

THE RAIDERS OF IRONROCK™

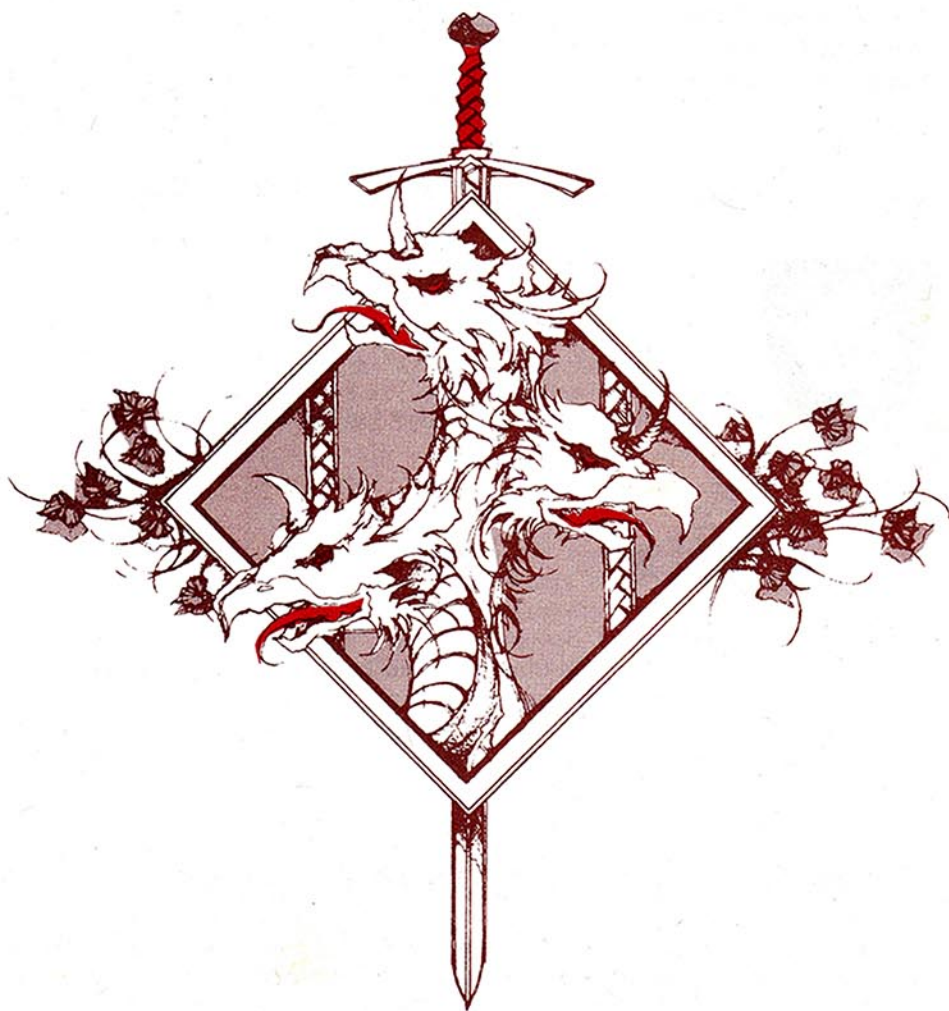
FIRST SUPPLEMENT IN THE INVINCIBLE OVERLORD™ SERIES

by TERRY RANDALL



INCLUDES THE WHITE PEAKS™ GUIDEBOOK

RAIDERS of IRONROCK



The Raiders of Ironrock

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GM Introduction



The Raiders of Ironrock, an adventure which takes place in the Silvertooth Range of the eastern Leopa Mountains, is designed for play by five to six Characters at skills three to four. It is assumed that Characters participating in this adventure have enlisted in the Overlord's Army, serving as elite scouts in an effort to stem the influx of evil which threatens Calandia.

Background

This adventure is designed around the Ironrock dwarves of the Leopa region. This clan of mountain-dwelling miners is further detailed in the White Peaks Guidebook which accompanies this module. The Player Characters, working as scouts for the Overlord's Army, have been dispatched to the continental frontier garrison of Boric's Hold. Upon arrival there, they will be briefed on their mission by scout liaison officer Captain Geros Sarkan of the Gryphon Riders. After the completion of their assigned mission, the Characters will be expected to report back to Boric's Hold, where Sarkan will reward them appropriately and serve as their contact for future assignments.

Rank

For military purposes, the party member of the highest skill level (or average of levels, if a Character is multi-classed) should be appointed sergeant (*Dolvar*, in Calandian) when the party enlists in the Overlord's Army. If two or more Characters are equally levelled, the one with abilities more appropriate to fighting and scouting should be the sergeant (a Skill 4 ranger should be appointed sergeant prior to a Skill 4 magic-user, etc). Roll for ties thereafter.

In game play, the sergeant will be responsible for making the party's report to its commanding officer, receiving new

duty assignments, accounting for lost equipment or missing party members, recommending a Character for a special reward, or similar military tasks as required.

Aid and Assistance

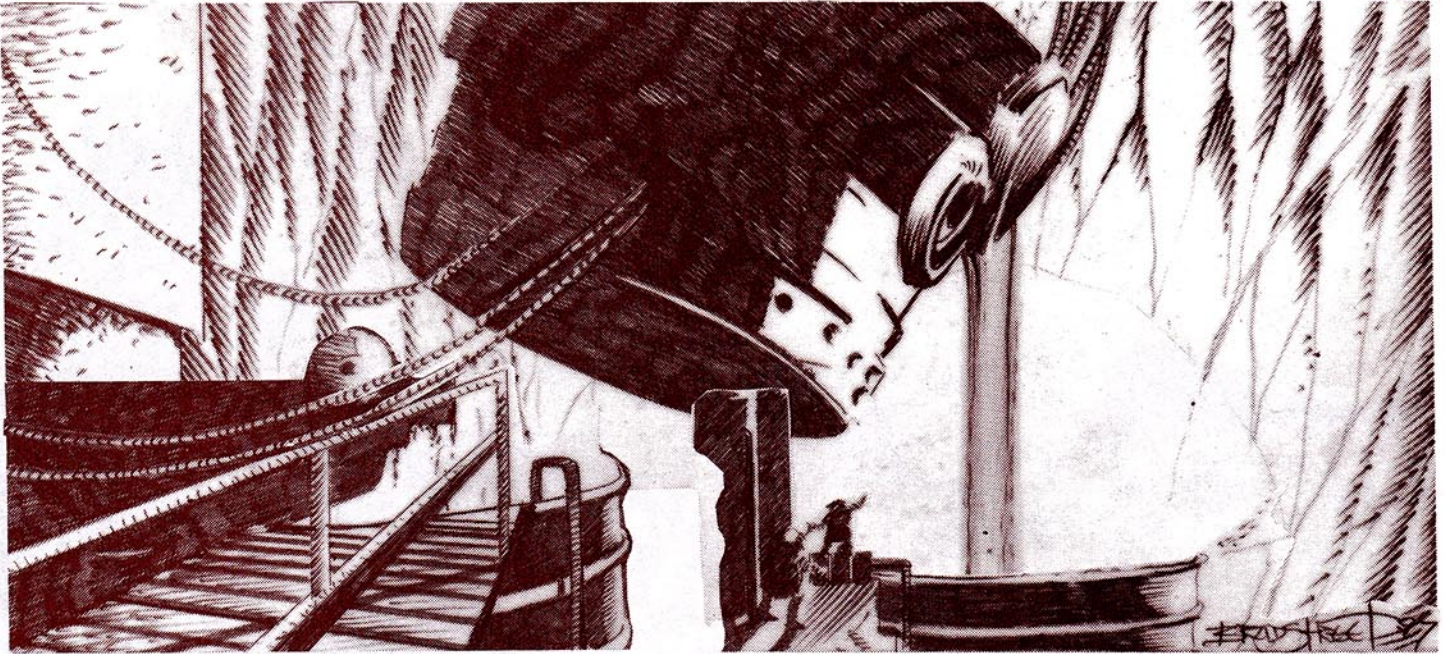
Denizens of the City-State are expected to give aid and assistance to representatives of the Overlord on lawful business of the City-State. Elite scouts of sergeant rank and greater qualify for this privilege and may request such aid as custom allows. The requests are expected to be reasonable, justifiable, and not to put an unusual burden on the assisting household or business.

