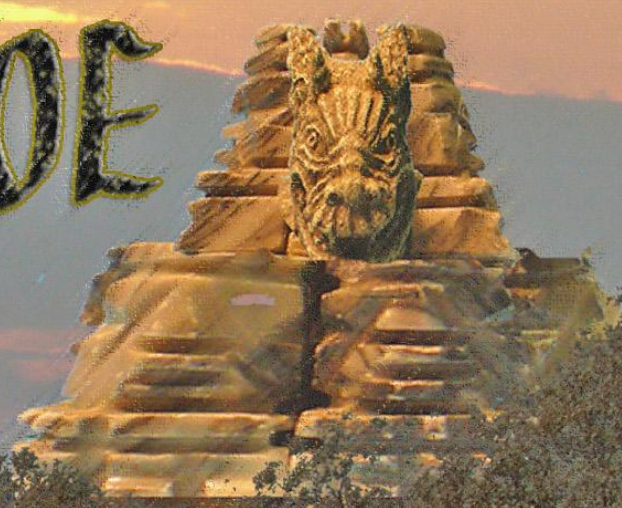


DRUMS ALONG THE FROGTOE



**DRUMS ALONG
THE
FROGTOE**

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Preface

Welcome to Verduria, a land of primordial forests and misty swamps, a lost land of forgotten civilizations and wild vistas where nature still holds the upper hand...a land known as the Green.

This book is intended as an expansion of the core book “The Green”. The scope of this book will focus on the swampy headwaters of the Frogtoe River running north and west of the Tundell River. Where ‘The Green’ painted the entire forest with broad strokes, this supplement will attempt to use a more detailed brush to paint a smaller area and introduce gamers to more particulars of the verdant land- specifically the lands surrounding the headwaters of the Frogtoe River. While it is possible to use this book without ‘The Green’ it will be difficult because there are numerous references to the core book.

Drums along the Frogtoe offers a “sandbox” style format where the various story elements, personalities and adventures are offered, but the campaign does not follow a story pattern that is set in stone. Although certain events should follow others in a logical manner to enhance the story, most of the order of action is determined by the players or the GM. An easily customizable story arc is also included to add structure and focus to the campaign if the GM so chooses.

Each section of this work is broken down in a manner that gives you tools to run a successful campaign in the troubled region of the Frogtoe River.

SETTING: The first section provides a little background on the area, filling in the history of the region. It also describes marshy landscape and the difficulties of traveling through the tangled wetlands. Furthermore, there are helpful hints and suggestions of how the GM may get the intrepid adventurers to the swampy bogs of the Frogtoe basin and the inception of the campaign.

PEOPLES: There are number of indigenous tribes in the region. The second section outlines the various factions and tribes of the upper Frogtoe as well as a bit of their culture, agendas, and motives.

SET LOCATIONS: The third section describes the set locations of the Frogtoe. These are the building blocks of the entire campaign. Most of locations included in this section are villages and strongholds of the major factions or key scenarios to develop a story arc or both. Many selections include details of the key actors in the story and colorful NPC’s for the characters to interact with.

PLACES OF INTEREST: The fourth section is a series of non-specific locations that the GM can insert in the story at almost any place along the Frogtoe River. They vary from simple diversions to scenarios that can fill a whole evening.

UNUSUAL OCCURRENCES and ENCOUNTERS: The fifth and sixth sections are a treasure trove of events and random encounters to color the campaign. Statistics for many of the antagonists throughout the book are listed here as well. If the previous sections were the building blocks, think of this section as the mortar to bond the blocks of your campaign together and fill in the cracks.

PLOTLINE: The seventh chapter is the blueprint of a suggested story arc for the campaign. Although the ‘Drums Along the Frogtoe’ takes a sandbox approach to the setting, scenarios and events can be arranged to make a linear adventurer. There are even certain locations and events that need to follow a bit of a timeline for the sake of consistency.

APPENDIX: The appendix is of course all the information that couldn’t be jammed into another section. It includes an entry for using boats, a new magical tradition, and new trade products.

THE SETTING

Frogtoe River

The Frogtoe is a tributary of the Tundell River that originates in a number of murky swamps and channels in the heart of the dense jungle region west of Temple Grove. The marshes and backwaters along the river are favored nesting grounds for the Hornbeak dinosaurs (Parasaurolophus) that are valued game for many hunters in the Green. Several tribes of Gwali and Trogod have always lived along the rivers and in the deep swamps of the region. Gwali, and often other tribes and races, also follow the migrations of the Hornbeaks up the river in search of the dangerous game. In the last few years an ever increasing stream of rivermen and outworld venturers have made their way into the river system hunting for Hornbeak Dinosaurs, herbs, or other treasures. The increase in hunting has taken a serious toll on the population of Hornbeak in the region.

Recently, the waters of the Frogtoe have become increasingly dangerous. The invasiveness of the newcomers has not gone un-noticed by the indigenous Trogod communities. Trogod tribes, those of the Wazzaka totem in particular, have taken deep offense to human trespassing on their hunting grounds. Numerous hunting parties have been attacked and the danger of the river has become too much for many of the huntsman who used to travel the river.

It is well known that a series of ruins dot the region. Stories of lost civilizations and un-plundered treasures are often muttered by rumor mongers and adventurers familiar to the region. No one knows for certain the extent of these ruins and speculation runs rampant. Although various artifacts have been recovered from the ruins many think a huge hoard of lost treasure is waiting to be discovered.

Far up the center-most branch of the Frogtoe is the termination of a bough road. This bough road, it is said, intersects with the great bough road that traverses the jungle between the Rookery and Crossbough. The Nefara have tried several times to found settlements and open a trade route through the Frogtoe to the Tundell River. So far these enterprises have ended in disaster. Still, many dream of creating a trade route that would lead more directly into the land of the Reeves and bypass the heavy taxes levied by the lords of the Riverstone.



The History and Background of the Region.

The Frogtoe river valley has been the cradle for several civilizations and the ruins that dot the area are a reflection of these. The more ancient of the two was under the influence of the Ancients or Shea. These people found the area rich in magical energies and constructed their buildings out of stone and wood with a natural architecture to blend with the land. They never were populous, but their magic was strong and they were able to move huge stones easily. They also had limited access to the legendary gates that could cross worlds. Here they set up a gate at a point where ley lines crossed (the Stone Fingers).

Years later, a new people called the Arquaye settled the valleys. Times were more dangerous and these people were more populous and cruel in their civilization. The Arquaye, with an army of slaves, built most of the ruins that remain to this day. These people were very religious and worshiped a number of lizard or snake deities. Foremost among them was the entity known as the Hydra or Jade Dragon. The Arquaye civilization eventually met their demise in the Great Flood that washed over the Green. Some of their ancestors still survive in the region though and their great serpentine death god still lurks in the haunts of their imagination.

The ruins of the Arquaye are still scattered throughout the region. They had a fondness for ziggurats and multiple level temples made with a green marbleized stone.

Recent Events:

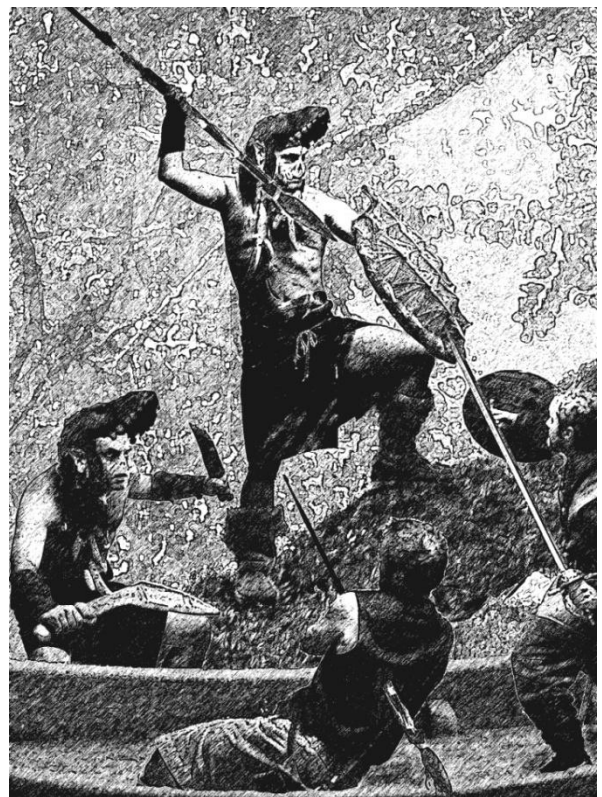
The swamps of the Frogtoe have been favored nesting ground for the valued Hornbeak dinosaurs. This has been a blessing and a draw for a number of different peoples throughout the ages. In recent times there have been several cultures all living in relative proximity of the upper Frogtoe: the Wazzaka and Skierfing Trogod as well as the Gwali of the Lakes and the mysterious Iquonay clans. As long as hunting was good and the Hornbeak remained plentiful these people troubled each other little. Sometimes skirmishes would erupt between clans or feuds would erupt over hunting grounds, but generally the tribes kept to their own territories.

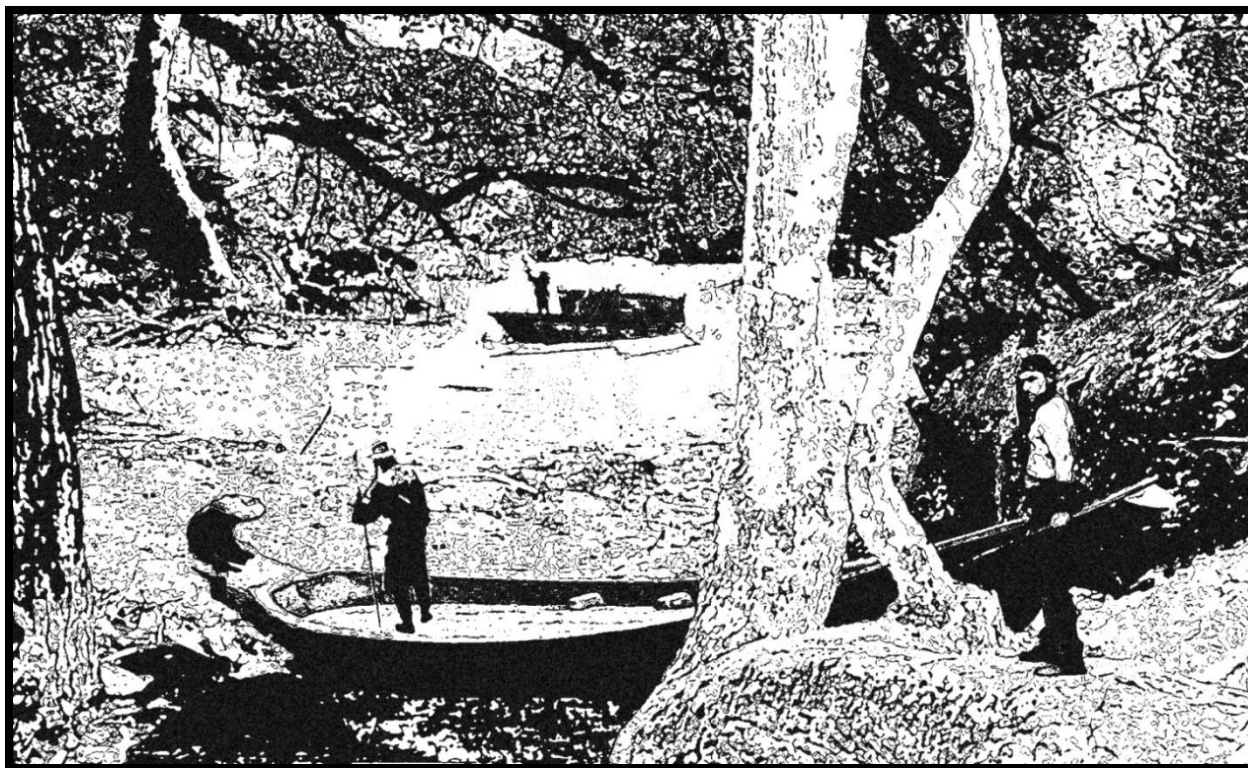
This balance has been sorely disrupted by the advent of the new venturers from the outer world. At first the outworlders' arrival seemed like a boon to the inhabitants; they brought new trade goods, metal tools, and other fine-ries. Soon others followed and some brought new hunting methods. They hunted the Hornbeak and other game mercilessly, carrying off huge hauls of the valued skin and bone. The large herds dwindled and game became scarce. The different tribes, long content in their corners

of the swamps, began to widen their hunting ranges and came into contact and conflict more often.

The outworlders who call themselves the Dragon Hunters were the worst of the newcomers. While hunting deep in the swamps they came into conflict with a number of Trogod hunting bands and, seeing them as a rival for the vaunted game, killed them. The Trogod went into a rage and scoured the swamps in the region of the attack looking for the perpetrators. They came upon a hapless band of native hunters of a tribe called the Iquonay. Thinking them the perpetrators, the Wazzaka Trogod murdered them. A war broke out between the two tribes that went badly for the Iquonay. Most of their villages were burned and many of their people slaughtered. In despair the Iquonay have reached for the last arrow in their quiver. They knew of an ancient magic, deadly and forbidden. In the memory of their eldest wise men rest spells and ceremonies that would call forth their ancient war god - the Green Serpent of Many Heads - the mythical Hydra. Even as the adventure begins the Iquonay have begun the bloody rites and ceremonies that will call forth the poisonous dragon.

The Iquonay were not the only ones to feel the wrath of Wazzaka. Outworlders and the Gwali of the Lakes have felt the spear tips of the Wazzaka warbands. The entire region is now on a powder keg and an oppressive mood of fear hangs over the misty swampland.





Travelling the Frogtoe

The Frogtoe River basin is a large area and the terrain varies a great deal. The lower Frogtoe River is about 50 yards across, runs fairly fast and deep, and is reasonably navigable by river craft.

The rivers of the upper Frogtoe are considerably different. Here the rivers flow relatively slow and often split into a series of small runs and braids, cutting the landscape into a series of marshy islands. Limbs stretch over the channels leaking bits of sunlight and forever cloaking the water in umbrageous twilight. Insects, some of enormous size, drone excitedly over the water and from the foliage above. Log jams and fallen trees often block the streams and make travelling treacherous and torturous for travelers. Each rainy season floods change the lay of the land, rerouting channels and leaving behind pools, dead ends, and ox boughs.

The depth of the water may also be an issue. In some places the water may be only inches deep forcing the characters to get out and pull even the smallest canoes along while in other places the rivers open into large, fairly deep lakes. In most places the water is about 2.5 feet deep with the primary channel running about 5 feet deep. In other places the dense jungle breaks into large lakes or fields of thick marsh grass. These are the favored nesting grounds of the often-hunted Hornbeak Dinosaurs.

Toward the head of the river system the terrain changes dramatically. As the tributaries near their source, the trees grow much larger, dwarfing terrestrial trees. These trees are not as tall as many in the Green, but their girth is enormous and massive arches of roots spread into the waters anchoring the twisted trunks to the soggy

ground. In these areas, waterways often lap up against these wooden foundations. Here only a few dim rays of light bounce through the canopy and very little foliage grows at ground or river level.

While specific types of terrain are dominant in certain areas, feel free to vary the terrain for effect (or to make the story more interesting). Different creatures will use the terrain to their advantage when encountering characters. Creatures that can climb may hide in limbs and greenery above the characters' boats and leap on them from above. Many natural predators also use log jams, narrow places in the river, and portages to hunt and ambush their prey. More intelligent creatures may even create dams and log jams to trap or disorient adventurers.

The Characters

What would ever possess characters to journey to such a dangerous backwater cesspit as the upper Frogtoe? This is a very important question that GM's and players must answer if the following adventures are going to be successful, and it depends a great deal on the make-up of the character party. There are actually a number of reasons that venturers may risk the dangers of the region. Trade is the all important motivator and there is a struggle brewing over who will control the trade routes into the region. The swamps of the upper Frogtoe have many products that bring a fortune in the outside world. Furthermore, the location is fairly close to the port of Jurate. Almost all other motivations lead back to the extraction of goods and the establishment of a trade network in the region.

It is assumed that characters have certain skills that are necessary to protect or further establish trade in the region. This usually involves the characters becoming mercenaries of some sort. The characters may have been hired in Jurate or Temple Grove to travel up the river as far as Fort Wither Root perhaps transporting goods. At the fort they find that the venture there is in need of resourceful guards or hired swords. They may hire on with the fort. They may also be hired as reinforcements by the representative of House of Trebuchet in Jurate. In this case they will work directly for Amelio Varez, the manager of the fort.

The characters may be sponsored by an outside source to run their own venture. This works particularly well if one or more adventurers are Ichorites. They could be granted a certain amount of capital to equip themselves with boats and gear as well as trade goods. They would then be required to make a heavy profit for their guild or company.

Although most of this supplement assumes characters are river people or outworlders, they could just as easily be tree folk working for the Nefara Reeve at Tree Home, the burgeoning new Nefarite settlement at the northern reaches of the region. If this is the case they will need to establish a safe route through the swamps to Fort Wither Root where they can sell their goods.

Whether the characters are hired or working on their own there should be a primary purpose to their venture.

The adventurer's primary focus could be:

- Hunting Hornbeak or other large game
- Harvesting expensive herbs and potion ingredients.
- Looking for rare artifacts.
- Trading with the natives.
- Disrupting another faction's aims.

(Characters could be hired by rivals to work against the aims of Fort Wither Root and the House of Trebuchet).

- The most simple is they are mercenaries working for the interests of Fort Wither Root.

The Hooks

Here are a few simple hooks that can get the characters to the region.

