



EYE OF THE DEEP MAGAZINE

A Free Publication Featuring Innovative
Content for use with First Edition:

**Advanced
Dungeons & Dragons®**

Issue #2, April 2021

• Tomb of the Lizard King, Remastered, Part I
version 1.001 • A More Comprehensive XP Guide



By oliverink

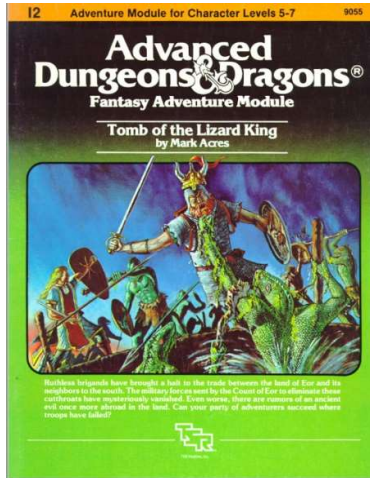
THE UNBLINKING EDITOR'S EYE

Welcome to our Second Issue!

I2 Tomb of the Lizard King, Remastered!

Issue #2 features one of my all-time favorite modules from the I "Intermediate" AD&D module series.

When I2 first came out, it included many unprecedented concepts which perhaps are now commonplace today.



I2 Tomb of the Lizard King, cover art

Why the Original I2 is Acclaimed:

1. Featured a hybrid monster villain concept.
2. Made Random Encounters meaningful by including foreshadowing in them.
3. Provided abundant advice for the Dungeon Master.
4. Truly fantastic and memorable scenes that go beyond what is possible by known rules (e.g. River of Nothingness, or Banquet Hall of the Lizard King).

What is Remastering?

I2 was ground-breaking. But like many products of that era, it suffered from errors and gaps.

Remastering addresses them, plus adds extra texture, and clarifies descriptions. For those of you who have the original I2, your feedback is welcome! Compare the two!

A More Comprehensive XP Guide

Issue #2 also features a great submission by Henry Hamilton that every DM can use. It's a more thorough list of Special and Exceptional Ability examples from which you can re-calculate your monsters with. It concludes with a more useful XP Calculation Table. Everything is tightly formatted for ease of reference.

Your Feedback is Welcome!

Contact me, or simply post your reviews here: <https://facebook.com/groups/eotdmr>. We'll post the best comments in future issues!

Submit your Content & Build your Resume!

You love 1E AD&D, so why not make a possible future out of it? All good things start by building your track record.

Find me by my pseudonym FB account name "AE GrimFuture". **Everything is considered:** artwork, page decorations, handouts, specific revisions to modules, etc. – and best of all, you get **your name** in print!

Enjoy Eye of the Deep Magazine, Issue #2!

Yours Truly,



GrimFuture April 2021.

APRIL CREDITS

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ADVANCED DUNGEONS & DRAGONS
ADVENTURE MODULE I2

TOMB OF THE LIZARD KING, PART I

Remastered by GrimFuture

An AD&D Adventure Ideal for Eight Level Six Player Characters (PCs)



Why are the local merchants of Eor so terrified of these Brigands? And what are these rumors that are whispered among frightened villagers - Rumors of an old, enormously evil power that is behind the Brigands? The Count of Eor wants you to get to the truth!

1982 Author: Marc Acres

1982 Editor: Michael Williams

Remaster Art: akreon, chateaugrief, Gary Gordon

Tomb of the Lizard King is a module copyrighted by TSR Hobbies, Inc. in 1982. It is hereby re-written to clarify text, fix major errors, and balance plot elements to enhance enjoyment for its intended use and purpose. It is shared as free among a private fan group of friends under Creative Commons License with continuity in AD&D 1st edition rules, and therefore is not bound by OGL or SRD. EOTDM has no association with WOTC or TSR.



INTRODUCTION

For many years there has been peace in the lands of **Eor**. The fertile plain along the **River Ardo** has yielded bountifully, and commerce has prospered. The successive **Counts of Eor** reigns have been wise and just.

But of late, disturbing reports of highway robbery have reached the palace at **Vendare**, the major city of **Eor**. According to the tales of whimpering **Merchants**, the **Southlands** are being overrun by a band of vicious **Brigands**. Trade has stopped with **Eor's** southern neighbors.

The **Count of Eor** sent 30 fighting men to the robbery areas near the village of **Waycombe**. But there have been no reports, messages, riders or even a rumor of their fate.

Gravely concerned, the **Count** has called for volunteers! The **Count of Eor** is known as a generous man who rewards his loyal subjects well. Do you answer his call?

NOTES FOR THE DUNGEON MASTER (DM)

Some 250 years ago **Sakatha the Great Lizard King** mysteriously came into power over the **Great Southern Swamp** and its **Lizard Men**. His armies in time extended his rule over the Humans by the **Ardo**, and at one time he actually ruled a slave population in all of what is now **Eor**.

Sakatha's rule usurped great wealth and was able to employ powerful mages in his various projects. The greatest task was the building of his own **Tomb**, a vast complex hidden in the heart of the **Great Southern Swamp**, laden with treasure and magical items for his use in his afterlife.

During his days of glory, **Sakatha** stumbled upon one of the rarest of magic treasures, a **Ring of Wishes**. Instructed by the mages he employed (and some say despite their treachery), he used this to obtain spell casting powers for himself, eventually achieving status as a 9th level magic user.



But his great intelligence was often blinded by his chaotic and selfish nature. He favored rash deeds for heroic glory and had obsessions with self-glorification.

It was this weakness that prevented him from using the **Ring of Wishes** instead against the inevitable **Eor** Human rebellions.

Sakatha fought them himself, riding into battle at the head of his **Lizard Men**. He was mortally wounded in a great battle by the man who became the 1st **Count of Eor**.

As **Sakatha** lay dying on the field, his shattered army all around him, he spoke his final wish: that he might live to drink the very blood of those who had defeated him, and the of blood of their offspring through the ages. Thus it was that **Sakatha**, by means of this badly worded dying wish, provided the means for his own return. After 200 years he has come back in a new form, a form suited to fulfill the contents of his wish exactly: **Sakatha** has awakened as a **Vampire**.



Sakatha's goals are to reassert his power over the **Great Southern Swamp** and **Eor**, and to take horrible revenge on the house of the **Counts of Eor**.

His reappearance is regarded as a great opportunity by the forces of chaos, especially the demon worshipping cleric **Mordrin**.



Mordrin sees this shaky alliance with **Sakatha** as an cover and opportunity to establish a stronghold for his vile faith in the areas near the swamp.



Brigands terrorizing **Eor's** merchants are led by **Corlon** and **Lo**. These 2 now-disgruntled veterans once led the armies of the previous **Count of Eor**. Lacking in discipline and punished, they now bear grudges against everything that **Eor** stands for.



To **Sakatha** and **Mordrin**, **Brigands** are pawns. But **Corlon** and **Lo** are crafty survivors, ready to seize any advantage at the opportune time.



Warning: Before play, DM should warn his players that this particular module is extremely hazardous. It is specifically designed to put PCs of the specified levels to a severe test. Success in this adventure will require that the PCs exercise the utmost caution, think a great deal, and still be ready to "hack and slash" against powerful opponents.

If players don't want to risk their favorite PCs, then use the pre-generated PCs included in the back of this module.

Maps: The players may be allowed to look at and use the maps of **Eor**, the palace, and of **Waycombe**; the details they show are all common knowledge to people of the area. All other maps should be kept for use by the DM only.

Movement, Food, Shelter: Respective details are included in the appropriate encounter sections.

Time: The DM must keep careful track of game time once the PCs enter **Aulicus' lair** or **Dungeon Level 1**. Accurate time keeping is crucial to determine the outcome of the final encounter with **Sakatha**.

THE PALACE OF THE COUNT OF EOR



By Gary Gordon

1. OUTSIDE THE PALACE

Hearing of the **Count's** need, your party has responded.

You're here in the bustling **Vendare** streets just outside the **Palace** gates. It's an awful mix of noise from hawkers, and smokey odors from both street food and squalor.

In front of the gate is a pair of guards who are ordering a group of toothless **Beggars** to clear the area. Apparently, these homeless were taking odds to see if your party would not only get the job but also survive!

Suddenly, you hear a gentle voice behind you. You turn around and see a kind-looking cleric in blue and yellow robes. He's bald with curly white beard. He's trying to aggressively recruit **You** (PC with lowest CON)!

