exit through the hole in the wall in area 15 into the jungle beyond.

**18. Jaguar!** A deep musky scent can be detected once the door is open. A throaty growl will be heard to those that are walking down the corridor towards the room. Inside is a jaguar (HD 3; hit points 18; AC 6[13]; Atk 2 claws (1d3 hp) + 1 bite (1d6); Move 16; Save 14; CL/XP 3/60) that the squatter in area 17 lured here to act as a sort of companion and defense mechanism. The remains of a few giant rats litter the floor. The jaguar will rush towards the corridor seeking to escape back through the break in the outer wall to the jungle beyond. It will attack anyone blocking its path.

The squatter in area 17 has stored some items here that are most precious to him. There is a large oaken barrel located against the west wall. Inside the barrel is a mildewed canvas bag. Inside, wrapped in cloth is a 2 foot long turquoise statue of a lizard with gold inlays (231 gp). Beneath that is a leather backpack of fine workmanship with ornate brass buckles (17 gp). Within the backpack is a pair of supple leather boots made for a woman and of knee height (12 gp) along with a silver dagger with an ivory hilt carved into the shape of a swan (21 gp). At the bottom of the backpack is a small bundle, wrapped in silk that is water stained but still of exquisite design depicting a languid scene of a serene lake at dawn (3 gp), containing a hand carved bone flute with a jade mouth rest (32 gp).

**19. Granary.** A bronze door cast with large studs is locked and blocks access to the chamber beyond. Inside the chamber, paintings depicting lizardfolk engaged in trade with various other races adorn the walls. The remains of rotted baskets containing long decayed foodstuffs sit within. Three large amphorae containing wine are sealed and still good if not of exceptional quality (10 liters worth for 30 gp value). Against the north wall there is a 7 foot staff made of hardwood and topped by a bronze sun disk and a bronze spike at the opposite end of the staff. Several bags of moldered grain lie undisturbed here as well. A ledger written in the lizardman tongue sits on a small pedestal and catalogs the contents of the room as well as transactions between the lizardfolk and other traders. On the inside cover of the ledger, there is what appears to be a poem that reads:

Cycle of season, cycle of life;

Golden rays to mark the days;

Solid presence with a point like a knife;

Centered above all the cycle thus steadied stays.

**20. Giant Rats.** Six giant rats (1d4 hit points; Hit Points 4, 4, 3, 3, 2, 1; AC 7[12]; Atk 1 bite (1d3 hp); Move 12; Save 18; CL/XP 1/5; special 5% chance of disease) are locked in this room and act as the primary food source for the squatter's "pet" jaguar located in area 18. There is a large cage outside the room with a makeshift man catcher that the squatter uses to capture rats and put them into the cage to feed the jaguar in area 18. Underneath the accumulated detritus that the rats have been using as a nest, lays a few shiny treasures that the rats have stashed away. A small gold incense burner (83 gp), 3 golden candle sticks that resemble coiled snakes (23 gp each) and a small silver ceremonial knife resembling a crocodile with the tail as a blade (17 gp 1-2 damage if used as a weapon) can be found among bits of broken glass and other valueless debris.

**21. Mosaic Room.** A stout oaken door banded in bronze bars entry to this room. The door is locked barring entry to the chamber beyond. The room beyond is covered from floor to ceiling with mosaics depicting scenes from the life of the Lizard Laird and his conquest of his jungle demesne. There are four stone urns in each corner of the room. The urns are empty but have scenes carved upon the outside showing lizardfolk pouring swamp water into the urn and then ladling water out to offer to the Lizard Laird. However if they are filled with any liquid, it will immediately be transformed into the purest of drinking water. There is no other item of interest in the room.

**22. Trapped Passage.** A recessed alcove houses a stone statue of a large lizard standing on its hind legs holding a bowl. The area before the alcove is a magical trap that teleports people to area 39. Anyone stepping into the area 5 feet before the alcove will appear frozen for a moment and then fade away, reappearing in area 39. This is a one way teleporter and cannot be activated from area 39 to teleport back to this area.

