

Scales Of Justice

v 3.0 by Eric M. Devlin Copyright 12-Aug-1992 All Rights Reserved

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A game for 4 teams of up to 6 players, 4th level (LM 5th), with the total levels per team not to exceed 25.
The proposed run time for the game is 9 hours.

Loremaster needs blades to find the mage Euchlistis in Zekar's Swamp.

Risk 8 Fighting 7 Mental 6 Physical 6 Style: Serious Heroic
Variant 3.1 rules, No touching, PC fairness, Fate Pt, and Cloning are in effect.
Date of Draft: 2-Oct-1992 Location of Draft: Burning Tree, Decatur
Date of Run(s): 7,8-Nov-1992 Location of Run: TBA, Huntsville

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The proposed game fees are:

\$25 for member pcs \$33 for non-member pcs
\$5 to npc for one day \$7 to npc for both days

Reservations are to be sent to:

Scales Of Justice; c/o Decatur Provisional I.F.G.S.
Beltline Station, P.O. Box 5246; Decatur, AL 35601

Real Name Ph. # D.O.B P.C. Class Level

Exp CAP Gold Bank

Magic Item(s): _____

Notes to GP _____

ASSUMPTION OF RISK AND RELEASE FROM LIABILITY

Scales of Justice 7,8-Nov-1992

I, _____, have been advised that participating in a live-scale role-playing game of the type run by IFGS necessarily involves risks, and that accidents, even serious or fatal accidents, can occur. While I understand that IFGS encourages safety, an accident may occur involving me or my property. In return for being allowed to participate in an IFGS game, I fully assume the risks and agree to release and hold harmless the IFGS, game participants and observers, and any others assisting in providing the game activity, from any claims including those for injuries or damages to me or my property or resulting from my death. I understand the substantial risk and am willing to assume the risks in order to participate. I understand this waiver, and intend that this waiver will also be binding on anyone acting in my behalf and on my heirs. I understand that I do not have to sign this waiver, and that the only result of my not signing would be that I could not participate in this IFGS game.

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Historical Summary

Eight hundred years ago, a corrupt culture, the Reptus, which had had a fascination with all things reptilian were vanquished by the Hereford clan at the edge of a swamp. Although the Herefords exterminated the majority of the population, the priest/mage class escaped and retreated deep into the vastness of the nearby swamp. The spell casters built a shrine to their beliefs and cursed the Herefords. The surviving spell casters committed their psyches to a magical amulet in order to ensure the survival of their religious caste and to serve as a vehicle for revenge on the Herefords.

Fifteen years ago, Duke Roan was appointed to be regent of the province. The Duke, then a knight commander in the far west of the kingdom, was a bit offended to be promoted to such a backwater station, but accepted dutifully. Duke Roan is unaware of the historical importance of the province. Baraza, who had been the ranking knight at the castle, was offended to have been passed over by a foreigner. The hubris of both knights made the transfer of power incredibly stressful. Both Roan and Baraza viewed each other as a rival, and trust never developed between them. This situation eventually led to contingents of knights within the castle which informally backed either Roan or Baraza. Neither knight was willing to commit mutiny or break the chain of command. The situation has always remained as a festering wound within the castle.

Ten years ago, Duke Roan was approached by an adventurer named Zekar who proffered a land for cash deal. The land in question was a large, uninhabited swamp. The duke wanted to know what Zekar would do with such useless land although it did act as natural defense for the dukedom. Zekar said that he would drain the swamp and set up system of peonage after the land had been cleared. The duke agreed with the caveats that all mineral rights belonged to the dukedom, the peasants had the right to buy their lots after 30 years, and Zekar would be taxed at ten percent after recovery of investment. Thus, the deal was struck.

Six years ago, Zekar completed his initial project of 5,000 acres. The drained land was protected by five foot high dikes. The land was cleared using slash and burn techniques and the town of Baygall was established. Zekar had hired no one to help in either the draining or the clearing and had never disclosed his secrets for completing the project. The land was populated by 50 tenants somewhat slowly. A few farmers were eaten by alligators, but the project overall was a success.

Two years ago, Zekar completed another 5,000 acre project. The new town was named Puxyville and 75 tenants moved in almost immediately although on slightly smaller lots. As the farmers started tilling the soil, they found many strange artifacts; from bricks to pottery; from daggers to swords; and occasionally from silver to gold in coins. Zekar, when he was available, did not know what to make of these old items, but he did send word to the duke as per their agreement.

One year ago, the duke dispatched Euchlistis, the court magician, and his apprentice Stackran to investigate the developments at Puxyville. Euchlistis found items similar to those discovered by the

farmers. A breakthrough occurred when Euchlistis unearthed tablets with writing. Using various spells, Euchlistis deciphered an alphabet and learned some interesting things about the people who had lived there.

Six months ago, Zekar found a shrine in the swamp he was draining. Zekar was awed by the incredible amulet set in the altar at the shrine. Zekar accidentally invoked the magical barriers which surrounded the shrine when he touched the altar. The guardians of the shrine, a huge pair of alligators, then attacked Zekar. Having no other recourse but hope since he was losing the fight with the alligators, Zekar grabbed the amulet set in the altar and was immediately possessed. The body of Zekar then sank into a catatonic state for 5 months. The amulet preserved Zekar's body although his mind withered.

One month ago, Zekar revived from his catatonic state and started carrying out the commands of the amulet. Zekar carried the amulet to Euchlistis and touched him with the amulet. The unsuspecting Euchlistis was instantly possessed. Euchlistis ordered his young apprentice, Stackran, who was unaware of the possession, to accompany them to the shrine in the swamp. Once at the shrine, Zekar placed a Gecko Amulet on Stackran and converted the boy into a lizardman. With Euchlistis enlisted as protection, the goals of the amulet were started. The first goal is the expansion of the swamp. This has been accomplished by diverting the river with a dam built using Zekar's powers. The second goal of the amulet is the destruction of the Herefords.

Three weeks ago, a boat going down stream encountered the dam while it was under construction. The crew of the boat were overpowered by the magic of Euchlistis. During the fight Stackran the lizardman was killed and his body was washed downstream. Euchlistis knew that they would need more lizardmen in order to accomplish the amulet's goals of enlarging the swamp and bringing the Herefords low. Thus, they decided to launch an attack on Puxyville to enlist recruits as soon as the dam was complete.

One week ago, with the dam complete, Euchlistis led the attack against Puxyville. The shock of strong magic and giant alligators from the shrine led to the capture or death of nearly all the of the puxyvillians. The villagers were converted into lizardmen except for the weak and elderly who were killed as food for the new lizardmen.

Yesterday, Zekar left a third of the puxyvillians lizardmen to occupy Puxyville and led another third to an attack neighboring Baygall. At the same time, Euchlistis led the remaining third to guard the dam. One of the lone survivors from the Puxyville raid, Veeres, stumbled into Baygall with warnings of giant alligators. Stackran the lizardman washes ashore near Duke Roan's castle.

WARNING

Note: There are npcs which have some statistics listed in parenthesis throughout this document. These npcs are expected to be possessed by a magic item during the course of the game. If the npc has not been possessed then **DO NOT** use the values listed in parenthesis.

WARNING

Encounter 1. Zuver Requests

Encounter Type: Informational

Encounter Description: A mage is sitting at a table. On the table you see a scroll tube, a thin leather case, two inch thick semicircular object wrapped in cloth.

Boon/Bane: Boon to talk with the mage.

Magic: The mage

Good/Evil: Good the mage

Legend, Person Lore: The mage is Zuver. The scroll tube contains a map of Zekar's swamp, and the cloth wrapped object is an stone Euchlistis needs for his archaeological work.

This encounter will be unsanctioned, but will allow the Loremaster to garner lore and conduct the draft. The Loremaster is approached by a mage, Zuver, who states that a fellow mage, Euchlistis, who works for a Duke Roan, as the court magician on a part time basis, is missing. Zuver has posted the notices for adventurers on behalf of the Loremaster in order to get the ball rolling. Zuver states that Euchlistis was doing archaeological work near Baygall and Puxyville for Duke Roan. Zuver thinks that Duke Roan is not aware of Euchlistis disappearance. If the Loremaster wants to know how Zuver knows Euchlistis is missing, Zuver should state that Euchlistis has not written in almost a month, and that Euchlistis would not abruptly cease correspondence unless something was decidedly wrong. Zuver asks the Loremaster to gather a team to find Euchlistis for Duke Roan. Zuver is reasonably sure that Duke Roan will pay the Loremaster and his band for finding Euchlistis. Zuver presents the Loremaster with a letter of introduction to Duke Roan, a map to Euchlistis' last known residence and excavation site, and a stone tablet wrapped in cloth. Zuver asks the Loremaster to give the stone tablet to the Euchlistis, once found, or to leave it with Duke Roan otherwise. Zuver can answer general questions concerning the map. If asked about the tablet, Zuver states that it is a relic from a culture which Euchlistis was researching at the time of his disappearance. Zuver has not had time to inspect the stone tablet other than to determine that it is nonmagical cryptogram which is not susceptible to SPEAK EASY. The tablet will be an essential element in entering a mausoleum during the game proper.

Zuver

Class/Level: Magic User 10th.

Alignment: Chaotic Good.

Life Points: 8/26/34.

Spell/Ability Points: 92, - 10 (DEFENSE Zuver), - 10 (STRONG ARM Zuver)

= 78.

Armor: 5 DEFENSE, + 5 RING OF PROTECTION = 10.

Damage: +5 STRONG ARM, +1 Proficiency, +2 Pt Weapon = 8.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: **N.R.** + 5 RING OF PROTECTION--ONCE A DAY.

Description: Zuver's life is wrapped around his archaeological work which is how he and Euchlistis became fast friends. Zuver is loyal to his friends and to those who help him, but he is still a businessman. Zuver has the annoying habit of discussing previous excavations whether the other party was there or not.

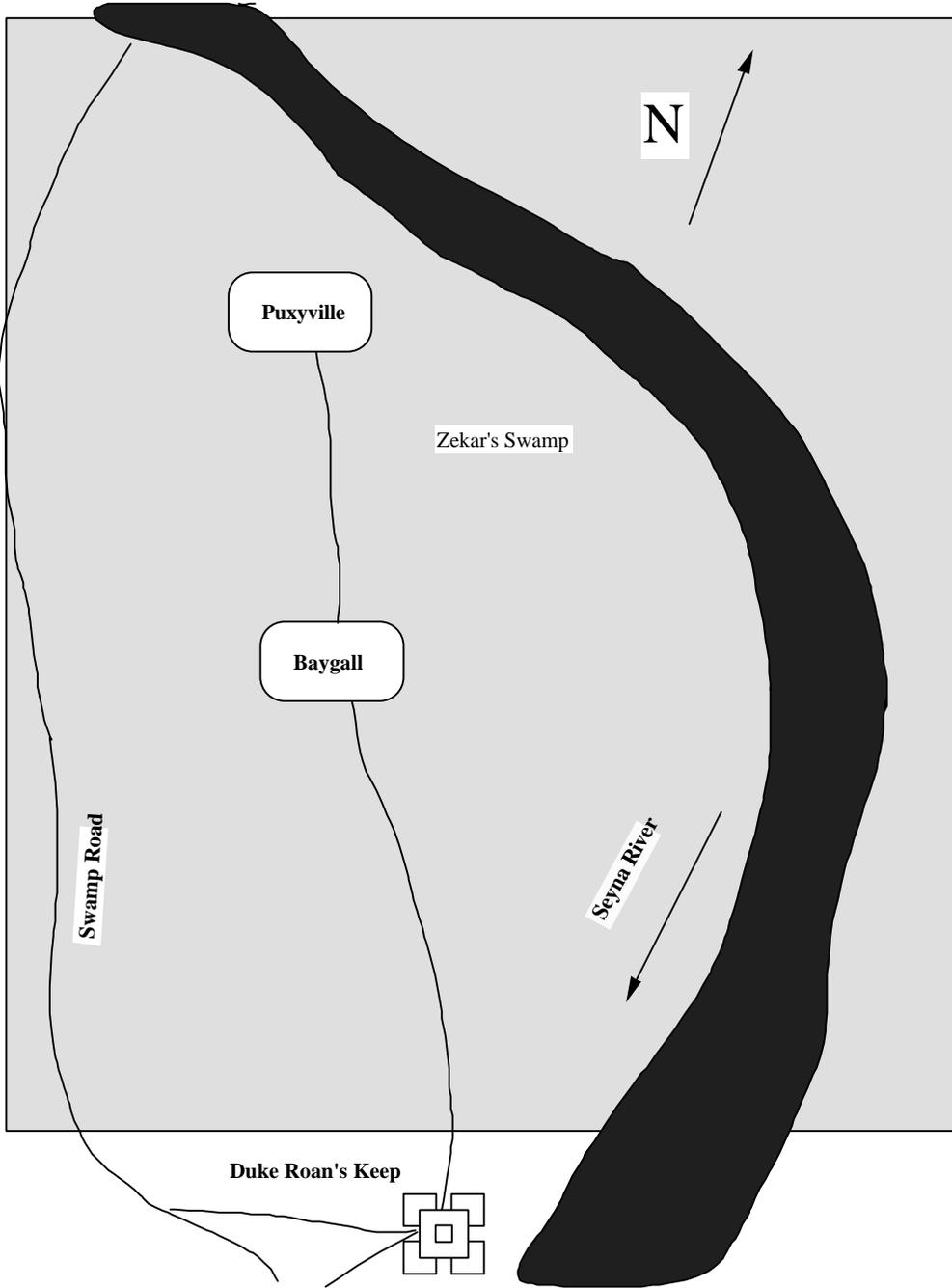
The following is the letter of introduction:"