"I am **Thosbee**, with the **Priesthood of Jorlon!** Look at your pathetic life! You will do far better if you join us!"

Then a gruff voice makes you turn around yet again back to the gates. 1 of the guards asks if your party is here to see the **Count**. "If not, then state your business, or vacate the area," says the guard.

Thosbee is a cleric and follower of **Jorlon**. He also works in the **Palace** as detailed hereafter. Between his shifts, he works these streets to recruit more followers.



If PCs explain their business with **Thosbee**, then he promptly apologizes. But he also uncomfortably follows PCs inside the palace. His work shift is starting soon. If confronted about following, he

explains "I work here my child. Here, in the **Palace of the Great Count of Eor, Benefactor of the Priesthood of Jorlon!**" He has a disturbed look in 1 of his eyes.

Thosbee (AC 10; MV 12"; C 3; hp 15; THAC0 20; #AT 1; AL LG; XP 90+3/hp)

Thosbee's Spells

1L: **Bless, Cure Light Wounds, Detect Evil**

2L: **Chant**

2 Guards (AC 5; MV 9"; THAC0 20; hp 5,6; D 1-10; XP 5+1/hp) Chain mail, Polearms. Their overcoats have woven patterns of the **Seal of the Count** – A crowned black falcon superimposed over a split blue and yellow banner.

5 Beggars (AC 10; MV 12"; hp 5xl; XP 5+1/hp)

2. GRASS COURTYARD

In contrast to the streets, this place is a scene of peace.

You are in the courtyard of the **Palace**. A 50' path of pebbles leads to the front entrance steps of the palace of the **Count of Eor**. On either side of the path are great empty spaces of simple yet well-maintained grass.

Along the path are a few **Merchants** in conversation who are leaving. Surprised by your presence, they eye you up and down but keep their faces emotionless as they pass you.

Then, with piercing barking, a ball of fur and fangs emerges from the sleeves of 1 of the **Merchants** at **You** (PC with the lowest CHA)!

3 Merchants (AC 10; MV 12"; hp 3x3; XP 5+1/hp) 2-12gp ea.

Puppy (AC 9; MV 12"; THAC0 20; hp 2; D 1-2; XP 5+1/hp)

The ball is a **Puppy**. It does no harm. The chosen PC must make a DEX save or else slip and fall into the pebbles creating a scene!

Merchants will apologize and move on. But if a PC engages in friendly conversation, 1 **Merchant**, upon a successful PC CHA Reaction Adjustment Roll will implore:

"I know you're here on business with the **Count**. But I beg you kind sir to locate my 2 run-away sons."



If PCs are interested, **Merchant** introduces himself as **Gelad Farthingware**. He says his eldest is **Derek** who may be living the life of a homeless entertainer. His 2nd more rebellious son is **Ostun** who has run off with the marauding **Brigands**. Both are in **Southlands**.



Gelad tells PCs he waits outside the palace gate every day at 8am waiting for word from his paid (unsuccessful) scouts to return word about his sons.



If PCs can report to **Gelad** that either of his sons are safe and their locations, then he will pay 1,000gp for each report. If PCs can convince or by force return either son, then he will pay 5,000 for each. If PCs can safely return both, then he will award as a bonus, a **Deed of Ownership** to a long-abandoned family mine. Of course, finding and clearing such can serve as another adventure.

At the stairs, 4 **Guards** will tell PCs to wait in the **Anteroom**. **Thosbee** is still eerily following PCs. But at the **Anteroom**, he will grin disturbingly, bow farewell, and depart for the **Public Audience Chamber**. "I hope to see you again... soon!"

4 Guards (AC 5; MV 9"; THAC0 20; hp 4x5; D 1-8; XP 5+1/hp) Chain mail, Swords. Their overcoats display the **Seal of the Count** – A crowned black falcon superimposed over a split blue and yellow banner.

3. ANTEROOM TO AUDIENCE CHAMBER (4.)

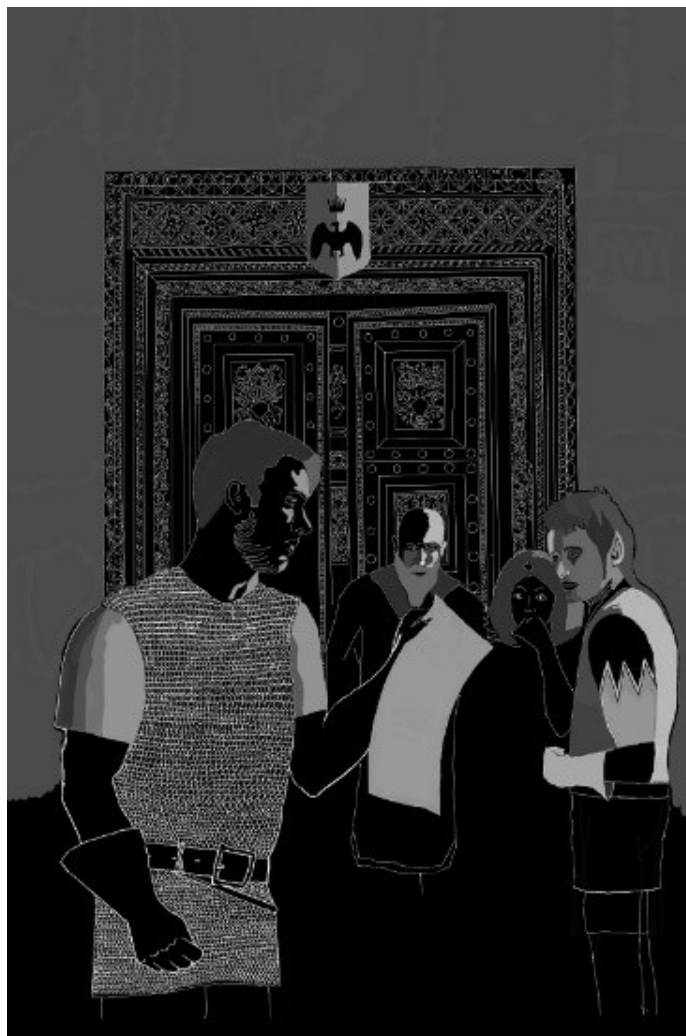
You're seated outside the **Count of Eor's Audience Chamber** waiting to be interviewed. On the huge door is the **Seal of the Count** – A crowned black falcon superimposed over a split blue and yellow banner.

Bandits aren't usually tough, but you are puzzled to see seasoned fighters enter full of enthusiasm, only to leave shortly with looks of disappointment and fear.

As you sit pondering, the **Audience Chamber** doors open.

You're next!

As you enter, you see **John Brunis**, 5th Count of Eor, seated on a high chair at the end of a long table. Standing behind him, resplendent in his robes of bright blue and



By Gary Gordon

yellow, is **Jorlon**, the **High Priest of Vendare**, a man who commands a large following.

In his right hand, **Jorlon** holds a tapered ivory **Wand** tipped with beryl. The room is decorated with rich but tasteful curtains, tapestries, and other objects of value.

"Welcome, courageous volunteers!" the **Count** says to you. "I assume you understand the nature of the task?"

John Brunis (AC 10; MV 12"; F 15; hp 72; THAC0 6; #AT 2; D 1-4; AL LG; XP 2,400+20/hp) Ceremonial dagger.

Jorlon (AC 10; MV 12"; C 9; hp 41; THAC0 16; #AT 1; D by weapon; AL LG; XP 1,000+12/hp) **Wand of Enemy Detection**.

Jorlon's Spells:

1L: Bless, Command, Cure Light Wounds, Detect Evil, Detect Magic, Sanctuary

2L: Augury (x3), Hold Person, Know Alignment, Slow Poison

3L: Cure Blindness, Cure Disease, Dispel Magic, Prayer

4L: Cure Serious Wounds, Divination

5L: Quest



Brunis will question PCs about their experiences, previous quests, and skill in dealing with danger.

Pose 3-4 “job interview style” questions for random players and see how they reply. He will then simply chat for a while, apparently trying to get some idea of the nature of the PCs.



Jorlon will stand quietly, looking asleep on his feet and taking no notice of the conversation. But in fact, his **Wand** determined PCs are not immediately hostile. He is now quietly casting **Augury**, using several small beads hidden in his left hand. The hand is covered by the sleeves and folds of his robe.

