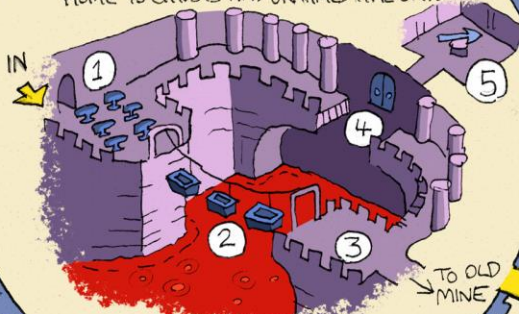


THE CRUCIBLE OF STEEL

THE RUINS OF AN ANCIENT DWARVEN FORGE LIE BENEATH THE VOLCANO; NOW HOME TO GHOSTS AND UNTAMED FIRE SPIRITS!



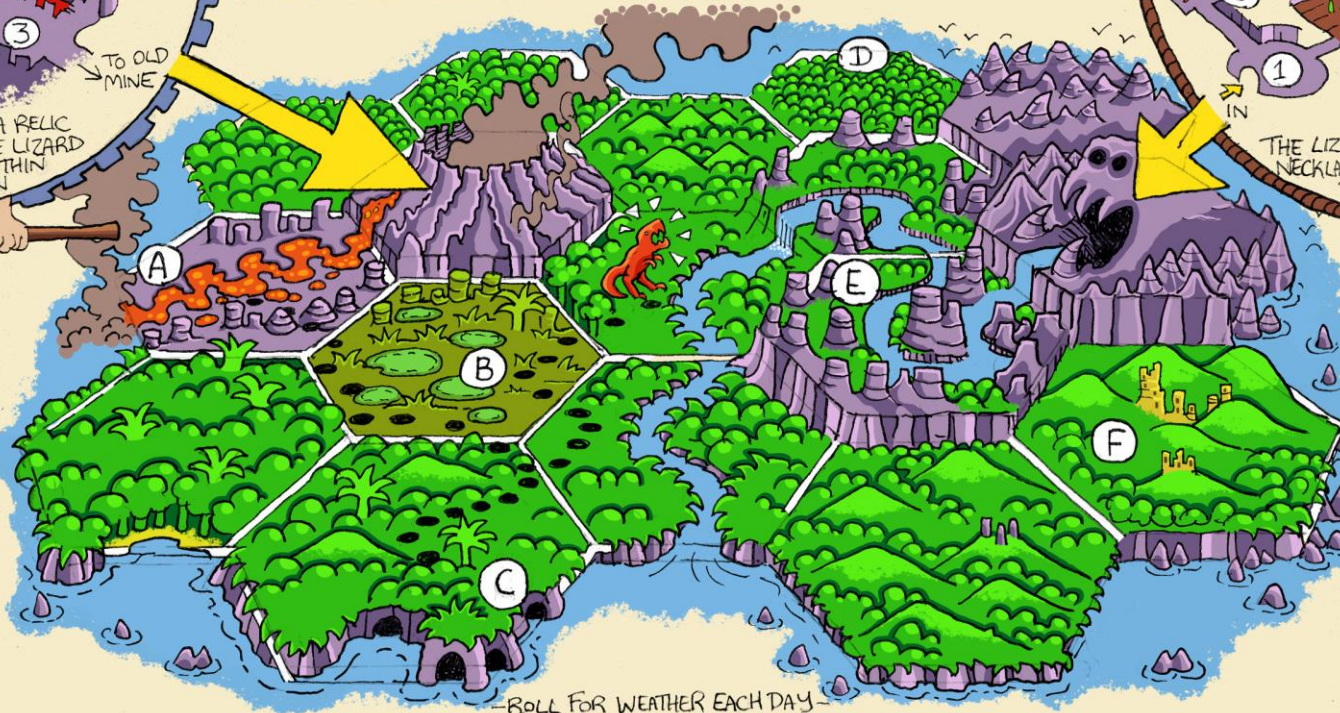
THE 'SPEAR OF SERPENTS'—A RELIC CRAFTED TO SLAY THE LIZARD GOD—IS HIDDEN WITHIN A VAST DWARVEN SAFE