Duke Roan,

On behalf of the this adventuring gentleman, I, Zuver, request that you allow him and his band the opportunity to venture into Zekar's Swamp. The purpose of this venture is to search for the mage Euchlistis who has been out of touch for a month. This group will naturally behave in a civil manner. If they are successful in finding Euchlistis, I suggest that you reward them for their efforts.

Cordially,

Zuver."



Encounter 2. Jethro the Armorer

Encounter Type: Informational, Commercial

Encounter Description: As you walk through town which surrounds the Duke's

keep, you see an open booth. The booth is manned by a fellow wearing green leather armor.

stocky

Boon/Bane: Boon to talk with the man.
Boon to buy the oil.
Boon to use the oil.

Magic: None.

Good/Evil: None.

Person Lore: Jethro is an honest armorer.

As the pcs head into the game they should meet Jethro, a friendly armorer, who makes armor and sells items on the side. Jethro is wearing scaly green leather armor which was made out of many alligators. Unfortunately he is out of armor, but he has some great oil which protects against the corrosion of swamp water and other foul side effects. The oil costs a mere 10 gp per application. The oil smells like swamp gas, but it performs as advertised. Jethro, in order to sweeten the deal, offers to apply the oil himself as he is an expert in its application. If the pcs have any leather they would like manufactured into suits, Jethro states that he can produce a good suit for a moderate price in just a few hours after the Duke's public audience today. Jethro also has many products made out of alligator hide, and in fact he is wearing alligator hide armbands. If queried, Jethro explains that alligators attack the farmers, the farmers kill the alligators and sell the hides. Jethro has lived in the area the past 20 years and can answer general questions concerning Zekar and his towns or anything else on the map from Zuver except for the excavation site. Jethro has never had any dealings with Euchlistis or Zuver. If the pcs mentions that they are headed into the swamp, Jethro warns them to watch out for crushing and poisonous snakes. After 15 minutes, Jethro states that he must close shop in order to attend the Duke's weekly public audience. Jethro has been summoned to do some maintenance on the Duke's plate mail after the audience is completed.

Jethro

Class/Level: Fighter 5th.

Alignment: Lawful Neutral.

Life Points: 5/26/34.

Spell/Ability Points: N/A.

Armor: 2 Leather -- Alligator Hide.

Damage: +1 Blade Sharp, +4 Prof., +3 Pt Weapon = 8.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: None.

Description: Jethro spent a number of years in the King's militia before setting up shop next to the Duke's Keep. He is a quiet type, but gets very excited and talkative when discussing his merchandise. However, Jethro takes apparent disinterest in his product descriptions somewhat personally, and will stop talking if the customer is not paying strict attention. Jethro is honest and does not lie or mislead.

Encounter 3. Audience with Duke Roan

3.a Charge to Baraza

Encounter Type: Informational

Encounter Description: After gaining entrance to the keep, you are escorted to the audience chambers to await the duke along with other villagers and Jethro. The chamberlain states that the Duke will be out shortly for his audiences. There are villagers seated in the hall including Jethro.

Boon/Bane: Boon to examine the lizardman body.
Boon to ask Jethro about the armbands.
Bane to annoy Baraza

Magic: Baraza and Duke Roan.

Good/Evil: None.

Person, Legend Lore: Lizardman was originally, Euchlistis' apprentice, Stackran.
Baraza and Duke Roan are at odds with one another although both are honorable men.

If the pcs have applied Jethro's oil to their armor (Note: The GM should signal the assembled npcs that they can smell the oil.), all the npcs, except Jethro, should comment about the foul breeze blowing in from the swamp. After the Duke enters, he calls forth Baraza, the captain of the guard. The Duke instructs Baraza to take the northeast road and discover the reason why the river level has dropped so dramatically. Before Baraza can be sent on his way, there is a commotion at the entrance to the hall. A villager drags in the decomposing body of Stackran the lizardman. The villager claims that he found the body in the river while he was fishing. The only item of note on Stackran are alligator hide armbands. These armbands have Jethro's mark on the underside. If questioned, Jethro states that that particular hide was brought in over a year ago. He remembers making several pairs of nice boots and chaps in addition to the armbands from the hide. Jethro does not remember to whom he sold the armbands. Nobody in the hall has any knowledge about the lizardman, but Duke Roan warns Baraza that the lizardman may have something to do with the drop in the river. Baraza states that he needs 10 knights to accompany him with such dangers on the road. The Duke states that Baraza may take 4 knights. The two argue heatedly, but Baraza finally agrees to accept 4 knights as his retinue. If any of the pcs ask to accompany Baraza, he rudely states that he does not need the 'help' of any more foreigners.

Duke Roan

Class/Level: Knight 8th.

Alignment: Lawful Neutral.

Life Points: 8/30/38.

Spell/Ability Points: 38, -7 STRENGTH III = 31.
Armor: PLATE = 3 **N.R.**
Damage: +3 STRENGTH III, +4 Pt Prof., +3 3 Pt Weapon = 13 Magic.
Special Attacks:
Special Defenses:
Gold: None.
Treasure: None.

Description: Duke Roan is a good hearted man who has the best of intentions and plans for his citizenenry. Duke Roan is depressed by being assigned to a backwater outpost after all of his daring accomplishment and success as a knight commander in the western portion of the Kingdom. Duke Roan does his best to ignore Baraza's barely hidden contempt, and make the best of a hopefully temporary assignment.

Baraza

Class/Level: Knight 7th.
Alignment: Lawful Neutral.
Life Points: 7/26/34.
Spell/Ability Points: 32.
Armor: PLATE = 3 **N.R.**
Damage: +3 STRENGTH III, +3 Prof., +2 3 Pt Weapon = 11 Magic.
Special Attacks:
Special Defenses:
Gold: None.
Treasure: None.

Description: Baraza is a hot tempered knight who toes the line on matters of honor, duty, and loyalty. This does not prevent Baraza from expressing his opinion of foreigners and palace fops which is low. Baraza takes any reference to his not being named Duke as an insult, and will challenge the offender to a duel unless the remark is immediately retracted.

3.b. Charge to Party

Encounter Type: Informational

Encounter Description: None required.

Boon/Bane: Boon to be polite.

Magic: Duke Roan.

Good/Evil: None.

Person Lore: Duke Roan is trustworthy.

After Baraza has left upon his mission and the body has been examined by one and all, the Duke orders the lizardman's body destroyed, reestablishes order, and continues with his audience. The Loremaster presents his letter of introduction. Duke Roan offers to pay the team 340 gps for the safe return of Euchlistis. As long as he is addressed politely, Duke Roan will discuss any subject for about 15 minutes except the lizardmen. The Duke thanks the Loremaster for his efforts, and brings the audience to a close and dismisses the band of adventurers.

Duke Roan

Class/Level: Knight 8th.

Alignment: Lawful Neutral.

Life Points: 8/30/38.

Spell/Ability Points: 38, -7 STRENGTH III = 31.

Armor: PLATE = 3 **N.R.**

Damage: +3 STRENGTH III, +4 Pt Prof., +3 3 Pt Weapon = 13.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: None.

Description: Duke Roan is a good hearted man who has the best of intentions and plans for his citizenenry. Duke Roan is depressed by being assigned to a backwater outpost after all of his daring accomplishment and success as a knight commander in the western portion of the Kingdom. Duke Roan does his best to ignore Baraza's barely hidden contempt, and make the best of a hopefully temporary assignment.

Encounter 4. Road to Baygall Is Bugged

Encounter Type: Problem Solving

Encounter Description: As you head down the road for Baygall the swamp becomes the only presence in the land. The air is unbelievably muggy. Lizards, frogs, and snails seem like the only thing that could inhabit the land. As time passes, the air grows more stale and humid, but in the distance a faint sound like buzzing can be heard. As you walk the buzzing grows slightly louder. The buzzing can not be pinpointed, but it continues to get louder. You notice being bitten by mosquitoes and deer flies. The number and intensity of bug bites increases along with the buzzing. Within minutes, the pcs are in a cloud of insects which is very painful and very loud.

Boon/Bane: Boon to drive off insects.
Boon to use Jethro's oil.
Bane to do nothing.

Magic: None.

Good/Evil: None.

Nature Lore: Insect swarm is lethal.

After the GM announces that pcs are in pain, he should begin timing. Each pc begins taking damage from the cloud of insects at the rate of one point every two minutes unless they have smeared themselves with Jethro's oil in which case damage accrues at the rate of one point per five minutes. The cloud can not be out run, but it can be held at bay with a CAMPFIRE or similar quantity of heat. INSECT BANE will protect the pc upon whom it is cast. If the pcs continue do nothing, the swarm eventually dissipates after 20 minutes. Spells with a large area of effect (FIREBALL) will hold the insects at bay if they are cast in the direction of the insects for 1 minute /level of the spell. If the insects have already descended upon the players then the area of effect spell must be cast upon the players in order to achieve the time reduction. Single target spells (LIGHTNING STRIKE, DEAD EYE, etc.) have no effect on the swarm as a whole. The wounds are too small and numerous to be bandaged. This is not a combat situation, thus no per combat spells are dispelled. Similarly, ENHANCE, PHYSICAL PROTECTION, DEFENSE, etc. will not prevent the insects from approaching.

Encounter 5. Hysterical Baygallian Survivor

Encounter Type: Informational

Encounter Description: A man breaks from the underbrush of the swamp on to the main road slightly ahead of the pcs. The man is hysterical, injured, winded, and unarmed.

Boon/Bane: Boon to stop the man.

Magic: None.

Good/Evil: None.

Person Lore: The man is Sonnels and is a Baygallian.

As the pcs recover from the insects and continue towards Baygall, He continues jogging up the road right through the pcs without speaking to them. If the pcs do nothing, then that is the end of the encounter. If the pcs restrain the man and finally snap him back into reality, the party can learn what happened at Baygall early this morning. The man is still very distraught and can not remember his own name (which is Sonnels.) Baygall was attacked by a band of lizardmen lead by Zekar. The village had been warned by Veers so a majority of the villagers escaped into the swamp en masse as the village was being overrun. The swamp was no refuge because the lizardmen pursued the baygallians into the swamp. The baygallians were either captured or cut down one by one as they fled into the swamp. Zekar was right on the heels of the lizardmen encouraging the baygallians to surrender. The hours and death went on and on, but finally the man escaped. Reliving the event causes the man to return to his hysterical state. If the man is bound he slips into a catatonic state and will not move or do anything for himself until unbound. If freed, the hysterical baygallian crashes back into the swamp and is never seen again.

Sonnels

Class/Level: Fighter 1st.

Alignment: Lawful Neutral.