After **Brunis**' questions, **Jorlon** will look at **Brunis** and nod his head once slowly. **Brunis**, will then say to PCs:

“You are accepted for this task. What you must do seems simple. Travel to the village of **Waycombe** in the south. Learn the fate of my fighting men who have disappeared.

They were led by **Barto Trume**, one of my most trusted soldiers. Then find these detestable **Brigands** and eliminate them. Summary justice is approved by my authority.

Above all else, find out if there is any further evil behind these vicious attacks. If so, eliminate it. Your reward for success will be whatever you regain from the evil you discover, plus my personal gratitude.”



Brunis will not raise the subject but will agree to cover up to **2,500gp** in cost to equip PCs. If PCs ask whether the **Count** has reason to believe there is more near **Waycombe** than mere **Brigands**, then he will simply glance at **Jorlon**, smile, and say, “So I have been told.” **Jorlon** will say nothing.

The **Count** will then tell PCs to come into the **Public Audience Chamber** where merchants will give their firsthand reports.

5. THE PUBLIC AUDIENCE CHAMBER

The **Count** leads you into a larger **Public Audience Chamber**. In its center is a large talkative assembly of **Merchants** and their **Guards**. As he enters, they hush.

Facing them, he sits behind the center of a long table at the north wall. **Jorlon** silently stands behind the **Count**.

In each northern corner is a cleric in yellow and blue robes. Each stands in front of an open arched door. Both look remarkably similar with curly white beards, bald heads and in prayer.

One of them you recognize. It's **Thosbee**, the cleric you met in the street!

Brunis gestures for you to take seats on either side of him.

23 Merchants (AC 10; MV 12”; hp 5x1, 3x2, 4x3, 4x4, 5x5, 2x6; XP 5+1/hp) 2-12gp ea.

6 Mercenary Guards (AC 5; MV9”; hp2x4, 3x5, 1x6; D by weapon; XP 5+1/hp)

2 Clerics: Thosbee, Adun (AC 10; MV 12”; C 3; hp 12,15; THAC0 20; #AT 1; D by weapon; XP 90+3/hp)

Adun's Spells

1L: **Bless, Cure Light Wounds**

2L: **Know Alignment**



The **Count** will introduce PCs to this assembly, then ask **Merchants** to give what information they can to PCs. The result will be wailing, moaning, and groaning over goods and treasure lost, guards killed, captured or fled, and so forth. The din will become so unmanageable that the **Count** will order silence, and suggest that PCs question the **Merchants**, rather than letting **Merchants** all speak freely.

These **Merchants** caravan trade with **Eor**'s southern neighbors. **Merchants** are not in league with **Brigands**. Only in answer to specific PC questions do **Merchants** say about **Brigands**:

MERCHANT INFORMATION TABLE

1. They attack along the main highway near **Waycombe** and the **Great Southern Swamp**.
2. They always seem to come from the south.
3. They look like normal men.
4. Once they attack, most of the guards flee.
5. They actively pursue for prisoners.
6. A harmless-looking old man stopping the caravan head to ask for directions is always seen right before the attacks.
7. None have been taken prisoner.
8. Their numbers hard to estimate.



While PCs are questioning, the DM should secretly roll if any PC can detect that the room is being **Scried**. INT 15-16: 5%, 17+: 10%. Privately inform successful PC(s) that he “has a strong feeling that someone is watching them.”

Sakatha is **Scrying** using a **Crystal Ball** to spy on the **Count**'s palace. A **Dispel Magic** spell will fog his **Crystal Ball**.

5A. THE CHAOTIC EVIL HIGH PRIEST MORDRIN

To remind PCs of the presence of the clerics in the corners behind them, the DM should say:

Every few minutes, you hear the 2 **Clerics** behind you softly chanting “May the powers of good protect this place and all herein.”



Any PC who keeps a careful watch on these **Clerics** will notice that after a few minutes, **Thosbee** leaves and is replaced by another from outside the room. This is a shift relief; **Brunis** and **Jorlon** don't notice. The replacement **Cleric** is dressed and acts the same. But he is in fact **Mordrin**, the ally of **Sakatha**:

Mordrin (AC 5; MV9"; C 9; hp 39; THAC0 16; #AT 1; D 4-9; AL CE; XP 1,000+12/hp) +2 Mace, Chain mail under robes, **2 Dust of Disappearance**.

Mordrin's Spells:

- 1L: **Command** (x3), **Protection from Good**, **Cause Fear**
- 2L: **Hold Person** (x2), **Know Alignment**, **Spiritual Hammer**
- 3L: **Dispel Magic**, **Feign Death**, **Curse**
- 4L: **Cure Serious Wounds**, **Undetectable Lie**
- 5L: **Flame Strike**



After rolling for **Scrying** detection and allowing successful PCs to act, the DM should resume playing the role of the **Merchants** and continue to mimic the occasional chanting of the clerics. On the 3rd chant repetition, the DM should say:

“Oh great power of evil, destroy now thine enemies.”



The DM should then count to 5 out loud. Any PCs within 10' of the table when the DM reaches “5” will be caught in **Mordrin's Flame Strike** for 6-48 damage (Save to halve).



Soft Item Saving Throws vs. Magical Fire (DMG p80)

Parchment Paper	Cloth	Liquid	Jewelry Soft Metal	Wood Rope	Bone Ivory
21+	16+	14+	13+	7 to 11+	9+

Any PC who reacts in time to avoid the **Flame Strike** will also have been able to spot the cleric who cast it. The other PCs will not realize for one melee round exactly what has happened.



Mordrin will fail to kill **Brunis**. After casting it, he will try to escape, using his robes to disguise. All **Guards** present, and **Merchants** will all be too stunned to react swiftly; only the PCs can stop **Mordrin**.



Mordrin's plan is to use **Sanctuary** spell on himself after the **Flame Strike**, then duck out of the room to use **Dust of Disappearance**. Its invisibility will last 2-20 turns, and is proof against all normal means of detection, and even against a **Detect Invisibility** spell.



The DM can modify this plan but **Mordrin** must escape. The DM should assume that once he makes it outside the palace gates, he has effectively escaped.



If captured, he will resist all attempts at interrogation, will try to escape by any means possible, and will prefer death to giving any information. He will say such things as, “You will never beat the **Great King!**”



It's important the PCs don't learn the secret of **Sakatha's** reappearance at this time. Whatever happens, **Brunis** and **Jorlon** will be injured. But they will survive with **Jorlon** tending the wounds of the **Count**.

5B. AFTERMATH

Following **Mordrin's** attack, the **Count** will say:

“Courageous volunteers, please make haste now on your mission, for I fear the worst. Your quick, decisive action is vitally important.”



If pressed, he will share his fears about vague legends regarding **Sakatha**. According to them, this horrid being is to return someday to take vengeance on the **Counts of Eor**.



If any PCs were killed by **Mordrin's Flame Strike**, **Jorlon** will agree to cast a **Raise Dead** spell if they agree to be **Quested** to perform their mission for the **Count**.

The PCs may purchase any type of normal equipment in the city of **Vendare**. The only information in the city is that the south peasants are reputed to know legends about **Lizard Men** who lived in the **Great Southern Swamp** a long time ago.



If the PCs want to outfit a fake merchant's caravan for the trip south, then **Brunis** will strongly advise against this, citing delays, and extra cost. But insistent PCs can persuade **Brunis** pay for it, including **20 Guards** (1-6hp normal men with swords). But they will not fight unless it means survival. They will quit at **Waycombe**.

THE JOURNEY TO WAYCOMBE

The DM may show players the hex map of the country of **Eor** and allow them to use it when planning their journey to **Waycombe**. On average horses over highways or countryside, PCs can travel 40 miles (8hexes) per day, or half on foot.

Food and shelter are available at the inns and from villagers on map. **Sakatha** will try to **Scry** PCs each day at midnight until they reach the **Temple** in the **Swamp**. Each night, the DM should secretly do detection checks for each PC as previously explained.

The DM should not tell PCs directly that **Scrying** is taking place; players should figure this out on their own. PCs may have 2 types of encounters on the journey south to **Waycombe**: **Random Encounters** and **Planned Encounters**.

JOURNEY RANDOM ENCOUNTERS (REs)

The DM should check for a RE 3 times per day during the journey to **Waycombe**. RE occurs on 1 of d12. Choose or roll d10 for the RE. Each RE occurs only once.