This custom should never be used to receive free outfitting from merchants in Briarwood or other cities, as this is considered a breach of the privilege and is punishable as such under Briarwood law. Common usage of the privilege includes free or reduced-rates on transportation which river traffic provides when taking scouts to their duty stations and/or a complimentary night's lodging for the Overlord's party.

Desertion

If Player Characters regret their decision to volunteer, they will have many opportunities to walk away from military service in the course of this and other adventures. As elite scouts, the Characters normally work independently and unsupervised. Any scout failing to report for duty and not showing up following a ten-day grace period will be considered a deserter and will be liable to the fullest penalty and punishment of the law. If a scout is involved in field work and his/her status cannot be determined, s/he will be considered "missing in action" following one month of prolonged absence.

Adventure Synopsis



GM Background

Orcs of the Bloody Barb tribe have allied themselves with the grim forces of Vendris, the inhuman mistress of the evil predominant in northern Calandia. To aid in her planned conquests of men and elves in Bentwood, the orcs plan to steal iron from the refining mines of the Ironrock dwarves, the iron to be forged into weapons for Vendris' forces by dwarf slaves held in the frozen fortress-city of Suhl.

Recently, orcs have raided pig iron shipments in transit to Boric's Hold. In response, dwarves have ceased most small, unprotected shipments, allowing iron to stockpile at Fangharrow Cavern, an iron mine and smelter works. The dwarves plan to send tons of the remaining, crudely-smelted iron to Boric's Hold under escort from the 1112th Heavy Infantry Regiment (called the Trollbashers), a part of the Leopa Provincial Army.

The Plot

Fangharrow Cavern is the site of the Ironrock dwarves' newest smelter works, where crucial iron ore is crushed and smelted into crude pig iron prior to shipment. During recent months, miners have been disappearing into the wilderness areas surrounding Fangharrow; Trollbashers stationed at Fangharrow have been unable either to trace these miners or to solve the problem. The Player Characters in this adventure have been dispatched to Fangharrow to investigate the dwarvish disappearances.

In the course of this adventure, the Characters may learn that a large group of orcish raiders (the same group responsible for the miners' disappearances) plans to attack and destroy the Fangharrow smelter works. However, the planned raid is a feint, intended to distract the Ironrock dwarves from the orcs' true goal: the appropriation of the iron stockpile inside Fangharrow Cavern. Another group, commanded by orc leader Ghrinak and aided by one of Vendris' frost devil minions, plans to barricade itself into

the stockpile cavern while a third regiment beneath the mountain unplugs a sump shaft leading into the stockpile chamber.

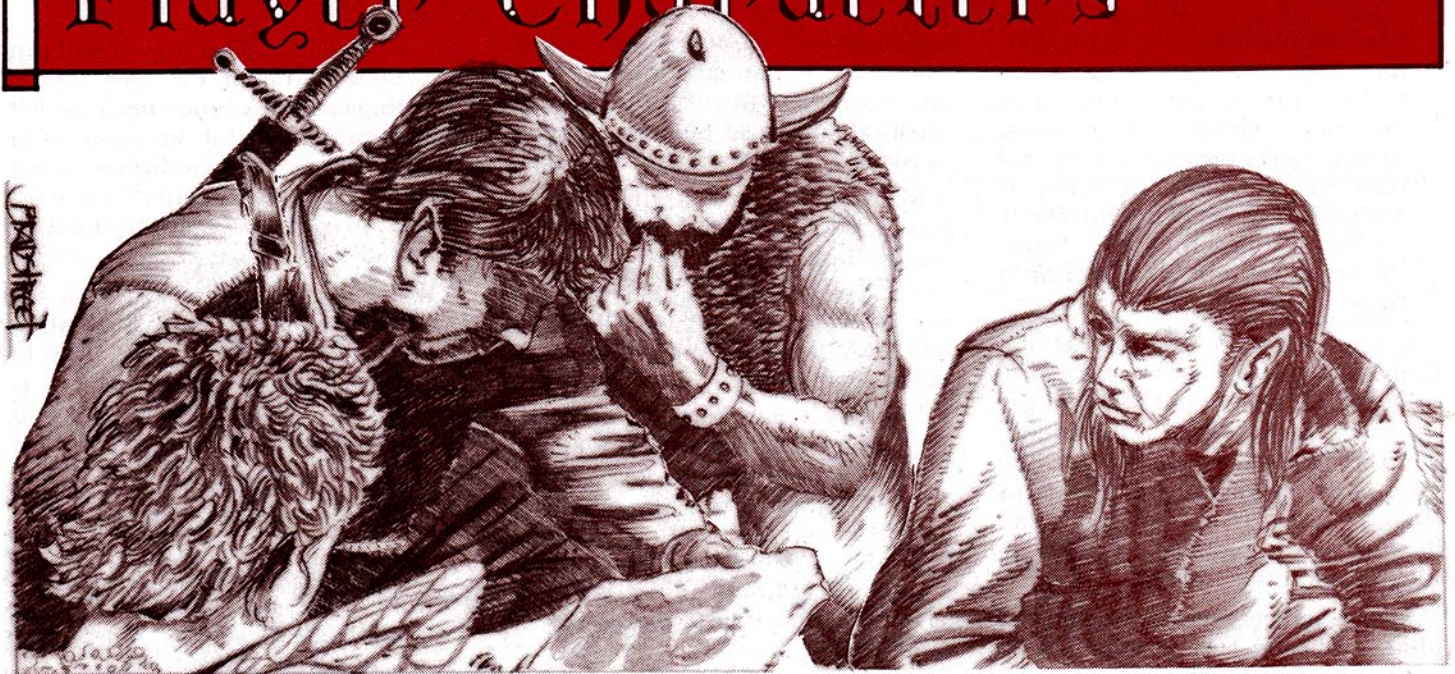
As the unknowing Ironrock dwarves busied themselves to protect the Fangharrow smelter works, Orcish slaves would then climb the sump shaft and dump pig iron down it. Once the iron supply is removed from the dwarves' stockpile, Ghrinak and his raid group plans to escape down the shaft and collapse it, leaving the disappearance of the iron ore an apparent mystery for the duped dwarves. If the plan succeeds, ore production for the Overlord's war effort would suffer a major setback and Vendris' evil forces in the eastern Leopas will be well-armed when they next attack.