Life Points: 3/10/18.

Spell/Ability Points: N/A.

Armor: 0.

Damage: 0.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: None.

Description: Sonnels was a happy dirt farmer who considered himself to be a land holder although he

still had 24 years worth of monthly payments to make. Sonnels was terrified of scaly things as a small child, and the lizardmen showing up have not done anything to improve that condition. When not reciting the attack upon Baygall, Sonnels may drift into problems about the weather, manure, rent, seed costs, etc., etc.

Encounter 6. Baygall

6.a. Veeres

Encounter Type: Informational

Encounter Description: As you approach Baygall, there is not a sound to be heard.

There are no bodies or fires, only empty houses. There are 15 houses, which are mainly shacks with earthen buttressing. There is one shack which is not open. There is a pedestal in the center of town.

Boon/Bane: Boon to talk to the man.

Magic: None.

Good/Evil: None.

Person Lore: The man is Veeres and is a Puxyvillian.

All of the open houses have been ransacked and have nothing of value except farming implements, clothing, and other mundane matters. The door to the closed shack is barricaded and must be broken down. Inside, lies the body of an unconscious man who has had his leg hacked off at the knee. If revived, the man will reveal that his name is Veeres and he is from Puxyville. Veeres can tell about the overwhelming attack delivered by Euchlistis, Zekar, and the giant alligators upon Puxyville. Veeres escaped through the swamp and arrived in Baygall before the attack of the puxyvillian lizard men, but his warning was to no avail as the attack followed shortly after his arrival. Veeres was slowed because of the high water level in the swamp. During the fight with the puxyvillian lizard men, Veeres noticed the transformation of unconscious or dead lizardmen into his fellow villagers. Veeres did not notice the Gecko Amulets which were recovered by Zekar after the fight.

Veeres

Class/Level: Fighter 5th.

Alignment: Lawful Neutral.

Life Points: 5/26/34 Max, 1/2/10 Currently.

Spell/Ability Points: N/A.

Armor: 2 Leather -- Alligator Hide.

Damage: +1 Blade Sharp, +4 Prof., +3 Pt Weapon = 8.

Special Attacks:

Special Defenses:

Gold: 1.

Treasure: None.

Description: Veeres spent a number of years in the King's militia before taking advantage the land sale in Puxyville. He is proud of being the most able fighter to reside in either Puxyville or Baygall. Veeres

thinks the land payments are too high, but realizes this is just about the only land for sale.

6.b. Baygallian Lizardmen

Encounter Type:	Fighting, Treasure
Encounter Description:	From the swamp you see a lizardmen emerging.
Boon/Bane:	Boon to fight lizardmen. Bane to kill lizardmen.
Magic:	Gecko Amulets worn by Lizardmen.
Good/Evil:	Evil Baygallian Lizardmen
Legend Lore:	Lizardmen are transformed Baygallians.

After Veeres has completed his tale of woe, Zekar returns from the swamp with the newly transformed baygallian lizardmen. Zekar has sent the puxyvillian lizardmen back to Puxyville. Zekar is hiding using CONCEALMENT in the swamp watching the lizardmen fight the never before encountered adventurers. Zekar will runaway from any situation that looks remotely negative and should not be captured or killed by the pcs at this encounter. Shortly after the fight is completed, the GM should whisper to any alert pc that they feel as if they are being watched, but can not determine the source of this feeling. Zekar should fade away to Puxyville by swamp paths. If any of the pcs are knocked unconscious, the lizardmen, if unhampered, drag the pc into the swamp where Zekar will convert them into lizardmen using the Gecko and Komodo amulets. Such transformed pcs will accompany Zekar back to Puxyville where they will attack the pcs. These pc lizardmen will revert back into human form after a fight if they are knocked unconscious or killed. Any unconscious or dead Baygallian lizardmen have reverted to their villager state by the end of the fight. The pcs may savvy and carry the Gecko amulets, but they are not recoverable treasure. If the pcs have applied Jethro's oil to their armor (Note: The GM should signal the assembled npcs that they can smell the oil.), all the npcs should comment about the foul breeze blowing in from the swamp. If more than half (round up) of the lizardmen are returned to a conscious villager state, the town votes to give the party a reward of 750 gps which is buried in the middle of town beneath a stone pedestal in a steel chest which has a class C lock. If Sonnels has been dragged to Puxyville, he will be counted as conscious and alive. Veeres will offer to lead the the villagers, if any are left, back to the castle even if he has to use a crutch. The villagers think this is a great idea. If all of the villagers are killed, Veeres, if he is still alive, wishes the pcs good luck and hobbles toward the castle. Veeres or any surviving villagers directs the party across a field where they will find the road to Puxyville, but they are warned to stay out of Euchlistis' old excavation site which is nearby. If questioned the npcs should state that Euchlistis told them to stay out or they would be in a lot of pain. Euchlistis stopped working on that site six months ago and relocated to Puxyville.

Baygallian Villagers

Class/Level: Fighters 1st.
Alignment: Lawful Neutral.
Life Points: 3/10/18.
Spell/Ability Points: N/A.
Armor: None = 0.
Damage: + 3 Pt Weapon, +1 Prof. = 4.
Special Attacks:
Special Defenses:
Gold: 1000 Town Treasure.
Treasure: None.

Description: The 6 Baygallians are happy dirt farmer who consider themselves to be a land holders although they still have 24 years worth of monthly payments to make. When not discussing the attack upon Baygall, the villager may drift into problems about the weather, manure, rent, seed costs, etc., etc.

Baygallian Lizardmen

Class/Level: Fighters 4th.
Alignment: Neutral Evil.
Life Points: 4/22/30, + 4 BATTLE FEVER = 4/26/34.
Spell/Ability Points: N/A.
Armor: +3 Enchanted Lizard Hide = 3.
Damage: + 3 Pt Weapon, +3 Prof. = 6.
Special Attacks:
Special Defenses: BATTLE FEVER.
Gold: None.
Treasure: Gecko Amulet.

Description: There are 6 lizardmen and they are all mean and hungry.

Zekar

Class/Level: Ranger 7th.
Alignment: Neutral (Neutral Evil).
Life Points: 7/26/34.
Spell/Ability Points:
Armor: CHAIN = 2.
Damage: (+4 STRONG ARM), +3 Prof., + 3 Pt Weapon = 6 (10).
Special Attacks:

Special Defenses:

Can not touch a bow.

Make 10*10' section of swampland farmable in a noncombat situation.

Create 3*3*3' block of granite in a noncombat situation.

Gold: None.

Treasure: 6 Gecko Amulets.

Description: Zekar gained innate powers to drain swamps and make blocks of granite in an adventure. Thus with these abilities Zekar returned to his homeland to earn the good life of land developer. Zekar is somewhat shortsighted about the effects his powers have, but that's not his problem. Zekar while possessed can not remember much of his former life and now serves the Komodo Amulet somewhat skilllessly, but as well as possible.

Gecko Amulet

Savvies

#1 The Gecko Amulet is the conduit for final change into a lizardman. The energy for conversion comes from the Komodo Amulet.

#2 If someone is wearing a Gecko Amulet after the command phrase is spoken by the holder of the Komodo amulet, the transformation into a lizardman takes 5 minutes and the wearer can do nothing until the transformation is complete.

#3 The transformation takes a week to become permanent unless if any of the following events occur:

- o the Gecko Amulet is removed from the lizardman
- o the lizardman is killed
- o the lizardman is knocked unconscious from wounds
- o the Komodo Amulet is destroyed
- o the Gecko Amulet is destroyed

The victim reverts back to normal although with the same number of life points, no spell points, etc., as at the the time of transformation.

#4 People who become lizardmen remember nothing from their time as lizardmen. Once the transformation has completed, the lizardmen are under the control of the possessed who is holding the Komodo Amulet.

Legend Lore

These items were manufactured by the Reptus 1200 years ago at the height of their power. A wearer of a Gecko Amulet can be transformed into a lizardman by the wielder of the Komodo Amulet who must issue a command. Once a week has passed as a lizardman then the transformation is permanent.

Encounter 7. Euchlistis' Excavation

- Encounter Type:** Problem Solving, Physical Challenge, Treasure
- Encounter Description:** You see a stone wall. There is a circular section of stone whose left half is missing and whose right half is covered with runes.
- Boon/Bane:** Boon to break and invoke the cryptogram.
- Magic:** Highbrow Headband and Hipwader Boots inside mausoleum. Mausoleum must be open in order to detect the magic.
- Good/Evil:** None.
- Legend Lore:** Invoking the runes gives access to an underground maze which guards the mausoleum of a Reptus' warlord.

When the pcs investigate, they will find an engraved rock which has a recess for the tablet Zuver gave the Loremaster. The tablet when read in a language the reader understands is an incantation for opening a secret stone portal nearby. The tablet is not susceptible to a SPEAK EASY. The portal opens only to the runic invocation and it does not radiate magic. The portal reveals an underground cavern with a maze of fire vines. The fire vines do 4 pts of damage per touch and can not be hacked out of the way. If the pcs complete the maze which is difficult and tortuous, they will find a locked mausoleum. The lock on the mausoleum is a D lock. The mausoleum contains a coffin which holds the treasurers of a Reptus' warlord and his body. The walls of the mausoleum are 1 foot thick thus REVEAL MAGIC will not reveal anything until the mausoleum is opened.

The translation and the original incantation are listed here side by side.

“	The root of your evil,	“	THE SPPU QH BRXU IZMP,
	The sum of your fears,		YMJ YAS VM GWCZ ONJAB,
	The nightmare of your dream,		DRO YTRSEXLCP AR LBHE RFSOA,
	The folly of your pride;		IWT VEBBO FW QGMJ IKBWX;
	Look at the soul,		LOOK CV XLI YUAR,
	Look at the heart,		TWWS KD FTQ VSOFH,
	Look at the dust,		BEEA SL NBY ZQOP,
	Look at the grave;		JMMI AT VJG KVEZI;
	Your soul is the evil,		YOUR VRXO OY CQN QHUX,
	Your heart is the fear,		NDJG ZWSJL DN RFC GFBS,
	Your dream is the dust,		CSYV KYLHT SC GUR TKIJ,
	Your pride is the grave;		RHINK LNEZA HR VJG LWFAJ;

To know the great unknown,	TO ORSA BPM SDQMF KDADEMD,
To enter the soulless void,	NI CLRCP VJG YUARRKYY FYSN,
To endure the eternal night,	HC WFVMJW PDA ETERNAL RMKLX,
To release the mortal coil;	BW DQXQMEQ JXU GILNUF AMGJ;
To pass the open door,	TO UFXX DRO DETC XIIL,
To walk the fiery maze,	SN AEPO CQN TWSFM FTSX,
To open the locked tomb,	RM RSHQ BPM YBPXRQ LGET,
To earn the sudden death. ”	QL GCTP AOL EGPPQZ UVRKY. “

To solve the cryptogram use the following rules:

- #1 For each new word after the first at the beginning of a stanza shift the original letter to the right by a set quantity. If this shifting to the right causes you to go past Z go the beginning of the alphabet and start shifting from there. E.g. if ‘NEW ZOO CAGES’ is the phrase and the shift is one the resulting phrase would be ‘NEW APP ECIGU’. Thus, the letters in ‘NEW’ are not shifted, the letters in ‘ZOO’ are shifted by 1, and the letters in ‘CAGES’ are shifted by 2.
- #2 The shift for stanza 1 is 1; The shift for stanza 2 is 2; The shift for stanza 3 is 3; The shift for stanza 4 is 4; The shift for stanza 5 is 5.

Stanzas 1 and 2 will be supplied to the Loremaster 30 days in advance of the game.

Highbrow Headband

Savvies

- #1 This headband functions as a 5 Pt Rechargeable Battery which may be recharged as often as the wearer desires. To extract point from the headband, the user with the headband in contact with his skull and his hands touching the headband uses the invocation: “I see N points coming off the bar.” N is the number of points. If the headband is bonded, only the owner may extract points. To insert points into the headband, the user with the headband in contact with his skull and his hands touching the headband uses the invocation: “I see N points going on the bar.” N is the number of points. Anyone may put points into the headband even if it is bonded.
- #2 While wearing the headband, the owner may bond with the item by using the invocation: “I see what I mean.”. Points stored in the battery may not used offensively against reptiles.