**23. Screeching Fungus.** When the door to this room is opened, the party will be greeted by a shrill screeching. In the center of the room stands a large fungal pillar. Upon sensing motion, the fungal pillar will emit a shrill screech that lasts for 1d6 rounds. The sound will attract the remainder of the zombie ants from the wandering monster table (any ants left in the total column of the monster table will proceed towards this room). There is nothing else of note in this room.

**24. Empty Room.** This room is well appointed with fine carvings lining the ceiling of the room. It is otherwise empty.

**25. Giant Zombie Beetle Grubs.** A writhing mass of horror greets those that open the door to this room. Inside four giant beetle grubs (HD 3; hit points 18, 12, 12, 10; AC 9[10]; Atk 1 bite (1d8 hp); Move 6; Save 14; CL/XP 4/120) have been infected with the same fungus that has afflicted the ants within the complex. Like the ants, the grubs must be burned to be fully destroyed.

In the northwest corner of the room is a greasy black leather sack. Inside the sack is a small statue carved of a dark green stone – so dark as to almost be black. The statue is of a squatting figure with its head resting on the knees, four arms wrapped about the legs and the long hands folded over the feet. The head is covered in folds and striations with a vertical mouth and four eyes that are inset below a prominent brow ridge. The hands and feet are both thin and long and have long claws. The figure is light in weight but has an oppressive feel. Engraved on the bottom of the statue in flowing letters is the word “Quergerel”. Whoever possesses the statue will begin to dream of it when asleep. The dreams are indistinct but disturbing. The disturbing dreams will preclude any spell casters from gaining a restful enough sleep to regain spells. The statue is of negligible value to most traders; however, some scholars, alchemists, and others interested in the bizarre might pay up to 50 gp for the item.



**26. Fountain of scales.** The walls of the room are lined with recessed alcoves housing statues depicting lizardmen warriors in defiant poses. The statues are of fine workmanship but are otherwise unremarkable. There is an ornate fountain in the center of the room. The fountain is shaped in the likeness of a large lizard wrapped about a stone bowl. Water trickles from between the lizard's teeth into the bowl. A bronze grate at the bottom of the bowl allows the water to flow out. If anyone touches the water, they must make a save or within one round, their skin will begin to become covered with scales. Within 10 rounds the victim will be completely covered with scales (gain 1 point of armor bonus but suffer 2 to loss of charisma except to lizardfolk in which the original charisma is raised by 2 – up to a maximum of 18). The condition can be removed by a remove curse spell or drinking from the fountain of restoration located in area 27.

**27. Fountain of Restoration.** Recessed alcoves line the walls of this chamber. Each alcove has a statue of a robed lizardman scholar or priest. The statues are well fashioned and of life size. In the center of the room is a bowl shaped fountain fashioned in the likeness of the sun. A stream of water bubbles from a copper tube at the center of the fountain and exits through a bronze grate at the base of the tube. Anyone drinking from the fountain will be cured of any disease (including the scaly transformation wrought by the fountain in area 26) as well as poison. This effect is good for one person per day.

**28. Empty Room.** The ruined remains of an ornate wooden chariot are located in the center of the room. Mosaics on the wall depict the Lizard Laird riding in the chariot being pulled by two large lizards. There is nothing else of note within the room.