Significant Information

During the course of this adventure, Characters will learn information important to the nature of the problems which beset Calandia. This information is summarized as follows:

- 1.) Vendris is the name of the woman or demon who rules Lunn in the north. She can teleport over great distances and is said to be omniscient.
- 2.) Suhl is an ice-castle and city which has suddenly appeared in the heart of a frozen wasteland. It is in Bentwood at the mouth of the Lithingol River.
- 3.) Vendris is marshaling dark forces in Suhl and plans to conquer the Bentwood area and eastern Leopas. She requires dwarvish iron to create weapons for her army.
- 4.) Dwarves, men, and elves are enslaved and tortured in Suhl. Like Lunn to the north, Suhl is occupied by hordes of powerful, evil creatures; certain death or enslavement waits for the person who enters this city.
- 5.) Suhl is overseen by Sezik, an ice devil lieutenant of Vendris'.

Player Characters



Narvil Stehngerik
Dwarf, Skill 3 Cleric
Deity: Ardruna (Ra)

STR: 15, INT: 12, INS: 18
STA: 15, DEX: 11, APL: 14
HTK: 20, AC: 4
MV: 9", AT: 1

DM: (by weapon), Align: N. Good
THACO: 20

WT: 150 lbs., HT: 3'11"

Weapon Proficiencies: flail, war hammer

Weapons: flail, war hammer

Armor: full chain, shield

Magic Items: none

Spells: Bless, Cure Light Wounds, Hold Person

Specials: Infravision at 60', speaks Calandian, Dwarvish, and Orcish

Narvil is sixty years old, deeply tanned, with light brown hair and green eyes. His beard is intricately braided in two strands and tied off at the ends through beads of jade. Once a profitable trader, Narvil has not lost his knack as a shrewd bargainer. He is less avaricious than many of his kinsmen but he collects wildlife lore like some dwarves do gold. Narvil is fond of small animals and holds a deep fascination with plants.

This dwarf converted to the worship of Ardruna from traditional dwarvish gods. Ostracized by many dwarves for his unorthodox religious beliefs, Narvil remains unshaken in his new faith. Narvil appreciates the natural balance in things around him. As part

of his clerical vocation, he is called to preserve life and nurture existence; still, this old barroom brawler has no compunction about cracking skulls in certain situations. He is a steadfast companion, uncompromising and methodical in his actions.

Vizmit
Pixie, Skill 2/2 Thief/Illusionist
Deity: Ardruna (Ra)

STR: 9, INT: 15, INS: 10
STA: 9, DEX: 16, APL: 16
HTK: 6, AC: 4
MV: 9"/24", AT: 1

DM: (by weapon),
Align: L. Neutral, THACO: 20
WT: 21 lbs., HT: 2'1"

Weapon Proficiencies: blow gun, short sword (as dagger)

Weapons: blow gun, short sword

Armor: none

Magic Items: none

Spells: Hypnotism, Wall of Fog

Specials: Infravision at 90', Blend at will (-4 AC), Polymorphy Self at will (thrice per day), Know Alignment at will, Create Illusions (once per day, with audio and olfactory components), magic resistance at 25%, speaks Calandian, Elvish, Merchant, and Pixie

Thief Skills:

PP 45%, OL 42%, FRT 35
MS 33%, H/S 25%, HN 15%
CW 88%, RL 20%

Vizmit's name means "small wit" in Pixie, an intentional misnomer. She has a sharp tongue and no consideration for social etiquette common among humans. Once her word is given, however, she sticks to it strictly and is unforgiving of others who break theirs. If one can get past Vizmit's prickly exterior, there is much to appreciate in this pixie's deeply-sensitive nature.

Vizmit's favorite polymorphed form is a gerfalcon and her favorite illusion is that of a groaning ghost (banshee). Vizmit's hair is silver-white, her eyes a light purple, her skin a pinkish-peach, and her wings a purple-tinged color.

Kreeger
Centaur, Skill 3 Fighter (Knight†)
Deity: Lenoris

STR: 17, INT: 12, INS: 10
STA: 15, DEX: 15, APL: 13
HTK: 28, AC: 3
MV: 18", AT: 1

DM: (by weapon), Align: C. Good
THACO: 18

WT: 1350 lbs., HT: 8'

Weapon Proficiencies: dagger I, composite long bow, lance, scimitar

Weapons: dagger, composite long bow, lance, scimitar

Armor: chain, shield

Magic Items: none

Specials: Charm Person thrice per day, speaks Calandian, Shireling, and Talonese, thief skill PP: 25%



‡ The Knight (or *Keitar*) is a cavalier-like Character class available to Calandian Characters. For immediate adventuring purposes, Kreeger can be regarded as a normal fighter. The Knight class is described in detail in the guidebook which accompanies the forthcoming adventure, *The Wraith of Deric's Deep*.

Kreeger is the son of the chief of a Canyon District centaur herd and friend to a human knight in Han-gar Province who was killed by marauding evil creatures. He fights in the Overlord's Army as much to avenge his friend's death as to win glory and distinction. In combat, Kreeger is intense and single-minded.

Kreeger is eager, eternally optimistic, bluff, and hearty. He is opinionated on every subject of which he has even the least knowledge but is equally quick to admit his ignorance when such is the case. This centaur has a weakness for gambling and wagers on everything from races to what color shirt someone might wear any given day. Kreeger is strawberry roan in color, with a blond-red mane and tail, and is extremely vain about his appearance.