Legend Lore

The Highbrow Headband was manufactured by Reptus spellcasters over 1,200 years ago. It allows for the storage of five points although any points recovered from the headband may not be used against reptiles.

Gold Piece Value

1500 = 1500 (1990 Blue Book)

Hipwader Boots

Savvies

#1 These are +2 magic boots of protection. Both boots must be worn in order for the magic to be effective. If the owner has a leg cut off, he is not wearing both boots. While wearing the boots, the owner may bond with the item by using the invocation: "He died with his boots on!".

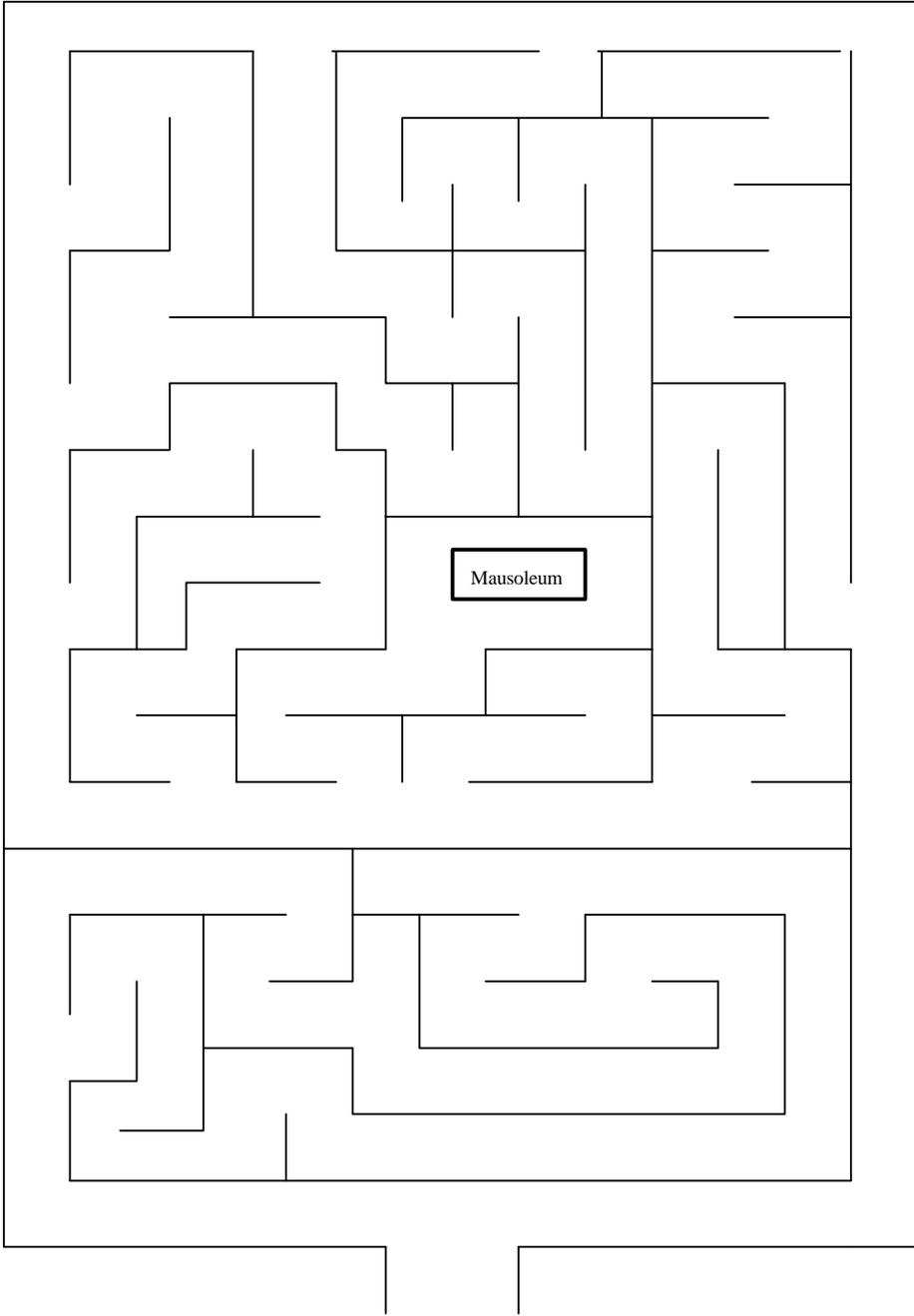
#2 The magic of the boots is not in effect if the owner is fighting reptiles. The magic of these boots causes the wearer to leave deep prints such that any nonranger may track the wearer. Any ranger examining prints from these boots will immediately know savvies #1 and #2.

Legend Lore

The Hipwader Boots were manufactured by Reptus spellcasters over 1,200 years ago from the hides of hundreds of just hatched alligators. It provides two points of protection although the magic of the boots is not in effect if the owner is fighting reptiles.

Gold Piece Value

4550 = 4550 (1990 Blue Book)



Encounter 8. Road to Puxyville Is Flooded

Encounter Type: Physical Challenge, Fighting

Encounter Description: As the you head toward Puxyville, you notice that the water level is beginning to to rise in the swamp. As time goes by, the water starts approaching the level of the road. After a bit, the water is level with the road and is apparently getting deeper. Finally the water is on the road, and there is no way to continue except to enter the water. The water grows from ankle, to knee to finally waist deep. You can see small turtles and fish swimming about them. You are having to fight for every forward foot of progress. Eventually the ground starts rising and the water level drops slowly.

Boon/Bane: Boon to use Jethro's oil.

Magic: None.

Good/Evil: None.

Nature Lore: The water in the swamp is harmful to armor.

Any armored character which has not applied the nonmagical protective oil which Jethro the Armorer was selling is minus one on armor while in water and the next proceeding combat. Once the water reaches waist deep, the pcs will drag heavy weights to simulate walking the flooded road. Once the ground starts rising, the pcs should stop dragging the weights at this point (Note: This distance should be approximately 100 yards and the weights will be 50 lbs per pc). Just as the pcs think there in the clear, a TIME FREEZE sounds. When play continues an anaconda is crushing the lead pc and a poisonous water snake has given the rearmost unarmored pc a TOXIN bite which does 5 pts of damage and cause the pc to start dry retching uncontrollably for five minutes. (Note: a water hose representing the anaconda, will be tied around the waist of the pc. Two Game staffers will try to pull the pc off the road and into deep water. Drowning rules will go into effect if the pc is held by the anaconda for more than five minutes. Knight STRENGTH will delay the onset of drowning for one minute per usage. The GM should inform the pc with the water snake bite during the TIME FREEZE of his condition.) If the other pcs try and kill the anaconda and hit the entrapped pc then the pc takes damage. The anaconda maybe unwound with some difficulty after it has been killed. If the pcs have applied Jethro's oil to their armor, it has washed out by the time the pcs leave the water such that not even a whiff of swamp gas remains. Finally, the road to Puxyville reemerges from the water and the pcs approach Puxyville.

Anaconda

Class/Level: Monster 5th.

Alignment: Neutral.

Life Points: 10/20/20.

Spell/Ability Points: N/A.
Armor: Leather = 1.
Damage: Crushing 2 pts / 6 seconds no defense.
Special Attacks:
Special Defenses:
Gold: None.
Treasure: None.
Description:

Encounter 9. Puxyville

9.a. Euchlistis' Cabin

Encounter Type: Informational, Treasure

Encounter Description: As you approach Puxyville, there is not a sound to be heard. There are no bodies or fires, only empty houses. There are 25 houses, which are mainly shacks with earthen buttressing. There is one shack which is not open. There is a pedestal in the center of town.

Boon/Bane: Boon to open the chest.
Boon to read the diary.

Magic: Ring of Ten Evil Eyes in chest.

Good/Evil: None.

Legend, Nature Lore: This is Puxyville.

As the pcs enter Puxyville, they will discover approximately 25 houses all of which are empty except for clothes, farming implements, and other domestic paraphernalia. The cabin of Euchlistis is the only locked building in Puxyville. Euchlistis' cabin has a chest which contains his magic items (7th Scroll ROCK TO MUD, Ring of Ten Evil Eyes) and diary. The chest is locked with a type B lock.

Ring Of Ten Evil Eyes

Savvies

#1 This ring casts ten first level DEAD EYE spells per day. Each DEAD EYE does 2 pts of damage. The owner dictates how many DEAD EYE's are used per invocation. This ring has ten eyes sketched into its surface. As DEAD EYES are used the eyes will close and will not reopen till the following day. The ring is activated using the invocation: "Stick a needle in your eye, and I sure hope you die! DEAD EYE N points." N is equal to twice the number of DEAD EYES invoked since each DEAD EYE does 2 pts of damage.

#2 The owner may bond with the ring using the invocation: "Heres mud in my eye." The ring only effects evil creatures. If the owner attempts to use the ring against neutral creatures nothings happens. If the owner attempts to use the ring against good creatures, nothing happens and the ring is useless for the remainder of the day.

Legend Lore

This ring was manufactured by a company of good mages who were concerned about their craft falling into the wrong hands. The rings does ten first level DEAD EYES per day which the user request several at a time. The ring is nonfunctional for the remainder of the day if the user attempts to use its powers against good creatures.

Gold Piece Value

$$2700 = 150/\text{pt} * 20 \text{ pts (1990 Blue Book)} * .90$$

Scroll of Rock To Mud

Savvies

#1 Casts ROCK TO MUD at 7th level.

Lore

This scroll casts ROCK TO MUD at 7th level.

Gold Piece Value

$$340 \text{ g.p.} = 340 \text{ g.p. (1990 Blue Book)}.$$

Euchlistis' Diary

Month 1

Duke Roan has sent me to Baygall to investigate the artifacts brought to the castle by Zekar on his last visit. I have decided to take Stackran with me as may be in the field a long time.

Month 2

Settled into a nice hut here in Baygall. The mayor is very nice although like the rest of the villagers they spend a great deal of conversation on the weather and manure. Still all in all it could be a lot worse. Stackran will never get his lessons straight. I've showed him how to detect magic until my arms hurt. I don't think he's got the knack. Maybe I could pawn him off on some druids.

Found more bricks, swords, clay shards, usual rubbish from long dead people. Still no clue as to who they were or what they were doing.

Month 3

Dig is progressing nicely but no additional information has surfaced. I think I will start a dig on the other side of the village away from where the villagers have been plowing. This may be a side track but I need some fresh clues if I am ever going to figure out the nature of these artifacts.

Month 4

The new dig site is a wonderful success!! I have discovered some finished walls which have some strange runes upon them. At least Stackran has been helpful shoveling dirt. I think he has begun to get the knack of detect magic. I guess I will tell those druids that the deal is off.

Month 5

The new dig site is miserably tantalizing. All those inscriptions about a secret door, but half the inscription, undoubtedly those with real instructions on opening the door, are missing. I have sent word to all my close associates to be on the look out for runes similar to those upon the door. If anybody can dig up something it will probably be Zuver. That crusty old devil has a knack for finding rare items.

Month 6

Highly depressed about my lack of success in finding the secret door. If this continued lack of progress keeps up, I will discontinue my dig here and relocate to Puxyville. God, I am sick of this damned swamp. How did I ever let Roan talk me into coming out here. Zekar passed through town yesterday. He declined my offer of dinner. He might actually have something to talk about other than manure, and the weather.

Month 7

Scenic Puxyville, the new surroundings have done my soul a world of good. Have settled into a nice little cabin. I think Stackran may actually be up to his first spell this year. Hopefully, the spell won't kill him. I don't want to explain that to his folks. This apprentice idea must be a curse or something.

Month 8

My digs have turned up similar swords, bricks, and other paraphernalia. I think I will take a break from daily routine and just goof off tomorrow. Maybe I will go wade in the swamp, or maybe not. Too many alligators, lizards, frogs and the like around here for my taste.