- The characters have won a map in a game of chance at Jurate (or other convenient city). The map is to an unexplored ruin deep in the headwaters of the Frogtoe River. They have been promised by the shady, ex-owner of the map that there is an untouched fortune in ancient artifacts, jewels, and possibly magic hidden in the ruin.
- A merchant is looking for guards and sailors to oversee the resupply barge going to Fort Wither Root on the Frogtoe. In addition to the supplies, the characters must accompany and protect the daughter of Astorus Tillwell - an official dwelling in the fort on the Frogtoe. She is studying at the Dauchiet cloister in Jurate and wants to visit her father who works as a linguist/appraiser at the fort.

The Tundell River is a huge river system that runs through the heart of the Green, providing a highway into the deepest jungles. The Frogtoe is only a small tributary of the Tundell.

Jurate is one of the larger settlements in Verduria. It is a port city located at the delta of the Tundell River and one of the nearest centers of civilization. It is the logical point of origin for characters coming into the Green who may end up exploring the Frogtoe.



PEOPLES OF THE REGION

Outworlders

Several factions of outworlders have recently moved into the basin of the upper Frogtoe. The most prominent are the residents of Fort Wither Root. One of the powerful outworlder factions, House Trebuchet, is financing the fort and hopes to maintain a stranglehold on the trade in the region (Details of the fort and its residents can be found on page 9).

Individuals from competing factions have also sent agents into the region. One of these rival factions, the Dragon Hunters, has been deliberately murdering any of the indigenous peoples with the distinct design of causing trouble for the fort. More details about the Dragon Hunters are provided on p.59.

The local tribes do not know what to think of these newcomers to the region. Most of them like the valuable trade goods and wealth the Outworlders bring, but they are wary. They realize that the newcomers could become a dangerous threat to the established way of life and the precarious equilibrium of the swamps.

The Wazzaka Trogod

The swamps of the upper Frogtoe are the ancestral home of a large tribe of Kweeg Trogod who follow the totem of Wazzaka. The Wazzaka Trogod are particularly numerous and belligerent. They are designed to be the primary antagonist of the characters in the campaign (at least in the early stages). The Wazzaka Trogod make their dwellings along the western-most channel of the Frogtoe, but they view the entire swamp as their hunting grounds and range widely.

A number of leaders called hunt-chiefs are provided for the gamemaster. There are also a number of different types of Wazzaka braves provided as well (on p.53). These can be mixed and matched to provide unique encounters with the warrior bands of Wazzaka. Gamemasters are also encouraged to add several leaders of their own to the mix.

Wazzaka tribes essentially have two distinct societies, that of the nomadic males, and the much smaller, more sedentary holds of the females. Most Wazzaka trogod males are semi-nomadic, hunting and foraging much of the time. As with any trogod society, males greatly outnumber the females; usually about five to one. Only a small portion of males, usually the most dominant, ever become sexually mature.

The females of the tribe are generally assumed to be the property of the chief or greatest of the warriors and kept at some safe stronghold deep in the swamps. (See Gator Island Nest on p. 34) Although female trogod are considered property, they are highly valued. They are often given as gifts from the chief to sub-chiefs. Competing trogod tribes also often raid and steal females from one another's harems.

One female, usually the eldest mate of the Chief, is often considered the matriarch and governs and protects the harem while the Chief is away. The matriarch is typically highly skilled with the Swamp Root Glyph. Female trogod often excel in craftwork and even in manufacturing and decorating weapons and armor for their mates. They are also usually proficient in cooking and brewing all sorts of foul smelling potions and elixirs that are laced with magic.



The Gwali

The Gwali are a tribal group who live along the rivers of the Green. Among them are those who follow the mysteries of the Gwalk Frog Totem. Others of their kind hold to a mystical importance of flowing water and its sources.

While some nomadic Gwali journey up the Frogtoe in their yearly pilgrimages through the Green, there are a number of permanent villages in the area. The largest concentration of Gwali is along a web of open marshes and lakes called the Necklace. There the Gwali have built a village in the remains of an ancient ruin that they hold as sacred. Phenue, a powerful Gwali priestess, lives in the ruin and holds sway over many of the Gwali in the region. More details on Phenue and the Gwali can found at Frog-henge on p.12.



The Iquonay

The Iquonay are a strange tribe of men that dwell along the far reaches of the uppermost branch of the Frogtoe. Although they resemble Gwali in custom, they are darker of skin and broader of features. They live far from any civilized society and are seldom seen. In the past enterprising individuals of the tribe were known to come to Frogshenge to trade with the Gwali of the Lakes, but they have not been seen there for quite some time. The Gwali do not like to discuss details about the Iquonay, but many know that the Iquonay and the Wazzaka Trogod have been carrying out a bloody feud with one another for a long time. If asked, the Gwali will reveal that the Iquonay have strange customs, are very territorial, sometimes violent, and are better off left alone.

The Iquonay have indeed been fighting a losing battle with the Wazzaka Trogod. Many of their people have been killed and their villages have been raided and sacked. In desperation the Iquonay have turned to an ancient magic. Their most ancient stories hint of a great serpent with many heads that could be summoned and loosed upon enemies of the tribe. In recent months the Iquonay have called upon the priestess of the ancient magic to summon this horror to save their people and rain death upon the Wazzaka. Her summons was answered and a hydra, the child of the great serpent demon, has come out of the deep jungles and now feeds upon the Wazzaka and anything else it comes upon. The hydra is not alone- a number of gortoe, related to the hydra and the ancient serpent magic, have come to the area and are under the limited control of the Iquonay priestess.

Trogod of the Skierfing Clans

The rat-toothed or Skierfing Trogod are quit prevalent in the area and there are a number of little settlements of these people scattered around. Most clans in the area tame river rats and spend their time near and in the water.

They make their living fishing and trapping beaver, mink, and other smaller animals in the region.

Skierfing Trogod often journey to Fort Wither Root to trade furs and also sometimes trade with the Wazzaka Trogod and the Bog Trolls. They are the weakest of the tribes in the area and prefer to stay on good terms with all of the other major factions. Although they enjoy the gifts of the more civilized newcomers to the region, they do not want to aggravate the Wazzaka tribes whom they fear.

The largest and most important Skierfing settlement is at the portage on eastern branch of the Frogtoe. The settlement is build is the treetops and roots of a stand of trees overlooking the falls and rapids. Here they may help characters portage their boats and canoes in return for gifts.

Gift-giving is an important part of their culture. Good will, and even aid and advice can often be bought in return for flashy gifts. The Inhabitants of Fort Wither Root and other venturers maintain a good relationship with the Skierfing tribes based on a healthy exchange of gifts. Trogod who encounter characters will offer trinkets or advice to characters hoping for a gift in return. If no gift is forthcoming the Trogod will make a mental note and then try to steal something from the characters at a later date to make up for the slight.

Although as a whole they are not particularly brave, they are inherently sneaky and often steal things when the opportunity presents itself. Characters who offend the Skierfing tribes may find bad things happening to them at inopportune moments. If Skierfing Trogod need to fight they prefer to skirmish and lead their opponents into traps, preferably at night when their ability to see in the dark aids them the most.



Nefara

The Nefara have recently founded a small settlement at the far edge of the Frogtoe swamps. These people of the high forests are lead by Veric Broadleaf, a young nobleman who is a nephew and a direct vassal of the reeve of Crossbough.(for Veric's stats see p. 51) There is a rough bough road leading north and west from the settlement that intersects with the trail leading south from Crossbough to the Rookery. Broadleaf's initial hope was that a brisk trade would develop up the Frogtoe and Nefarite goods could be traded directly from the heartlands of the Nefara down the Frogtoe River to the Tundell River. This would short circuit the need for trading

through the Riverstone and its high tolls. The bough road between the two locations is still rough to travel and many bridges still need to be built to make the trek easier for larger commerce. Furthermore the Frogtoe has proven very dangerous and difficult to travel so the entire venture is at risk.

As a new settlement, Woodhome only consists of around forty people. Most are young able-bodied craftsmen and adventurers who have settled here to set up a new life and make their fortunes. Only four are children. A number travel back and forth to Crossbough to establish the new bough road and to carry goods back and forth.

The settlement is built high in the treetops in typical Nefarite fashion. There is only one major platform with a connecting lodge that acts as a common room/bar/storage facility as well as a greeting area and audience chamber. There are several residences built in the branches above the main platform. A ladder leads from the main platform down to a dock at river level.

Things have not gone well for the Nefara. Since the settlement began they have been plagued with bad luck. Most disastrous of all is the fact that the entire Frogtoe River has become increasingly dangerous and few want to take the risk of trusting their goods to the questionable route. Regardless, the little settlement has grown and the Nefara there have grown accustomed to hunting and making a living in the swampy terrain.

Bog Trolls

Bog trolls are quite common in the Green and live in small familial communities and clans throughout the lowlands of Verduria. The social structure of these clans is quite strange as there are very few females. Only about one in three Bog Trolls are female. The female trolls are a good deal smaller and cleverer than the males, but tend to be even more territorial and usually learn a good deal of magic. Usually there is only one adult female in a family group as when the younger females come of age they are traded off to other rogue males and then start their own communities. Although they physically mature very early, males do not come into sexual maturity until late in life, when they leave their homes and go rogue. Many never reach this stage. These older Males go through a second growth spurt and

strange fungus often begins to grow in profusion on their backs, shoulders, and forearms. At times, shortly after mating, they become increasingly violent and unstable. Eventually they are driven from their homes by their mates and children. Many go totally insane at this point and usually become cannibalistic and are driven always by a great hunger. Bog Trolls are extraordinarily long lived. If they are not killed prematurely, bog Trolls have been known to live well into their hundreds if not longer.

There is a small number of Bog Trolls who live in the swamps of the upper Frogtoe. This family group is led by Malgonta the matriarch and mother of the clan. She is a powerful witch and practitioner of the Swamp Root Glyph. She has made her home in a gigantic stump, the remains of a massive tree that bears witness to some of the truly giant trees of the Green that once grew in the area. Most of her sons are independent now and only occasionally return home to trade or if they are in need of healing. They find their mother overly controlling and bossy.

The bog trolls of the upper Frogtoe have lived here many years and know the swamps well. Malgonta's sons are less sedentary than typical bog trolls and often make long forays into the Bogs hunting or fishing. They often trade with the Trogod tribes. Sometimes the Trogod trade their lesser children to the Bog trolls as servants in return for trade or services. Trogod tend to give the trolls a wide berth though as the brutes can be moody and make fearsome opponents. When under dire threat the Trolls and Trogod may make an alliance and work together against a common enemy.

The Bog Trolls can be used in a number of ways in the campaign. They can be strictly enemies that will eventually need to be cleaned out of the area. They may eventually make an alliance and add their strength to that of the Wazzaka, beefing up the Trogod war parties.

On the other hand a creative game master may require players to travel to Malgonta's stump to parley or trade with the powerful swamp witch. She knows many remedies and magics and is strong in herbal lore. The area around her stump is particularly fertile for magical roots and herbs.

Characters who want to trade with the trolls should take note: Trolls are particularly fond of alcohol, especially the stronger stuff. They would also be interested in metal goods: Chains, Fish hooks, Sharp knives (to fillet fish and clean animals).



SET LOCATIONS



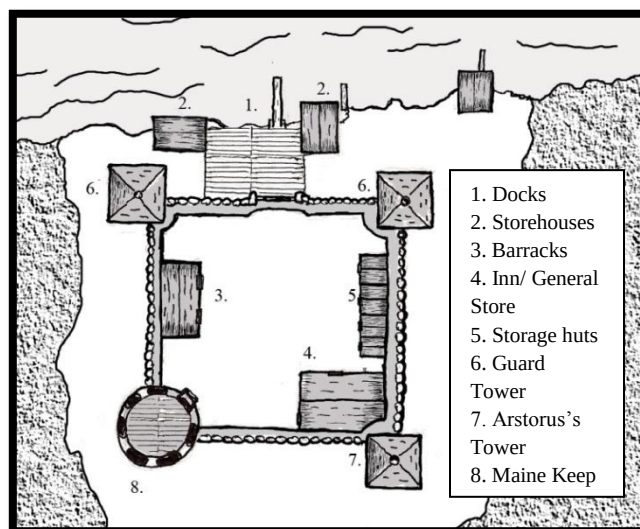
Fort Wither Root

(For location see Map of the Frogtoe # 1)

Fort Wither Root is the logical starting place for the adventure. As a primary base of operations it can serve many needs for the players: They may resupply here and sell and trade the products and goods of their endeavors. It is the nearest location where they can buy metal weapons and other manufactured items. They may also train here as there are a number of possible teachers of the adventuring arts. The fort should also act as a hotbed of rumor and drive the overall story as well as tie different little adventurers together into the cohesive whole. Rather than just a safe place for characters to go when they are not adventuring, Wither Root should slowly develop a life of its own. Introduce the personalities of the fort a few at a time and let characters develop friendships and enemies. The fort is a bottleneck for most trade and commerce in the region and many personalities in the encounter section may be found here at different times. Many encounters, especially the more civilized groups may be introduced to the characters at Wither Root rather than the wild.

The Fort:

Fort Wither Root lies on the strategic location where the Frogtoe River forks around rocky highlands and heads up into the misty swamplands beyond. The settlement marks the last vestige of civilization before one enters the reedy bogs and river ways of the upper Frogtoe. As such, the fort serves as the base of operations for many of the Ichorites and other outworlder expeditions into the lands of the upper Frogtoe.



The fort is not particularly impressive, consisting of several log building surrounded by a stockade and four wooden towers. The Keep, a larger stone tower, marks the southwest corner of the stockade. The wooden buildings consist of a large warehouse (that also serves as a bar and general store), a barracks for the guards and workmen, and a building that serves as a headquarters where the officers live and work.

Goods coming from the upper Frogtoe are deposited at the fort for a fee. These goods are then picked up or traded by other merchants who make the journey to the Tundell and eventually Jurate.

While some venturers in the area work directly for Amelio Varez, the manger of the fort, many work independently or are financed by other factions. Almost all ventures in the area use the facilities of the fort to store their goods and to resupply. Varez charges a 20% fee on all goods that are deposited for safekeeping at the fort. Varez also trades for, or buys, goods at roughly 40% of their value. The fort also sells manufactured items, weapons, and supplies to the various hunter, ichorite, and venturing groups at rather expensive prices.

Another source of income for the fort is the makeshift inn where venturers can spend their new coin. The main bar is on the ground level and is usually open to the courtyard where people can eat and drink outdoors. The indoor sitting section of the bar is cramped, smoky, and often filled with overflow crates from the warehouse area. The second story of the building contains a number of small rooms with beds that can be let out for a modest fee. None of the facilities are particularly impressive, but they are the best for miles around and are considerably better than sleeping on a boat or in a tent. Many venturers long for their stays here in safety and modest luxury.

Personalities of the Fort:

Amelio Varez

Amelio Varez is the General Manager of the fort and is a journeyman in the Merchant's Guild with the rank of Captain. The entire venture has been financed by House Trebuchet and his loyalties are firmly in that house's camp. He is in charge of overseeing the day to day business, defense, and finances of the venture. As such, he oversees the trading that goes on within the fort and the goods going to and from the upper Frogtoe.

Varez is a no-nonsense business man and runs the fort in a professional manner. He does not plan on staying in the Green all his life, and hopes to make a fortune before going back to more civilized lands and enjoying his wealth. He is a trustworthy but opportunistic man, but has no noble blood in his veins. He gained his position by working hard for the Guild. He sees his management of the fort as a necessary step in rising to new heights in either the Merchants Guild or the House Trebuchet. The fort has already made him considerable money and he keeps telling himself that he will retire after he makes just a little more. He knows that there is a new Nefarite village connecting the far reaches of the Frogtoe with roads to the interior of the Green. He believes that a new trade road could be forged and that his fort will be a major link. The only problem is that the upper Frogtoe has recently seemed to be on the verge of exploding in violence.

Varez is aware that there are insidious rival factions that would like to see his venture fail, so he is reasonably wary of newcomers. On the other hand, he is short of help. There have been a number of casualties among his venturers and he is looking to hire some toughs with the necessary skills to survive the upper Frogtoe and possibly make the route safe for trade with the Nefara.



Amelio Varez: Manager of Fort Wither Root.

STR	13	Move 10	1-4 RLeg	1/7	5
CON	14	HP 14	5-8 LLeg	1/7	5
SIZ	13	Maj Wo 7	9-11 Abd	1/7	5
INT	16	DB d4	12 Chest	1/7	6
POW	14	PP 14	13-15 Rarm	1/7	4
DEX	14	Fatigue 27	16-18 Larm	1/7	4
APP	16		19-20 Head	1/7	5

Armor: Leather or leather+ Chain

Weapons: Rapier 75%, d6+2+d4

His rapier is well made and adds +1 damage. It also has several rubies in the pommel. It is worth 2000 guilders.

Wheelock pistol 65%, d8+1 ignores ½ armor. (He has two)

Skills: Appraise 65%, Artillery 65%, Command 70%, Dodge 55%, First Aid 65%, Insight 60%, Listen 65%, Navigate 80%, Pilot canoe 55%, Pilot barge 80%. Pre-serving 85%, Spot 55%

Powers: Glyph of Enhancement 65%

Spells: Enhance Vision, Heal 2, Quickeye 3, Vitality 3.

Astorus Tillwell

Astorus Tillwell is a Scholar who is deeply interested in antiquities and artifacts of lost civilizations. He is a member of the scholarly Sombrian Order and is well financed by powerful factions within the order. Currently he is investigating and documenting any artifacts and inscriptions that deal with the ancient civilizations that once thrived along the banks of the Frogtoe. He also works for Amelio Varez evaluating and overseeing the rare antiquities that come out of the ruins.

Astorus was the third son of a count and brought up as an aristocrat. He enjoys the finer things in life and is a good friend of Pyzius Dykkman. He finds living in the Green particularly interesting and loves the strange cultures and outlandish cuisine Verduria has to offer.

The Scholar has residence in one of the wooden towers that overlook the fort. There, he has a small library as well as a number of stone tablets with inscriptions plundered from ruins in the area. In his spare time he is attempting to decipher old and forgotten languages.