Shevian

Vale Elf, Skill 3/1

Ranger/Magic User

Deity: Lenoris

STR: 16, INT: 15, INS: 9

STA: 14, DEX: 17, APL: 12

HTK: 26, AC: 4

MV: 12", AT: 1

DM: (by weapon), Align: C. Good

THACO: 18

WT: 125 lbs., HT: 5'5"

Weapon Proficiencies: dagger, long bow I, long sword

Weapons: dagger, long bow, long sword

Armor: studded leather

Magic Items: none

Spells: Burning Hands, Enlarge

Specials: speaks Calandian, Demitroll, Dwarvish, Elvish, Fog Giant, and Orcish

Shevian is a young vale elf who is out to see the world. He is tall for an elf and has blond hair below his shoulders and steady grey eyes. This ranger/mage joined the Overlord's Army for the chance to travel but, while he is certainly willing to fight the evil

which threatens Calandia, he has no burningly honorable principles to do so. Languid, philosophical, and artistically inclined, Shevian is a gifted musician and harps beautifully.

Shevian is not ambitious or especially interested in material wealth. Interaction with folk of other races is a new and exciting experience for him and the elf is constantly talking to people who would rather not be bothered.

He has perfected the conversational art of asking leading questions and, if given the chance, will converse with his companions in this one-sided manner for hours at a stretch. Nevertheless, Shevian is sympathetic and sincere in his interests and tries to be sensitive to the varying needs of those around him.

Lessith

Lizardman, Skill 3 Fighter

Deity: G'gessgir (Egg-Mother)

STR: 18/05, INT: 8, INS: 7

STA: 17, DEX: 14, APL: 5

HTK: 32, AC: 4

MV: 9"/15", AT: 2

DM: (by weapon +1/+3) and 1D4 (tail)

Align: L. Good, THACO: 18

WT: 320 lbs., HT: 7'2"

Weapon Proficiencies: dagger, heavy crossbow, net, trident

Weapons: dagger, heavy crossbow, net, trident.

‡ The net has hooked and weighted ends and does half damage if victim struggles in it or if the net is roughly removed.

Armor: none

Magic Items: none

Specials: Can see underwater as if in air environment, speaks Calandian and Nilese

Lessith has dedicated his life to the lizardman deity G'gessgir, the Egg-Mother, Giver of Life. Modelling his life after the ideals of his deity, Lessith feels called to help protect the helpless ones whose lives are threatened by the evil dominating Calandia. As a result, this lizardman is foremost into the face of danger and may have to be reasoned with by others if it is important for caution or surprise to prevail in a situation.

Lessith tolerates no needless killing or torture. If he witnesses such activity,

he will demand that it stop or will put an end to it himself. Lessith's favorite fighting tactic is to hold a net in his left hand and a trident in his right (he is right handed). He then throws the net to entangle his opponent (-2 to hit for left-handed throw) and attacks with the trident.

Lessith cannot seem to retain money or other valuables for long, as he either spends them or gives them away to those less-fortunate than himself. He is as unwise as he is stalwart and stubborn but he is also willing to listen to unrequested advice from those whom he respects.

Marna Mortaune

Human, Skill 4 Thief

Deity: Brelig

STR: 10, INT: 18, INS: 14

STA: 10, DEX: 16, APL: 16

HTK: 17, AC: 5

MV: 12", AT: 1

DM: (by weapon, Align: Neutral

THACO: 18

WT: 125 lbs., HT: 5'7"

Weapon Proficiencies: dagger, long sword

Weapons: dagger (x3), long sword

Armor: studded leather

Magic Items: none

Specials: speaks Calandian, Elvish, Merchant, Nilese, Orcish, Shireling, Talonese, and Thieves' Cant

Thief Skills:

PP 45%, OL 42%, FRT 35%

MS 33%, H/S 25%, HN 15%

CW 88%, RL 20%

Marna's brilliant intellect and charming personality have enabled her to run several successful con games and she has earned her living more than once as a spy working for local lords. Marna joined the Overlord's Army partly to hone her spying and scouting abilities but mainly because she had overstayed the welcome in her former residence. This thief is quick-tempered and moody except when she is on a job, when she becomes surprisingly cold and calculating.

Marna prefers to avoid fights and is experienced at talking her way out of them. A slim and attractive woman, with long, curly brown hair and hazel-green eyes, she is aloof and reserved about her personal life but is a witty social companion.

Non-Player Characters

Listed following are significant Non-Player Characters, important place names and groups, and explanations of unique magical items found in this adventure.

Ghrinak

Raid Leader, Bloody Barb Tribe

Orc, Skill 6 Fighter

STR: 18/51, INT: 12, INS: 8

STA: 16, DEX: 10, APL: 10

HTK: 48, AC: 4

MV: 12", AT: 1

DM: (by weapon, melee +2/+3)

Align: L. Evil

THACO: 16

WT: 240 lbs., HT: 6'2"

Weapon Proficiencies: battle axe, dagger, heavy crossbow, long sword, spear, whip

Weapons: heavy crossbow, two-handed battle axe (1D10), whip

Armor: splint mail

Magic Items: Amulet of Summoning, Horn of Havoc, Potion of Speed (see Unique Items)

Specials: Infravision at 60', speaks Orcish, Ogrish, Yutorkhi, Dwarvish, and Calandian; crossbow bolts are barbed for one additional HTK of damage on successful hit.

Ghrinak is the leader of the Bloody Barb tribe's raid force and chief of the special ore-theft mission inside Fangharrow Cavern. Stubborn, arrogant, and cunningly intelligent, this orc is anxious to curry favor with Vendris and win power as one of the Sezik's minions. Not yet influential among Vendris' forces, Ghrinak works with and among his tribe as a lieutenant Chief Rugahk.

No orc in Ghrinak's special raid force ever checks morale or ever surrenders. The orcs know Vendris will torment their spirits should they ever be vanquished; as such, these orcs are resigned to succeed in their tasks or die trying.

Urruty

Orc, Skill 4 Shaman

STR: 12, INT: 9, INS: 15

STA: 16, DEX: 11, APL: 14

HTK: 36, AC: 4

MV: 9", AT: 1

DM: (by weapon, +1 to hit),

Align: L. Evil

THACO: 18

WT: 140 lbs., HT: 5'10"

Weapons: dagger, spike-studded club (1D6+1)

Armor: chain mail, shield

Magic Items: Potion of Extra-healing, Potion of Dwarf Control, Skull of Scrying (see Unique Items)

Specials: Infravision at 60', speaks Orcish, Ogrish, and Dwarvish

Urruty is not pleased to be participating in the raid on the dwarves of Ironrock. He has a bad feeling about the raid and goes along only because he fears his chief and the ice devils of Suhl too much to refuse. While Urruty possesses considerable influence over the elite raiders, Ghrinak is unawed by the orc and bullies the shaman constantly. Urruty fights like a cornered rat; the persistence born of desperation allows him his bonus to hit in combat.