RANDOM ENCOUNTER TABLE (roll d10):


1 - Wild Boar	4 - Stragglers	8 - Lizard Men
2 - Giant ants	5 - Hill Giants	9 - Old Man
3 - Refugees	6 - Ogres	10 - Cleric Minders
	7 - Wolves	

1. WILD BOAR


A commotion nearby leads you to scene of common men with farming tools trying to corner a **Wild Boar**.

1 Boar (AC 7; MV 15"; HD 3+3; hp 17; THAC0 16; D 3-12; XP 85+4/hp)

5 Farmers (AC 10; MV 12"; D 1-6; XP 5+1/hp) Armed with large sticks (treat as clubs).

 They are locals and will be glad to give food and shelter for the night in return for help killing it. Each man has his own small hut, a wife, and 1-4 children.


The only treasure possessed by these **Farmers** is 1-10gp kept in each home.

 They are only aware of the **Brigands**. If the encounter takes place within 1 day's journey of **Waycombe**, these **Farmers** will be fearful for their own safety and discuss leaving the area.

2. GIANT ANTS

You discover **Giant Ants**. They are as big as dogs but look busy collecting bits and scraps. You keep your distance of about 30' and they don't notice you.

20 Giant Ants (AC 3; MV 18"; HD 2; hp 2x3, 3x6, 2x8, 2x9, 5x10, 1x11, 1x12, 2x13, 2x14; THAC0 16; #AT 1; D 1-6; XP 20+2/hp)

 They are workers from a nearby nest. But 1 has a bit of cloth which clearly shows the **Seal of the Count of Eor**. PCs within 20' can make a WIS check to perceive it; and **Ants** have a 50% chance to attack at

this distance. PCs within 10' will clearly notice it; and **Ants** will attack at this distance.

3. REFUGEES

You are met by a wave of fleeing **Refugees**. They look dirty, tired, and hungry.

5 Refugee Men (AC 10; MV 12"; hp 2x2,2x3, 1x4; D 1-6; XP 5+1/hp), also 7 Women, 13 children (non-fighting).



They're peasants fleeing **Waycombe** for **Vendare** in hope finding food, shelter, and aid from the **Count of Eor**.



If asked, they tell of crops ruined, friends taken in the middle of the night, murder, and vandalism by **Brigands**.



If asked further, the DM can visually roleplay this to players by clutching his stomach and pointing to his mouth – they are begging for food or water. If given, they conflictly describe “terrible things” with the

Brigands. Roll d4:

- | | |
|----------------------|--------------------|
| 1 – They are men | 3 – They fly |
| 2 – They are not men | 4 – They don't fly |

4. STRAGGLERS

You meet some tired **Soldiers**. They have cautious looks on their faces and try not to make eye contact.

4 Eor Soldiers (AC 5; MV 9"; F 0; hp 2x3, 1x4, 1x6; #AT 1; D 1-8; XP 5+1/hp). Chain mail, Longswords.

They wear the **Seal of the Count of Eor**. They are stragglers from the original squad of 30 sent by **Brunis** and were among the 1st to flee when the fighting began.



They're broken, ashamed, and afraid of punishment. They will hide the truth, and refuse to fight.



If PCs are displaying anything that would identify them as being in the service of the **Count**, then they will avoid them. If not, they will reply in order of PC insistence:

1. "Yes, we serve the **Count**. But our business is our own."
2. "Yes, we were among the 30 soldiers sent to **Waycombe**."
3. "When we stopped for a little old man, we were attacked by **Brigands** hiding in the bushes near the road. Others fled too."

5. HILL GIANTS

In the distance, you spot 3 **Giants** on higher ground. You can see their mischievous grins from here.

3 Hill Giants (AC 4; SZ L 10.5'; MV 12"; HD 8+1; hp 37, 43, 50; THAC0 12; SA hurling rocks 20"; D 2-16; SD 3-% catching rocks; XP 1,700+12/hp) Bag of 100gp taken from merchant.

They will avoid a full caravan. But will attack sole PCs.

Fragile Item Saving Throws vs. Crushing Blow (DMG p80)

Glass	Crystal	Ceramic	Stone	Bone	Jewelry
Mirror	Vial		Gem	Ivory	Soft Metal
20+	19+	18+	17+	16+	14+



In all cases, they want to remain on high for safety, views, and rocks. If offered food, money, or **entertainment**, they will shout down about seeing fleeing caravan men. They prefer their offering to be left on the low ground, to be picked it up later.

6. OGRES

Approaching a large mass of dense scrub bushes, you see some clothes hanging on a branch.



If the PCs are not with a full caravan, then 5 **Ogres** will leap out to ambush. Check for surprise. Attacked PCs check their items vs **Normal Blows** (use above **Crushing Blows** at -6 bonus).

5 Ogres (AC 5; SZ L 9'; MV 9" HD 4+1; hp 23,21,19,15,13; THAC0 15; D 1-10; XP 130+5/hp) Heavy clubs, and 50gp each. 1 has a bridle branded with **Seal of the Count of Eor**.

The hanging clothes is dried horse (from caravan) skins. These animals became meals for the **Ogres**.

7. WOLVES

You're startled to hear wolves howling coming from somewhere very close.

If herbivores (horses, donkeys, etc.) are with PCs, then they become spooked and pop their heads up at the howling.



by akreon



Each herbivore with PCs have a 50% chance to flee. Each PC with an **Animal Handling** skill can make a check to calm 1 animal.



If PCs are <12, then **Wolves** attack in 3 turns. But they will 1st target remaining animals. Any damage to them will make them useless. They will surround and attempt to overwhelm the weakest PC 1st.

15 Common Wolves (AC 7; MV 18"; HD 2+2; hp 3x8,5x9, 2x12,2x13,2x14,1x16; THAC0 16; #AT 1; D 2-5; XP 35+3/hp)



Wolves have been attracted by wandering caravan horses. **Speak with Animals** spell reveal they are hungry and not interested in helping PCs.

8. LIZARD MEN

Shock! From a field of tall grass, many reptilian-looking men snake forth with gaping fanged maws and swords!

12 Lizard Men (AC 5; MV 6"/12" 2+1; hp 6x7,2x9,1x10,2x11, 3x13; THAC0 16; #AT 3; D 1-2/1-2/1-8; XP 35+3/hp) Swords.



Confident and hostile, they are in league with **Sakatha**. That they are this far from the **Great Southern Swamp** should be an indication of the trouble!



If possible, they will try to take prisoners to **Sakatha**, and will be used as sacrifices by his demon-worshipping allies. If they're losing, then they may flee.



On the way to **Sakatha's** fortress, PCs will be tightly bound and closely watched. They will be kept in **Lower Temple Room 16** where they will be fed once a day for a week until they will be brought before **Sakatha**, tortured, and sacrificed!

9. OLD MAN

An **Old Man** in rags approaches on the main road.

1 Old Man (AC 10; MV 9"; hp 2; XP 5+1/hp)



He will ask directions to **Vendare**, saying that he is trying to find some relatives who fled **Waycombe**. If asked about **Brigands**, he nervously shakes his head and avoids the topic. He is harmless.

10. CLERIC MINDERS

You think you hear an odd noise. You turn around and see 5 dignified armed men in blue and yellow robes. Their leader is mounted on horse. They look surprised and dismayed when you spot them. 1 of them you think you recognize!



All are **Jorlon's** sect and have been sent to follow PCs to make sure they honor their quest. It was their preference to keep unnoticed, but they got too close and made noise. Now spotted, they will meet PCs if approached.



Thosbee is with minders. Although he is Lawful Good, he is psychotic and delusional from age.

Achmar is the group leader, but he is intimidated by **Thosbee's** shifts at and closeness to the palace. **Achmar** will go along with whatever **Thosbee** feels is right.



If approached, and if PCs have harmed any Humans in RE 1, 3, 4, 9; or PCs acted unfriendly in any way to **Thosbee** at **Palace**; or if PCs carry any of the following...

1. Cloth with **Eor Seal** from RE 2.
2. Bag of 100gp from RE 5.
3. Bridle with **Eor Seal** or horse skins from RE 6.

...then read:

It's **Thosbee** from the palace! Smiling, you walk up to a familiar face.

But with a disturbed look in his eye, he extends an accusing finger at you and shouts "I knew it! These scoundrels are evil renegades and must be destroyed!"