Month 9

No new developments archaeologically, but poor Stackran has taken a real setback. I must have pushed him a little too fast. He did manage to get a dead eye off, but the strain pushed him into a deep sleep from which he did not awake for three days. I nursed him like a mother would, I just hope he will be well. All this time on my hands has at least given me a chance to think. I believe that the people responsible for artifacts I've been finding are the Reptus. Those corrupt snake worshipping fiends who the Herefords destroyed 800 years ago. This swamp was probably the site of the final conflict between the two.

Month 10

Stackran is up to his old self I believe. So I have him helping me start a second dig here in Puxyville. A second dig in Baygall was very successful, perhaps we will have the same success here. Must send a letter to Zuver concerning my speculations on the Reptus in this area. Hopefully, it will give him some clues about finding outside information.

Month 11

Alas, history has not repeated itself. I am growing lonely in this swamp. Hopefully, Duke Roan will recall me once he sees how little progress has been made. Zuver has not written and none of my other contacts have provided any additional information. Stackran has just announced that Zekar would like to speak to with me about matters of great importance. I hope he has some information relating to the Reptus.

9.b. Puxyvillian Lizardmen

Encounter Type:	Fighting, Restorative
Encounter Description:	From the swamp you see a lizardmen emerging.
Boon/Bane:	Boon to kill lizardmen. Boon to spend the night in the cabin.
Magic:	None
Good/Evil:	Evil Puxyvillian Lizardmen
Legend Lore:	Lizardmen are transformed Puxyvillians.

An immediate attack by lizardmen occurs after the pcs have completed their investigation of Euchlistis' cabin. Again, Zekar is hiding in the swamp using CONCEALMENT, and the lizardmen should follow the same tactic of dragging unconscious pcs to Zekar for conversion into lizardmen. Any pc lizardmen which are killed in this encounter revert to normal but dead, and any pc lizardmen knocked unconscious revert to normal but unconscious and wounded. Shortly after the fight is completed, the GM should whisper to any alert pc that they feel as if they are being watched, but can not determine the source of this feeling. Zekar should move off to his encampment at this point. Once again, Zekar will runaway from any situation that looks remotely negative and should not be captured or killed by the pcs at this encounter. The only lizardmen which will revert to a human state are pcs who were captured from the Baygall encounter. Any pc lizardmen converted at this encounter should reappear at the shrine with Zekar. Too much time has elapsed for the other lizardmen to revert. Once the party has finished the battle, they will notice a large trampled down section of bush which is actually a trail. Unfortunately night is falling and it is too dark to follow the trail. The pcs should sleep the night at this point and the GM should ask them where they plan to sleep. The pcs regain all of their life and ability points should they spend the night in a closed cabin. If the pcs spend the night in the open, they are endlessly harassed by bugs and regain only half of their life and spell points.

Zekar

Class/Level:	Ranger 7th.
Alignment:	Neutral (Neutral Evil).
Life Points:	7/26/34.
Spell/Ability Points:	
Armor:	CHAIN = 2.
Damage:	(+4 STRONG ARM), +3 Prof., + 3 Pt Weapon = 6 (10).
Special Attacks:	
Special Defenses:	

Can not touch a bow.

Make 10*10' section of swampland farmable in a noncombat situation.

Create 3*3*3' block of granite in a noncombat situation.

Gold: None.

Treasure: 6 Gecko Amulets.

Description: Zekar gained innate powers to drain swamps and make blocks of granite in an adventure. Thus with these abilities Zekar returned to his homeland to earn the good life of land developer. Zekar is somewhat shortsighted about the effects his powers have, but that's not his problem. Zekar while possessed can not remember much of his former life and now serves the Komodo Amulet somewhat skilllessly, but as well as possible.

Puxyvillian Lizardmen

Class/Level: Fighters 4th.

Alignment: Neutral Evil.

Life Points: 4/22/30, + 4 BATTLE FEVER = 4/26/34.

Spell/Ability Points: N/A.

Armor: +3 Enchanted Lizard Hide = 3.

Damage: + 3 Pt Weapon, +3 Prof. = 6.

Special Attacks:

Special Defenses: BATTLE FEVER.

Gold: None.

Treasure: None.

Description: There are 7 lizardmen and they are all mean and hungry.

Encounter 10. Zekar's Camp

Encounter Type: Trap, Treasure

Encounter Description: As you enter the clearing you see a lean-to and an unlit campfire.

Boon/Bane: Boon to check for traps.
Boon to dig in campfire.

Magic: None.

Good/Evil: None.

Nature, Legend Lore: This is Zekar's lean-to, but he has not lived here in 6 months.

This trail is ridiculously easy to follow. Any ranger will be able to determine that the trail was made by extremely large alligators within 7 to 10 days. Zekar's and Euchlistis' footprints were erased by the trailing alligators as they traveled to attack Puxyville. A ranger will also be able to note that the tracks are in both directions. A brief glance will not determine how many alligators were present, but 5 minutes of careful study will reveal that there were only two specimens and that the male is missing a toe on the forward left foot. The party follows the trail for a good distance away from Puxyville until they reach Zekar's encampment. The encampment consists mainly of a lean-to and very old campfire. A ranger will be able to note that no one has used the lean-to or campfire for 5 or 6 months. Zekar is once again hiding in the woods using CONCEALMENT while watching the PITFALL he recently set at the entrance to the lean-to. Shortly after the PITFALL (14 pts) is sprung or discovered, the GM should whisper to any alert pc that they feel as if they are being watched, but can not determine the source of this feeling. Zekar will runaway from any situation that looks remotely negative and should not be captured or killed by the pcs at this encounter. The party will be able to find a metal chest buried beneath the campfire which has 500 gps. The chest has a type D lock.

Zekar

Class/Level: Ranger 7th.

Alignment: Neutral (Neutral Evil).

Life Points: 7/26/34.

Spell/Ability Points:

Armor: CHAIN = 2.

Damage: (+4 STRONG ARM), +3 Prof., + 3 Pt Weapon = 6 (10).

Special Attacks:

Special Defenses:

Can not touch a bow.

Make 10*10' section of swampland farmable in a noncombat situation.

Create 3'3'3' block of granite in a noncombat situation.

Gold: None.

Treasure: 6 Gecko Amulets.

Description: Zekar gained innate powers to drain swamps and make blocks of granite in an adventure. Thus with these abilities Zekar returned to his homeland to earn the good life of land developer. Zekar is somewhat shortsighted about the effects his powers have, but that's not his problem. Zekar while possessed can not remember much of his former life and now serves the Komodo Amulet somewhat skilllessly, but as well as possible.

Encounter 11. Shrine in the Swamp

11.a. Altar

Encounter Type: Treasure, Trap

Encounter Description: In the clearing ahead you see an altar surrounded by 10 stone pylons.

Boon/Bane: Boon to lift the altar top.

Magic: The altar, Snake Oil inside the altar.

Good/Evil: Evil the altar.

Religion Lore: The altar was a major artifact of the Reptus.

The alligator trail continues on the other side of Zekar's encampment and heads into the deepest section of the swamp. As the pcs follow the trail, the number and intensity of swamp animals increases. Small alligators are visible in the distance. Frogs, lizards, and snails underfoot are being squished in a smelly and wet manner. There are no signs of giant alligators. The trail continues for some distance. Finally, a clearer spot in the swamp appears just as the alligator prints become untrackable. In this clearing, can be seen an oval (50' * 30') collection of stone pylons (ten total) surrounding an altar. The layout of the pylons might remind pcs of a alligator's jaw. The altar radiates magic although the pylons do not. The pylons do not show any mark of wear. The pylons are set in the ground more than 2 feet deep. Upon touching the altar by a conscious pc, an invisible barrier should come into existence. (Note: The GM should not directly instruct the players to gather around the altar either by sign or sound, but should induce as many players to come as close to the altar as possible by standing right next to and placing his clipboard upon the altar if the pcs are hesitant about approaching.) The boundary of the barrier is defined by the stone pylons and it is approximately 10 feet high, 2 feet deep, floored, and domed. The barrier is impenetrable to to melee and magic for those affected. The barrier is two-way permeable to true believers of the Reptus' god, those possessed by the Komodo Amulet, and lizardmen. No instant conversions are permitted. Pcs on the outside of the pylon perimeter may enter, but those on the inside may not leave. The altar top lifts up and off to reveal a glass jar with a two headed snake wrapped around the jar. The snake has a red and a black head. The altar top is so heavy that in order to lift it, four pcs of normal strength or two pcs with magical strength (STRENGTH, STRONG ARM, etc.) are necessary. The two headed snake will bite and poison any pc without gloves or armor although it can be tamed by feeding it crickets. The glass jar contains Snake Oil.

Two Headed Snake

Nature, Legend Lore

The red head produces a serum which is equivalent to NEUTRALIZE POISON once per day.

The black head produces a serum which is equivalent to VENOM once per day. The serum, if milked from the snake, does not remain potent. The snake is not strong enough to bite through armor or gauntlets. The snake lives on a diet of strictly crickets if it is taken from the confines of the altar. The snake will not attempt to VENOM characters who feed it regularly. The snake will die if either head is cut off, or it takes more than two points of damage.

Gold Piece Value

2000 = 1000 (1990 Blue Book) + 1000 (1990 Blue Book)

Snake Oil

Savvies

#1 This oil once applied to an individual seeps into the skin and acts to reduce magical area of attacks by 5 pts once per day when the owner wills it or goes unconscious from area magical damage. There is one application which is permanently absorbed. This salve causes green scales to grow on the users torso, legs and arms, but not on his face or hands. The scales are permanent and grow like normal snake scales. The user is not a reptile, but has reptile features.

#2 The user may cause his scales to shed for 1 hour by invoking the phrase: "I feel like a horned toad tonight." At the end of the hour, the scales have returned. This phrase may be invoked once per game day. The magic of the oil is not effective if the user is fighting reptiles.

Legend Lore

This Snake Oil was manufactured by Reptus spellcasters over 1,200 years ago. It confers 5 pts of protection versus magical area of attacks. The oil also grants the user some reptilian features.

Gold Piece Value

1500 = 1500 (1990 Blue Book)

Nonrecoverable Magic Items

Reptus Altar

#1 The Reptus Altar grants immortality to reptiles who are within the pylon perimeter (50'*30').

#2 The Reptus Altar creates a barrier once per day which lasts for a short period of time in order to protect itself from the ravages of nonbelievers.

Legend, Religion Lore

The cult worshippers of reptiles performed profane and obscure rites upon this altar. The altar grant immortality to reptiles which are in close proximity to the altar.

11.b. Zekar and Alligators

Encounter Type:	Informational, Fighting
Encounter Description:	Emerging from the swamp on one side of the altar is a man and two giant alligators, and from the other side of the altar a man emerges from the swamp.
Boon/Bane:	Boon to skin alligators.
Magic:	Zekar, Euchlistis.
Good/Evil:	Evil Zekar, Euchlistis.
Person Lore:	Zekar and Euchlistis are possessed by the Komodo Amulet.

After the pcs have invested the altar, one of three situation will exist: A) The pcs are all trapped inside the barrier; B) One or two pcs are outside of the barrier; C) More than two pcs are outside the barrier.

For situation A: Zekar will walk up on one side of the barrier and Euchlistis and the giant alligators on the other. Zekar and Euchlistis ignore all commentary from the pcs. Euchlistis denounces Zekar for his failure to deal with the adventurers and takes possession of the Komodo Amulet. Euchlistis says that at least they will be able to get a few more lizardmen out of the deal. Euchlistis starts to tell Zekar that they should now destroy or convert the pcs when he is interrupted by a mental signal. Euchlistis tells Zekar that a knight, who is approaching the dam, must be dealt with and promptly departs.

For situation B: If there are two or fewer pcs outside of the pylon boundary before the barrier is discovered, Euchlistis disposes of said pcs with a CRASH TIME or similar effect (pcs so effected will be dealt with after all other pcs). Euchlistis, Zekar, and the giant alligators should then carry on as described in situation A.

For situation C: Zekar and the alligators should attack without Euchlistis and without a speech. In such an event, Zekar would have given the Komodo Amulet to Euchlistis. If the pcs are outside of the pylon boundary and serendipitously move inside, then Euchlistis may approach and summon Zekar from the fray and tell him that he is going to the dam to intercept a knight.