**29. Secret Room.** This chamber is exceptionally well hidden (1 on 1d6 to discover). Inside is a lesser treasury of the Lizard Laird. Inside this room are five chests of finely crafted hardwood. There is one chest in each corner and one in the center of the room. The chests have silver inlay depicting the Lizard Laird presiding over his kingdom (125 gp each for the chests). Each chest is locked with a steel hasp and lock and trapped with a poison needle trap. The poison is a lethal contact poison and has weakened over time and is a +2 to save. Inside the chest in the center of the room is a golden pendant with an uncut emerald, the size of an infant's fist, in the setting of a golden lizard clasping the stone in its four claws. This is The Scale Heart, the Lizard Laird's badge of office as protector of the lizardfolk. Scale Heart is one of the most prized possessions of the lizardfolk of the region. The return of it to the tribe will garner great respect and friendship of the tribe. Those that seek to profit from the Scale Heart will earn the enmity of the lizardfolk. The Scale Heart has a value of 3500 gp. The chest in the northwest corner of the room contains an onyx key fashioned in the shape of a lizard. This is the key to open the secret door gaining access to area 10 and the stairs to the level below. The Chest in the southwest corner has a small scroll case made from ivory (54 gp). Inside is a scroll on parchment with a cure disease spell written upon it. There is also a small glass vial of a viscous blue fluid containing three doses of a concentrated cure poison potion. The chest in the southeast corner has a fine shawl of green silk that is iridescent when light plays upon it (23 gp) wrapped about a finely wrought (non-magical) mace that is well balanced and set with a large emerald in the pommel. The mace is of fine, polished steel and has lizards entwined around the haft (78 gp). The chest in the northeast corner contains a key made of serpentine that is fashioned in the shape of a lizard. This is the key to allow entry to the secret door in area 35.

**30. Magic Square Room.** Once the party enters the short corridor to this room, the door will vanish behind the last person to enter leaving only a blank wall. The short corridor leads to a square room that is devoid of any ornamentation. The flag stones of this floor are smooth and evenly spaced 5 foot by five foot squares. Each flagstone has a number on them. The grid is laid out as follows:

2	7	6
9	5	1
4	3	8

This is a “Magic Square”. Where the numbers in each row, and in each column, and the numbers that run diagonally in both directions, all add up to the same number (in this instance 15 for a 3x3 grid). If someone steps on a square, the number on the flagstone will glow with a soft white radiance. As the person steps on the next successive square, the numbers will glow in the same manner as long as the total of three squares that the person steps on is 15. If the total of three squares does not total 15, anyone standing on one of the numbered flagstones will suffer 1d4 damage. For once 15 is reached, all of the squares will glow and then go out except the one being stood upon. Again, once the total of three squares totals 15, the door to the outside will again be revealed.

**31. Lizardmen.** Three Lizardmen (HD 2+1; hit points 9, 9, 7; AC 5[14]; Atk 2 claws (1d3) + 1 bite (1d8 hp); Move 6/12 (swimming); Save 16; CL/XP 2/30) are sitting over a low fire roasting what appears to be a large rat. They have come to the complex to try and reclaim it for their people. They will immediately rise and grab their weapons once they detect intruders. The lizardmen are unaware of Tsoraz Tsoraz's charge on the party but they can be negotiated with - especially if the party is able to convince them that they were sent on behalf of the tribal shaman to assist in recovering the keys to the lower halls. If the party shows the seal of the Lizard Laird, the lizardfolk will be willing to entertain the party. If the party offers up some treasure in the amount of 50 gp or more (especially something useful such as the silver cup from area 13), the lizardmen will offer up one of their number to join the party. The remaining two will depart back to the lizardfolk to report on the party's progress.

**32. Rotating Floor Room.** A mosaic floor of exceptional artistry adorns the floor of this room. The mosaic is of a circular pattern depicting the cycle of the seasons as well as the cycle of life. Anyone stepping on the circular mosaic will start the floor rotating in a counter clockwise position. The floor will rotate relative to a person's movement and thus prevent a person from reaching the far side of the room. In the center of the mosaic is a hole rimmed in brass. If the staff found in room 19 is inserted into the hole the rotation mechanism will be deactivated as long as the staff is in place and allow free passage across the room. There is nothing of further of note in the room.

**33. Empty Room.** There are dried rushes scattered about the floor of this room. There is a wall sconce with a burned out torch on the west wall. There is nothing of further interest in the room.