(5) Elite Raiders

Orcs, Skill 3 Fighters

STR: 14, INT: 8, INS: 10

STA: 15, DEX: 11, APL: 7

HTK: 22, 19, 17, 15, 15

AC: 4, MV: 9", AT: 1

DM: (by weapon)

Align: L. Evil

THACO: 18

Weapon Proficiencies: battle axe, dagger, light crossbow, spear, war hammer

Weapons: battle axe, dagger, light crossbow (15 bolts), spear

Armor: chain mail, shield

Magic Items: None

Specials: Infravision at 60', -1 to hit in daylight, crossbow bolts are barbed for one additional HTK of damage on successful hit.

Known for their bloodthirsty dedication to their purpose, these raiders have been hand-picked by Ghrinak to help him take and hold the iron stockpile at Fangharrow. They will stand by Ghrinak to the last, not because they are loyal to him but from fear of the mighty Vendris, who has ordered this raid.

Borip

Frost Devil

STR: 18, INT: 14, INS: 8

STA: 15, DEX: 10, APL: 8

HTK: 55, AC: -1

MV: 6", AT: 2 or 3

DM: claws: 1D4/1D4 (+1 hit/+2),

ice daggers: 1D4+3/1D4+3/2D6

(+2 hit/+2), or breath: 2D4

Align: L. Evil

THACO: 12

Weapon Proficiencies: ice dagger (see Unique Items)

Weapons: ice dagger (x2)

Armor: None

Magic Items: None

Spells:

At will: Charm Person, Know Alignment, Suggestion, Teleportation.

Once per turn: Detect Invisibility, Fly, Polymorph Self, and Sheet of Ice ‡.

Once per day: Wall of Ice.

Twice per week: Ice Storm (sleet form only)

Specials: Infravision at 90', ultravision at 30', Cause Fear: 5' radius, hit by silver and magical weapons, takes half damage from normal weapons; regenerates one HTK per round beginning two rounds after initial wound.

There is a fifty percent chance per conflict that Borip will draw and use the ice daggers he carries, a one-hundred percent chance if he feels he faces a dangerous foe. His breath attack can be used once per round; it is freezing cold breath which extends in a cone thirty-feet long and ten-feet wide at the end, saving throw being applicable.

‡ Sheet of ice has a magical effect as the spell Wall of Ice but resultant ice covering extends only over the floor surface where cast. Movement is reduced fifty percent and affected Characters must save against DEX each round of movement. Failure fells the Character and a successful DEX save must be made to regain footing. Duration of this spell is one turn.

Borip is one of the underlings of Sezik, the greater ice devil in charge of Suhl. This frost devil left his post as under-slavemaster in Suhl and has chosen to accompany the raiding orcs to ensure that the raiders and their slaves successfully appropriate the dwarves' iron.

Borip will spend a majority of his time with the slave group under the mountain, getting into position for final attack on the stockpile. This frost devil enjoys the cowardly fawning he receives from the orcs and is smugly confident that this assignment will be completed as planned. While not anxious to fight, he will move to aid Ghrinak as a last resort if the mission at Fangharrow is in danger of failure.

Geros Sarkan

*Gryphon Rider Captain
of Scouts, Boric's Hold*

Human, Skill 6 Paladin (Uric)

STR: 15, INT: 14, INS: 17

STA: 16, DEX: 18, APL: 17

HTK: 54, AC: -3

MV: 12", AT: 1

DM: (by weapon), Align: L. Good

THACO: 17

WT: 170 lbs., HT: 5'10"

Weapon Proficiencies: broad sword, dagger, flail, lance, mace

Weapons: broad sword, dagger, +1 flail, lance, mace

Armor: +3 castlin chain mail, shield

Magic Items: Incense of Communion

Spells: Cure light wounds (+12 HTK) once per day, cure disease twice per week, detect evil to 60' distance (at will)

Specials: All saving throws at +2, immune to disease, immune to fear, protection from evil at 10' radius, turn undead as Skill 4 cleric.

Greeba, war falcon

[AC: 6, HTK: 10, MV: 3"/26"

AT: 1 (beak strike or claw rake)

DM: 1D6 or 1D4, THACO: 18

AL: Neutral]

Geros is in his early thirties and is a serious, pious follower of Uric. He is notorious for his lack of a sense of humor but is considered by all to be a fair and honorable officer. Geros expects the greatest in personal effort from his scouts and silently envies their opportunity to face danger while he must remain at Boric's Hold.

Jason Durger

Captain, Company E

1112th Battalion (Trollbashers)

Dwarf, Skill 7 Fighter

STR: 13, INT: 12, INS: 17

STA: 15, DEX: 12, APL: 13

HTK: 52, AC: 2

MV: 9", AT: 1

DM: (by weapon), Align: L. Good

THACO: 15

WT: 145 lbs., HT: 3'11"

Weapon Proficiencies: battle axe, dagger, florentine fighting, light crossbow, war hammer

Weapons: +1 battle axe, dagger

Armor: full chain mail, +1 shield

Specials: Infravision at 60'

Jagon is a Stonehammer Clan hill dwarf whose braided beard and jovial manner set him apart from the dour



mountain dwarves who form the bulk of his command. This dwarf is a seasoned officer best known for his knowledge of defenses and siege warfare. He usually thinks first in terms of defense and only when things are secure will he turn to offense tactics; he is notably cautious in his battlefield decisions. Jagon will welcome the aid of the Player Characters but will closely guard his command authority and attempt to have the last word in everything pertaining to Fangharrow's defenses.

Unique Items

Unique items possessed by certain Characters are described following. Also listed are each item's experience point and gold values, which are not included in the standard awards for the adventure's conclusion and should be added to that total for any item acquired by the party.

Amulet of Summoning [XP: 300 GP: 1000]

This amulet is made of obsidian set in silver and is marked with a devil's name in silver runes. When the amulet is touched and the name "Borip" is spoken aloud, that frost devil will hear the summons and arrive on the scene one segment later. The devil is not compelled to respond to the summons but will do so during the course of this particular adventure because he expects his aid will be needed. The invoker of the amulet's power is not protected from the frost devil and will have no control over him. If Borip is summoned by anyone other than the orcs with whom he expects to deal, he may react in any capriciously devilish way he chooses.

Horn of Havoc [XP: 2,500 GP: 20,000]

This magical item is formed of the horn of a mountain ram. It cannot be sounded normally but every time it is blown, it has the following effects in a conical area ten-feet long and three-feet wide at the end (the horn has twelve charges remaining and expends a charge each time it is blown):

- 1.) Persons must save vs. Spells at +4 or be affected as per Confusion for two rounds.
- 2.) The horn creates an earthquake-like effect causing structures and ground to vibrate. Persons in the area of effect must save against DEX or be shaken off their feet. Saves must also be made against Spells or Characters will suffer 3D4 HTK of physical damage and be stunned for two rounds (save for no damage and one round of stun). Buildings, walls, caverns, and so on are tumbled, cracked, or shaken as per the Earthquake spell.