Astorus has a daughter named Jenna who is studying at the Dauchiet conclave in Jurate. She prefers to spend time with her father but he finds this area much too dangerous and prefers she stay in Jurate where things are safer.



Astorus has studied the Swampdock ruins at the mouth of the Frogtoe River. These have piqued his interest and he often dreams of plundering the mysteries of the unexplored ruins of the upper Frogtoe basin. He is not enamored of the idea of traveling to more dangerous areas himself though. He prefers to hire others to do the possibly perilous work of traveling to the ruins in the swamplands. Occasionally his curiosity will get the best of him and he will travel up the river to see particularly interesting ruins himself. Any time he personally goes on an expedition he will painstakingly plan the expedition and hire experienced guides and plenty of good fighting men to accompany him.

Astorus may become a source of income for the adventurers as he will pay for any information dealing with previously unknown sets of ruins, inscriptions or artifacts. He has already financed an additional warehouse to be built within the stockade. The warehouse is filled with sculptures and looted stones containing inscriptions.

Pyzius Dykman:

Pyzius is an Ichorite (Alchemist) Journeyman and is a key element to the fortunes of the settlement. He lives in the east tower. There he boils down the produce and experiments with new flowers and herbs that are located on the upper Frogtoe. He is the third son of a noble and grew up with a silver spoon in his mouth. His father bought his apprenticeship as an alchemist where he worked his way through the ranks. He intends to make his fortune in the Green and return to more civilized society. Pyzius is a bald, portly man and is somewhat nearsighted. He is not much of an adventurer, but he is an excellent alchemist and scientist. He likes the finer things in life and finds the conditions of the Green almost intolerable. Pyzius drinks at the wine shop on most evenings where he complains and whines about the intolerable conditions. He is a good friend of Astorus Tillwell who he finds to be a refined and civilized individual. He despises most of the guards who he views as scum and the Gwali who are savages.



Mary Redding:

Mary works for Amelio Varez as the overseer of the inn. She is the bartender, cook and landlady. She has a number of Gwali women that work under her, cleaning and seeing to the needs of the customers. She normally tends the bar herself, gossiping and flirting good-naturedly with the clientele. She was once a beauty, but is now getting on in years. She is the companion to Varez and loves him a good deal. While he loves her in his own way, he hopes

to marry a noble lady when he returns to civilization, so he ignores her jibes and hints about marriage.

Astorus Tillwell: Sombrian Scholar

STR	11	Move 10	RLeg	1	4
CON	12	HP 11	LLeg	1	4
SIZ	10	Maj Wo 6	Abd	1	4
INT	18	DB -	Chest	1	5
POW	17	PP 14	Rarm	1	3
DEX	13	Fatigue 27	Larm	1	3
APP	13		Head	1	4

Armor: Robes

Weapons: Staff 45%, D8 (+d6 if opponents' Pow is overcome).

Skills: Analyze Artifact 65%, Appraise 75%, Art Sculpture 50%, Bargain 36%, Etiquette 50%, Fine Manipulation 55% First Aid 60%, Insight 40%, Listen 75%, Research 80%, Spot 90%, Teach 75%.

Languages: Thuronish 90% R/W 80%, Stonespeak 25%, R/W 20%, Gnothic R/W 50%, Oldspeach 45% R/W 35%, Tree speech 30%.

Glyph of Physic 75%, (Mastery 40%), Surness of Mind Heal (2), Enhance Vision, Swiftmess, Vitality 3.

Glyph of Essence 80% Cut Essence Weave 4, Danger sense, Detect Lie, Warding, Wisdom 3, Words of Command (2), *Spirit shield 4. (Italics are stored in Grimoire, but not in memory.*

Astorus is well funded and has up to 10,000 guilders to spend on research. If needed, he can procure more from his guild.

Pyzius Dykman: Chief Ichorite and Alchemist

STR	12	Move 10	1-4 RLeg	2	5
CON	13	HP 15	5-8 LLeg	2	5
SIZ	16	Maj Wo 8	9-11 Abd	2	5
INT	16	DB d4	12 Chest	2	6
POW	16	PP 16	13-15 Rarm	2	4
DEX	12	Fatigue 25	16-18 Larm	2	4
APP	9		19-20 Head	2	5

Armor: Hard Leather

Weapons: Rapier 55%, d6+2

Crossbow 75%,

Skills: Appraise 55%, Bargain 80%, Fine Manipulation 55% First Aid 60% Sleight of Hand 70%

Brew Potion: Spirit Enhance, 65%, Bodily Enhance 70%, Healing 80%, Oils and Resins 60%, Fragrances 90%.

Glyph of Alchemy 80%: Ignite, Ironfire (2), Extinguish, Preserve (4), Dull (4).

Corak:

Corak is the sergeant of mercenaries at Fort Wither Root. He is huge, muscled and very skilled in the arts of combat. In his earlier life he was a soldier and was later sentenced to fight in the arena due to forgotten crimes. From there he was bought by Trebuchet merchants as a hired-sword where he worked his way to this post where he has excelled.

Corak has great confidence in his physical abilities and often makes “good natured” challenges where he can show off his athletic ability and fighting prowess. He also bets heavily on himself and sometimes takes dislike to those few who can defeat him.

Corak is much smarter than he actually looks and is a natural leader. The guards under his command fear and respect him and have great faith in his fighting ability. Practice is important to Corak and he keeps himself and his men in fighting trim. For a price Corak will also train some adventurers if they so desire.

Corak is reasonably loyal to Varez especially since he is being paid well. Corak also believes that he may inherit the management of the fort when Varez retires. He has become a bit bored though and that is not a good thing for Corak. He has begun to wonder what would happen if Varez fell to an “unfortunate” accident.



Charles Adrade:

Charles is the chief engineer of the fort and the list of his duties is long. He is in charge of the maintenance of the defensive weapons of the fort including black powder weapons. He is also called upon to repair the larger boats and rafts that are damaged on duty. When time allows he acts as the chief architect of the future buildings and defense of the fort. All these tasks keep him extremely busy. Although he often grumbles and acts harried, he really enjoys his work. He loves tinkering, creating and repairing all sorts of buildings and machines.

Frogshenge

See map (#2) for the Location of Frogshenge

Frogshenge is the largest and most powerful settlement of Gwali in the region with a population of around two hundred. Frogshenge is built on the remains of an ancient ruin that lies on an island in the middle of the Frogshenge Lake. The island is at least partially man-made. Huge pillars of cut stone have been transported and piled together to construct the mazelike canals and structures that constitute the island. Within the watery stone maze are numerous frog and fish pens and well as small garden where rice and other swamp fruit are grown. At the center of the maze is an island where most of the population dwells.

Visitors to the Frogshenge community will only be allowed into the first harbor where there are docks and a market area for them to camp and trade. For security reasons most outsiders are not allowed to go further into the maze where most of the Gwali live.

The maze is made of huge “logs” of prism-like stone piled on top of one another to form walls that divide the island into channels. Between these logs of stone is packed dirt. It is evident that the stones have sometime in the past been rearranged from their original locations to create the maze effect. In some places the stone has been replaced with large wood logs. Many of the Gwali live in hollow man-made caves in and between the walls. Others have built huts along and on top of the walls. Different areas of the maze are netted off and contain fish or giant domesticated frogs.

Any intruders trying to get to the center of the island will have to wind their way through the maze either swimming or by boat. Optionally they could try to climb the walls, but they would have to get across a number of channels and other walls to get to the interior. The walls are steep, slimy and generally hard to climb except in areas where access is designed. The area between the wall is overgrown with vines, brush and occasionally small trees. This makes it hard to move quickly or run

Corak: Sergeant of the Guard.

STR	18	Move 10	1-4 RLeg	7	6
CON	16	HP 17	5-8 LLeg	7	6
SIZ	17	Maj Wo 9	9-11 Abd	7	6
INT	16	DB d6	12 Chest	7	7
POW	15	PP 15	13-15 Rarm	9	4
DEX	18	Fatigue 34	16-18 Larm	9	4
APP	15		19-20 Head	5	6

Armor: Chain Hauberk, Cuirboilli+Leather legs.

Corak also has 2pt Armor enchantment tattoos on his arms and legs.

Weapons: Bastard sword 100%, D10+3+d6

Great Axe 95%, 2d6+2+d6

Crossbow 90%, 2d6+2 Shield 90%

Skills: Appraise 55%, Artillery 65%, Climb 75%, Command 75%, Dodge 90%, First Aid 65%, Grapple 85%, Insight 60%, Listen 85%, Navigate 80%, Pilot canoe 75%, Pilot barge 65%, Spot 95%, Stealth 85%, Swim 65%, Teach 65% Track 67%.

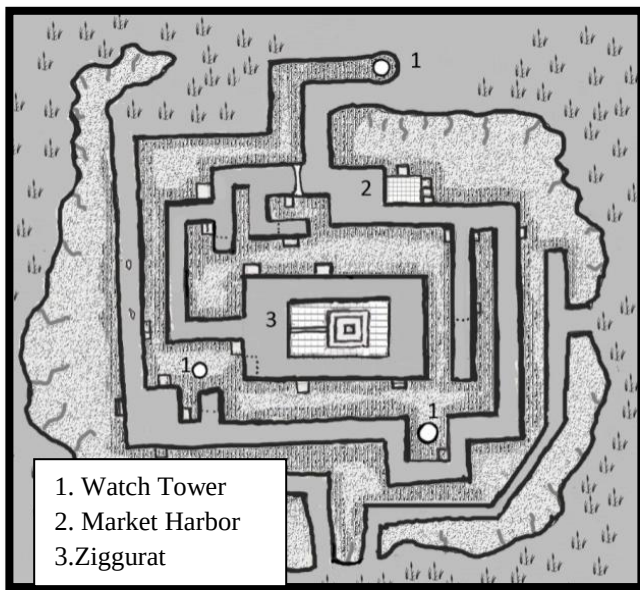
Powers: Corak's Bastard sword is enchanted to do +2 damage.

He wears a magic amber necklace that resists spells with a Pow of 3.

along them and characters trying to do so should have to make an agility check to avoid tripping. There are paths along the walls that the Gwali use where the footing is less treacherous.

The Gwali count on the maze and the walls for defense and it has served them well. From high points and watchtowers at the center of the maze the Gwali can view the surrounding lake, and the community is generally well aware of any intruder's before they even make it to the island. At night when their vision is not so good they count on the croaking of frogs to warn them of any approaching danger.

Characters that approach the maze will generally be spotted on the lake and met by a greeting party long before they get to the maze itself. Trading parties or other friends will be conducted into the maze as far as the market harbor. Company is something of an event and a number of villagers will come to the harbor and greet any adventurers. They value unique goods from outsiders and particularly value metal items. Large fish hooks are particularly valued. They will trade all sorts of food as well as their home-made waterproof items and various intricately crafted items, particularly notable are various bone weapons and oddments decorated with scrimshaw carvings.



The Island and Ziggurat

In the middle of the maze is an island made of the same cut stone as the rest of the surrounding structure. A small ziggurat rises from the center of the island amongst pillars and other statuary. The entire island is covered in well tended ivy, flowers, and other shrubbery. A spring of fresh clean water springs from the base of the ziggurat and pours out into the surrounding maze. This spring is of great spiritual and magical significance to the Gwali. Ancient structures on the island are the home of Phenuae the water priestess.

Kwela Bey: the Frog King.

Kwela Bey is the present king of the Gwali. He succeeded his elder brother who was the husband of the water Priestess Phenuae. Although he is king in name, most of the Gwali revere Phenuae who actually holds the power. Kwela Bey has lost favor with Phenuae and fears he will soon lose the kingship. Many hunters and followers of the Gwali totem are still loyal to Kwela and hope he retains his kingship.



Kwela Bey			Loc	AP	HP
STR	16	Move 10	R Leg	6	5
CON	15	HP 16	L Leg	6	5
SIZ	16	Maj Wo 8	Abd	2	5
INT	15	DB D4	Chest	2	6
POW	16	PP 18	Rarm	6	4
DEX	16	Fatigue 31	Larm	6	4
APP	11		Head	5	5

Armor: 2 pt leather + Crab chitin grieves and skull helm. He has 4pt. Tattoo armor enchantments on his arms and legs

Weapons: Spear 85% d10+1+D4
Bow 75% D8+1+d2

Skills: Drive Canoe 80%, Dodge 60%, Listen 55%, Slay Beast 35%, Spot 55%, Stealth 65%, Swim 70%, Track 60%.

Totem Gwalk 90%: Deafcroak 2, Frogbreath, Strengthen Life 3, Healing (2), Frogstalk (3), Frog-leap 4.

Oum Bey:

Oum Bey is the younger brother of the chief Kwela Bey and has been lame since birth. In the inactivity and depression of his youth he turned to the arts of craft and scrimshaw. Eventually, he surpassed all others in the skills of making and decorating weapons and armor. He was never really recognized by his own people for his genius, but when outworlders began to see the marvelous images and craftsmanship, they immediately saw the genius of Oum Beya's work and traded many goods for works of his hand. Since that time Oum has risen in his community and works of his craftsmanship are a major source of income for the community. He now has three apprentices that help him churn out goods to trade with the outworlders. His shop fronts on the market harbor at the entrance to the maze. For Oum Bey stats use the Gwali Craftsmen on p.48. Adjust his Skills to: *Craft (Leather and Bone 93%), Skrimshaw 105%.*

Phenuae the Water Witch

STR	9	Move 10	R Leg	2	4
CON	14	HP 12	LLeg	2	4
SIZ	9	Maj Wo 6	Abd	2	4
INT	18	DB -	Chest	2	5
POW	21	PP 21	Rarm	2	3
DEX	13	Fatigue 23	Larm	2	3
APP	18		Head	2	4

Armor: 2 point leather, or more commonly, none

Weapons: Wand 45% D8

Skills: Craft Leather and Bone 85%, Dodge 65%, Intuition 90%, Listen 85%, Play Flute 120%, Swim 120%, Spot 95%, Stealth 75%.

Totem Water 110% (Mastery 95%, Durative 95%) Breath of Life, Current 4, Bloodsource 3, Flow 3, Purge Wound 2, Purify 1, Disrupt, Extinguish, Summon Water Elemental 3.

Spirit Glyph 105% (Mastery 90%): Cut Essence Weave (4), Danger Sense, Ward (3), Spirit Shield 4, Words of Command 2.

Notes: Phenuae wears an Aqua colored Amber Jewel in hairpiece. She has bound a Large Water Elemental (see Green pp. 101.) into it that she can call to do her bidding.

Phenuae

Phenuae is the water queen and lives on the island in the center of Frogshenge. She is the spiritual leader of the Gwali here at Frogshenge. Legend says that she is the descendent of divine beings. She has much fairer skin than the Gwali and seems to be of a different race. They claim that she is daughter of the stars and water. Although Phenuae seems to be in her thirties she is much older (almost 70). No one can remember a time when she did not tend the spring on the island. She has had a number of different husbands during her reign. Her most recent husband was once chief of the Gwali, but he was killed while hunting. She has now taken another husband Urartu, who is only eighteen and very good looking. He is not much of a hunter or warrior though. She wants him to be chief in time, but the many of the Gwali hunters find him weak and are loathe to follow him. She has a daughter Artuae from her former husband who is thirteen years old. Like her mother she is extremely beautiful. Phenuae is overprotective of Artuae and rarely lets her leave the ziggurat island alone.

Phenuae resides on the island with her family. She also has four maiden attendants who help maintain the gardens and the spring. The water from the spring is incredibly pure and has medicinal qualities. Anyone drinking water from the spring may make a Con +2 Resis-



tance roll to recover from the effects of disease or poison. Furthermore drinking water from the spring may help heal any damage to characteristics done by foul magic.

Many of the Gwali hunters, particularly those who live outside Frogshenge have begun questioning Phenuae's leadership. They fear the Wazzaka Trogod, and to a lesser extent, the outworlders who are coming into the area with increasing frequency. They feel Phenuae should take a more aggressive stance against these threats. She is uncertain what to do and the waters are unclear before her. She thinks it wise to deliberate and gather information before making rash decisions.

Possible adventure hooks at Frogshenge.

Phenuae, the queen of the Lake Gwali, wants an audience with the Characters. They will be brought through the maze to the ziggurat island. There they will be greeted by Phenuae with great ceremony. The following are several reasons why she might want to see them:

- She wants to know of their deeds, what they have seen, and what they know of the surrounding lands.
- She wants to know what their intentions or the intentions of the outworlders are.
- She wants them to deliver a message to another power in the area, possibly the Bog Troll Witch or the Ancient known as the Dwarf. She gives the characters a small pitcher filled with water from the spring as her token. The inscriptions on the pitcher contain a secret message and if the water is poured in a special container then Phenuae may "speak" to the other magician through the water. The characters may or may not overhear the conversation. Phenuae is concerned about an ancient "evil with many heads" that may be resurfacing in the region.
- Phenuae would like the characters to eliminate Kweli Bey so her current lover can become king.
- Phenuae's daughter has been kidnapped on a rare boating trip outside the maze. The perpetrators may either be Trogod or Iquonay. The characters can ingratiate themselves to Phenuae by returning her daughter.
- Phenuae takes to one of the characters and loses interest in her current lover.

Other Possible Events at Frogshenge:

- Kweli Bey approaches the characters. He would like their support in removing Urartu, whose weak leadership would be a curse on the whole community in these dangerous times.
- A wounded Gwali arrives at the village. The Outworlders Known as the Dragon hunters have killed some of the local Gwali. Some think that as similar "outworlders" the player characters should be held accountable.

Frogshenge is a bit of a haven and often visited by Venturers. Each time characters arrive at Frogshenge there is a 50% chance that there are other visitors present. (1-2): Enowen Goodwell, (3-4): Jyohan Farwell (5): Nadia (6): Random Venturer Party. (For Details see the Adventurers section on p.62) These ventureres will be staying at the visitor huts at Market Harbor.