The other men rush forth at you with weapons drawn. Some of them even start chanting and waving their hands.



If PCs are carrying any of the items (cloth, bag, bridle, skin) then **Thosbee** points those out as evidence to **Achar**. **Achmar** then silently nods and presses the attack.



If PCs take damage while not retaliating and make every effort to provide proof or swearing oaths will convince **Achmar** PCs mean well (but first roll CHA Reaction Checks).



If PCs are not carrying any of those items, have not harmed any Humans in the REs, and have not acted unfriendly to **Thosbee** at the palace; then all these **Clerics** solemnly greet PCs and urge them to continue their quest. Only if asked, will clerics use their **Cure Light Wounds** to help PCs.

5 Human Clerics:

Achmar (AC 2; C 3; hp 17; THAC0 20; D 1-6; AL LG; XP 90+3/hp) Mace, mounted on **Horse**, 10gp, **Protection from Evil Scroll**, 10' radius.

Achmar's Spells: 1L: **Bless, Command, Sanctuary, Cure Light Wounds** 2L: **Silence 15' Radius**

Medium War Horse (AC 7; MV 18"; HD 2+2; hp 11; #AT 2 hooves, 1 bite; D 1-6/1-6/1-3; XP 35+3/hp)

Durmil (AC 5; MV 9"; C 1; h p 6; #AT 1; D 1-6; AL LG; XP 45+1/hp) Mace, Chain Mail, on foot, 10gp.

Durmil's Spells: 1L: **Detect Magic, Light, Remove Fear**

Merloc (AC 10; MV 12"; C 1; hp 4; #AT 1; D 1-6; AL LG; XP 45+1/hp) Staff, 10gp.

Merloc's Spells: 1L: **Cure Light Wounds, Detect Evil**

Almor (AC 10; MV 12"; C 1; hp 5; #AT 1; D 1-6; AL LG; XP 45+1/hp) Staff, 10gp.

Almor's Spells: 1L: **Command, Protection from Evil**

Thosbee (AC 10; MV 12"; C 3; hp 15; THAC0 20; #AT 1; D 1-6; AL LG; XP 90+3/hp) Staff, 10gp

Thosbee's Spells: 1L: **Bless, Cure Light Wounds, Detect Evil** 2L: **Chant**



Thosbee carries a written report he intends to show **Jorlon**. In it, he falsely blames **Achmar's** for matters of leadership, and lobbies to have **Achmar's** job. Only if **Achmar** somehow sees this report, will he then turn on **Thosbee** and have the other minders arrest him.

JOURNEY PLANNED ENCOUNTERS (PEs)

PEs will occur automatically if and when PCs reach the areas shown on their maps on the way to **Waycombe**.

1. THE ROBIN'S BREAST INN

Stepping inside a supposedly busy roadside inn, you see very few customers in the spacious tavern room.

The customers appear to be local farmers or artisans. There are absolutely no merchants.

"Greetings to you, good travelers! My name is **Brightboy**. What might be your pleasure?", says the portly innkeeper standing behind his bar.

Another, albeit lanky man in leather jerkin and green introduces himself to you as **Pluck, the Wandering Minstrel**. He strums an elegant note on his lute.

Derek "Pluck" Farthingware (AC 8; MV 12"; hp 4; D 1-4; AL CN; XP 5+1/hp) Dagger, 23gp, 42 sp.

William Brightboy (AC10; MV 12"; hp 5; D 1-8; AL N; XP 5+1/hp) Rarely used sword and staff behind bar.

Coins on tables and bar total 12gp in value. Under secret floorboards is a lockbox with 155gp.

Either **Brightboy** or **Pluck** will engage in small talk and

determine the PCs are adventurers. Then **Pluck** says:

“Brave fighters! For 2 silver, how about I perform for you the local song about danger and excitement?”

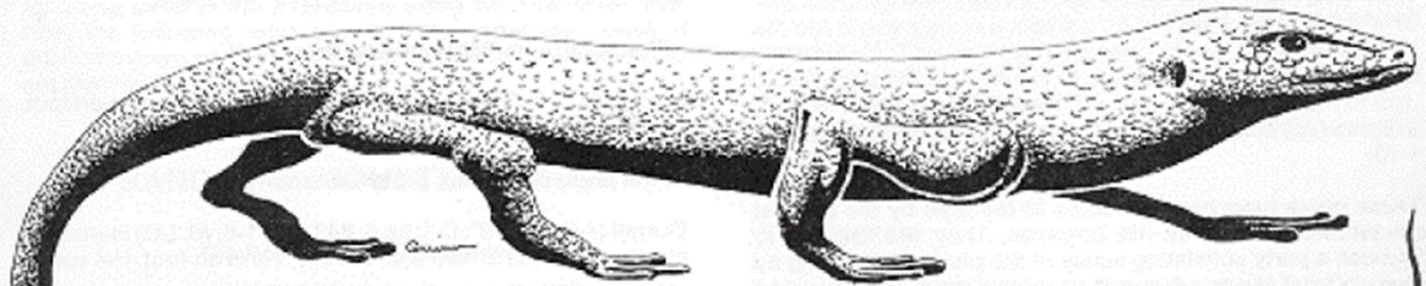
This disturbs the customers, who snap:

“Let evil lie sleeping, you fool!” and “Why invite more trouble? Stick with your silly songs and leave us in peace.”



He will still sing the ballad, despite the customers' displeasure, provided PCs can pacify **Brightboy**, who will also be very upset (only because his customers are upset).

The DM should hand out the lyrics **The Ballad of Sakatha** below, and take the special roleplaying opportunity to sing the following:



The Ballad of Sakatha

*Sakatha once was the Great Lizard King,
Said to have power stored in a ring.
O'er swamplands and plains lands his dominions they spread;
His very name filled all creatures with dread.*

*To build his great tomb in the midst of the marsh,
Many men died in slavery most harsh.
His minions took all of our best for his altar;
Not for a day did his bloody thirst falter.*

*Then there arose the great Count of Eor,
The greatest of heroes in those days of yore;
He slew Sakatha in the Battle of Waycombe;
The Lizard Men carried their slaughtered chief home.*

*And now he awaits in the cold sleep of death
His day of awakening, his first newborn breath.
Though deep in the ground his followers closed him,
He'll come back for vengeance on those who opposed him.*

After the song, there is a long dead silence.

Pluck tries to break it, saying, “Come now, good people. This is naught but a ballad used to frighten naughty children at night. Have you all been naughty children?”

His attempt to cheer fail as customers silently file out.



If stopped or questioned they will say only that they have business to attend to at home. **Brightboy** will be extremely upset and will need a tip (holding his hand out for a few gold pieces) to stop his complaining.

Pluck will never reveal his true name. Only 2 combined successive CHA Reaction rolls, and a bribe of 500gp will convince him to return home.

If **Pluck** is convinced to return home, then PCs must remember to return to the **Palace** gates to collect their reward.



2. AMBUSH AT THE GREAT BRIDGE



by chateaugrief

You have come to a place where the road runs right alongside the **River Ardo**. Between them on the banks are rich growths of water weeds

300 yards ahead is a bridge, about 120 yards long and 30' wide. The river curves and crosses under the bridge.



Sakatha Scried the **Count of Eor's Palace** and knows PCs are coming. When PCs are on the center of the bridge, **Elite Lizard Men** will ambush from the river and weeds.

20 Elite Lizard Men (AC 4; MV 6" // 12"; HD 2+1; hp 3x5, 2x8, 5x9, 1x10, 3x11, 1x12, 2x14, 1x15, 2x16; THAC0 16; #AT 3; D 1-2/1-2/1-8; SA Hurl javelins 1-6 Dmg before closing to melee; XP 50+3/hp) Morning Stars, Shields, Javelins.



Some will rush from both ends (roll surprise) of the bridge at once, while others climb over its sides (roll surprise again). They will try to capture any magic users and slay the rest. Prisoners will be delivered as described in **RE 8 Lizard Men**.



If **Elites** are losing, then they will try to escape by leaping into the water and swimming away. If captured, they will be unable to speak any language but their own. If communication is established, they will say "**Great King**, forgive me," repeatedly as if under some trance. It's impossible to get any information from them. They prefer death when captured.

3. THE GREAT SPLIT OAK

100 yards ahead on the right side of the road is a large oak tree split long ago by lightning. A man in blue and yellow robes is asleep, reclining against this tree trunk.