**34. Secret Room.** This room is dominated by a large bronze brazier in the middle of the floor. There is a green hued flame burning in the brazier and when anyone enters, the image of a lizardman wearing a feathered plume will appear in the flames. It will speak the following words, understandable to all:

“The great kingdom of Saralan Smasah lies beyond. Only those that bear the favor and blessing of the tribes of scale are welcome. To all others, only doom awaits you. Present the key of entry and proceed.”

The face will vanish but the flames will remain, casting eerie shadows over the reliefs carved into the walls depicting the great kingdom of Saralan Smasah. A secret door to area 35 is along the northwest wall. Only those possessing the serpentine key from area 29 will be able to see the door and the key.

**35. Stairs down.** This hidden room requires the serpentine lizard key found in the secret chamber in area 29 to access. This room is nondescript aside from the staircase leading down to the lower halls. The stairs are even and dry leading to the darkness below.

**36. Trap.** A large bronze statue of a fierce looking lizardman wearing a stylized crown resembling the sun’s corona extends his right hand in a commanding gesture. The statue has hollow eyes and bears a brass rod in its left hand. Two stone urns flank the statue and contain the dried remains of palm leaves. Upon investigation, the rod appears to be loose in the statue’s hand. Anyone attempting to remove the rod will cause a gout of flame to spout from the statue’s eyes causing 2d6 points of damage to anyone within a 10 foot line in front of the statue that fails to make a saving throw. There is nothing else of note within the room.

**37. Zombie Ants in the Despoiled Granary.** A heavy wooden door stands slightly ajar showing the room beyond to be cloaked in darkness. Upon entering the large room, the remains of several grain sacks are evident with their contents spilled out onto the floor and spoiled by mold. There are seven zombie ants in the room (HD 2; Hit Points 12, 11, 10, 8, 6, 6, 4; AC 3[16]; Atk bite (1d6); Move 6; Save 16; CL/XP 3/60). They will slowly advance on the party and attack until destroyed. Scattered amongst the spoiled grain is a ceremonial golden harvesting scythe (164 gp), an elaborate basket woven from silver and gold strands (241 gp) and a small leather bound book containing poems in the lizardfolk tongue about harvest and trade (16 gp). There are no other items of note in the room.

**38. Empty Room.** Smashed pottery litters the floor of this room. There is no evidence as to the content of the pottery containers. There is nothing of any other interest in the room.

**39. Teleporter from Area 22.** Anyone activating the teleporter spot in area 22 will appear here. The teleporter is one way and cannot be activated to return back to area 22. This room is otherwise empty.

**40. Giant Rats.** The door for this room has been chewed through but is still locked. Inside, nine giant rats (1d4 hit points; Hit Points 4, 4, 4, 3, 3, 3, 2, 1, 1; AC 7[12]; Atk 1 bite (1d3 hp); Move 12; Save 18; CL/XP 1/5; special 5% chance of disease) have made a nest here. Amongst the scattered detritus in the room are a small silver bell (16 gp), a necklace of coral and gold (23 gp), and a brass bowl with star patterns on the side and a lizardman prayer for good trade on the bottom (3gp).

**41. Empty Room.** There is a large bronze urn in the northwest corner of the room. If it once held anything, it is long gone. There is nothing of further interest in this room.

**42. Pillars of flies.** A loud buzzing can be heard echoing down the halls from this chamber along with the smell of charnel decay. The ceiling of the room soars up thirty feet and this large room is lined with columns made of green and black granite. It appears to once have been a temple of worship and recessed alcoves line the walls of the chamber depicting various lizardfolk gods. At the western end of the chamber is a 21 foot tall bronze statue of the sun god, a large lizardman wearing a crown of suns made of gold (1533 gp) and arms outstretched with palms raised towards the heavens and gold flames (458 gp) emerging from the palms. The ceiling in the center of the room has collapsed causing the floor below to give way. Erupting from the shattered floor is a massive pillar of fungus covered in flies of all description that are feeding on the fungus. If anyone tries to walk around the pit, they will immediately be attacked by the eleven giant flies (HD 3; hit points 17, 15, 14, 14, 9, 9, 8, 7, 7, 6, 5; AC 6[13]; Atk 1 bite (1d4 hp); Move 3/24 (fly); Save 14; CL/XP 5/120) on the column. The smaller flies will swarm biting (1 hp per round) and obstruct vision and movement (-2 to hit on attack rolls).