Malgonta's Stump:

Malgonta's Stump is located somewhere deep in the sunken forests. Malgonta the bog troll is a powerful swamp-witch. For years she has lived in the stump-remains of a massive tree. She is the mother and reigning matriarch of the bog trolls in the region and is mother to most.

Overview

Malgonta's stump is roughly 100 feet across, is flooded, and rises directly from the water on its foundation of old roots. The inner ring of the stump is hollow and surrounds a lagoon about 60 feet across. The outer wall of the stump rises 70 feet above the Swamp. The inner pool can be accessed at water level by a rift or crack in the bark at the front of the Stump. Rising from the side of the main stump is a smaller trunk. This smaller trunk is somewhat higher than the main stump and seems to be in a slightly less-rotted condition.

1. The Entrance. Both sides of the bark wall taper down to a gap that is about 10 feet wide. The entrance is decorated with a series of skulls, the trophy kills of many years of hunting. Many large hornbeak skulls as well as huge fish heads are nailed to both sides of the entrance. Malgonta is not too worried about being attacked but she does keep a **marsh bear** chained to the tree here. The massive roots of stump form a spacious platform and landing for him and the chain gives him enough leeway to reach across the entire opening. A Successful spot role will allow characters to notice a strange wand of wood stuck in the ground here that has eye-like protuberances. Malgonta can use a special scrying bowl to see out of these eyes.

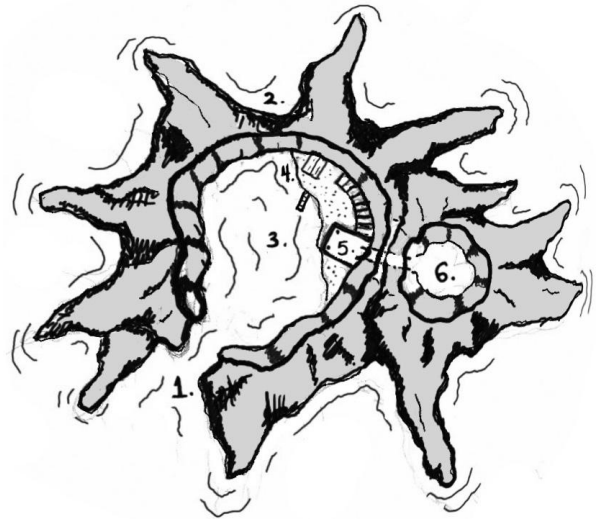
2. The Back Entrance. There is a place at the back of the stump where the wall is relatively low (about 30 feet from the water line). This is the best place to climb over the stump and would take only three climbing rolls to get over.

3. The Lagoon. The interior of the stump is open to the sky and forms a small lagoon. In the northeast corner of the enclosure is a huge pile of mud and timber that forms a bit of a beach; from this a dock juts out into the lagoon. On one side of the dock is a netted in area that serves as a live box for the trolls to keep fish in. Ladders lead up from the beach to a deck and upper Pavilion (5).

Malgonta keeps several **Marsh Bears** as pets. Two live in the lagoon and normally lie on the beach. **Four of the Kweeg Thralls** are normally hard at work around the lagoon as well, usually tending or cleaning fish, or work-

ing on some craft or the other. **Shortgrab** will also be lying about here ordering the Kweeg around.

4. Beach level Hut. This is the home of Shortgrab and Fishstink. It is dank and stinky and quite a mess. Piles of twigs and bones litter the ground. Two beds of woven marsh weeds lie along the edges of the shack. One bed (Fishstink's) has 5 pieces of amber hidden in it. (Roughly 40 Guilders each) Fishstink is usually out hunting with his brothers Grod and Sneakstab, but he could be present here if the GM wishes.



5. The Deck and upper Pavilion. A large ramshackle ladder leads to a deck built 20 feet above the beach. At the end of the deck looking over the lagoon is a pavilion. Hanging from the roof are strange bits of plants, herbs, animal skins and other sundry bits.

Two Trogod slaves who are the personal slaves of Malgonta usually reside here. They often are used as magical guinea pigs and have outlandish tattoos and piercings that make them look like otherworldly creatures. If the characters come to palaver with Malgonta, she will greet them from the balcony. At the back of the pavilion is a cave leading into the side stump.

6. Malgontas cave. This cave serves as the workshop and living quarters of Malgonta. The area of the cave coincides with the smaller jutting trunk of the Tree. There are various windows and chimneys that let in dim threads of light from the outside. Cauldrons, pots and jars of various shapes and sizes litter the room and are stacked on wooden shelves. The musty odors are thick enough to cut with a knife. One large caldron is constantly kept on the boil, its fumes escaping out of hole in the roof. Malgonta rarely leaves this room except to go out to her deck or to collect herbs and mushrooms from the nearby swamps.

Malgonta has a special Scrying bowl. This is a wooden cauldron that does not look carved, but rather like it was grown into its shape. The bowl is magical and was formed from the same tree as numerous wooden wands. If one looks into the bowl and a point of power is spent, the bowl will reveal what the wands are “seeing”. Furthermore, spell users may cast spells through the Scrying bowl at the cost of one extra magic point per spell. One wand is at the entrance to the Bog troll lair at location (1). The others are placed in strategic areas throughout the swamps. The bowl and wands are easily worth 10,000 guilders to the right buyer.

There are also five, pot 6 power restoration potions, two healing 8 potions as well as a Pot 5 power enhancement potion. A secret panel in the wall holds roughly 3000 guilders worth of Amber pieces.



Malgonta knows a lot of what is going on in the region and uses her scrying cauldron to view particular areas of the swamps. Several of her sons have been recently attacked and poisoned by strange lizards. She also has had strong forebodings of late; things have stirred fear in her spine and she feels that something bad has been awakened. She is very curious to find out what the characters know about the goings on in the swamps.

She is also fearful and somewhat curious of the outworlders and the Wither Root settlement. She wants to know more about the characters and their aims, and how dangerous they really are. She may request that they spar with her Trogod slaves or even one of her sons. She may also ask that characters show her how any of their strange weapons or magic works (Particularly gunpowder).

Shortgrab

STR	20	Move 8/6	R Leg	4	7
CON	12	HP 19	L Leg	4	7
SIZ	25	Maj Wo 10	Abd	4	7
INT	9	DB 2D6	Chest	4	8
POW	13	PP 13	Rarm	4	5
DEX	10	Fatigue 35	Head	4	7
APP	8				

Armor: 2 pt skin + 2pt Leather

Weapons: Spear 50%, D10+1+2d6

Skills: Dodge 35%, Sense 45%, Sneak 35%, Spot 35%, Swim 45%.

Notes: Shortgrab only has one arm.

Malgonta

STR	20	Move 10	R Leg	5	8
CON	18	HP 22	L Leg	5	8
SIZ	25	Maj Wo 11	Abd	5	8
INT	20	DB +1D6	Chest	5	9
POW	20	PP 20+	Rarm	5	6
DEX	16	Wand 18=38	Larm	5	6
APP	10	Fatigue 38	Head	5	8

Armor: 5 pt armor enchantment tattoos

Weapon: Wand 65%, D4+ D8+1

Claw 45%, 2d6

Skills: Craft Weaving 90%, Dodge 40%, First Aid 90%, Insight 90%, Listen 65%, Preserving 120%, Sense 40%, Spot 80%, Swim 65%, Teaching 90%.

Brew Potion: Bodily Enhancement 90%, Spirit Enhancement 90%, Healing 110%, Gums and Glues 68%.

Swamp Glyph 120%, (Mastery 90%) (Durative 80%):

Bog Walk, Breath of life, Call Fog (v), Entangle, Glowmoss, Greenlife, Find Hebs*, Heal (2), Marsh Eyes, Marshlight(2), Mudcloak*, Ward, Whisperweed,.

Spirit Glyph 90 % (Mastery 85%) Cut Essence Weave (4), Danger Sense, Detect Lie, Soul Spear (2), Summon Spirit Dream (5)*, Words of Command (2).

* The knowledge for these spells is kept in her wand.

Notes: Malgonta eats a strange concoction of magical herbs mixed with magic that allows her to regenerate d3 hit points per melee round.

Kweeg Thralls

STR	11	Move 10	R Leg	1	4
CON	13	HP 11	L Leg	1	4
SIZ	9	Maj Wo 6	Abd	1	4
INT	11	DB -	Chest	1	5
POW	11	PP 11	Rarm	1	3
DEX	13	Fatigue 25	Larm	1	3
APP	10		Head	1	4

Armor: 1point Fishscale

Weapon: Spear 35%, D6+1. Self Bow 35%, D6+1

Skills: Boating 45%, Dodge 30%, Hide 40%, Listen 45% Sense 40%, Spot 40%, Swim 65%, Track 25%.

Marsh Bears

STR	32	Move 14/8	1-2 RHLeg	4	6
CON	13	HP 23	3-4 LHLeg	4	6
SIZ	32	Maj Wo 12	5-7 HindQ	4	9
INT	5	DB 3d6	8-10 ForeQ	4	9
POW	11	PP 11	11-13 RFLeg	4	6
DEX	10	Fatigue 45	14-16 LFLeg	4	6
			17-20 Head	4	8

Armor: 4-point skin

Attacks: Bite 50%, d10+3d6(bleeding)

Claw 45%, d6+3d6(bleeding)

Marsh Bears can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.

Skills: Listen 35%, Sense 45% Swim 80%

Far Hope

Far Hope is located up the farthest northwestern branch of the Frogtoe. (#8 on the map)

Far Hope is an Ichorite outpost sponsored by Amelio Varez, the manager of Fort Wither Root. The location of Far Hope is a bit of a secret known only to Varez and those that run supplies to the little outpost.

Far up in the Northwestern corner the swamp many vines of *green gourd* were found in the canopy by explorers. Shortly afterwards several nearby marshes were found to contain fields of the valuable *white ghost lilies* and Stands of valuable *Black Burl* timber. Varez decided that an outpost should be built on location to harvest the veritable cornucopia of valuable produce. The expedition was led by Orlando Blair, the senior Ichorite Journeyman at the fort.

For several months the expedition did well, boiling down the valuable flora and performing research on many unknown herbs and flowers. During the last few months supply runs have become increasingly dangerous. One party of foragers was attacked and there were only two survivors out of eight venturers. Since then the supply runs have been made less often and are more heavily armed. None-the-less, two weeks ago another supply flotilla came up missing.

If Varez feels that he can trust the characters, he may hire or assign them as guards for the supply run. If this is done early in the campaign as suggested, the characters will be accompanied by a guide who knows the way through the maze of swamps to the settlement at Far Hope.

The outpost itself is built in a forested area where huge willow-like trees spread over the swamps. The trees are wide rather than tall and are buttressed by huge roots that spread over the waters. A dock of sorts has been built at root level where the canoes can be moored. A rope ladder leads from the dock up into the limbs of the tree where a platform is built in the safety of the treetops. Sacks of flowers and gourds filled with the bounty of land lie about the platform. Pots and caldrons boil over fires. Piles of other strange fruits and flowers lie about the place. Two enclosed structures flank the platform.

The first structure is an open air pavilion and hammocks hang from the supports. It is the sleeping quarters of the men and acts as a dry place to store the finished product.

The second structure is enclosed but huge shutters can be opened to allow movement of air. This second structure is the quarters and laboratory of Orlando Blair, chief Ichorite of the fort.

Characters First arrival:

If the characters come to the outpost bearing supplies they will be warmly welcomed by the personnel and treated to good food and given hammocks in the sleeping area. The outpost has been cut off for a while and will want to know of happenings back at the fort as well as the surrounding swamps.

There are about twenty venturers assigned to the fort. Only about twelve will be at the fort at any one time. The other eight will be off on expeditions either harvesting herbs or exploring new regions.

The character's canoes will be emptied of supplies. The canoe will then be refilled with large packs and a number of bottles stoppered with wax seals. These bottles contain various perfumes and ingredients; most are not finished potions, but greatly concentrated essences that can later be used to create the more valuable potions. Many of the bags contain dried green gourds. The remaining area of the Character's boats will be filled with the valuable burl's eye timber of the very best quality.

The Character's Return

Later in the campaign characters should be required to return to the fort. This time the fort will be eerily quiet and no smoke will pour forth from the cauldrons. Bodies of the venturers will lie about the fort, arrows protruding from their bodies. The canoes are under the water with holes in their hulls, but are still tied to the docks. Most metal weapons and tools are missing.

Characters examining the bodies will find that arrows are fletched in the style of the Wazzaka Trogod. If characters happen to role a *Difficult Idea* or *First Aid* roll they will notice that the arrows were stuck into the corpses after the original wounds were made.

If characters search the surrounding area and make a successful *Track* roll they will find that one member of the expedition seemed to escape the initial slaughter. A blood trail leads into the root thickets behind the fort. A hundred yards from the fort in the Y of a tree lay the poisoned body of one of the venturers. In his left arm is an arrow. The arrow itself did not kill him; rather it was the poison on the arrow. A successful idea roll will reveal that that the arrow is of a different fletching and design of the arrows that were stuck in the bodies around the fort.

The fort was actually attacked by Iquonay warriors who then removed their own arrows from the corpses and replaced them with the arrows resembling those of the Trogod. The venturer in the tree escaped the initial disaster and then died of poison.

To Spice up this second visit to the fort the GM can have scavengers feasting on the corpses. These will need to be driven away. Possibilities include Spinax, Dactlys, Bark Crabs or Black swans.

The area around the docks still contains piled Black Burl lumber of the highest quality. All of the glass and metal items seem to have been looted though. The captain's quarters are sacked; clothing, books, and other items have been scattered around. Several loose papers contain fragments of recipes for various potions. One book is entitled the 'Secrets of the Soul', which details the manufacture of Pow restoration potions using the essence of *Shoomspoor*, *Witchleaf*, or *Ghost Lilies*. Certain factions and individuals will pay up to 4000 guilders for the 'Secrets of the Soul'.

Temple of the Outcasts

The Temple of the Outcasts is located in thick swamps in the center of the Frogtoe Basin. (See Map #5)

One of the largest ruins in the region is a temple complex that now lies in one of the darkest areas of the swamps. It consists of a large baray or man-made lake. Scattered throughout the lake are small island shrines dedicated to various denizens of the swamp. The reservoir is now overgrown with large water-born trees whose dark canopy clothes the baray in a perpetual gloom of shadows and mist. Even on the brightest days only fingers of green light are able to break through the dark shroud of the canopy. Most of the denizens of the Frogtoe tend to avoid this place and feel that the spirits of the temple should not be stirred. Several outcasts from various tribes have recently taken up residence in the murky ruin.

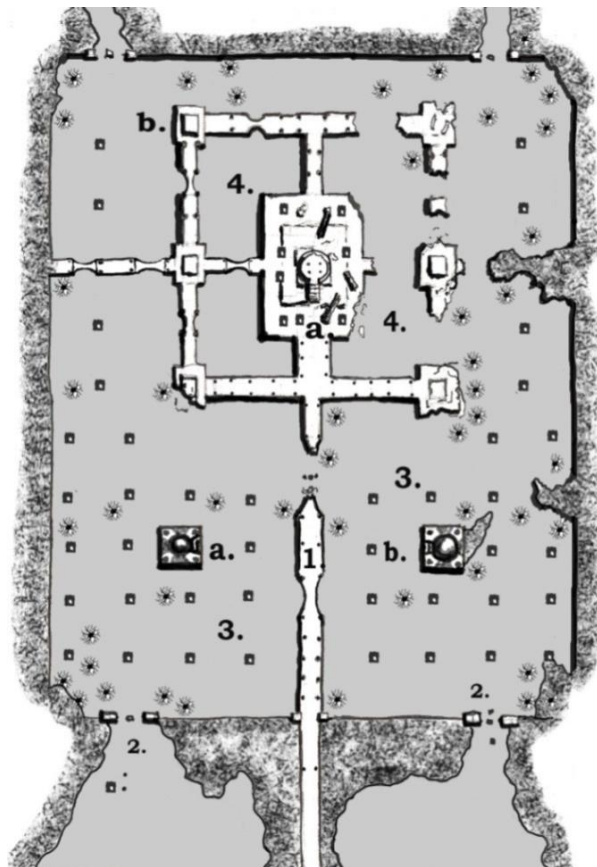
The temple has been looted in the past and some of the easily removable statuary and carvings have been carried away. The temples are highly ornamented though and many pieces still remain. A thorough search in any shrine will reveal 1d6 pieces of unbroken statuary, base-relief carvings, or other stone decorations that are easily removable. Each decoration will be worth 2d6x10 Guilders. There is also a 30% chance that each location will have a *Found Item* (see chart on p.76).

Roll for type of decorations

1. Caricatures of a fresh water fish deity with sharp teeth dancing and making fools of fishermen.
2. Caricatures of swamp creatures bearing various offerings: urns, baskets, weapons and bars.
3. Crowned and feathered busts that seems to match the pillars.
4. Decorative, highly stylized, glyphic carvings.

1. Causeway: An overgrown causeway leads through the middle of the reservoir. This causeway leads into the jungle to the east for several hundred yards before it vanishes into the swamps. It once led across the baray to the main temple complex but now the connecting bridges have crumbled and lie in ruins. Many statues once lined the causeway but most have long since been looted or smashed.

2. Sluice Gates. These were once dams that controlled the flow of water to and from the baray. They are inoperable and the water level is higher than it once was. Small boats or canoes can easily pass over or through the gates and enter the baray from the main water courses.



3. Lower Baray: The baray was once open to the sky, but now twisted trees dot the water and produce a covering roof of leaves that only let in glimmering needles of green light. The baray itself is only 5 feet deep but the muck is very deep at the bottom. Rows of pillar-like ornaments and statues decorate the reservoir. Some of these are of huge caricature-like faces pointing in every direction; others are stylizations of swamp creatures. The huge faces all seem to be of the same individual: a man with a crown of snakes on his brow. The water level is higher than it originally and water rises to the chin of most of these visages.