It's **Barto Trume**, leader of the 30 men sent by **Brunis**.

Trume (AC 4; MV 9"; F 5; hp 27; THAC0 16; D 1-8; AL N; XP 90+5/hp) Long sword, Chain mail (battered), shield.

As you approach, he stirs from his sleep. He wears armor under his robes with shield and sword. He looks haggardly.



Sakatha Charmed him and is now a spy sent to **Vendare**. But the tip-off can be that his speech and movements seem slow, although it can be from fatigue and hunger.

He asks who PCs are and act greatly relieved if he learns they're working for the **Count**. The important lie is #2 below. His duty is to return to report to the **Count at Vendare**.

CHARMED TRUME'S LIES WHEN QUESTIONED

1. His troop; now scattered, slain, or enslaved; was attacked by a group of **Brigands**.
2. **Brigand's** base is a **Copse** next to a **Meadow** behind the **Inn at Waycombe**. They return **at night**.
3. The attack started right after a little old man stopped the head of the caravan to ask for directions.
4. Taken prisoner, he escaped and came this far back.
5. He counted **40 Brigands** and 1 cleric-like man.



If **Charm** is broken, then he will recall as much as possible:

1. Same as "1" above.
2. Thinking back on it, the little old man who stopped them was maybe a magic user of some sort.
3. He was knocked unconscious and taken somewhere deep in the **Great Southern Swamp**.
4. A terrible evil lurks in the **Great Southern Swamp**, but can't remember what it is.



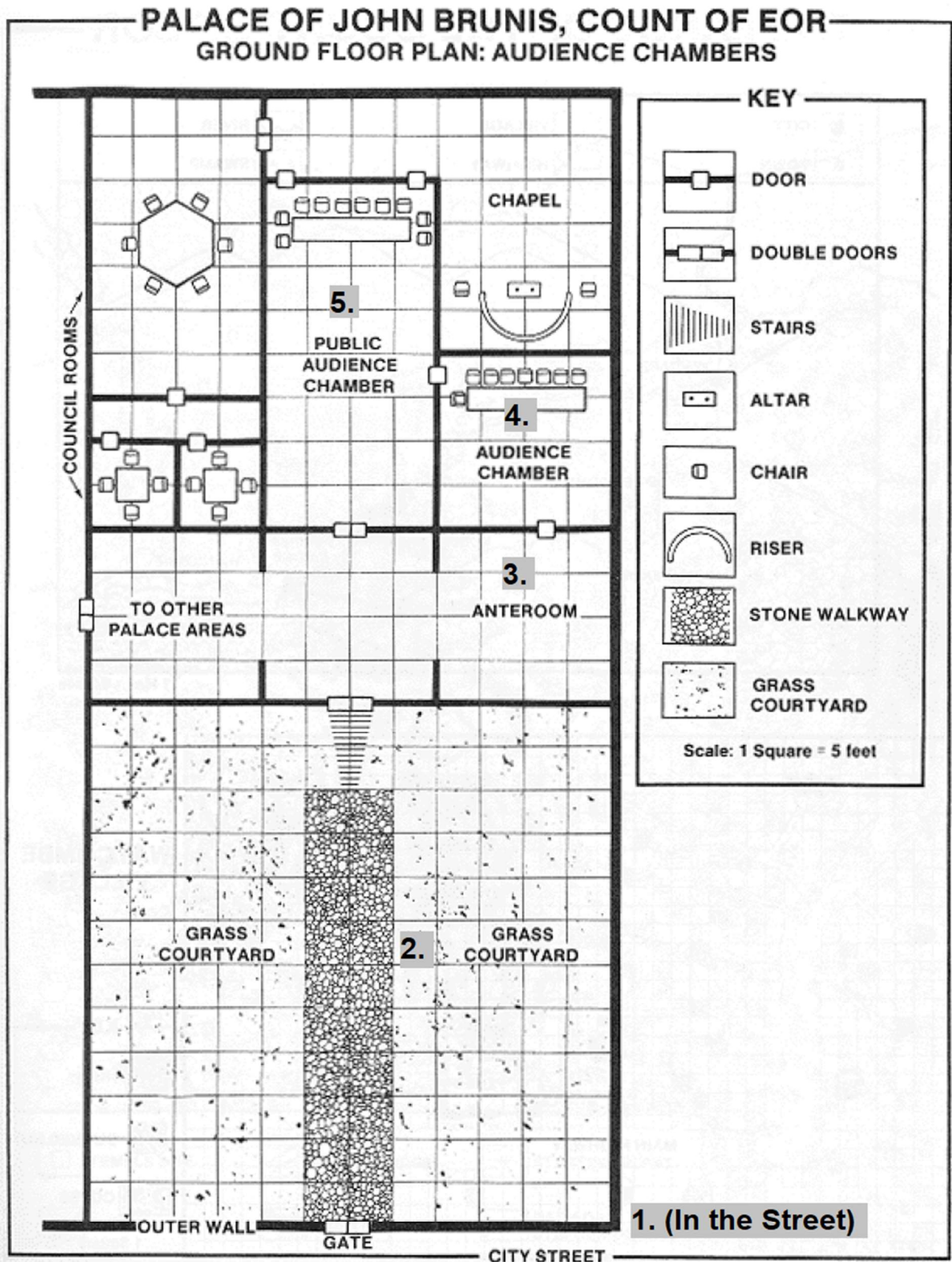
He will agree to send back aid (won't arrive in time) if PCs continue their quest. If PCs wait, then 20 0-level fighters led by **Trume** will arrive in **Waycombe**. But they won't venture into the **Great Southern Swamp**.



End of I2 Tomb of the Lizard King, Remastered, Part I!



Palace of Eor, DM's Map



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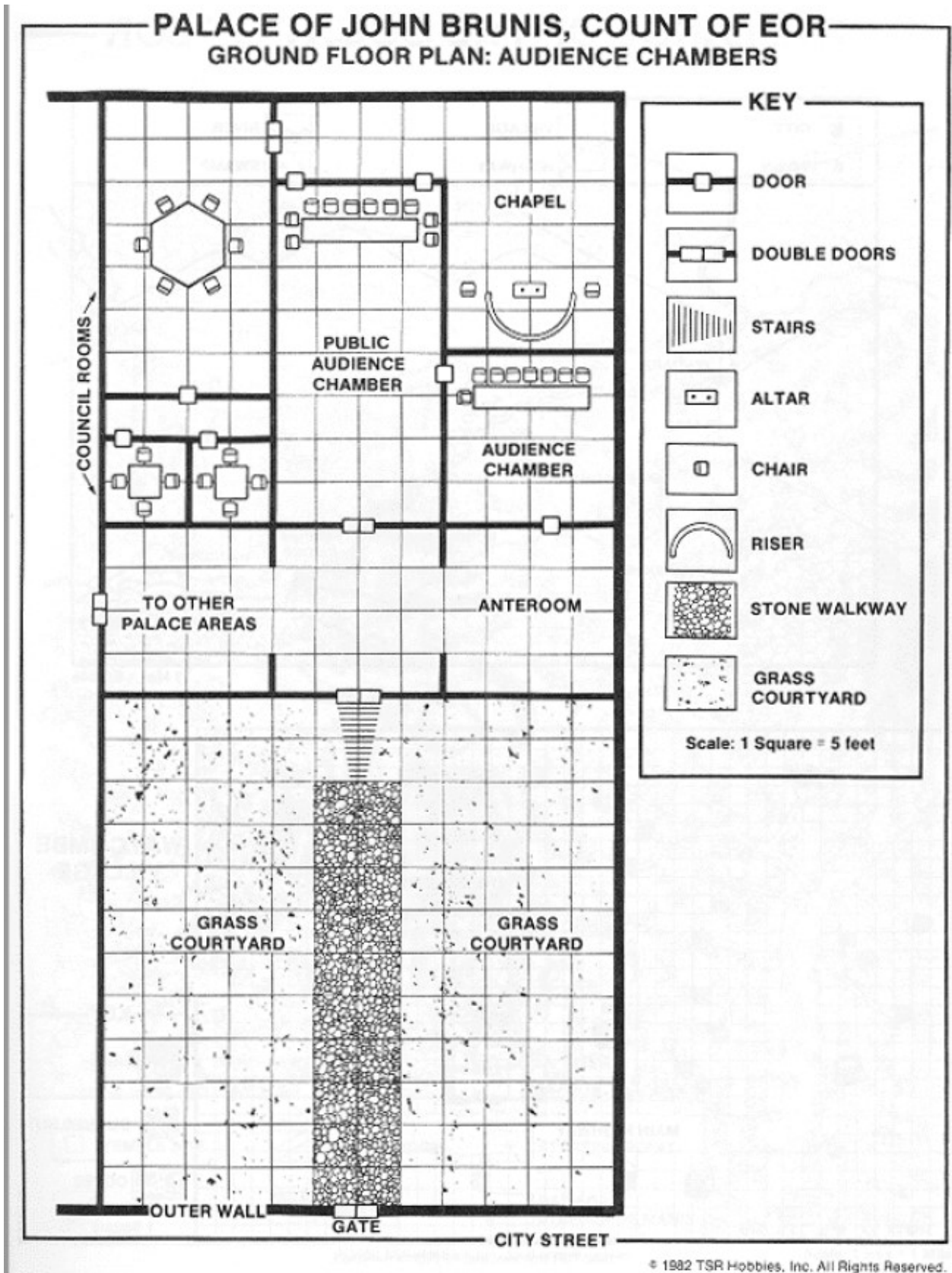
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Palace of Eor, Player's Map