Ice Dagger [XP: 400 GP: 3,000]

The ice dagger is a blade of hell-ice, enchanted and set in a hilt of silver. The blade is jagged and uneven in form and radiates a perpetual chill; it cannot be melted on the worldly plane. An ice dagger does one HTK of damage for the ragged edge of the blade, one HTK for its unnatural cold, and one HTK for its dweomer, which also gives it +1 to hit. An ice dagger inflicts double damage on creatures susceptible to cold attacks. Borip's ice daggers are treated as +1 blades for "to hit" calculations. Any creature of Evil alignment can use this weapon; Characters of all other alignments must save vs. Spells each round held or suffer one HTK of cold damage per round.

Ice daggers are made of frozen material from the wastelands of Marendhi, the home plane of the gods of Calandia. These weapons are favored by Lovianis, the Lawful Evil goddess of power, vengeance, and assassins. Ice devils, said to have been created by that goddess, have through the ages come to favor the ice dagger as their weapon of preference.

Skull of Scrying [XP: 2,000 GP: 10,000]

The skull of scrying is the top of a recognizably-elf's skull, marked with runes and a silver band around the rim. When filled with elf blood, it functions as a crystal ball of telepathy. Both Urruty and Ghrinak know how to operate this device, which works for any Character of Evil alignment. Neutral Characters operating the device see nothing and Good-aligned Characters suffer evil nightmares for 1D4 nights.

Places

Locations which are important to the successful completion of this adventure are described following.

Argash. Stronghold of the Bloody Barb tribe of orcs, the tribe which lives closest to the Ironrock dwarves east of Ashhome. Orc territory runs in a thirty-mile-wide band between the high mountain peaks and the edge of Deadwood Valley in Bentwood Forest. An official and uneasy truce has existed between the orcs and dwarves for several years now, with the orcs staying out of the high mountains and the dwarves avoiding the orcish woodlands.

Ashhome. Ash-topped mountain to the east of Mt. Greysmoke. Fangharrow is located near Ashhome's base on the southwest side.

Boric's Hold. Garrison town and sea and river port. This hold acts as delivery point for pig iron which is shipped upriver.

Fangharrow Cavern. Location of one of the newest of Calandia's iron ore mines and one of the newest and most efficient smelter works belonging to the Ironrock dwarves. At Fangharrow are two four-stamp ore crushers, a dam and mill pond, and six oversized smelter ovens for pig iron production.

King's Ford. Ford and dwarvish village on the Stingol River, a tributary of the Shangee. This site marks the place where King Norlin of the Ironrock dwarves decided that Crackstone Trail should be extended to Boric's Hold for trade purposes.

Little Axe Mine. Exploratory mine dug into the northern side of Ashhome. It once produced low-grade ore and a silver vein ran deep into the mountain before it was finally abandoned as a loss. The passageways of the Little Axe connect with disused tunnels which are part of the network of dwarvish tunnels under Ashhome.

Smokeside. Dwarvish mining community which took its name from nearby geysers. Approximately two thousand dwarves live in Smokeside, which is fifteen miles north of the smelter works; these dwarven miners first discovered the iron deposits which sparked the settlement of Fangharrow. Smokeside's five-hundred-year-old mine tunnels stretch for tens of miles deep into the mountain and interconnect with Fangharrow tunnels and shafts in many places deep underground.

Players' Introduction

Joining the Overlord's army was a whirlwind process. Enlistment, induction, and outfitting flew by with a speed and efficiency intrinsic to the systems under the Overlord's command. The resultant assignment led here, to a reconnaissance unit of the Gryphon Riders, the corps responsible for coordinating the efforts of volunteer scouts.

Lord Cham Morska, the impressive and authoritative commander of the Gryphon Riders, paces slowly along the lines formed by the many other volunteers to the Overlord's scouting parties, examining each new recruit as he delivers his orders.

"Our work awaits us in far-flung places," Lord Morska says, "and our

numbers are few for the land we must cover." His initial inspection completed, Lord Morska steps back from the line and addresses the entire assembly. "In the field, you might work with more experienced scouts from time to time but most often you'll be on your own. We expect you to work independently and responsibly.

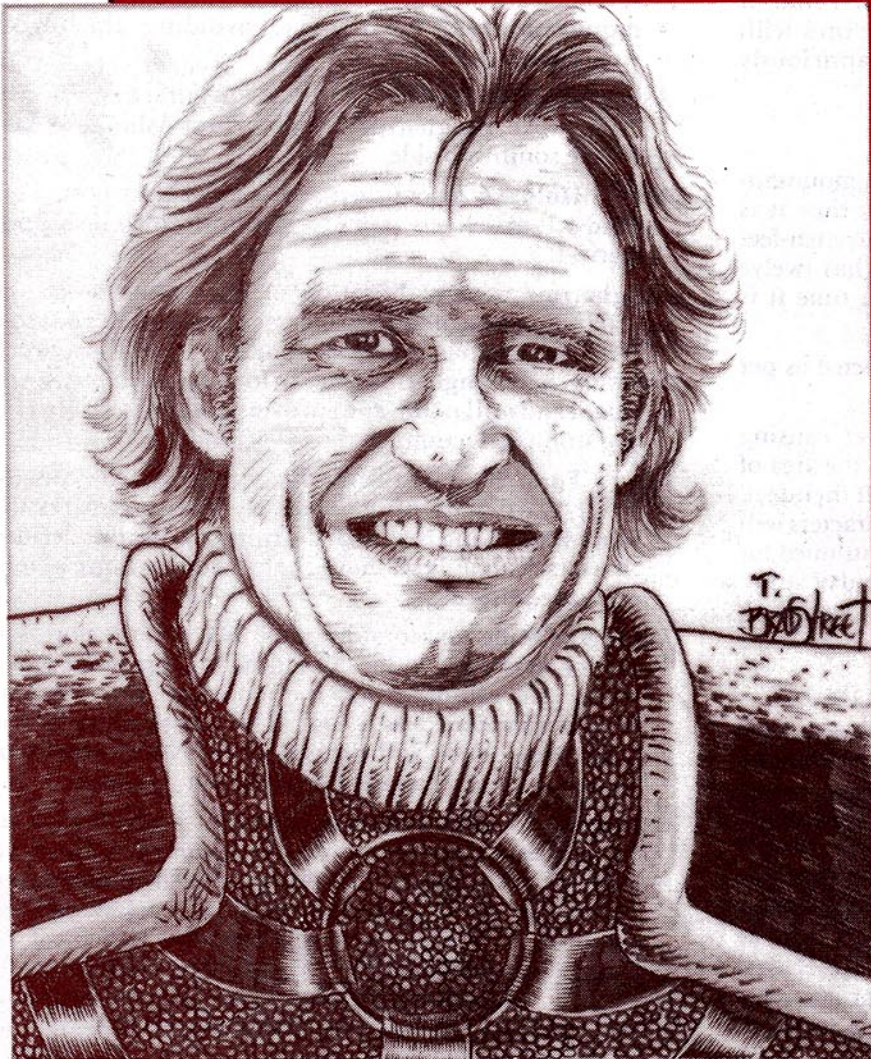
"Your duty assignments may change as our needs require, so don't get too settled into one area. For the time being, at least, all of you have been assigned to the scouting forces under Major Reginor Longreach of the Gryphon Riders, who is on detached duty with the Leopa Provincial Army."