The evenly spaced statues once gave a sense of order to the place. Now, they are enveloped in twisted foliage and shadows seem to move in the flickering gloom. These shadows may be disconcerting to characters. Characters should have to make *difficult spot* checks to discern that the movement is just shadows. There are also crocodiles in the water that could cause problems for the characters at this point (see *Encounters p. 46 for stats*). The Crocs could just splash around making the characters jump or they could actually attack at the whim of the GM.

Qualg

Qualg the bog troll spends his time lurking and sneaking around the gloom of the barray. Qualg is the son of Malgonta the bog troll witch. When she was pregnant with Qualg, Malgonta preformed rites and took various herbs and concoctions to make her future litter stronger and impervious to harm. The entire litter was stillborn except for Qualg and he was born horribly mutated. Malgonta's spells did not go totally array. Qualg is certainly more formidable than the average bog troll. His skin is armored with thick fish-like scales. He has bulbous eyes, and his features are reminiscent of prehistoric fish. His long webbed feet and hands sport long clever claws and he is much more agile than his kin. He was still considered an abomination though, and eventually disowned by his mother. In his misery he wandered in the swamp until he arrived at this place where he broods.



Qualg is usually not in the little shrine where he sleeps, but usually fishing or lurking around the barray. He favorite spot is in the shadows under the ruins of one of the causeway bridges. His senses are very good and he will try to sneak up on the adventurers and attack them from close quarters if possible. If faced with missile users he will dive underwater until he can get close, possibly overturning their boats. He is friends with Wur-zi and will run to the Trogod at the main shrine if he needs help.

Qualg

STR	30	Move 10	R Leg	7	9
CON	18	10 swim	L Leg	7	9
SIZ	34	HP 26	Abd	7	9
INT	7	Maj Wo 13	Chest	7	11
POW	14	DB 3D6	Rarm	7	7
DEX	17	PP 14	Larm	7	7
APP	3	Fatigue 48	Head	7	9

Armor: 7 point scaly skin,

Weapons: Claw 55%, 4d6 (*Twice per Round*)

Skills: Dodge 35%, Grapple 55%, Sense 65%, Spot 65%, Swim 95%.

Shrines: There are two islands in the Lower Barray, one on each side of the causeway. They each hold a small shrine to what look like fish deities.

a. The Shrine on the left is now the home of Qualg the bog troll. The place is littered with fish bones and other rubbish. Carefully placed along an old altar are a number of amber and jade figures. These were once votive carvings that were thrown into sacrificial pools. Qualg has found them at the bottom of the reservoir and uses them as toys. There are eleven figurines worth about 2d6x10 guilders each.

Qualg's greatest treasure is a small, 4" diameter, crystal ball. Anyone looking into the ball will see eyes looking back at them. The ball is definitely and strongly magical. (*This is the Orb of Xelachtalesh. For more information on the crystal ball, see Zosudra in the Adventurer section p.62*).

b. The shrine on the right is the home of a Malicious fish Spirit (a BRP Ghost). The other denizens of the Barray avoid this shrine. The shrine contains a 3 foot tall idol of a fish made of a green stone. The idol will detect for magic. Anyone touching the idol will gain the effects of the *Breath of Life* spell for the next ten minutes. The idol is heavy and its tail is set into place but if it can be removed and returned to civilization it is worth up to 6000 guilders.

Fish Spirit: Int 10, Pow 19. The Spirit appears as a rotted, desiccated fish swimming in the air. It will immediately attack anyone who trespasses in the shrine in Psychic combat. If the Ghost wins it will possess the trespasser and attempt to drown itself.

4. Great Temple.

This massive temple originally consisted of six smaller ornate shrines surrounding a larger central shrine. Each shrine was an island. These shrines were connected to one another by either bridges or pillared porticos. Now only four of the surrounding shrines remain intact.

a. Central Shrine: All that remains of the larger central shrine are rows of broken pillars and piled stone. The foundation of the temple is still mostly above water. It is littered with the bones of fish, lizards, and other animals that the feral Trogod have been eating.

The central shrine is larger than the others so the GM should roll twice for statuary and Found Items.

D6+4 Feral Wazzaka Trogod will be in residence here, either on the temple island or in the shallows surrounding it. They appear as humanoids with heavy gator-like, bestial features. Once they know the characters are approaching they will scatter and dive into the water where they feel safer. From the safety of the murky water they can size up the character's party and decide whether to ambush the party at a later time or flee.

D6 Crocodiles live in the water around the temple; these are "pets" of the Trogod and will sometimes aid them. (See p.46 for stats).

b. This ruined shrine is the home of Wur-zi Croc-Blood, a scaled father of the Wazzaka totem and son of Owag Splash-tail. He is an outcast from the Trogod community and lives here as ruler over the crocodiles and other feral queeg.

Wur-zi Croc-blood (Scaled Father)

Wur-zi resembles a feral queeg and differs from them only in his intelligence. Due to his appearance and demeanor he is a bit of an outcast of the tribe. He prefers to spend his time more with crocodiles and with the ferals than with other Trogod. A number of ferals usually accompany him and follow his orders. Other Wazzaka are puzzled by him. They do not know whether he is an aberration or particularly blessed by Wazzaka or both. He generally dislikes even the other Trogod and will only speak to Owag Splashtail, his father. Although Wur-zi is a disappointment to his father, Owag still often teaches his son secrets of the Wazzaka tradition. Owag is amazed at the instinctive gift his son has in learning the Wazzakan secrets and spells.

In appearance Wur-zi appears more crocodilian than human- with a tail, claws, scaly skin, and a protruding snout. Wur-zi should be played as being quite crafty (he can command three of the Crocodiles from the surrounding pool as well as his larger familiar). If he survives, he will eventually make his way back to the Temple Lake Where his father lives.



Wur-zi

STR	16	Move 10,10 swim	RLeg	4	5
CON	18	HP 17	LLeg	4	5
SIZ	15	Maj Wo 9	Abd	4	5
INT	15	DB +d4	Chest	4	6
POW	16	PP 16 + Tail 15+	Rarm	4	4
DEX	16	Pow in Amber 8	Larm	4	4
APP	4	Fatigue 34	Head	4	5

Armor: 4 point croc-scale.

Weapon: Wur-zi may attack twice per round. Second attack comes 5 Strike ranks after the first.

Claws 85%, D6+1+d6

Tail 80%, D6+1+d6

Bite 65% D10+1+d6.

Skills: Dodge 60% Grapple 80%, Intimidate 70%, Listen 70%, Sense 70%, Spot 80%, Stealth 75%, Swim 120%.

Powers: His mutation is such that he has the abilities *Awakened Tail* and *Chomper*. He also has a Large Crocodile slave. With the Gator Call spell he can command up to three more Crocodiles.

Totem Wazzaka 95%: Blend (4), Wazzak's Tooth (3) Scaled-Skin (5), Blood of Beasts 2, Gator Call (2), Gator's Breath.

Items: Wur-zi wears an amber and Crocodile tooth necklace that will store 8 Pow as well as 4 Int worth of spells. It also operates as a Countermagic 2 enchanted item.

Pillars of the Dead.

The Pillars of the Dead are located somewhere in the Sunken Forests.

This whole area is flooded by a shallow lake. The trunks of very large trees grow out straight out of the water like pillars and the whole effect is like a flooded, pillared hall. The canopy high above lets in very little light and mist usually rises from the water permeating the region with a dim ghostly atmosphere.

Ghostly guardians often lurk in the mists between the trees in this region. Every hour characters are in the area there is a 30% chance of an encounter.

(1-2) Gnarl Teeth, (3) Human Ghosts, (4) Troglod Ghosts, (5-6) Patch of Ghost Lilies.

Normal Ghosts:

4d6 Pow, 3d6+2 Int . See Ghosts in BRP pp.342

These are spirits who have died in the area and have become ghosts, bound to protect the dead from trespassers. Ghosts will attack a character in *ghostly* combat as normal doing d3 Damage to Pow. If they overcome a character they will possess them, first attempting to kill the other characters before committing suicide.

None of the ghosts can leave the region. Possessed characters that are forced to leave the Pillars of the Dead area will be exorcised.

Ghost Lilies:

Patches of valuable water lilies are quite common in the area. Each patch will yield 1d6 doses of White Ghost Lilies. There is a 30% chance that any patch of White Lilies will contain d2 Doses worth of Purple Ghost lilies.

For more detail on Ghost Lilies see p.69

Gnarl Teeth:

Pow 2d6+6, Int 3d6.

These specters appear as wispy gangrel men carved from rotting wood. In the material world they may affect only wood or wooden items. Gnarl Teeth may do 1d6+1 hp per round to any wooden Items (if characters are in boats Gnarl Teeth may attack and do damage to the boat).

If Gnarl Teeth overcome a character's Pow in a Resistance test they may do d6+1 damage to a character's weapons or other items that are made of wood.

Gnarl Teeth may also attack a character with his/her own weapons, provided the weapons are made of wood or have wooden hafts. If Gnarl Teeth need to wrestle characters for their weapons, Gnarl teeth have strength equal to their Pow.

Gnarl teeth are vulnerable to magic and magic weapons. Magic weapons cause their normal damage to the Gnarl Tooth's Pow. Each successful attack from a wooden weapon will cause 1-3 hp of damage to them.

Tomb Trees

Many of the giant pillar trees have cavities or holes in them partway up (usually about 35 feet), but no apparent foot holds or ladders. These wooden caves contain the remains of great nobles, *witawealds*, and warriors from ages past. The trees on the outskirts of the forest contain relatively few tombs, but toward the heart of the groves many trees have been used to inter the dead.

The bodies that rest in the tomb trees have been mummified in a curious way unique to the Green. They have been encased in a thick resin that hardens and glues them into place. Furthermore, spells are often cast by *witawealds* whereby root-like fibers reach out from the wood and enfold the body after burial. Most mummies are firmly fastened to the wood behind them as if they were part of the wall themselves. Trying to cut one free is very difficult and will invariably destroy the mummy and a good part of the back of the tree.

1. The Mask Maker

The trunk of this tree has large, fierce, stylized faces carved into it. If the characters touch the tree one of the faces will utter "Why does the living disturb the dead?" Another will ask "Dost thou know the curses one brings upon thy head?" "Be gone! Or Breathe thou no more."

The tree is guarded by a weak but very clever *Gnarl Tooth* ghost. (Pow 12, Int 16) It will avoid direct contact with the characters but it will perform little and often deadly tricks to foil their efforts to enter the tree. It will move the bark while characters are climbing or loosen ropes and belay lines. It may also attempt to rot the wood of their boat.

Once inside the bole of the tree, the characters will see the interred remains of a *Tree Child* sitting on a large throne. He is encased and mummified by a thick sap that has hardened around him and has glued him to his resting place. Furthermore, the tendrils and shoots from the tree itself seem to have grown around his body in a woody embrace. On the mummy's face is a stylized mask of wood. The mummy's wooden greaves and vambraces, both seem to be carved in the same style and with the same wood as the mask. Both have numerous faces carved into them. Carved into the wall above the dais is an inscription in *Gnothic* which reads "The final throne of Waxxazi, Mask-maker of the Dead. May he join with the tree in the Forever Rest".

The body is thoroughly hardened and attached to the tree and throne. It cannot be removed except by cutting it to pieces. The greaves and vambraces are coated in the resin and are now glued into place. The mask may be removed fairly easily though. If worn as a mask it will add

3 points to character's Pow when defending against Ghostly or Spirit combat. Furthermore the wearer of the mask can see better into the spirit world. At the cost of 2 power points the wearer may see the essence or spirit weaves (similar to a *Witch Sight* spell). The mask will also magically amplify and enhance the voice of anyone speaking while wearing it.

2. Animal Friend

The mummy of this tree is accompanied by the mummies of numerous pets and animal companions he had in life. There are mummies of a large panther, a squirrel, an eagle, and two raccoons interred with him. His throne is engraved with animal claws and feathers. His wooden death mask resembles the face of a beast and he holds a *beast glaive*.

When the characters enter the chamber they it will seem as if a draft is swirling dust around the floor. They will be attacked by the animal spirits who guard their master in death. They are normal ghosts and will attack using *ghostly combat*.

Panther: (Pow 16, Int 4), **Racoon 1:** (Pow 14, Int 6), **Racoon 2:** (Pow 12, Int 6).

In the hand of the mummy is a *Beast Glaive*. It is very well made and ornate (Granting a skill bonus of 10%). The holder of the staff will gain the ability of *Beast Speak* and *Forceful Hand*. The Glaive is attached to the mummy, but only in two places and may be broken free. This requires a Str vs. Str of 15 *resistance* test. If a character rolls 95 -100 the staff will break. It can be repaired, but it will no longer have the skill bonus or the magic ability.

The Mask is made of a black wood and has the Glyph of the Beast engraved in its brow. It can fetch about 300 guilders to someone who collects such things.

3. Recent tomb.

Niches cover the walls of this tree tomb. The niches hold ten mummified bodies of tree children. They are wrapped in leaves and covered in resin. Each wears an ebony funerary mask (worth about 15 Guilders a piece). A successful knowledge roll will indicate that although several of the bodies are quite old, a few are of more recent interment.

The tomb is guarded by three Canotila, who are Dryadic spirits that manifest in bug-like forms. (Rather like a walking stick with wings). They rest high up on the tree above the entrance. If characters try to climb the tree the Canotila will begin casting spells at them. Canotila are naturally camouflaged and are hard to spot. The Canotila have been bound here by *Witawealds* who wish to protect the dead of their tribe. Wealding magic users may make a

Knowledge roll to realize that the tomb is guarded by Canotila as this is common practice among their kind.

Canotila:

STR 2 SIZ 2 INT 11 POW 14 DEX 14

Move: 12 **HP:** 8 **Armor:** 1 point bark

Attacks: Bite 40%, d3

Skills: Dodge 65%, Sneak 70%, Hide 90%.

Powers: Canotila can fly.

Wealding Glyph 65%: Wood Weave
Hailshard, Writhvine.

The Quay

The Quay is located on a spit of land that overlooks the western branch of the Frogtoe and the entrances to the lands of the Wazzaka Trogod. (See Map #6).

The ruins of an old Quay mark the point of the Wazzaka clan's favorite hunting spot. All that is left of the ruin is piles of stone and pavement that lead up from the water. This area is higher than the surrounding marshes and relatively free from jungle. This gives hunters a commanding view of the surrounding lands, particularly the open marshes and waterways leading to the western branch of the Frogtoe where the Wazzaka Trogod live. The hunters will moor their canoes to the steps by the old landing, while they lie on the rocks above, sunning themselves. One of their number will climb a large tree that lies at the back of the ruin on the edge of the jungle. From there he can see the distance of the entire marsh. If any hornbeaks or other prizes enter the flat swamplands the lookout will notify those below who will quickly make their way to the canoes.

Any approach to the Landing by water will be easily spotted by the lookout as the quay rests on a bit of a peninsula. Characters that approach through the jungle must go under the tree where the lookout waits. Although he has a great view, the lookout is hidden by the limbs of the tree. A *difficult spot* role is needed to see him.

From this spot Wazzaka warriors can see anyone using the riverways to approach their homelands in the swamps of the west branch of the Frogtoe. If things start to become dangerous for the Trogod they will always leave a guard here overlooking the river entrance to their homes.

See Wazzaka Trogod encounters on pp.53 and roll for details of the hunting party. If characters try to get into the left branch of the Frogtoe and the nests of the Trogod too soon for the GM's plans, the hunting parties here can be beefed up with many warriors.

Temple Lake

Temple Lake is located far up the Northeast branch of the River in the Wazzaka Stronglands. (See Map #7).

The epicenter of the Trogod community is located at a huge, rectangular, man-made lake up the Western branch of the Frogtoe River. It is easy to find because many of the primary channels of the river run through the lake. The lake was originally in a rectangular shape and dams and water gates maintained the level of the water, but most of the dams have burst by floods or been clogged by vegetation and mud. Thick jungle and overgrowth has devoured most evidence of the ancient structures.

Characters following the western branch Frogtoe will come to a place where many of the smaller channels will begin to flow together into one main channel. This channel seems to flow strait and evidence of stonework can be discerned occasionally on either bank. This part of the river was once a man-made canal. Trees with huge root entwined roots have grown close on either bank, their boughs forming a roof of foliage over the water.

1. Sluice gates: At the characters approach the old dam they will notice that the channel broadens and the flood engulfs the roots of the surrounding trees and foliage. The main channel becomes quite deep here. There is a ruined wall up ahead that once regulated the flow of the rivers. Now the water rushes over the ruined dam. Squatting on either side of the wall are small stone pagoda-like towers. The towers seem to have been built more for decoration than for defense. The tower on the right bank is nothing but a ruined pile of stones, but the tower on the left is reasonably intact. The stonework of the towers (what remains) is highly ornamented with sculptures and base-reliefs of fish and other water creatures.

Four Lesser Kweeg Skirmishers (See p.66) live at the gates. They are the make-shift guards. They spend much of their time fishing beside of the dam. If the goblins see the characters they will immediately try to enter the tower and climb to the ornamented roof where they will fire arrows from behind stonework and sculptures. Hanging in the stones of the roof is a large gong that the goblins dug up from the ruins. This serves as an alarm to the whole area and the goblins will try to sound it at the first opportunity. Also, on the roof are drums that the goblins use to communicate to each other through the swamps.

If the Goblins sound the gong they will then attempt to get into a dugout canoe and paddle across the lagoon to the ruined temple at the center. If characters are in boats they will need to portage across the dam and into the la-

goon to chase them. This should take them at least five combat rounds. GM's may require that characters may five successful effort rolls to drag the canoes over the portage.