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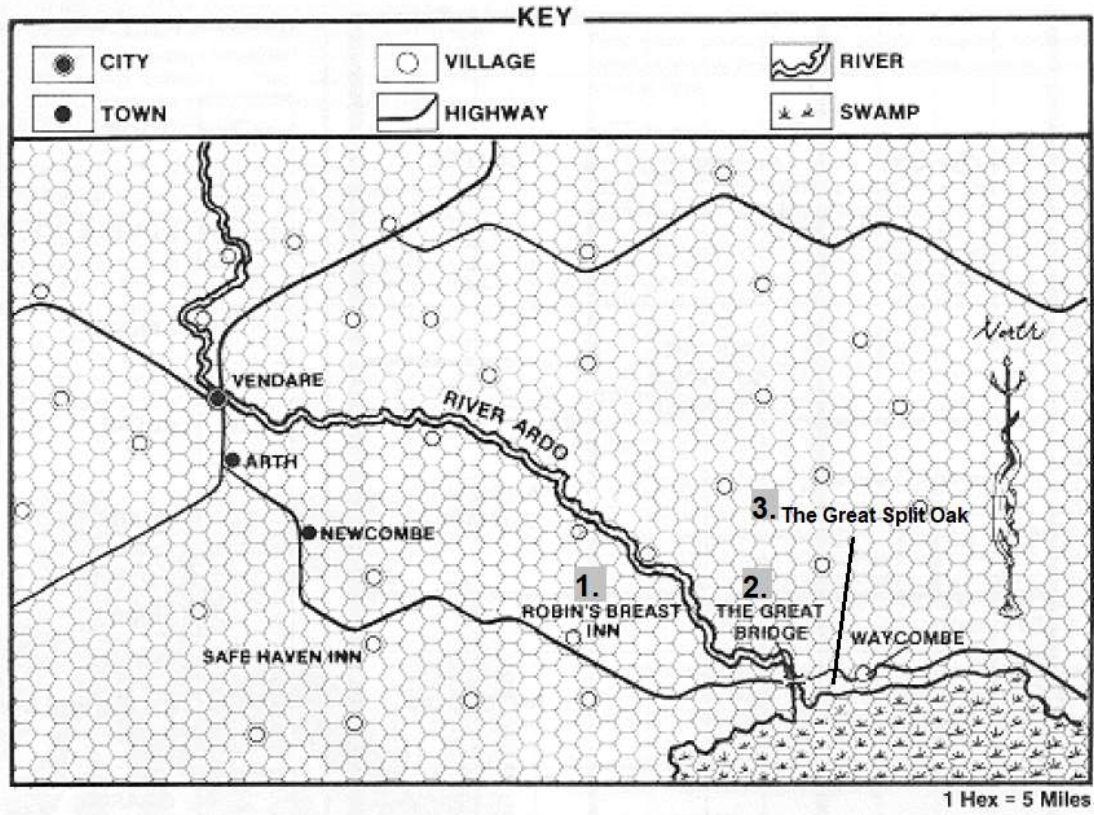
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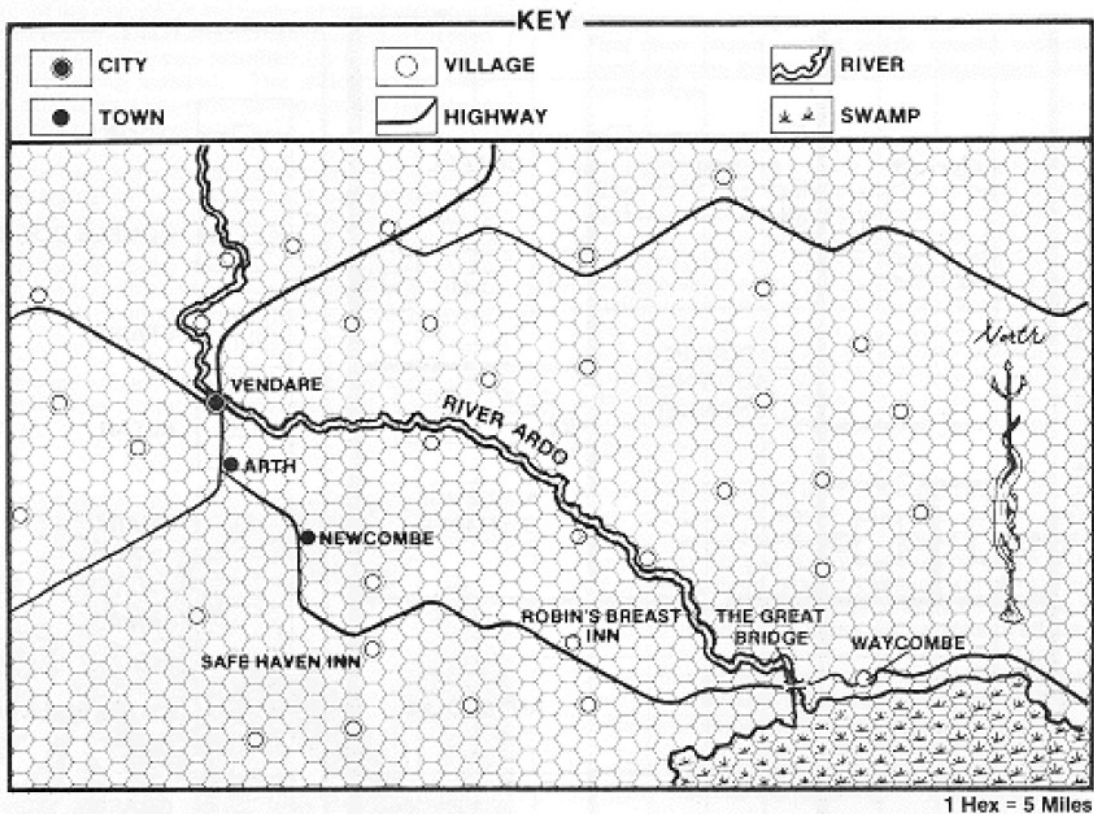
Lands of Eor, DM's Map

THE LANDS OF THE COUNT OF EOR



Lands of Eor, Player's Map

THE LANDS OF THE COUNT OF EOR



A MORE COMPREHENSIVE XP GUIDE

By Henry Hamilton

Foreword by GrimFuture

Yes, we all know in AD&D the chief way PCs level up is by acquiring gold. In fact, aside from that and fighting monsters, *there is no other way to gain experience!* I'll leave that main issue aside. But what I can at least do, is support the idea of improving XP awards for killing monsters fairly and judiciously.

Specifically, I take issues with:

1. The Dungeon Master's Guide (DMG p85) does a woeful job in not providing enough examples of what Special and Exceptional Abilities are to calculate Monster XP awards.
2. DMG p196 summary of Monster Manual's monsters' XP calculations - too many are not judiciously calculated based upon combat-relevant Special and Exceptional Abilities which are not considered.

For example, DMG p204 states a Hobgoblin's XP calculation is 20 +2/hp. But what about its Infravision?

In a pitch-dark pit of spikes, two unarmed figures desperately wrestle for survival. One is a Hobgoblin, the other a Human.