After the fight, if the pcs examine the alligators they will notice that they are incredibly difficult to pierce. If the pcs skin the alligators, Jethro will be able to manufacture a suit of +2 mundane leather for a small fee of 350 gps. Jethro will be honest as to the value and nature of the leather can produce. The leather maybe dyed if the wearer does not like green, but it will always be scaly. If the leather is not manufactured by Jethro, it only has a value of 40 gps and it confers no special benefits. If Zekar is captured, he will try any story in the book to get free. Zekar's stories include; attempt to proffer imaginary magic items for his freedom, attempt to

hire the pcs, tell the pcs the horrible injustice the Herefords reeked upon the Reptus years ago. Zekar will continuously look for an opportunity to escape and hook up with Euchlistis. In all cases, Euchlistis will PHASEOUT and runaway from any situation that looks remotely negative and should not be captured or killed by the pcs at this encounter. The barrier collapses after 15 minutes and the pcs follow Euchlistis' trail to the dam.

Zekar

Class/Level: Ranger 7th.

Alignment: Neutral (Neutral Evil).

Life Points: 7/26/34.

Spell/Ability Points:

Armor: CHAIN = 2.

Damage: (+4 STRONG ARM), +3 Prof., + 3 Pt Weapon = 6 (10).

Special Attacks:

Special Defenses:

Can not touch a bow.

Make 10'*10' section of swampland farmable in a noncombat situation.

Create 3'*3'*3' block of granite in a noncombat situation.

Gold: None.

Treasure: 6 Gecko Amulets.

Description: Zekar gained innate powers to drain swamps and make blocks of granite in an adventure. Thus with these abilities Zekar returned to his homeland to earn the good life of land developer. Zekar is somewhat shortsighted about the effects his powers have, but that's not his problem. Zekar while possessed can not remember much of his former life and know serves the Komodo Amulet somewhat skilllessly, but as well as possible.

Euchlistis

Class/Level: Mage 8th.

Alignment: Chaotic Good (Neutral Evil).

Life Points: 8/22/30.

Spell/Ability Points: 72, -8 (STRONG ARM Euchlistis),
-8 (STRONG ARM Zekar), -4 (DEFENSE Euchlistis),
= 52.

Armor: +4 DEFENSE = 4.

Damage: +4 STRONG ARM, +1 Proficiency, + 2 Pt Weapon = 7.

Special Attacks:

Uses CRASH TIME only at the altar.

Will not inflict damage during this encounter.

Special Defenses:

Gold: None.

Treasure: Komodo Amulet.

Description: Euchlistis' life is wrapped around his archaeological work which is how he and Zuver became fast friends. Euchlistis is loyal to his friends and to those who help him, but he is still a businessman. Euchlistis has the annoying habit of discussing previous excavations whether the other party was there or not. Euchlistis while possessed has his personality suppressed but undamaged as Zekar was when he took possession of the Komodo Amulet. Euchlistis uses his skill to convert opponents or destroy them if they are too dangerous.

Giant Alligators

Class/Level: Monster 8th.

Alignment: Neutral.

Life Points: 10/40/40.

Spell/Ability Points: N/A.

Armor: +10 Enchanted Lizard Hide = 10.

Damage: Snout Ramming/Teeth = 8.

Tail Whip = 4.

Special Attacks:

Special Defenses: Immune to ANIMAL TAMING.

Gold: None.

Treasure: Hides manufacturable into +2 Mundane Leather.

Description:

Giant Alligator Leather

Nature, Legend Lore

The alligators, from which this leather is cut, have had a life span of some 800 years. This extended life span was the result of living in close proximity to the altar. Although this leather is nonmagical, it has the equivalent strength of plate mail (i.e. it is +2 mundane leather). The magic from the altar has also produced the side effect that if the leather is submerged in salt water for 5 minutes that it will disintegrate. If the suit is splashed with salt water which does not directly lead to suit disintegration, the suit will offer no more protection than normal leather until it has been MENDED.

Gold Piece Value

3010 = 3360 (1990 Blue Book) - 350 (construction cost)

(Suit disintegrates when immersed in salt water for 5 minutes and degrades to leather when splashed with salt water. Frequency = Rarely, Severity = Great)

Encounter 12. Blowout at the Dam

12.a. More Puxyvillian Lizardmen

Encounter Type: Fighting

Encounter Description: As the pcs approach the dam, they can hear the last strands of combat. As the pcs arrive on the scene, they can see Baraza and Euchlistis on horseback heading southwest on the road at a gallop, a group of lizardmen coming at them, Baraza's knight retinue dead upon the ground, and a boat beached next to the dam.

Boon/Bane: Boon to kill the Lizardmen.

Magic: None.

Good/Evil: Evil Puxyvillian Lizardmen.

Legend Lore: Lizardmen are transformed Puxyvillians.

The lizardmen attack the pcs. The lizardmen do not attempt to take prisoners, and none revert to human form if knocked unconscious or killed.

There is nothing recoverable from the bodies of the four knights.

Puxyvillian Lizardmen

Class/Level: Fighters 4th.

Alignment: Neutral Evil.

Life Points: 4/22/30, + 4 BATTLE FEVER = 4/26/34.

Spell/Ability Points: N/A.

Armor: +3 Enchanted Lizard Hide = 3.

Damage: + 3 Pt Weapon, +3 Prof. = 6.

Special Attacks:

Special Defenses: BATTLE FEVER.

Gold: None.

Treasure: None.

Description: There are 7 lizardmen and they are all mean and hungry.

12.b. The Boat

Encounter Type: Treasure

Encounter Description: You see a boat.

Boon/Bane: Boon to enter the boat.
Boon to use the boat.
Boon to destroy the dam.
Boon to use the scroll ROCK TO MUD.

Magic: None.

Good/Evil: None.

Nature, Legend Lore: The crew of the boat was killed by Euchlistis, Zekar and Stackran the lizardman 3 weeks ago. Zekar has been damming the river through the creation of stone blocks.

If the pcs take the boat, then it must be pushed into the water 10 feet if the dam is intact or 50 feet if the dam is not. (Note: A large cardboard cut out will be tied to the side of van or truck which will indicate the boat. The truck/boat will actually drive the pcs close to the Duke's castle.) If the pcs try to push the boat to the other side of the dam, they discover that there is not enough water for the boat to float down stream. The dam may be destroyed with the ROCK TO MUD scroll. Physical and magical damage (approximately 1,000,000 pts) will result in the destruction of the dam but to late to save Duke Roan from being possessed (same result as if the pcs had traveled by road). If the dam is destroyed, the river is thick with mud and moves like a rapid. The boat if searched has a chest with a type D lock which contains 499 gps. The pcs will note that there are many scorch marks about the boat. Euchlistis fireballed the crew to death. The pcs may proceed back to the castle by one of two methods. The first, preferred, and superior method is to destroy the dam and ride the boat down river and disembark near the castle (Use 13a, DO NOT use 13b). The second, unpreferred, and inferior method is to follow the road back to the castle (Use 13b, DO NOT use 13a).

Encounter 13. Back to the Duke's Castle

The pcs may go back to the Duke's castle by either the road or the boat but not both.

13.a. By Boat

Encounter Type: Fighting, Treasure

Encounter Description: After a half day, the pcs can see the spires of the castle in the distance. The boat is easy to stop on the bank. The pcs have a short walk to the castle. As the pcs debark, they can see Euchlistis and Baraza ride up to the castle. The castle guard (6 knights) is present, and have not permitted the duo an immediate entrance into the keep.

Boon/Bane: Boon to stop Baraza and Euchlistis.

Boon to explain events to the castle guard.

Magic: Baraza, Euchlistis.

Good/Evil: Evil Baraza, Euchlistis, Lizardmen.

Person Lore: Baraza and Euchlistis are going to possess the Duke.

Euchlistis demands an immediate audience with the duke. If the pcs threaten either Euchlistis or Baraza, then Baraza orders the castle guard, which complies, to destroy the adventurers. If fighting breaks out Euchlistis fights as hard as possible, but phases out at the last possible instance. Baraza fights to the death and if captured uses any deception to escape and hook up with Euchlistis. If the pcs try to reason with the castle guard, half fight with Baraza and half against. That is to say, the guard fights itself (with Baraza's contingent fighting the pcs when possible) and gets in the way of the pcs while Baraza and Euchlistis (with the Duke's contingent fighting Baraza and Euchlistis when possible) behave as previously described. After the pcs have healed themselves from thier battle with Baraza and Euchlistis a group of four lizardmen attack. After the pcs win, the Duke appears and demands an explanation. The Duke thanks the pcs for restoring the river to health and rewards the pcs with a chest of 340 gps.

Duke Roan

Class/Level: Knight 8th.

Alignment: Lawful Neutral.

Life Points: 8/30/38.

Spell/Ability Points: 38, -7 STRENGTH III = 31.

Armor: PLATE = 3 **N.R.**

Damage: +3 STRENGTH III, +4 Pt Prof., +3 3 Pt Weapon = 13 Magic.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: None.

Description: Duke Roan is a good hearted man who has the best of intentions and plans for his citizenry. Duke Roan is depressed by being assigned to a backwater outpost after all of his daring accomplishment and success as a knight commander in the western portion of the Kingdom. Duke Roan does his best to ignore Baraza's barely hidden contempt, and make the best of a hopefully temporary assignment.

Baraza

Class/Level: Knight 7th.

Alignment: Lawful Neutral (Neutral Evil).

Life Points: 7/26/34.

Spell/Ability Points: 32.

Armor: PLATE = 3 **N.R.**

Damage: (+4 STRONG ARM), +3 Prof., +2 3 Pt Weapon
= 8 (12) Magic.

Special Attacks: May use 6 NO DEFENSE BLOWS, but no more than
2 per any pc.

Special Defenses:

Gold: None.

Treasure: None.

Description: Baraza is a hot tempered knight who toes the line on matters of honor, duty, and loyalty. This does not prevent Baraza from expressing his opinion of foreigners and palace fops which is low. Baraza takes any reference to his not being named Duke as an insult, and will challenge the offender to a duel unless the remark is immediately retracted.

Euchlistis

Class/Level: Mage 8th.

Alignment: Chaotic Good (Neutral Evil).

Life Points: 8/22/30.

Spell/Ability Points: 72, -8 (STRONG ARM Euchlistis),
-8 (STRONG ARM Baraza), -4 (DEFENSE Euchlistis) = 52.

Armor: +4 DEFENSE = 4.

Damage: +4 STRONG ARM, +1 Proficiency, + 2 Pt Weapon = 7.

Special Attacks: Cast only the following spells but not on the same pc:

AUTOCAST LIGHTNING STRIKE 24 PTS

5 SECOND KNOCKDOWN

LIGHTNING STRIKE 24 PTS 5 SECOND KNOCKDOWN

LIGHTNING STRIKE 24 PTS 5 SECOND KNOCKDOWN

Now target the castle guards:

FIREBALL 24 PTS 5 SECOND KNOCKDOWN

FIREBALL 24 PTS 5 SECOND KNOCKDOWN

Cast and taunt the players:

PHASEOUT

Special Defenses:

Gold: None.

Treasure: Komodo Amulet.

Description: Euchlistis' life is wrapped around his archaeological work which is how he and Zuver became fast friends. Euchlistis is loyal to his friends and to those who help him, but he is still a businessman. Euchlistis has the annoying habit of discussing previous excavations whether the other party was there or not. Euchlistis while possessed has his personality suppressed but undamaged as Zekar was when he took possession of the Komodo Amulet. Euchlistis uses his skill to convert opponents or destroy them if they are too dangerous.

Baraza's Knights

Class/Level: Knight 3rd.

Alignment: Lawful Neutral.

Life Points: 3/14/22.

Spell/Ability Points: 16 - 1 STRENGTH I = 15.

Armor: CHAIN = 2 **N.R.**

Damage: +1 3 Pt Weapon, +2 Prof., + 1 STRENGTH I = 7 Magic.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: None.

Description: There are 3 knights.

Duke Roan's Knights

Class/Level: Knight 3rd.

Alignment: Lawful Neutral.

Life Points: 3/14/22.

Spell/Ability Points: 16 - 1 STRENGTH I = 15.