2. The Lagoon: Beyond the Sluice gates the jungle gives way to a huge open lake. This was once a reservoir, constructed by some lost civilization. It has been flooded over many times and much of it has been overgrown. The near (south-east) side is still a large lake, but the entire far side has been silted over and overgrown by a grove of banyan-like trees. At the center of the reservoir is a rectangular island made of stone. Looming over this island is a huge temple in the ziggurat style common to the ancients of this region. The island now rests on the edge of the jungle and much of its lower level is entangled in dense roots and trees.



3. The Temple Landing: The ziggurat rests on a landing and dominates the center of the reservoir. The ancient temple rests on the border of open water (to the front) and dense swamp (behind).

If characters approach from the lake it will be easy for anyone on the island, or especially, anyone on the ziggurat to see them long before they arrive. Drums will be sounded and all the inhabitants will be forewarned and ready for the characters.

As characters approach the island they will make out many skulls of hornbeaks and other dinosaurs decorating the ziggurat. Other skulls are set on poles leering over the approach to the island. The landing is made of huge regular cut blocks of stone and is about 4 feet above the waterline. Facing each direction is a set of steps leading down to the water and giving easy access to those approaching by boat. Several dugouts and canoes are now moored at the steps on the front of the island.

Approaching from behind: Characters may want to skirt the lake and approach from the dense swamps behind the island. The swamps surrounding the lake are very thick and difficult to travel through. The roots and muddy ground make it impossible for boat travel, although much of the water and mud is waste deep with some pools and sinks much deeper. Characters will be able to bring very little equipment and the Gm may want to enforce fatigue rules of their choosing.

Furthermore, these dense swamps are the nesting ground of many of the Wazzakian's pet Crocodiles. These Crocs hide in roots or approach from under water. Characters may attempt to try a spot hidden to notice the danger. If they miss, the Croc will ambush them and clamp on to their legs. If the crocodile makes a successful attack it will begin to roll on the following round. (*Roll to hit as normal, if successful, add d6 to the Crocs damage bonus*). Also, a huge crocodile lives in the swamps behind the ziggurat: see **Avatar of Wazzaka**.

The Ziggurat: The ziggurat itself is made of five stories. A single very steep stair runs up the front of the ziggurat. At the top of the structure is a temple building which is now the abode of **Owag Splash-tail** the Scaled Father of the Wazzaka Clans.

There will be **6+d6 Lesser Kweeg Skirmishers** and **4+d6 Warriors** on the landing at any time. Many of their chores are done here under the shadow of the Ziggurat. Nets lay scattered about, as well as pottery and other craftwork. The Trogod are often at work fishing or cleaning their catch and often wrestle with one another. In the evening they often play drums until late into the night. If they suspect attack, one of them will always be on lookout at the top of the ziggurat.

Trogod tactics: If they are attacked, half of the Trogod skirmishers will ascend the ziggurat, hiding behind rubble and loose stones. They will use their high ground and try to keep the characters from ascending the ziggurat. The other half of the skirmishers will scatter into the swamps on either side of the temple and attempt to attack the characters from the flanks.

The warriors will certainly take cover from any missile fire and beef themselves up with spells, but once the characters get on the landing the warriors will charge.

When Owag finds out what is happening he will immediately begin performing the ceremony to call the Avatar of Wazzaka from the pool behind the ziggurat. The ceremony will take 4+d4 melee rounds. (Characters will hear loud drums chanting and bellows coming from the temple at the top of the pyramid). It will take another 2 rounds for the Avatar to climb the back stairs to the landing and advance around the ziggurat.

Owag and other Trogod stats are found on pp.53

If Owag has already been killed, then a similar scar priest has taken his place- Simply re-use his stats.

The Avatar of Wazzaka: The avatar of Wazzaka is a huge, prehistoric crocodile that has been bound by Owag and lives in the pool behind the pyramid landing. The Trogod see this Crocodile as the physical embodiment of their god Wazzaka. The Trogod keep him in the vicinity by feeding him often. Owag has learned a spell which gives him limited control over the beast. A special drum beat will call the crocodile to the temple to feed. Owag will need to play the drum to cast the control spell.

Avatar of Wazzaka			Loc	Roll	AP	HP
STR	45	Mv8/10	Tail	1-3	9	12
CON	25	HP 36	RHL	4	9	9
SIZ	46	MW 18	LHL	5	9	9
INT	4	DB 5d6	HQ	6-9	9	14
POW	18	PP 18	FQ	10-14	9	14
DEX	7		RFL	15	9	9
Bite 65%, D10+5d6			LFL	16	9	9
Tail 75% D10+5d6			Head	17-20	9	12
Skills: Hide 50%, Stealth 45%.						

Loot: The Trogod keep much of their treasure in the temple at the top of the ziggurat:

1. A large jade figurine of alligator headed humanoid worth 400 Guilders.
2. There are a number of jars in the room. One holds 40 Pieces of jade worth 5 guilders each. Another holds 30 pieces of amber worth 10 guilders each. Another holds 50 large silver coins (adders) worth 5 guilders each.
3. An obsidian dagger with a serpent head: When the dagger draws blood it will also drain d4 power from its victim and temporarily add it to the user's pp.
4. A stone disk that looks to be some sort of astrological map. It is worth up to 300 guilders to the right individual.
5. The skull of an enormous croc studded with Jade and emeralds worth 1800 guilders. It is enchanted to store up to 15 magic points.

The Sky Horns

The Sky horns rise between the two northernmost Branches of the River. (See Map #9).

The two northernmost branches of the Frogtoe are divided by a spit of rocky high ground. At the southernmost reach of the high ground, looming over the northern reaches of the Frogtoe basin, are three spires of rock known as the Sky Horns. The Horns are visible for miles and often used by the denizens of the Frogtoe as navigation markers.

It is generally known that these peaks are unassailable to climbers. It is very difficult to approach them from any direction as the land to their north is covered in thick ravine-laced jungle. To the south of the peaks the waters of the Frogtoe have piled a plain of muddy silt too mushy to walk on and too thick to boat through. This field of silt grows weed and flowers during the dryer season, but remains too muddy to walk through. Only when the flood is at the highest does the water rise high enough to allow shallow drafted craft to approach the south side of the peninsula. It is also well known that a number of King Wyverns nest at the top of one of the peaks. The presence of these beasts will make climbing the rocks especially dangerous.

The Skierfing Trogod, Sachem, Bird Eater, knows of the entrance to caves at the base of the mountains. Once, when the water was high, he paddled his way to the base of the rocks and tried to climb the cliffs to get at the wyvern eggs. While he was sniffing about he found the entrance to a cave system. There he was almost caught and killed by a horrible beast that lived nearby. He still wonders about these ruins and the treasures they could hold, but nightmares of the beast have kept him from returning to the location.

While Bird Eater was at the cave he found several curious shards of carved rock. These cut pieces of stone would be extremely interesting to Astorus Tillwell. Astorus has seen images of similar design as these before in rare tomes. He believes that the shards could very well lead to knowledge of very powerful lost magic. The Shards include depictions of:

1. A sun with many rays rising over a mountain.
2. A cephalopod emerging from an underwater city.

Characters may hear about the ruins directly from Bird Eater. He will hint that he has a secret and knows of an un-plundered ruin. If given enough gifts he will lead characters to the location.

Another option is to have bird eater tell Astorus Tillwell his story and show him the shards. Tillwell will then hire the adventurers to accompany Bird Eater to the ruins and explore the caves.

The journey to the caves is only possible when the water is high and shallow bottom skiffs can glide over the mud flats and up to the base of the cliffs. The ground at the base of the cliffs rises quickly and is overgrown with brush and small trees. Bird Eater will lead the party to a fold in the hills that opens on a small ravine near the base of the Horns. Chunks of stone lay around on the valley floor, knocked loose by some ancient movements of the earth. At the source of the ravine a small trickle of water pours from a cave about 30 feet up the cliff face. There is a ledge or landing of sorts outside the cave. On a successful Spot and Idea roll characters may determine that some of the stones were originally quarried and were once part of a structure (A stair leading to the cave).

The climb is not hard but it will still take two successful climbing rolls to get to the cave level. Bird Eater will not climb the cliff. He is afraid of what lives in the cave at the top.

Cats: The cave is the home of a pair of giant cats (*The great beast that Bird Eater is afraid of*). One cat is presently in the cave and the other is hunting in the surrounding hills. The cat that is in the cave will attack the characters when they are in the upper half of their climb. The other will come at them from the direction of the mouth of the Ravine d6 rounds later.

Cats

STR	28	Mv 12	RHL	1-2	3	5
CON	14	HP 17	LHL	3-4	3	5
SIZ	20	M W 9	HQ	5-7	3	8
INT	5	DB 2d6	FQ	8-10	3	8
POW	12	PP 12	RFL	11-13	3	5
DEX	19		LFL	14-16	3	5
			Head	17-20	3	6

Armor: 3-point skin

Attacks: Bite 45%, 1D10+d6 (impaling)

Claw 70%, 1D8+2d6 (bleeding)

Cats gets two simultaneous claws and one bite each combat round.

The bite comes 5 DEX ranks after the claw attacks.

Skills: Dodge 45%, Hide 80%, Stealth 75%, Track 50%.

1. The cave leads back into the hill and opens on a chamber. The ground is littered with all sorts of refuse: bones, shards of pottery and bits crumbled stone. (Possible roll on the found item chart p.76).

It looks like this chamber was once widened and worked by the hand of man. At the back of the cave is a huge pile of rotting wood. This was once a staircase that led upward. Now a hollow shaft leads upward into the gloom.

2. Forty feet above the floor (three climbing rolls) is a landing. The landing holds two sentinels. These are skeletons enchanted to guard the landing for eternity. As characters begin their ascent the skeletons will begin throwing stones and rocks from the darkness above. The stones will do d6 damage +d6 per 10 feet they fall (based on where the characters are at in their climb.) Any time characters are hit they must make a climb roll to avoid falling.

Provided characters can see the skeletons at all, any ranged weapons attacking the skeletons will be difficult due to the upward angle of the shot. Furthermore any impaling weapons will only do damage to skeletons on a critical hit.

Skeletons:

STR 10, SIZ 13, INT 10, POW 1, DEX 11

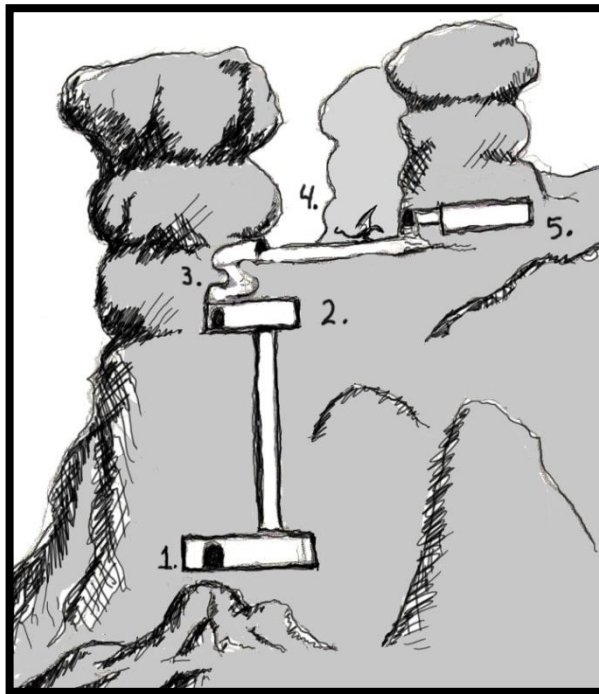
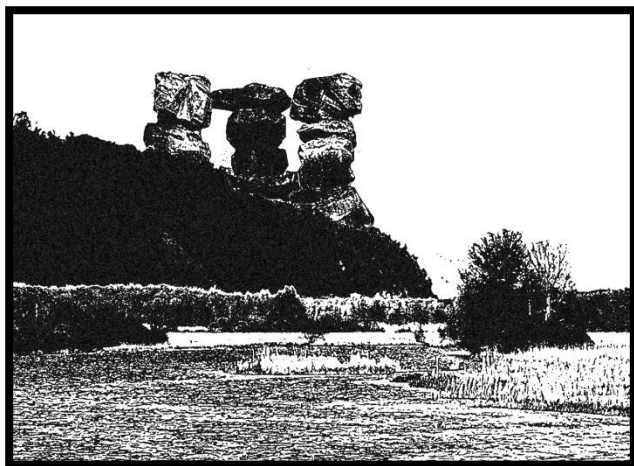
Armor: none

Weapons: Thrown Rock 40%, D6 +d6 every 10 feet dropped. Scimitar 55% D6+2

Skills: Dodge 40%.

The ledge where the skeletons perched is 20 feet wide. Two niches are carved out of the rock on either side of a doorway where the skeletons rested through the eons. Strange mystical symbols are carved over the niches that preserved and eventually activated these guardians.

3. The passage winds upward. Along the walls of the passage are a number of inscriptions. One wall portrays slaves bringing dried fruits, herbs, and other products up a long ramp and stairs to a palace built into the side of a mountain. The other depicts slaves bringing crates filled with garments and other goods back down the ramps. They seem to be bringing goods to and from a gate. Characters making a *Difficult Idea* roll will notice that the cornerstone of the gate seems to depict stars arranged in a specific, if strange, constellation.



4. The hallway eventually opens to the sky on a shelf of rock located between the spires of the Skyhorns. The view to the south overlooks the entire Frogtoe basin. The plateau is roughly 50 feet in diameter and is now the nest of two large **King Wyverns**.

There are four wyvern eggs in the nest worth about 600 guilders each. There may also be d3 *found items* (see p.76) scattered around the plateau.

Large Designs carved in the floor of the flagstones seem to be a map charting or aligning celestial objects. A short set of stone steps lead up to a stone door in the face of the rock in the north wall.

The door has been in place for a long time. (*Resistance roll against 40 Str to open. The narrow steps only allow two people to get near the door at once*). The doorway opens on a small passageway leading to #5.

King Wyverns

STR	36	Move 2/12	Tail	1-3	6	8
CON	18	HP 24	Rleg	4-5	6	8
SIZ	30	Maj Wo 12	Lleg	6-7	6	8
INT	4	DB +3d6	Abdm	8-9	6	10
POW	13	PP 13	Chest	10-11	6	10
DEX	23	Fatigue 54	RWing	12-14	6	6
			Lwing	15-17	6	6
			Head	18-20	6	8

Attacks: Claw 45%, 4d6

Sting 50% 4d6+ poison Pot 12

Bite 45% 5d6

A Wyvern gets two simultaneous claw attacks each round followed by a Sting or Bite attack 5 strike ranks later. If both claw attacks are successful further sting or bite attack will be considered Easy.

Skills: Dodge 40%, Fly 40%, Sense 40%, Spot 75%.

5. This chamber is a large open space. The weight of the ceiling is held in place by columns. In the center of the floor is a small pool. On the far side of the room several stairs lead up to a higher level where a pedestal sits. Lying on the steps is the crumpled form of a skeleton.

The Skeleton: A skeleton lies sprawled on the steps of the dais. It is dressed in what seems to have been expensive garments that are now rotted and faded but once must have been a brilliant yellow. On its fingers are two rings. One, made of gold with intertwining dragons holding an opal, is worth roughly 500 guilders. The other is made of platinum in the form of an octopus whose coils hold a black pearl. The pearl is enchanted to store up to 10 POW. Around the skeleton's neck is a talisman necklace made of gold and amber worth 700 Guilders. The talisman oddly resembles the two circles of the pool in design.

The left arm of the skeleton is very strange because instead of bone it is constructed of an unknown silver metal. Small glyphs and designs are carved into the arm and it will detect for strong magic. The arm is virtually indestructible but it will easily detach from the rest of the skeleton. The skeletal joints of the arm are still attached to one another with hinges and are mobile. If a character wears the dragon ring and spends a point of power the silver arm will mimic whatever the character's arm wearing the ring does. The control will last for the character's Pow x5 minutes.

The Pedestal: The pedestal on the dais has a metal protrusion shaped like a claw coming out from the top. It appears to have once held an unknown object. If any amber, crystal, or other power storing device is placed in the claw it will glow faintly and strong magic will be detected.

The Pool: Surrounding the pool are two rings of intricately carved trapezoidal flagstones. If examined closely the flagstones of the outer ring have strange dot like designs in them. If a character can make a successful *Astrotology* or *Difficult Idea* check they may identify these as maps of star constellations.

Many stones of the inner ring are not mortared down and rest loosely in place. They are cut identical so stones can be interchanged. Several of these stones are missing. An *Idea* check will reveal that the stone Bird Eater found will fit seamlessly into the open flags. Several of the missing flags are at the bottom of the shallow pool and can be



replaced easily. Two of the inner stones are intricately carved with pictograms. One depicts what seems to be a lance that is spouting fire over what seem to be ruins of a city. The other has a picture of a tree sprouting many fruits with familiar animals hanging from the branches.

The pool is actually one of the legendary gates that lead between worlds. The gate may only be activated at certain times of the year when the stars are in alignment. The Shards of the inner ring each represent a different world, or even place within the Green the gate can access. The shards are then aligned to the proper star alignment on the outer ring at the appropriate time. The gate was once powered by a crystal that sat in the claw on the pedestal which is now missing.

It is up to the Gm to determine if the gate can be understood and accessed by the characters. Even if the Characters cannot activate the gate, it will be of immense interest to many magical factions. Even the knowledge of the location of a gate will be worth thousands of guilders if characters play their cards right. Astorus Tillwell will want to know everything he can about the room and will pay thousands for the artifacts contained in the room and any others related to the gate.

The North wall of the room has a carving which depicts two concentric circles and looks like a smaller image of the pool. Both circles can be moved. If they are aligned a certain way a click will be heard and a threshold is revealed that opens on the Secret Library.

The Secret Library:

A shelf on the far side of the room contains a number of the trapezoidal shards. These are the keys to different worlds. Each holds different hieroglyphs and depictions, each of a unique art style.