As Lord Morska reads down a list of duty stations and the scouts destined

for each, small groups file out of the room when they hear their orders, heading for the quartermaster to receive additional equipment and make necessary travel arrangements.

Before long, the entire regiment of volunteers, save one party, has exited. Lord Morska glances up from his list as his eyes linger on the party in front of him a moment. "Your duty station is Boric's Hold," he says impassively, "at the mouth of the Shangee River. The commander of scouts there is Captain Geros Sarkan. A good man... and a busy garrison."

Morska's eyes suddenly grow dark, his tone, solemn. "There's a lot going on out there, so keep your eyes open. You can pick up your travel orders from the quartermaster. Good luck."



GM Notes

Equipment

At GM discretion, certain items of equipment might be issued to under-equipped Characters prior to their departure for Boric's Hold and the actual beginning of the adventure. The quartermaster is authorized to supply items such as backpacks, blanket rolls, water flasks, and non-magical weapons (one per scout).

Unusual spell components may be made available to magic-users but nothing in excess of twenty gp value is generally available. Food and billets are part of the travel arrangements to the hold; as such, there is no need at this point for individuals to obtain their own rations.

Gryphon Riders

An overview of the Gryphon Riders is given in the accompanying White Peaks Guidebook under the section titled "Military Units." The GM may wish to make this information available to the Players, perhaps indicating it reflects knowledge their Characters have obtained from other soldiers and volunteers during their indoctrination into the Overlord's employ.

Play should now proceed with Encounter 1: Shangee Journey.

Encounters

Encounter 1

SHANGEE JOURNEY

PREP: Use this encounter when the Characters are traveling down the Shangee River toward Boric's Hold.

PLAYERS: *While the journey down the Shangee River takes two months to complete, the endlessly-fascinating, ever-changing sights of the great river provide ample diversion. Great herds on Denmordi horses roam the shorelines, the vistas of the Leopa Mountains tower to the north, and the brilliant varieties of vegetation change form and color as the weather grows ever-colder to the east.*

The twenty-mile hike along freight road at Portage Point is made in the company of many other travelers and is highlighted by occasional glimpses of gigantic meshperi, the fog-folk, in the early morning mist. Yet, the realization slowly dawns that this is no holiday outing.

Lieutenant Norius, the gentleman in charge of this shipment of military supplies, regularly supplies the party with plenty of busy-work. The wartime atmosphere looms heavily over the camp, nearly tangible.

GM NOTES: Boric's Hold maintains an average temperature of thirty-four degrees and the GM may wish to emphasize the Characters' potential discomforts as a result of this weather. Snow cover is very light if at all present and would neither hinder movement nor aid in any exterior tracking attempts.

Warm but unrestrictive clothing will be issued to the party from military stores as conditions dictate during the eastward journey. By the time the party arrives at its destination, each party member will have been assigned one heavy wool cloak, one pair of wool trousers, and one wool tunic.

Once the party arrives at Boric's Hold, play proceeds with **Encounter 2: Boric's Hold.**

Encounter 2

BORIC'S HOLD

PREP: Use this encounter when the Characters have arrived at its Boric's Hold duty station.

PLAYERS: *The black-granite keep of Boric's Hold looms forebodingly behind the walled enclosure of this outskirts town. The settlement is secure on its hilltop, with the salt waters of Lucius Bay on one side and the walls, part wood and part stone, encompassing the remaining area. The hold's fortifications attest to a garrison city with improving defenses.*

It is surprisingly difficult to locate the hold's commander, Captain Geros Sarkan, in the hive of activity inside the hold. Minotaurs, demitrolls, and dour dwarves crowd the streets — all part of the heavy infantry regiment camped outside the town. Finally, a tall, powerful-looking man comes into view. Slowly, impassively, he turns to cast a critical eye upon the party in front of him.

"I'm short-handed," he says curtly, "you arrived just in time. Sit down and let's get this under way." He gestures toward some nearby chairs and waits until everyone is seated before continuing.

"Dwarves are disappearing into the wilderness around Ashhome — quite an abnormal occurrence for mountain dwarves. Squads from the battle group stationed there haven't been able to turn up anything. I received their request for scouts yesterday.

"I wish I could provide something more but there's not much more available. We've had some skirmishes with orcs raiding iron shipments on Crackstone Trail but that's been handled; it was a minor problem and easy to suppress. That was the only problem in the area until now. I can't give you much information on the disappearances themselves. You'll have to investigate the matter yourselves."

Captain Sarkan glances away briefly, his broad shoulders slumping slightly under the weight of command.

"Fortunately, Hubert, the messenger from the heavy infantry at Ashhome, is still here. You can ride back with him." Captain Sarkan scribbles quickly on a piece of paper.

"Here," he says, handing over the paper. "Present this to the stable master; mounts will be issued to you. It is a tedious, two-hundred-mile journey but you should be able to cover it in about six days. Once there, your orders are simple: find the reason behind these disappearances and put a stop to them. Report back here to me when the mission is complete but be gone no more than three weeks. I can't spare you any longer than that."

Captain Sarkan turns and stares intently at the party. "By the way, you are authorized to request military assistance from the infantry there. But it had damn-well better be a reasonable request. You'll justify it to me if you need their help. Very well, then. If there are no questions, you're dismissed."

GM NOTES: Captain Sarkan can be of little additional help to the Characters at this point. If they want to know more about the orc raids in the mountains or the disappearing dwarves, Sarkan will refer the Characters to Hubert, the messenger, who will attempt to answer their questions, although he knows little more than the locations of the disappearances.

Additional Information

The Characters will be lodged in the hold's military barracks tonight. In the morning, they are expected to depart with Hubert and will first be provisioned with trail supplies for a one-week trip.

The battalion stationed at Ashhome is the 1112th Battle Group, part of the 111th Heavy Infantry War Group (Regiment) headquartered at Boric's Hold. The 1112th goes by the name "The Trollbashers" and is commanded by Ironrock dwarf Major Thordic Korstehn.

The Trollbashers consist of one company of demitrolls (two-hundred-forty demitrolls outfitted with banded mail and battle axes) and four companies of Ironrock dwarves (two-

twenty-five per company outfitted with full chain mail and war hammers).

Hubert, the messenger from the 1112th, is surprised that the request for scouts was filled so promptly and is happy to escort the party into the mountains. Much of his time and conversation will be filled with awe of the party, valiant fighting force of the Overlord's Army that it is.