Armor: CHAIN = 2 **N.R.**
Damage: +1 3 Pt Weapon, +2 Prof., + 1 STRENGTH I = 7 Magic.
Special Attacks:
Special Defenses:
Gold: None.
Treasure: None.
Description: There are 3 knights.

Puxyvillian Lizardmen

Class/Level: Fighters 4th.
Alignment: Neutral Evil.
Life Points: 4/22/30, + 4 BATTLE FEVER = 4/26/34.
Spell/Ability Points: N/A.
Armor: +3 Enchanted Lizard Hide = 3.
Damage: + 3 Pt Weapon, +3 Prof. = 6.
Special Attacks:
Special Defenses: BATTLE FEVER.
Gold: None.
Treasure: None.
Description: There are 4 lizardmen and they are all mean and hungry.

13.b. By Road

Encounter Type: Fighting, Treasure

Encounter Description: After a half day, the pcs can see the spires of the castle in the distance. As the pcs approach, they can see Euchlistis, Baraza, and Duke Roan leaving the castle together.

Boon/Bane: Boon to stop Baraza and Euchlistis.
Bane to believe Duke Roan.

Magic: Baraza, Euchlistis.

Good/Evil: Evil Baraza, Duke Roan, Lizardmen.

Person Lore: Baraza and the Duke are possessed.

If the pcs take the road, then Baraza and Euchlistis have managed to possess the Duke. Euchlistis has left the castle and taken the lizardmen with him and long since left the game. As the pcs advance on the castle, Baraza and the Duke are walking out of the castle. If the pcs are amenable to discussion, the Duke explains that the pcs are confused about Euchlistis' condition. The Duke thanks the pcs for their efforts, throws a bag with 30 gps at the Loremaster's feet, and asks them to clear out of the province before sundown. If the pcs refuse or hostilities break out, Baraza and Duke Roan fight to the death and if captured uses any deception to escape and hook up with Euchlistis. If the pcs manage to rescue the Duke by knocking him to unconsciousness, he thanks the pcs for their efforts and invites the pcs to enjoy the hospitality of the keep. After the pcs have healed themselves from thier battle with Baraza and Duke Roan a group of four lizardmen attack.

Duke Roan

Class/Level: Knight 8th.

Alignment: Lawful Neutral (Neutral Evil).

Life Points: 8/30/38.

Spell/Ability Points: 38, -7 STRENGTH III = 31.

Armor: PLATE = 3.

Damage: +3 STRENGTH III, +4 Pt Prof., +3 3 Pt Weapon = 13.

Special Attacks: May use 2 DOUBLE DAMAGE BLOWS , but no more than

1 per any pc.

May use 1 NO DEFENSE BLOWS, but no more than

1 per any pc.

Special Defenses:

Gold: None.

Treasure: None.

Description: Duke Roan is a good hearted man who has the best of intentions and plans for his citizenry. Duke Roan is depressed by being assigned to a backwater outpost after all of his daring accomplishment and success as a knight commander in the western portion of the Kingdom. Duke Roan does his best to ignore Baraza's barely hidden contempt, and make the best of a hopefully temporary assignment.

Baraza

Class/Level: Knight 7th.

Alignment: Lawful Neutral (Neutral Evil).

Life Points: 7/26/34.

Spell/Ability Points: 32.

Armor: PLATE = 3.

Damage: (+4 STRONG ARM), +3 Prof., +2 3 Pt Weapon = 8 (12).

Special Attacks: May use 6 NO DEFENSE BLOWS, but no more than
2 per any pc.

Special Defenses:

Gold: None.

Treasure: None.

Description: Baraza is a hot tempered knight who toes the line on matters of honor, duty, and loyalty. This does not prevent Baraza from expressing his opinion of foreigners and palace fops which is low. Baraza takes any reference to his not being named Duke as an insult, and will challenge the offender to a duel unless the remark is immediately retracted.

Puxyvillian Lizardmen

Class/Level: Fighters 4th.

Alignment: Neutral Evil.

Life Points: 4/22/30, + 4 BATTLE FEVER = 4/26/34.

Spell/Ability Points: N/A.

Armor: +3 Enchanted Lizard Hide = 3.

Damage: + 3 Pt Weapon, +3 Prof. = 6.

Special Attacks:

Special Defenses: BATTLE FEVER.

Gold: None.

Treasure: None.

Description: There are 7 lizardmen and they are all mean and hungry.

Encounter 14. Zuver Returns

Encounter Type: Restorative, Commercial

Encounter Description:

Boon/Bane: Boon to talk with Zuver.
Boon to talk with Jethro.
Boon to let Jethro make the armor.

Magic: Zuver.

Good/Evil: Good Zuver.

Person Lore: This is the mage Zuver.

After the events at the castle have resolved themselves, Zuver appears on the scene. Zuver offers to read one shot scrolls of LIFESPARK and REGENERATE if the pcs require such. Zuver inquires whether the Loremaster was able to deliver the tablet to Euchlistis. Zuver asks for the tablet back. Zuver will also offer to do savvies at half price if the pcs require such. Jethro should wander around and ask if the oil was helpful. If the alligator hide is lying in the open, he should become ecstatic about producing a suit of leather. Jethro is the only person who can convert the alligator hide into +2 Mundane Leather although he does charge a small fee of 350 gps.

SPELL	Sellable Magic		
	SALE VALUE	SERVICE VALUE	QUANTITY
LIFESPARK	1200	600	2
REGENERATE 1000		500	2
SAVVY	N/A	35	72

Zuver

Class/Level: Magic User 10th.

Alignment: Chaotic Good.

Life Points: 8/26/34.

Spell/Ability Points: 92, - 10 (DEFENSE Zuver), - 10 (STRONG ARM Zuver)
= 72.

Armor: 5 DEFENSE, + 5 RING OF PROTECTION = 10.

Damage: +5 STRONG ARM, +1 Proficiency, + 2 Pt Weapon = 8.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: **N.R.** + 5 RING OF PROTECTION--ONCE A DAY.

2 x Scroll LIFESPARK.

2 x Scroll REGENERATE.

Description: Zuver's life is wrapped around his archaeological work which is how he and Euchlistis became fast friends. Zuver is loyal to his friends and to those who help him, but he is still a businessman. Zuver has the annoying habit of discussing previous excavations whether the other party was there or not.

Jethro

Class/Level: Fighter 5th.

Alignment: Lawful Neutral.

Life Points: 5/26/34.

Spell/Ability Points: N/A.

Armor: 2 Leather -- Alligator Hide.

Damage: +1 Blade Sharp, +4 Prof., +3 Pt Weapon = 8.

Special Attacks:

Special Defenses:

Gold: None.

Treasure: None.

Description: Jethro spent a number of years in the King's militia before setting up shop next to the Duke's Keep. He is a quiet type, but gets very excited and talkative when discussing his merchandise. However, Jethro takes apparent disinterest in his product descriptions somewhat personally, and will stop talking if the customer is not paying strict attention. Jethro is honest and does not lie or mislead.

Scroll of Life Spark

Savvies

#1 Casts LIFE SPARK at 10th level.

Lore

This scroll casts LIFE SPARK at 10th level.

Gold Piece Value

1200 g.p. = 1200 g.p. (NORMAN PASCO).

Scroll of Regenerate

Savvies

#1 Casts REGENERATE at 10th level.

Lore

This scroll casts REGENERATE at 10th level.

Gold Piece Value

1000 g.p. = 1000 g.p. (1990 Blue Book).

Appendix A: Treasure Value

ITEM	VALUE	MUNDANE
Highbrow Headband	1500	5
Hipwader Boots	4550	5
Giant Alligator Leather	3010	25
Two Headed Snake	2000	5
Snake Oil	1500	5
Ring Of Ten Evil Eyes	2700	100
Veerres	1g.p.	1 g.p.
Baygallian Reward	750 g.p.	750 g.p.
Zekar's Chest	500 g.p.	500 g.p.
Boat Chest	499 g.p.	499 g.p.
Scroll Rock To Mud 7th	310	1
(Duke Roan) Cash	30 g.p.	30 g.p.
-- or --		
Duke Roan Cash	340 g.p.	340 g.p.
Total	17100 = (6 * 150 + 25 * 40) * 9 hours	

Appendix B: Magic/Treasure Items Description

Highbrow Headband

Savvies

- #1 This headband functions as a 5 Pt Rechargeable Battery which may be recharged as often as the wearer desires. To extract point from the headband, the user with the headband in contact with his skull and his hands touching the headband uses the invocation: "I see N points coming off the bar." N is the number of points. If the headband is bonded, only the owner may extract points. To insert points into the headband, the user with the headband in contact with his skull and his hands touching the headband uses the invocation: "I see N points going on the bar." N is the number of points. Anyone may put points into the headband even if it is bonded.
- #2 While wearing the headband, the owner may bond with the item by using the invocation: "I see what I mean.". Points stored in the battery may not used offensively against reptiles.

Legend Lore

The Highbrow Headband was manufactured by Reptus spellcasters over 1,200 years ago. It allows for the storage of five points although any points recovered from the headband may not be used against reptiles.

Gold Piece Value

1500 = 1500 (1990 Blue Book)

Hipwader Boots

Savvies

- #1 These are +2 magic boots of protection. Both boots must be worn in order for the magic to be effective. If the owner has a leg cut off, he is not wearing both boots. While wearing the boots, the owner may bond with the item by using the invocation: "He died with his boots on!".
- #2 The magic of the boots is not in effect if the owner is fighting reptiles. The magic of these boots causes the wearer to leave deep prints such that any nonranger may track the wearer. Any ranger examining prints from these boots will immediately know savvies #1 and #2.

Legend Lore

The Hipwader Boots were manufactured by Reptus spellcasters over 1,200 years ago from the hides of hundreds of just hatched alligators. It provides two points of protection although the magic of the boots is not in effect if the owner is fighting reptiles.

Gold Piece Value

4550 = 4550 (1990 Blue Book)

Ring Of Ten Evil Eyes

Savvies

#1 This ring casts ten first level DEAD EYE spells per day. Each DEAD EYE does 2 pts of damage. The owner dictates how many DEAD EYE's are used per invocation. This ring has ten eyes sketched into its surface. As DEAD EYES are used the eyes will close and will not reopen till the following day. The ring is activated using the invocation: "Stick a needle in your eye, and I sure hope you die! DEAD EYE N points." N is equal to twice the number of DEAD EYES invoked since each DEAD EYE does 2 pts of damage.

#2 The owner may bond with the ring using the invocation: "Heres mud in my eye." The ring only effects evil creatures. If the owner attempts to use the ring against neutral creatures nothing happens. If the owner attempts to use the ring against good creatures, nothing happens and the ring is useless for the remainder of the day.

Legend Lore

This ring was manufactured by a company of good mages who were concerned about their craft falling into the wrong hands. The rings does ten first level DEAD EYES per day which the user request several at a time. The ring is nonfunctional for the remainder of the day if the user attempts to use its powers against good creatures.

Gold Piece Value

2700 = 150/pt * 20 pts (1990 Blue Book) * .90

Scroll of Rock To Mud

Savvies

#1 Casts ROCK TO MUD at 7th level.

Lore

This scroll casts ROCK TO MUD at 7th level.

Gold Piece Value

340 g.p. = 340 g.p. (1990 Blue Book).

Two Headed Snake

Nature, Legend Lore

The red head produces a serum which is equivalent to NEUTRALIZE POISON once per day. The black head produces a serum which is equivalent to VENOM once per day. The serum, if milked from the snake, does not remain potent. The snake is not strong enough to bite through armor or gauntlets. The snake lives on a diet of strictly crickets if it is taken from the confines of the altar. The snake will not attempt to VENOM characters who feed it regularly. The snake will die if either head is cut off, or it takes more than two points of damage.

Gold Piece Value

2000 = 1000 (1990 Blue Book) + 1000 (1990 Blue Book)

Snake Oil

Savvies

- #1 This oil once applied to an individual seeps into the skin and acts to reduce magical area of attacks by 5 pts once per day when the owner wills it or goes unconscious from area magical damage. There is one application which is permanently absorbed. This salve causes green scales to grow on the users torso, legs and arms, but not on his face or hands. The scales are permanent and grow like normal snake scales. The user is not a reptile, but has reptile features.
- #2 The user may cause his scales to shed for 1 hour by invoking the phrase: "I feel like a horned toad tonight." At the end of the hour, the scales have returned. This phrase may be invoked once per game day. The magic of the oil is not effective if the user is fighting reptiles.