**43. Secret Exit.** A secret passage connects areas 26, 41 and the outside world is hidden behind secret panels that blend in with the walls. The doors are found on a 1-2 on a d6. The doors are on pivots and will swing out with some pushing but are not exceptionally heavy or locked.

**44. Zombie Ant Warriors.** The door to this room appears to have been chewed through and the remains have fallen off the hinges. A short corridor leads into blackness. Upon sensing motion, seven zombie ant warriors (HD 3; Hit Points 14, 12, 11, 6, 4; AC 3[16]; Atk bite (1d6); Move 6; Save 16; CL/XP 3/60) will proceed to the nearest living creature and attack. There is a large bronze statue of a large lizardman warrior in a chariot pulled by two giant lizards in the center of the room. Along the south wall are five large bronze urns. Two of the urns are filled with a coarse sea salt (50 gp), one is filled with palm oil (25 gp), one is filled with a fine red wine (100 gp), and one is filled with vinegar (12 gp). There is a wooden chest with an elaborate fishing barque painted on the side containing dried salted fish (57 gp). There is a rack with two elaborately baroque spears with silver spear heads (45 gp each), four wooden shields emblazoned with a sun and stars pattern in bronze (15 gp each), and a war hammer of finely crafted steel (5 gp).

## Conclusion and Continuation

Once the party has successfully recovered the Scale Heart, there are a few options available to them. The first is to bring the Scale Heart back to Tsoraz Tsoraz and be free of the enmity of the lizardmen. This option will grant each of the party with 500 experience points, and Tsoraz Tsoraz will reward each of the party members with a token bestowing the favor of the jungle tribes upon the party. This option will be the easiest and allow greater latitude for further exploration of the site and the ability to call upon the lizardfolk for aid from time to time. Tsoraz Tsoraz and the tribe are solely concerned with the recovery of the Scale Heart and not as concerned with other items found within the upper halls and will allow the party that returns the Scale Heart to keep the other items they find. At this point, the party is free to leave. If the party recovered the keys from area 29, Tsoraz Tsoraz will be interested and identify them as passkeys to the lower halls. At this point, Tsoraz Tsoraz will probe the party's interest in exploring the rest of the site. He wants to claim the title of Laird and unite the tribes under him and restore the kingdom of Saralan Smasah. He is afraid of the "curse" that caused the downfall of the kingdom and is not at all eager to have his people return to the halls of Saralan Smasah until he is sure that it is safe to do so. If the party agrees, he will then help them open the doors to the lower levels of the site.

If the party does not desire to resume dealings with Tsoraz Tsoraz and the tribe, they may try to flee into the jungle. This option is fraught with peril as Tsoraz Tsoraz and his warriors will maintain a camp in the area for some time to keep an eye on the party. Tsoraz Tsoraz and the bulk of the lizardmen warriors will have departed the area after ten days, assuming the party to have perished in the ruin. It might be possible to find a path out of the jungle or to convince one of the human tribes to assist them. Of course, there will be wandering lizardmen patrols that will seek to capture the party (they prefer to use poison darts to drug the party) and return them to Tsoraz Tsoraz. The lizardman shaman will be angry but willing to give the party a second chance. He will also make it clear that any further attempts to escape will be dealt with severely and will forever earn the wrath of the lizardfolk.



Whatever course the adventure takes, there is much room for further exploration and great adventure. The secrets of the Great Steaming Jungle and the kingdom of Saralan Smasah await!



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