- 1: DWARF GHOSTS HAMMER OUT WEAPONS ON FORGES. THEY MUST BE IMPRESSED WITH BRAVE BOASTS OR THEY WILL QUENCH THEIR BLADES IN ADVENTURER BLOOD!
- 2: ORE CARTS CROSS A LAKE OF MOLTEN STEEL. FIRE SPIRITS ATTACK DURING CROSSING
- 3: OLD TREASURES LIE HERE.
- 4: THE DWARF-LOCKED DOOR HANGS OVER THE INFERNO. THE ADVENTURERS NEED A SET OF LOST KEYS!
- 5: HERE LIES THE SPEAR OF SERPENTS.

ISLAND OF THE

LIZARD GOD

SHIPWRECKED ON A REMOTE TROPICAL ISLAND, YOUR ADVENTURERS FACE OFF AGAINST A LIZARDMAN CULT AND THEIR PRIMAL GOD: AN 80 FT TALL T-REX!



—ROLL FOR WEATHER EACH DAY—

- 1-2: BAKING HEAT 3: GASPING HUMIDITY 4: TORRENTIAL RAIN 5: HURRICANE 6: PYROCLASTIC FIRESTORM!

MOUNT SACRIFICE

THE LIZARDMEN BRING SHIPWRECKED CAPTIVES HERE AND SACRIFICE THEM TO THE GOD



THE LIZARDMAN KING WEARS A STRANGE NECKLACE OF KEYS THAT LOOK DWARVEN IN MAKE



- 1: SURPRISINGLY LIGHTLY GUARDED ENTRY CHAMBER.
- 2: HUNDREDS OF LIZARDMEN CAVORTING ON A RAMSHACKLE PLATFORM ABOVE A SACRIFICE POOL FILLED WITH RAVENOUS CROCODILES.
- 3: GUARD ROOM STAFFED BY DRUNKEN LIZARDMEN.
- 4: LIZARD KING'S THRONE ROOM. BEWARE HIS CHAMPION!
- 5: LIZARD KING'S CHAMBERS. (LOTS OF TREASURE!)
- 6: PRISONERS KEPT HERE PRIOR TO SACRIFICE.
- 7: PRISONERS TORTURED HERE PRIOR TO SACRIFICE.

A: LAIR OF THE LIZARD GOD

THE LIZARD GOD SLEEPS HERE AMONG THE LAVA FLOWS. EACH DAY IT PROWLs THE ISLAND ALONG THE ROUTES SHOWN, DEVOURING ALL WHO CROSS ITS PATH!

B: THE SWAMP SIRENS

ADVENTURERS ARE LURED INTO THE DROWNING POOLS BY APPARITIONS OF THOSE THEY'VE LOVED, LOST OR LUSTED AFTER. IN REALITY, THESE ARE LAMPREY-LIKE DEATH WORMS MASQUERADING BEHIND ILLUSIONS.

C: "DRIFTWOOD"

A CAVE TOWN FORMED FROM SHIPWRECKS, AND PEOPLED BY LOST SAILORS. RUN BY THE "APE CARTEL", A CRIMINAL GROUP OF GORILLAS WHO STUMBLER UPON A SHIPMENT OF INTELLIGENCE POTIONS.

D: JUNGLE OF INSANITY

THE THICKEST REGION OF JUNGLE. THE SCREECHING CRIES OF A COLONY OF UNDEAD PARROTS DRIVE INTRUDERS MAD WITH OFTEN PROPHETIC VISIONS.

E: BLACKFANG RIVER

THOSE SEEKING THE LIZARDMEN'S MOUNTAIN FORTRESS MUST BRAVE THE RAPIDS OF BLACKFANG RIVER, HOUNDED BY LIZARD CULTISTS AND GIANT CROCODILES!

F: LAND OF THE GOLIATHS

THE REMNANTS OF AN ANCIENT KINGDOM OF GIANTS. ADVENTURERS WHO FIND A WAY TO LIFT THE GIANTS' SOMBER HEARTS CAN LEARN MUCH ABOUT THE ISLAND.