The Hobgoblin can see thanks to its Infravision. But the Human can't.

Seeing where the spikes are, the clever Hobgoblin leverages the momentum of the struggle to roll the Human onto some floor spikes. With a blood-curdling scream, the Human expires. Later, the Hobgoblin climbs its way out with a toothy grin.



Is this ability not combat-relevant and contributes to the monster's *danger value*? DMG also states a Wild Dog or a Baboon is worth 20 +2/hp. But neither of these creatures can see in the dark. What XP value do we assign this ability? When we look at other, more complicated, and powerful monsters, what of their powers too?

AD&D, as written, advances PCs the fastest with gold. But combat itself against dangerous monsters is exciting, essential, and justifiably as valuable XP-wise if not more than merely stuffing your pockets with gold pieces.

I want to award as much XP to my PCs as I can for a thrilling fight. It makes no sense and feels awful that I award small and incorrect XP to my PCs after such intense sessions.

Henry does a masterful job in re-introducing us to how the **Experience Points Value of Monsters** should have been written on p85. I encourage everyone to have it as reference. By its very details we can see how much gaming experience speaks through Henry's enumerations.

Introduction by Henry Hamilton

As for the changes to the XP tables, it simply adds a deal of suggested traits that are both within the 1e and 2e world and marries the concept. It's a tad faster progression than you might see in the 1e world, and I'm not trying to race the characters into higher levels (the path to higher levels, we all know is slow and plodding in earlier editions, and I'm ok with that). Instead I was trying to focus where many abilities and powers (that truly affect the battle on a most mechanical way) should be noted.

We all know that if the PC group at L1, meets a F3, they will likely win against his 4 AC (with chain and shield) who only swings once per round with a long sword. But it's a whole different story if the L3 fighter they are facing has banded mail, a medium shield, shield proficiency, weapon and shield style specialization, and is double specialized in long sword (now AC1 or 0 – depending on which version of weapon and shield style you use, 3/2 with sword at +3/+3 and an extra shield attack every round).

The numbers dictate that the players should enjoy extra XP for overcoming such an elite being that could seriously threaten to wipe them out single-handedly.

Likewise, having improved odds with saving throws (as from 2 or 3 classes – DMG1e p79 C.1.) greatly enhances the monsters, even more so sometimes than magic resistance would. The players should be enjoying extra advancement rate when facing serious threat, and the DMG holds fast to that very concept.

For this, I try to keep the spirit of the original authorship always in my heart when I work on D&D. (DMG 1e p84 Experience, halving and possibly doubling XP for HD considerations...should also be present IMHO for devastating opponents with massive numerical advantage – an 80HD dinosaur with 2 INT is so much less of a worry than a F15, sporting a girdle of giant strength, ring of vampiric regeneration, doubled specialized with her paired short swords of speed +4. HD shouldn't be the only consideration to “doubling XP”.)

Special Ability Half Value Examples:

- Weapons (of fineness, quality, or inherent unique feature)
- Alertness (1 in 8, 13% or better)
- Attacks (weapon of choice or expertise, innate initiative bonuses)
- Combat (Proficiencies that grant small combat advantage, including Movement, Armor Optimization, Single Weapon Style, Missile Style, Ambidexterity, Tactics: Magic, Quickness, Iajitsu, parry bonus, damage reduction up to 3 points, etc)

Special Ability Examples:

- SA (blood drain, hug, crush, rake, disease, wounding, trample, grab, charge, rend, held, blind, etc.)
- Gear (using minor offensive/defensive magic item, not weapon or armor)*
- Surprise (incurs penalties 35% or greater, -7)
- Gear (using minor magic armor or weapon, +1 or +2)*
- Attacks (able to attack multiple opponents)
- Never Surprised
- Attacks (Weapon Specialization*)
- SD (immune to spell/weapon, inc. 1/2 dmg or dmg reduc 4+)
- Attacks (3-6 attacks/round*)
- SD (immunity or resistance to common attack form)
- Attacks (missile discharge)
- SD (missile deflect or missile catch)
- Intelligence (high INT affecting combat, INT 13+)
- SD (Regeneration, +1 to +2* or silver needed to hit, etc)
- Strong (extra damage than like monsters due to STR)
- Magic Resistance (30% or less)*
- Breath Weapon - minor (20 points or under)*
- HP (affects healing capacity of victim)
- Spells (signature spells)
- HP (greater than 6HP/HD)*
- Spells (use of minor spells, L2 and under)*
- AC 0 or lower*
- Abilities (invisible at will)
- Saving Throws (from 2 classes)*
- Flying (or other special movement power)
- Psionics (minor, devotions or mastery L4 & under)*
- Unlisted Special Defense mode or non-magical attack

* Omit the Special Ability if it qualifies under Exceptional Ability

Exceptional Ability Examples:

- Energy level drain
- Drain ability points permanently
- Attacks (Weapon Style with major unique ability)
- Swallows whole
- Unlisted Special Attack mode
- Attacks (Dmg 32+ in all combinations in 1 round)
- Poison
- Attacks (1 attack, 20+ damage)
- Death gaze/effect (incl assassination, or monk % kill)
- Fear
- Attacks (2 attacks, 24+ damage)
- Attacks (double specialization, Weapon Mastery or better)
- Paralysis
- Attacks (3 attacks, 28+ damage)
- Gear (using major protective device, not armor/weapon)
- Weakness
- Attacks (weapon double specialized)
- Gear (use of major magic armor or weapon +3 or better)
- Petrification
- Attacks (7+ attacks per round)
- Magic Resistance 31% +
- AC -8 or better
- Breath Weapon - major
- SD (hit only by +3 or better weapon)
- Spells L3 spells or better
- Saving Throws from 3+ classes
- Psionics (major, sciences or mastery L5+)

Experience Point Calculation Table for Monsters

HD	Lev	Base XP	Avg HP	XP/hp	XP/SA	XP/XA	HD	Lev	Base XP	Avg HP	XP/hp	XP/SA	XP/XA
1-6hp	-1	5	1-6	1	2	25	9+4 to 10+3	10	1100	49	15	575	725
1-1HD	0	7	1-7	1.5	3	30	10+4 to 11+3	11	1300	54	16	700	850
1	N/A	10	1-8	2	4	35	11+4 to 12+3	12	1550	58	17	825	1025
1+1 to 1+3	1	20	6	3	8	45	12+4 to 13+3	13	1800	63	18	950	1200
1+4 to 2+3	2	35	9	4	15	55	13+4 to 14+3	14	2100	67	19	1100	1400
2+4 to 3+3	3	60	17	5	25	65	14+4 to 15+3	15	2400	71	20	1250	1600
3+4 to 4+3	4	90	21	6	40	75	15+4 to 16+3	16	2700	76	22	1400	1800
4+4 to 5+3	5	150	26	7	75	125	16+4 to 17+3	17	3000	80	25	1550	2000
5+4 to 6+3	6	225	31	8	125	175	17+4 to 18+3	18	3500	85	27	1825	2250
6+4 to 7+3	7	375	36	10	175	275	18+4 to 19+3	19	4000	89	30	2100	2500
7+4 to 8+3	8	600	40	12	300	400	19+4 to 20+3	20	4500	93	32	2350	2750
8+4 to 9+3	9	900	45	14	450	600	20+4 and up	21	5000	98	35	2600	3000

Avg HP is useful to know when you are managing many monsters and can't roll up their HP for combat, and or add up their HP for awards. Just use the average.

Reminders, creatures with HD bonus greater than a +2, attacks as 1 higher HD for THAC0 purposes, e.g. HD 6+3 attacks as a 7HD creature, 12+22 HD attacks as a 13 HD creature. For each +4 (or partial thereof) the creature saves a 1HD higher, e.g. HD 6+1 saves as a 7 HD creature, HD 12+22 saves as an 18HD creature.

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Keyhole Sneak Peak Cover Art & Summary Concepts for Future Issues.

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“Spiral Dreams of Abishand”

A love story. A showdown beyond imagination. In #3, I'll try to present the full perspectives of an Ancient Dragon, including how it squeezes the advantage out of each of its spells.



EOTDM Issue #4:

“Rage of the Under Kingdom”

A mystery. A conflicted discovery. In #4, I'll flesh out Lycanthropes: their cultures and ways – plus an arch villain who shows them how to overcome their weaknesses leading to their rise.



by stonepp