Depictions include:

1. An eye weeping a tear over a parched land.
2. An Eagle holding spears in its claws.
3. Arrows all pointing outwards from a central position.
4. A serpentine dragon wrapped around a sun disk.
5. A tree with a serpent entwined around its roots.
6. The face of a giant in the sky blowing wind over an island.
7. A planet shattered into numerous chunks.
8. An eye over a pyramid.

Two books rest on the shelf. One seems to be a mathematics book. Pages and pages of circles and angles are mapped out around various constellations. Strange equations are sketched in the margins.

The other book seems to chart various constellations at various times of the year. Anyone making a successful navigation or astronomy check will know that many of these constellations are not from this world.

Iquonay Village

The Iquonay Village is located at the source of a rivulet that runs into most northwestern branch of the Frogtoe (See Map #11).

1. As the river nears the highlands beyond, the thick swamps open on a vista of pools and lakes interspersed with cat-tails and reed beds. In the distance cliff faces rise stark above the waterline. Scattered about the waterscape are massive blocks of stone. These almost seem to be cut for some purpose and then left here like some giant's Zen water garden. As the stream continues toward the cliff face of the highlands, even larger chunks of rock are scattered and broken in the area as if an entire mountain was struck and shattered. Inspection will reveal that many of these rocks have themselves been chipped, worked and quarried.

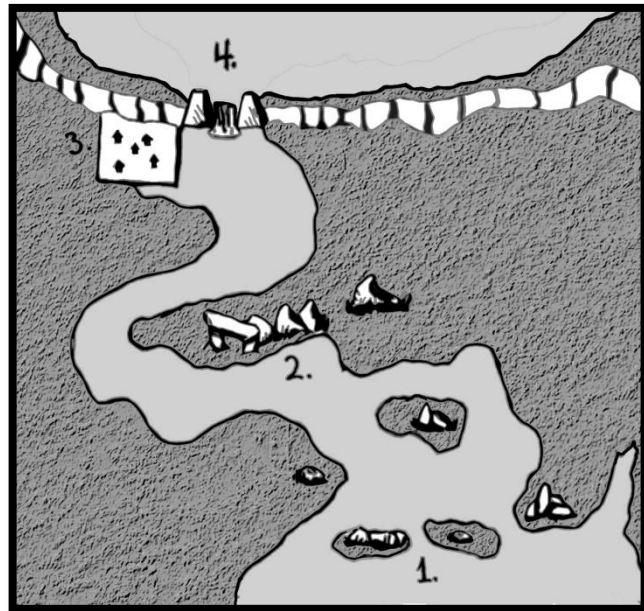
2. Four Iquonay braves will always be on guard watching over the river entrance from the rocks. Characters will notice them with a *Difficult Spot Check*. The braves will pace the characters and move from one boulder to another keeping out of sight as characters approach the villages. One of the Iquonay will immediately run to the village and give a warning that there are visitors coming. (The river makes a bend around large boulders. The runner will take the most direct route while, if characters stay in their boat, they must go around).

3. As characters paddle around a large rock an Iquonay village will come into view. The village is built on an ancient landing of stone. This was once the docks for transporting the blocks of stone from the quarry downriver. Now a village of squalid huts rests on the more antique foundation. The village consists of roughly a hundred souls, thirty of which are warriors. The village will generally be forewarned of the characters arrival and at least ten warriors will line the quay along with Kalag Bloodspit the Chieftain and either of the other Iquonay leaders on p. 49 *If characters have previously met with any Iquonay this encounter will need to be adjusted accordingly.*

Early in the campaign characters may attempt to contact and trade with the clan. If this is the case they will find that the people are very dour and will pretend not to understand the characters speech, although many will stand at the doors of their huts to see the outworlders. Any rash action on the part of the adventurers could cause disaster. The situation should be tense. Kalag Bloodspit, Frogsku, or Mandaru, are the only individuals who will discuss anything with the characters. The Iquonay are fierce looking and very wary and abrupt in speech. They

suspect the characters and will want to end the parlay as quickly as possible and see characters on their way. They will accept gifts but will not offer much in trade. Successful *Intuition* rolls on the part of the characters will reveal that the villagers are hiding something.

The warriors have already clashed with some outworlders, possibly the dragon hunters. They are taken off guard by the characters approach and would not like to fight them in the shadow of their own villages. Kalag would like to see the characters off, but Mandaru will urge him to kill the party. Once the characters are safely away from the village Iquonay braves may attempt to attack them.



4. At the back of the village is a wall and a set of huge water gates and what looks to be a dam. Although the dam itself is ancient it shows signs of more recent maintenance and it seems to be in working order. Water pours through it from a lake above. It will be impossible for characters to see what lies beyond the wall from the perspective of the village. If asked about the dam and what lies behind it, the Iquonay will say that the topic is sacred and not to be discussed. Under no circumstances will the Iquonay allow the characters to approach the gates.

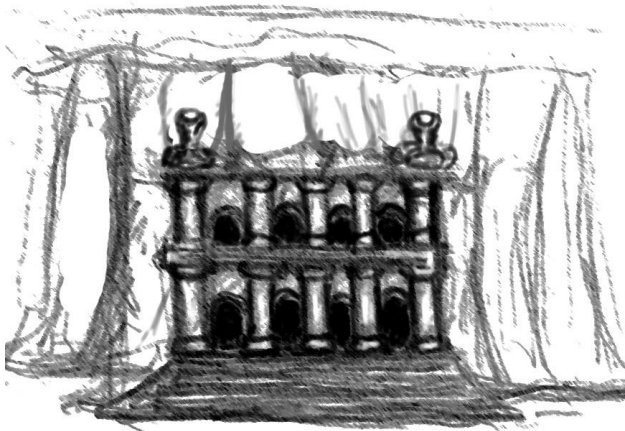
When characters leave a number of Iquonay braves will follow them for miles trying to keep out of sight. If characters linger in the area they may be attacked.

If characters approach the village later in the campaign the Iquonay may already be a known enemy. Characters may have already gathered knowledge that the Iquonay have summoned something which lies in ruins behind their village. Attacking the village directly to gain access to the land beyond may prove difficult as the characters

will be sorely outnumbered so they may want to skirt the village to get to the lake behind it.

Beyond the gates is a huge bowl in the center of which lies a lake. The far end of the lake is hemmed in by a huge cliff face; to the front a half natural, half constructed stone dike hems the bowl in. It is obvious that the water level of the lake was once much higher. Now there is a ring of muddy beach around the clear water of the lagoon.

5. Built into the cliff face at the back of the lagoon, is what appears to be an ancient temple. Steps lead up from the water to arched openings fronted by pillars and carved faces of what appear to be snakes or dragons



The Temple of the Snake God:

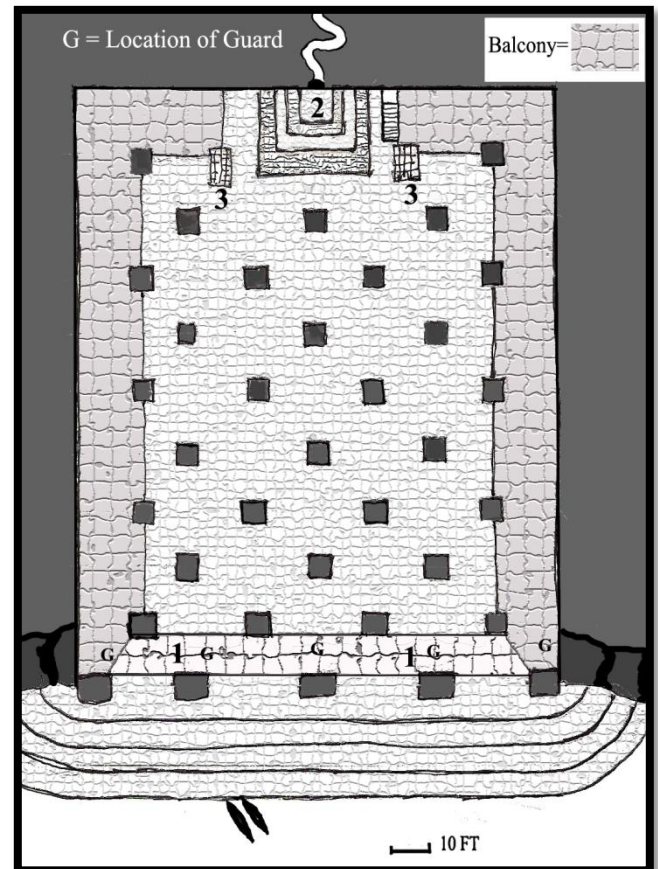
Stairs lead up from the lagoon to the level of the main Temple entrance. Several dugout canoes are moored at the foot of the steps. Above the ground level entrance are a second set of arches and a balcony that forms a bridge over the main entrance (at location #1).

Hiding in the shadows of these upper openings are **six Iquonay Warriors** (Use statistics from the encounter section on p. 50). They will not attack the characters immediately, but will wait for an inconvenient time while the characters are otherwise engaged to fire their arrows at them. They will hide in the shadows of the balcony and upper level, letting the characters pass beneath them and enter the main temple.

As soon as it is evident that the characters are coming to the temple across the lake, one of the Iquonay sentinels will rush to the back of the cave and release the **giant lizards** and bang a gong which is always sounded before the lizards are fed. The lizards will already be lurking in the hall amongst the shadows of the giant columns and attack the characters as they move through the ground floor of the temple.

After he opens the cage the warrior will then go through the cave at the top of the dais and alert Wakallia (the serpent priestess) of the characters arrival.

The main arched entrances at the top of the stair open on a huge cave lined with row upon row of large pillars. At the back of the cave, protruding out of the far wall is a ziggurat-dais type structure (2). There is a large square opening at the apex of the structure that leads into the darkness. Cloaked in shadows and surrounding the hall is a balcony of sorts. At the base of the dais on either side is a (empty) cage. Ropes dangle from the balcony to the open cage doors (3).



Giant Lizards

STR	26	Mv 10	Tail	1-3	5	6
CON	13	HP 20	RHL	4	5	6
SIZ	26	MW 25	LHL	5	5	6
INT	3	DB 2d6	HQ	6-9	5	9
POW	11	PP 11	FQ	10-14	5	9
DEX	13		RFL	15	5	6
			LFL	16	5	6
			Head	17-20	5	7

Armor: 5 point skin

Attacks: Bite 50% d8+d6 *

Tail 60%, d8+2d6

Lizards may bite, and then smash with their tails 5 SR later. Their poison bite has a pot of 13 and takes effect in about 5 minutes after the bite.

Skills: Dodge 25%, Hide 55%, Listen 75%, Sense 75%.

The Iquonay's Secret

The passage at the top of the dais winds through the rock and leads upward in a series of steep stairs and ramps. It widens, and opens to the bright beams of skylight. It looks as if the tunnel once continued or opened into a larger room, but a cave in has blocked the passage and opened it to the sky. Piles of rubble make it easy to climb to the aperture in the ceiling and the surface.

Where the cave opens, the ground is strewn with massive cut stones at the base of a ruined ziggurat. The ziggurat is partly fragmented and its large stones are scattered as if a child struck his building blocks with a stick. Vines and greenery carpet the structure and roots grow in the wide fissures between the stones.

Standing on the top of ziggurat is **Wakallia**, the priestess of the Dragon. She has been warned of the characters coming by a guard who she afterward killed as a sacrifice to bring the Hydra.

She is a young girl garbed in gruesome attire. Wakallia's hair is thickly braided, matted with grey mud and standing on end, giving the braids the appearance of snakes. Blue and green tattooing covers her entire body including her face. The gold of her bracelets glitter in the sun and her hand clasps a bloody dagger and blood from the sacrificed guard covers her. As the characters emerge she will begin muttering in an inhuman tongue and gesticulating wildly at them.

She will have already cast the spells *Scales of the Dragon* (Protection 6) and *Spirit Shield* 4 on herself. Her tiara will allow her to cast two spells per round: Her favorite offensive spells are *Entrance* and *Envenom*. She will target any missile users first followed by the fiercest looking character.

Two Gortoes hide in the foliage behind the cave in. They will attack characters from behind shortly after combat begins, targeting missile users and spell casters. These two gortoes wear feathered headdresses and golden medallions. (Placed on them by Wakallia). (Use Stats for large Gortoe on p.46.)

The ruined ziggurat is hard to climb. It will take three rounds of climbing upward over rocks and vines, sometimes jumping over cracks in the structure. Each round characters must make a successful agility roll to move forward and upward.

Six melee round after the melee begins characters will hear a hissing from behind the ziggurat. A huge snake with many heads will loom out of the jungle. This is one of the children of the Great hydra god that was worshiped ages ago in the Green. The Iquonay revere this hydra as the god itself.

The Serpent Crown: This is a small circlet of gold resembling entwined snakes. The eyes of the snakes are emeralds. Anyone placing it on their heads will be attacked by the spirit of its essence which will try to possess them. One who is possessed by the crown will then work to restore the lost religion of the Hydra.

Serpent Crown: Int 18, Pow 20. **Totem Hydra 110% (Mastery 75%):** See Wakallia for available skills and spells. The emeralds act as PP battery of 14 points. The crown will also allow a character to cast two Totem (Hydra) spells per round.

Wakallia

STR	9	Move 10	R Leg	6	4
CON	15	HP 17	L Leg	6	4
SIZ	8	Maj Wo 9	Abd	6	4
INT	18	DB -	Chest	6	5
POW	20	PP 20+14=	Rarm	6	3
DEX	13	34 total	Larm	6	3
APP	15	Fatigue 31	Head	6	4

Armor: 6 pt. Armor spell.

Weapons: Obsidian dagger d4+2

Skills: Dodge 75%, Listen 85%, Spot 95%, Stealth 75% .

Totem Hydra 110% (Mastery 75%): Anti-venom (4), Call Hydra, Command Hydra, Command Gortoe, Envenom (4) Strengthen Life (3), Healing (2) Scales of the Dragon (Protection) 6, Entrance.

Spirit Glyph 90%: (Mastery 40%): Cut Essence Weave (3), Danger Sense, Ward (3), Words of Command.

Wakallia wears the serpent crown. She is now effectively the familiar of the spirit of the crown. *The Serpent Crown grants Wakallia the power to cast two spells per round.*

Envenom is explained in the Green on pp. 26,

Entrance works as the spell *Muddle* and *Scales of the dragon* operates as a *Sorcerer's Armor* spell. .

Hydra

STR	30	Move 10	1-3 Tail	7	9
CON	24	HP 27	4-6 Body	7	11
SIZ	30	M W 14	7-9 Head 1	7	9
INT	9	DB 3d6	10-12 Head 2	8	9
POW	20	PP 20	13-15 Head 3	8	9
DEX	11	Fatigue 54	16-18 Head 4	7	9
			19-20 Dmnt Hd	8	9

Attacks: Bite 75%, D8 +2d6

Tail Slash 55% d6+3d6.

Spit poison glob 60% Pot 11, Will cause Blindness.

Each head may attack once per round. In addition one tail slash may be attempted each round. 5 SR Later.

Skills: Climb 95%, Dodge 50%, Spot 95%, Sense 60%, Swim 80%.

Head 1: Does d10 rather than d8 when it bites.

Heads 2 and 3: have bony crests

Heads 3 and 4 have the Spitting power.

All heads are poisonous injecting Pot 14 poisons when they hit.

Dominant Head: This head has the Hypnotize Power Similar to the spell *muddle*. It also has *Bony Crest* giving it one extra armor point. Killing the Dominant head will also "Kill" the body and tail, effectively immobilizing the snake. All actions of the other heads will become *Difficult*.

PLACES OF INTEREST

These locations and encounters are diversions that can be placed pretty much anywhere in the region. The Gm should read the selection first just to be sure. While most are small events that may take several minutes, some are much longer and will probably need a whole session of game time.

Tower of Igthial

The tower of Igthial is located short distance from the main branch of the river and it is obvious that at one time the primary channel of the river ran under its view. Now the tower is heavily overgrown, but seems to be in pretty good condition. It even shows some signs of repair in the not too distant past. The base of the tower is of ancient construction in the same style as other ruins in the region. Perched on top of the tower is an addition constructed of wood. This addition has been built more recently than the rest of the tower, but appears to have been abandon for some time.

The remains of a sunken small boat lie in the water nearby. A successful spot roll will allow characters to see strange creatures watching them from the nearby trees. These are the Watchers (See Below).

The area around the outside of the tower is scattered with bones, human and otherwise. Many are gnawed shattered and broken. Observant characters many notice trails and animal tracks from various species running in all directions.

1. First floor.

The doors to the first floor are made from wood and are of more recent construction than the original tower. The entire lower area of the tower is a single open room. A stone staircase leads to the upper story. Several cages of varying sizes and strengths lay open and broken about the room. In one corner is a pile of crates, large clay jars, and pots. These are filled with preservatives: spices, alcohol and salts. If characters search the jars or dig around in the boxes they will find organs, limbs, and body parts of an assortment of different animals. Most of these are mummified or preserved in salts.



2. Second floor

This was once the roof of the tower, but now it is enclosed by a wooden framework. Shutters may be opened to let light come in. A ladder leads up to an upper story. The room seems to be a living quarters with a bed and chest, as well as a library. It also has a small closet with a stool that overhangs the tower and was used at a toilet.

The chest contains nothing except old clothing and robes. The linen and clothing is of an exceptional quality and is of *Drazidian* style.

The library contains:

1. Two books on human anatomy.
2. A bestiary of natural creatures of the known world.
3. A half finished bestiary of creatures from the Green, including diagrams of dissections.
4. A grimoire with a lock. If the lock is forced or picked it will activate a protective spell. The Spell has a 17 Pow and will attempt to overcome the Pow of the character tampering with the book. If successful, the spell will begin to wither and blacken the hit location that touched the book doing d8 damage to that location. Every hour the character must again try to resist the spell or roll on the following chart (1) Take d4 hp, (2)-1 STR, (3) -1 Dex, (4)-1 Con. Once a character successfully resists the spell there are no further ill effects.