Legend Lore

This Snake Oil was manufactured by Reptus spellcasters over 1,200 years ago. It confers 5 pts of protection versus magical area of attacks. The oil also grants the user some reptilian features.

Gold Piece Value

1500 = 1500 (1990 Blue Book)

Scroll of Life Spark

Savvies

- #1 Casts LIFE SPARK at 10th level.

Lore

This scroll casts LIFE SPARK at 10th level.

Gold Piece Value

1200 g.p. = 1200 g.p. (NORMAN PASCO).

Scroll of Regenerate

Savvies

#1 Casts REGENERATE at 10th level.

Lore

This scroll casts REGENERATE at 10th level.

Gold Piece Value

1000 g.p. = 1000 g.p. (1990 Blue Book).

Nonrecoverable Magic Items

Reptus Altar

- #1 The Reptus Altar grants immortality to reptiles who are within the pylon perimeter (50'*30').
- #2 The Reptus Altar creates a barrier once per day which lasts for a short period of time in order to protect itself from the ravages of nonbelievers.

Legend, Religion Lore

The cult worshippers of reptiles performed profane and obscure rites upon this altar. The altar grant immortality to reptiles which are in close proximity to the altar.

Gecko Amulet

Savvies

- #1 The Gecko Amulet is the conduit for final change into a lizardman. The energy for conversion comes from the Komodo Amulet.
- #2 If someone is wearing a Gecko Amulet after the command phrase is spoken by the holder of the Komodo amulet, the transformation into a lizardman takes 5 minutes and the wearer can do nothing until the transformation is complete.
- #3 The transformation takes a week to become permanent unless if any of the following events occur:
 - o the Gecko Amulet is removed from the lizardman
 - o the lizardman is killed
 - o the lizardman is knocked unconscious from wounds
 - o the Komodo Amulet is destroyed
 - o the Gecko Amulet is destroyed

The victim reverts back to normal although with the same number of life points, no spell points, etc., as at the the time of transformation.

- #4 People who become lizardmen remember nothing from their time as lizardmen. Once the transformation has completed, the lizardmen are under the control of the possessed who is holding the Komodo Amulet.

Legend Lore

These items were manufactured by the Reptus 1200 years ago at the height of their power. A wearer of a Gecko Amulet can be transformed into a lizardman by the wielder of the Komodo Amulet who must issue a command. Once a week has passed as a lizardman then the transformation is permanent.

Komodo Amulet

Savvies

- #1 The Komodo Amulet can automatically possess anybody who touches it.
- #2 The Komodo Amulet can possess 30 levels per day, but only be able to control a maximum 150 levels or 20 characters which ever comes first.
- #3 The possessed have all memories intact, but the will that uses those memories is now that of the Komodo Amulet.
- #4 The Komodo Amulet converts humans who are wearing a Gecko Amulet within 50 feet into lizardmen by the wearer of the Komodo Amulet invoking the phrase: "Hail the scales, tip the balance, do the deed with fire and steel."
- #5 The possessed are all aware of each others thoughts as long as they are on the same plane.
- #6 The possessed can be freed only if the Komodo Amulet is destroyed or they are knocked to unconsciousness by wounds.

Legend Lore

This item was manufactured by the Reptus 800 years ago at the ebb of their power. The makers of the amulets forced their own personalities into the amulet. Any person who touches the Komodo Amulet can be possessed if the Amulet so chooses. The will of the Komodo Amulet is

- 1) Enlarge the Swamp
- 2) Destroy the Herefords.

Appendix C: Boon/Bane Summary

Encounter 1. Zuver Requests

Boon to talk with the mage.

Encounter 2. Jethro the Armorer

Boon to talk with the man.

Boon to buy the oil.

Boon to use the oil.

Encounter 3. Audience with Duke Roan

3.a Charge to Baraza

Boon to examine the lizardman body.

Boon to ask Jethro about the armbands.

Bane to annoy Baraza

3.b. Charge to Party

Boon to be polite.

Encounter 4. Road to Baygall Is Bugged

Boon to drive off insects.

Boon to use Jethro's oil.

Bane to do nothing.

Encounter 5. Hysterical Baygallian Survivor

Boon to stop the man.

Encounter 6. Baygall

6.a. Veeres

Boon to talk to the man.

6.b. Baygallian Lizardmen

Boon to fight lizardmen.

Bane to kill lizardmen.

Encounter 7. Euchlistis' Excavation

Boon to break and invoke the cryptogram.

Encounter 8. Road to Puxyville Is Flooded

Boon to use Jethro's oil.

Encounter 9. Puxyville

9.a. Euchlistis' Cabin

Boon to open the chest.

Boon to read the diary.

9.b. Puxyvillian Lizardmen

Boon to kill lizardmen.

Boon to spend the night in the cabin.

Encounter 10. Zekar's Camp

Boon to check for traps.

Boon to dig in campfire.

Encounter 11. Shrine in the Swamp

11.a. Altar

Boon to lift the altar top.

11.b. Zekar and Alligators

Boon to skin alligators.

Encounter 12. Blowout at the Dam

12.a. More Puxyvillian Lizardmen
Boon to kill the Lizardmen.

12.b. The Boat
Boon to enter the boat.
Boon to use the boat.
Boon to destroy the dam.

Encounter 13. Back to the Duke's Castle

13.a. By Boat
Boon to stop Baraza and Euchlistis.
Boon to explain events to the castle guard.

13.b. By Road
Boon to stop Baraza and Euchlistis.
Bane to believe Duke Roan.

Encounter 14. Zuver Returns

Boon to talk with Zuver.
Boon to talk with Jethro.
Boon to let Jethro make the armor.

Appendix D: Lore Summary

Encounter 1. Zuver Requests

Legend, Person Lore: The mage is Zuver. The scroll tube contains a map of Zekar's swamp, and the cloth wrapped object is an stone Euchlistis needs for his archaeological work.

Encounter 2. Jethro the Armorer

Person Lore: Jethro is an honest armorer.

Encounter 3. Audience with Duke Roan

3.a Charge to Baraza

Person, Legend Lore: Lizardman was originally, Euchlistis' apprentice, Stackran. Baraza and Duke Roan are at odds with one another although both are honorable men.

3.b. Charge to Party

Person Lore: Duke Roan is trustworthy.

Encounter 5. Hysterical Baygallian Survivor

Person Lore: The man is Sonnels and is a Baygallian.

Encounter 6. Baygall

6.a. Veeres

Person Lore: The man is Veeres and is a Puxyvillian.

6.b. Baygallian Lizardmen

Legend Lore: Lizardmen are transformed Baygallians.

Encounter 7. Euchlistis' Excavation

Legend Lore: Invoking the runes gives access to an underground maze which guards the mausoleum of a Reptus' warlord.

Encounter 8. Road to Puxyville Is Flooded

Nature Lore: The water in the swamp is harmful to armor.

Encounter 9. Puxyville

9.a. Euchlistis' Cabin

Legend, Nature Lore: This is Puxyville.

9.b. Puxyvillian Lizardmen

Legend Lore: Lizardmen are transformed Puxyvillians.

Encounter 10. Zekar's Camp

Nature, Legend Lore: This is Zekar's lean-to, but he has not lived here in 6 months.

Encounter 11. Shrine in the Swamp

11.a. Altar

Religion Lore: The altar was a major artifact of the Reptus.
11.b. Zekar and Alligators

Person Lore: Zekar and Euchlistis are possessed by the Komodo
 Amulet.

Encounter 12. Blowout at the Dam
12.a. More Puxyvillian Lizardmen

Legend Lore: Lizardmen are transformed Puxyvillians.
12.b. The Boat

Nature, Legend Lore: The crew of the boat was killed by Euchlistis, Zekar and
 Stackran the lizardman 3 weeks ago. Zekar has been damning the river
 through the creation of stone blocks.

Encounter 13. Back to the Duke's Castle
13.a. By Boat

Person Lore: Baraza and Euchlistis are going to possess the Duke.
13.b. By Road

Person Lore: Baraza, Euchlistis, and the Duke are possessed. The
 lizardmen are transformed castle guards.

Encounter 14. Zuver Returns

Person Lore: This is the mage Zuver.

Appendix E: Budget/Prop List

Item	Cost (\$)	Enc #
1. Armbands (2)	\$5	3a
2. Radio to play bug noises	0	4
3. Lizardman costumes (10)	8 costumes * 15\$/costumes = \$120	3a,6a,9b,12a
4. Green facial makeup	\$20	3a,6a,9b,12a
5. Gecko Amulets (10)	0	6b
6. Fake stone facade tablets (4)	\$10	7
7. Secret stone portal	\$30	7
8. Twine for fire vines	\$3	7
9. Coffin	\$25	7
10. Headbands (2)	\$1	7
11. Hip boots (2)	\$20	7
12. Weights	0	8
13. Garden hose	0	8
14. Chests (3)	3 chests * 10\$/chest = \$30	9a,10,12b
15. Rings (2)	\$1	9a
16. Altar	\$25	11a
17. Alligators	\$50	11b
18. Pylons	\$30	11a
19. Cardboard boat facade	\$5	12b
20. Two headed snakes (2)	\$1	11a
21. Alligator Leather (2)	\$10	11b
22. Glass jars (2)	0	11a
TOTAL	\$386	

Financial Statement

24 PCs * \$25/PC	\$600
17 NPCs-Staff * \$7/NPCs-Staff	\$119
\$2 Society Fees/Person * 43	(\$86)
\$2 Chapter Fees/Person * 43	(\$86)
Props	(\$386)
Balance	\$161

Appendix F: Running Timeline

	Run (m)	Delay (m)	Walk (m)
<u>Unsanctioned Lore/Draft Time</u>			
Encounter 1. Zuver Requests	30	0	0
<u>Sanctioned Run Time</u>			
Encounter 2. Jethro the Armorer	15	0	5
Encounter 3. Audience with Duke Roan			
Encounter 3.a Charge to Baraza	15	0	0
Encounter 3.b. Charge to Party	15	0	15
Encounter 4. Road to Baygall Is Bugged	25	0	15
Encounter 5. Hysterical Baygallian Survivor	10		5
Encounter 6. Baygall			
Encounter 6.a. Veeres	10	0	0
Encounter 6.b. Baygallian Lizardmen	25	0	15
Encounter 7. Euchlistis' Excavation	40	0	15
Encounter 8. Road to Puxyville Is Flooded	25	0	15
Encounter 9. Puxyville			
Encounter 9.a. Euchlistis' Cabin	15	0	0
Encounter 9.b. Puxyvillian Lizardmen	25	30	15
Encounter 10. Zekar's Camp	15	0	15
Encounter 11. Shrine in the Swamp			
Encounter 11.a. Altar	15	0	0
Encounter 11.b. Zekar and Alligators	25	0	20
Encounter 12. Blowout at the Dam			
Encounter 12.a. More Puxyvillian Lizardmen			
	25	0	0
Encounter 12.b. The Boat	15	0	20
Encounter 13. Back to the Duke's Castle			
Encounter 13.a. By Boat	25	0	0
-- or --			
Encounter 13.b. By Road	25	0	0
Encounter 14. Zuver Returns	15	0	0
TOTAL	355	30	155

5 hrs 55 min + 30 min + 2 hrs 35 min = 9 hrs

Appendix G: NPCs/Staff

Day 1

Day 2

Jethro

Duke Roan

Baraza

Sonnels

Veeres

Zekar

Euchlistis

Baygallians/Lizardman

Baygallians/Lizardman

Baygallians/Lizardman

Baygallians/Lizardman

Baygallians/Lizardman

Baygallians/Lizardman

Baygallians/Lizardman

Baygallians/Lizardman

SKEEP Team First

GM Team First

SKEEP Team Second

GM Team Second

Producer

Watch Dog

Safety Officer

Bank

Treasurey