The pages of the grimoire are only half filled and contains the spells: *Brazier of Power*, *Curse of Sorcery*, *Pox*, *Gallu Vision*, *Sorcerers Plasticity*, *Sorcerer's eye*, *Sorcerer's Wisdom*, *Sorcerer's Soul*.

All books have been treated with an anti-aging and waterproof preservative and are in good shape. A jar of preservative (hardened), two large bottles of ink, as well as several sheaves of reed paper and a large bit of unused vellum lie under a desk.

3. Third floor

This level is constructed entirely out of wood. Huge shutters can be opened on each side to transform the entire level to a pavilion. This loft seems to have been used as some form of laboratory or workshop. Numerous glass and metal pots, pans, phials, flasks and alembics are scattered throughout the room. A huge cauldron and brazier lie by a stone fireplace. These various items are valuable in the Green and could bring up to 1500 guilders. There is also 4' diameter stone disk with strange arcane symbols carved into it. The engravings divide the disk into nine pie shaped sections. The disk seems to have been excavated from local ruins. It could be worth up to 400 guilders.

Along one shelf are a number of corked bottles containing strange liquids:

1. 3 Pot 6 healing potions.
2. A sealed pot that holds glue that melds flesh together with a Str of 12. (It contains 8 doses and can be used in concert with a successful First Aid Roll to add +2 to damage healed).
3. A small ornate box contains three small amphoras that will decrease the imbiber's age by 5 years each. These can be sold for 2500 guilders each.

Ithgal

Ithgal was outcast from his home due to his interest in strange magics. About twenty years ago he came to this place to dabble with necromancy. He found the ruin of an old tower and had his servants clean it up and build the wooden addition. Ithgal believed that the ruins in this area held powerful secrets. He planned on making a number of undead *Larvic Gallu* slaves. He was then going to use the Gallu slaves to search the dangerous areas of the Frog-toe.

As the years passed and Ithgal continued his research he created ever more impressive *Larvic Gallu*. This came with a cost; the Gallu's hunger for flesh drove them to eat Ithgal's human servants one at a time. The Gallu became increasing hard to control, especially Ithgal's masterpiece, the Manticore. One night, while he was sleeping, the Gallu rebelled and feasted on Ithgal himself.

Ithgal's Creations

The area around Ithgal's Tower is now haunted by the *Larvic Gallu* creation's of the sorcerer. These beasts are usually spread out and hunting in the area.

There will always be several *Watchers* in the trees surrounding the tower. These will make strange whooping calls to the other Gallu. The other Larvic Gallu will return (probably while the adventures are in the tower).

Characters may hear strange scraping sounds on the roof as the other Larvic Gallu arrive. The Gallu themselves like to hunt from the safety of the treetops (or the possibly the roof of the tower) ambushing their prey from above.

Gm's should feel free to use as many or as few of the following Larvic Gallu as they need to make the encounter interesting and challenging to the players.



Larvic Gallu

Watchers: The watchers appears as a monkey or squirrel with membranous wings between their legs and arms similar to a flying squirrel. They have the creepy skull-like features of their kind with wide bulbous eyes. They will avoid combat unless characters are already engaged with or distracted by his "brothers".

STR	9	Move 11	RLeg	1	4
CON	15	HP 10	LLeg	1	4
SIZ	5	Maj Wo 8	Abd	1	4
INT	10	DB -	Chest	1	4
POW	15	PP 15	Rarm	1	3
DEX	19		Larm	1	3
			Head	1	4

Armor: 1pt skin

Weapons: Bite 45%, Damage d4+1.

Skills: Dodge 65%, Listen 50%, Spot 60%, Sense 70%, Stealth 65%, Tracking 60%, Fly 25%.

Goul-ape: Appears as a ghoulish, man-sized ape with hands and toes end in un-naturally large claws. The Face has skull-like features.

STR	19	Move 10	RLeg	4	6
CON	22	HP 18	LLeg	4	6
SIZ	14	Maj Wo 9	Abd	4	6
INT	8	DB +d6	Chest	4	7
POW	11	PP 10	Rarm	4	5
DEX	18	Fatigue 42	Larm	4	5
			Head	4	6

Armor: 4 point skin

Weapons: Claws 55%, Damage 2d6+1.

Skills: Dodge 45%, Listen 50%, Spot 50%, Stealth 55%, Tracking 50%.

Vulture:

Appears as a Giant Carrion bird possibly made from bit of a Black Swan. A beak protrudes from a disturbingly human-like head.

STR	15	Move 12	RLeg	2	5
CON	26	HP 18	LLeg	2	5
SIZ	12	Maj Wo 9	Body	2	8
INT	8	DB +d4	RWing	2	5
POW	16	PP 16	L Wing	2	5
DEX	13	Fatigue 41	Head	2	6

Armor: 2 point skin

Weapons: Beak 55%, d6+d4,
Claw 45%, d8+d4.

Skills: Dodge 35%, Listen 50%, Spot 50%, Stealth 55%, Fly 25%.

Manticore:

A manticore is the largest of Igthial's creations. It is the body of a huge lion with a skull-like human face. Its tail is that of a giant scorpion.

STR	27	Move 11	1-3 Tail	7	6
CON	26	HP 23	4 RRLeg	5	6
SIZ	20	Maj Wo12	5 LRLeg	5	6
INT	8	DB +2d6	6-9 Hind Q	5	6
POW	16	PP 16	10-14Fore Q	5	7
DEX	17	Fatigue 41	15 RF leg	5	6
			16 Lf Leg	5	6
			17-20 Head	5	6

Armor: 5 point skin

Weapons: Claw 65%, 3D6
Tail 70%, 3d6*

*Inject Pot 13 poison.

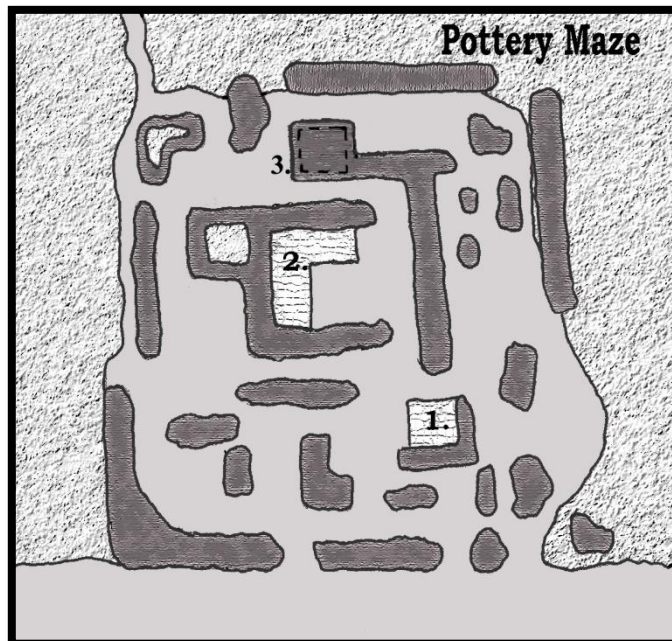
Skills: Dodge 45%, Listen 50%, Spot 50%,
Stealth 65%, Track 25%.

Pottery Maze

Several small algae choked channels lead off the main waterway here. The banks of the channels are made of piled stone and lead into a watery maze. The walls are in poor condition and chunks of stone now litter the waterway in a chaotic mess. The whole area seems to have been inhabited in ancient times but now only vine covered piles of moss-covered stone remain. The croaking of hundreds of frogs echo through the stones making the place seem alive. Characters who have been into Frogshedge will notice that this ruin may have originally been built in a similar fashion.

1. Characters paddling through the maze will find a landing above the waterline at this point. Four lumpy, clay idols of frogs squat along the ledge of the landing. They seem to have been placed here recently.

The landing is crowded with pottery: Jars, pots, urns, amphora and other containers. These are piled on top of one another and scattered in great profusion. At one time they were stored on shelves, but the wooden shelves have long since rotted away. It looks like this area has been searched and looted before. Most of the containers are in fragments but some unbroken pieces can still be dug out of the mud and debris. They are of beautiful craftsmanship and were once decorated with bright colors. 2d6 intact vessels may be found worth 3-5 guilders each.



2. This open area seems to be a bit of a harbor or courtyard in the center of the ruins. There is a large landing or quay that rests above the waterline. This landing also contains pottery, but many of these pots are undamaged. A careful search will reveal:

1. 2d6x10 unbroken pots worth 3 guilders each.
2. Three pots that are still sealed with wax and contain a dried up extremely concentrated blue dye worth 200 guilders each.
3. One small still-sealed pot holds 5dried-up doses of a healing 2 potion.
4. A small broken pot contains 25 pieces of amber worth 20 guilders each.

A massive toad demon Lurks in the pool beside the landing. He will not reveal himself immediately, but slowly stalk the characters and wait to catch them unaware. He is massive, and small shrubbery and weeds grow from the his knotty skin. He will stay submerged in the murky water until his deadly tongue attack is within range. (GM's may want to include more than one Tongue Demon if the character's party is large or particularly powerful).

Tongue Demon

Tongue Demons are actually giant relatives of toads. They are huge and half their bulk is in their enormous heads. They have very coarse mottled skin that blends perfectly with their surroundings. Strange sticky moss grows from the skin giving them the appearance of a living pile of mud, roots and marsh weed. They capture and swallow their prey using their enormous tongues.

Tongue Demon					
STR	36	Move 6/8	Rleg	1-3	6 9
CON	30	HP 33	Lleg	3-6	6 9
SIZ	36	Maj Wo 17	Body	7-11	6 14
INT	4	PP 12	Rarm	12-13	6 6
POW	12	Fatigue 66	Larm	14-15	6 6
DEX	8	DB 3d6	Head	16-20	6 14
Armor: 6 point skin					
Attacks: Tongue 55%, 2d6					
Bite/Swallow 80% 1 hp per round per location.					
Claw 35% d3+2d6					
<i>Frog demons attack with their tongues which does damage equal to half its Damage bonus. If the attack is successful, the following round the tongue will retract bringing the victim into the toad's enormous mouth (Strength resistance test followed by a swallow attack). Once a character is inside the toad's mouth he will be immobilized and take d6 crushing damage. In addition, characters will take 1 hit point of digestive damage per round to each hit location. Armor will protect locations until it is dissolved. If the amphibian's mouth is full it will attack with its claws. The second round after a character is in the mouth he will be swallowed allowing the monster to attack with its tongue again.</i>					
Skills: Climb 65%, Dodge 15%, Hide 75%, Stealth 65%, Sense 75%, Spot 65%.					

3. This pile of stones is slightly higher than the remaining structures and is actually a partially intact building, although its entrance is caved in and submerged.

Characters searching around the structure will find window like openings that are mostly grown over. They are small and characters must crawl through the opening. The floor is five feet below the window and covered with about 6 inches of water. Several intact urns and pieces of pottery are stacked on a stone shelf along the back wall.

The room is inhabited by a Ghost Int 10, Pow 17. The Ghost will attack characters in Ghostly combat and attempt to possess them. The possessed character will then attempt to run all other interlopers from the area before committing suicide.

Under the shallow water that covers the floor of this room is a magic jade ring. It will cost a permanent Pow Point to attune it to a character. Once attuned to a character the ring will grant the character the Psychic Power of *Danger Sense*.

The Willow

There is a huge old willow growing here. A sad face has been carved into the willow. Goopy Sap drips out of the eyes and down the visage as if the tree was weeping. The sap is highly magical and on a successful Preserving roll it can be gathered and stored. The sap is often collected by natives in the area so only d10 doses will be available. If taken orally, each dose will add one to a character's power points. If boiled and added to any potion, each dose will add one to a potion's potency. It also has other properties that are necessary for rare and powerful potions. Experienced Alchemists will pay up to 60 guilders for each dose of the tears.

Gator Island Nests

The following is a description for a nest of the Trogod. This location and several like it may be found deep in the swamps of the western arm of the Frogtoe.

The Nest

The nest is built on an island stand of trees along a small tributary of the main channel. The trees are wide and their thick trunks and roots entwine creating an island of gnarled wood in the middle of the waterway. It is obvious that the place is inhabited, because much of the surrounding foliage is ground to mud. At the river level, long slides of mud lead to holes and caves in the roots. Above, in the twisted boles and branches, rest platforms filled with clay pots. Fish and strings of meat hang from the limbs drying in the sun.

The tree stand is where the harem of the Wazzaka Trogod lives. The entire structure is a huge interconnected hive of wood. The caves among the roots at the lower, river level contain nests of crocodiles. The crocs have been trained as protectors as they are always fed to the sound of drums. They now grow hungry and ferocious at the calling of the drum from their masters above. There are always 6+d6 Crocodiles of various sizes resting in the caves under the roots. At the sound of drums these will shoot out of the cool caves and slide into the water looking for the next meal. Another d4 Crocs will come from the surrounding swamp.

Above the crocodile infested roots are a maze of caves and chambers nestled throughout the trunks. Between the trunks are open areas for cooking and daily work. These run from 10-20 feet above the river level. There are plenty of openings at this level that act as windows and give access to the inner tree. In case the tree is attacked these openings will act as arrow loops. (Defenders shooting from these loops will be *Difficult* to hit). At least two of

the openings are clearly access points to the river below as ropes ladders hand down to the water level. At one access point behind the structure is a dock made of rough hewed logs. There will usually be as least one canoe tied here.

The population consists of **4 females** including the matriarch, **6 young males and 10 Troglings. Two feral queeg** live under the stump in the Crocodile cave. The six young males act as guards and will defend the nest with their lives. (*Use Lesser Queeg Skirmishers on p.56 for the females and young males*).

GM's may want to roll several times on the *Found Items Chart p.76* for any treasure stored at the homes.

Stump home is only one of several Kweeg Harems. Further nests should be similar with slightly varying numbers of children and goblin wives.

As the campaign progresses and or if characters have been raiding the Wazzaka homelands, more adult males and warriors may reside with the nests to guard them.

Kweeg Matriarch

STR	11	Move 10	R Leg	3	4
CON	13	HP 11	LLeg	3	4
SIZ	9	Maj Wo 6	Abd	3	4
INT	16	DB -	Chest	3	5
POW	18	PP 18	Rarm	3	3
DEX	13	+15 in staff	Larm	3	3
APP	13	Fatigue 25	Head	2	4

Armor: 1point Gator skin +2 pt armor enchantment tattoos

Weapon: Staff 55%, D8+1

Skills: Brew (Bodily Enhancement 90%, Spirit Enhancement 60%, Gums and Glues 60%), Boating 45%, Dodge 40%, Hide 40%, Insight 90%, Listen 65%, Sense 40%, Spot 60%, Swim 95% .

Swamp Glyph 90%, (Mastery 40%), (Durable 30%): Call Fog (v), Entagle (2), Find Hebs, Mud cloak, Heal.

Hint:

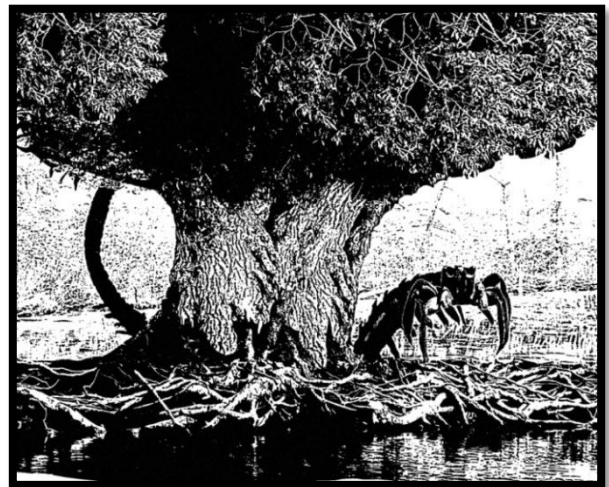
Game Masters may want to include a nest similar to the preceding one that has already been destroyed. The bodies of the Trogod wives and children are broken and scattered about. These have been attacked either by the hydra or goretoes on behest of the Iquonay clan. At this point the characters should realize that there is something in the swamp meaner than the Wazzaka Trogod and that these people themselves are becoming victims.

Windiewill Tree

An island sits in the middle of a small pool. On this island grows the strange twisted *windiewill* tree that sucks magic.

No magic or spells work within 300 yards of the tree. Characters approaching the tree must make Luck roll every 5 melee rounds or loose d6 power points. The tree has three flowered blooms on it. If the petals of these blooms are ground to a paste and taken orally they will add 20 to a character's Pow for one day. Petals of the Windiewill are highly sought after and are only rumored to truly exist. They could easily fetch up to 1000 guilders per flower. The Windiewill only blooms once every five years.

The tree is guarded by a huge centipede-like ridge-worm. The worm is unaffected by the pp drain and usually rests curled in the branches of the tree. It stays in the relative safety of the thick branches until characters come into melee range. While in the branches any missile attacks will at least be difficult, if not impossible.



Ridgeworm

STR	48	Move 8	1-6 Tail	9	16
CON	24	HP 46	7-11 hq	9	20
SIZ	46	Maj Wo 23	12-16 Thrx	9	20
INT	3	DB 5d6	15-20 Head	9	16
POW	13	PP 13			
DEX	13	Fatigue 72			

Armor: 9

Weapons: Bite 65%, d6+5d6 *

Tail 60%, d8 +3d6+1 *

** Both attacks may inject a poison with potency equal to half the centipede's Con. The poison paralyzes the victim. Characters affected will lose both one Dex and one Hp per round for a number of rounds equal to the Pot of the poison.*

Skills: Climb 100%, Dodge 40%, Hide 65%.

The Chiton of the ridgeworm this size is valuable for armor making and may bring a price of up to 500 guilders if properly cleaned and preserved.