Hubert Korderst

Private, 1112th Trollbashers

Dwarf, Skill 2 Fighter

STR: 13, INT: 8 INS: 10

STA: 14, DEX: 12, APL: 7

HTK: 9, AC: 3

MV: 9", AT: 1

DM: (by weapon), Align: N. Good

THACO: 20

WT: 150 lbs., HT: 4'1"

Weapon Proficiencies: dagger, light crossbow, military pick, war hammer

Weapons: dagger, war hammer

Armor: full chain mail, medium square shield

Magic Items: none

Specials: Infravision at 60'

If questioned about the disappearing dwarves, Hubert can provide the following information:

"Yeah, some of the miners in the small digs around the mountain have gone missin' from their tunnels lately. A hat or a bit of clothes might be found in the woods nearby but never the miner. It's spooky. But Captain Durger can tell you more about it. I don't know anything really first hand."

If questioned about the orc raids on iron shipments, Hubert can provide the following:

"His highness, Overlord Lucius II, requires quite a lot of iron these days, what with the war and all. A few months ago, Bloody Barb tribe orcs started raiding the shipments that went down the mountain, taking the iron and killing the freight haulers. But we put a stop to that."

"Now the miners stockpile the iron. It moves in one large convoy, guarded by a few companies of us Trollbashers. Our patrols chased the orcs off a couple times and we haven't been bothered since."

Play now proceeds with **Encounter 3: Journey to Ashhome.**

Encounter 3

JOURNEY TO ASHHOME

PREP: Use this encounter when the Characters journey to Ashhome, where many dwarves have been disappearing. Refer to GM NOTES prior to reading aloud the Players information.

PLAYERS: *The weather grows colder as the Crackstone Trail winds ever-further into the Leopas. Every morning the undergrowth and exposed travel gear are covered with a layer of sparkling frost. Stunted coldpine endures the chill with silver-touched needles — easy enough for a tree to accomplish but the intelligent soldier follows Hubert's example and travels wrapped in cloaks and warm clothes.*

As the snow-capped Silvertooth Range draws closer, the covering of white on the nearest peak appears to be mottled with black and dark grey where the underlying stone is evident. That, Hubert indicates, is Ashhome, a dark summit of volcanic rock. At its base is the town of the same name and not far from it, Fangharrow, this party's ultimate destination.

GM NOTES: If the GM wishes, during this week-long trip Characters could encounter either harpies or perytons along the trail or any other type of animal indigenous to the region.

Farther north, at the base of the Leopas, the Characters will pass a waystop marked solely by Hammer and Anvil, the last regional inn available before the steep haul into the mountains. From this point, it is a sixty-mile journey to Fangharrow and a forty-five-hundred foot rise in elevation.

Once the party arrives at Fangharrow, play proceeds with **Encounter 4: Operating Procedures.**

Encounter 4

OPERATING PROCEDURES

PREP: Use this encounter when the Characters first arrive at Fangharrow.

PLAYERS: *Long before Fangharrow itself comes into view, the pounding thud of ore-crushing stamp mills resounds throughout the area. The*

immediate area soon becomes frenetic with a flurry of dwarvish activity around ore stamps, mill pond, and large masonry smelters.

Hubert, proud of his kinsmen's work, explains the operation as the party rides past, pointing out how a mountain stream, the Coldwater, fills the mill pond and powers the ore stamps by water-wheel. Here, iron from the smelted debris is cooled and collected for shipment.

"And then," Hubert continues, "it's stockpiled in here!" He stops, pointing at a square-carved cavern entrance before him, where massive wooden doors are set in the mountainside; various dwarves cart tools, pig iron, and ore in and out of the entrance.

"C'mon," Hubert says excitedly. "I'll introduce you to Captain Durger. He can tell you a lot more about our problems than I can." Hubert then heads into the roughly square chamber offices of a redcheeked, bearded dwarf.

Captain Durger, the dwarf, glances up with a note of surprise and distinct pleasure. "Welcome, my friends. Thank you so much for answering our summons for help. I hope you have more success than my troops had." The captain gets up from behind his small stone desk and begins to pace the office.

"As I am certain Hubert here has told you, Ironrock dwarves have small mine workings scattered all over this mountain and lately miners to the east and north have been... just... vanishing. There's no pattern to it: one day a fellow is there, the next he can't be found.

"He's not in his tunnels anywhere and his personal belongings are discovered in the woods. And these are usually found along a rocky path or a stream, someplace that doesn't take tracks too well."

Durger's brow furrows with concern. "Another fellow disappeared yesterday. My men can take you there in the morning, if you like. It's as good a place to start as any, I'd think. But first, let me show you our facilities. We're quite proud of them, you know."

The captain exits the office and begins walking down one of the many hallways which riddle the cavern. "You'll notice," Captain Durger says, "our cavern is not a residential hall with some working mines like Gnarlstone. Rather, we possess a mine with living accommodations, developed

to work the iron deposits we discovered here a mere onehundred years ago.

"We're close enough to Mt. Greysmoke that its geothermal heat keeps most of our residential halls at a comfortable temperature. Travelling further down, however, the temperature often becomes quite oppressive, so we've dug several ventilating tunnels and some of our mystical friends have even bespelled several of the worst areas with permanent cold."

Captain Durger stops abruptly before turning yet another corner. Beaming with pride, he continues, "This is it. Our pig iron stockpile, which we keep in a natural cavern on this main level of Fangharrow. Here, we stack tons of these crudely-formed iron slabs on the cavern floor. Once it has cooled sufficiently, we stack the iron well clear of those wooden platforms built into the floor, which are left over from some of our earlier attempts at ventilation.

"Basically, we run a very tight ship here. We've hardly had any trouble at all with our facilities. One time an underground stream filled up that old ore shaft I showed you. It started rising quite rapidly and we feared for the complex itself but the water eventually subsided and withdrew. We boarded up the shaft afterward and haven't had any trouble since. We've really been quite fortunate, considering."

The remainder of the tour goes quickly and uneventfully as Captain Durger shows off his community. The squared, central hall at the cavern's entrance leads on one side to sleeping chambers, cooking and dining halls, and on the other side to tool and storage areas. The entrance hall ends in ramps to lower levels, drop shafts, and the working part of the mine.

"This is our home," Captain Durger says, emotion tinged his otherwise steadfast voice. "Please feel as if it were your own. Our only request is that, for safety's sake, you please remain here on the first level and stay out of the way of our miners.

"Other than that, if I can be of any service or assistance, please ask. I do hope you can help us solve this problem. It is a growing concern among our people and we will do anything to stop these events."

GM NOTES: Any activities or interaction with the Ironrock dwarves besides the guided tour should occur at GM discretion. These miners are a

clannish bunch and can usually be drawn out only by another dwarf or a discussion of mining or metallurgy. The worker dwarves' general attitudes will be of skepticism towards the parties' abilities.

The Fangharrow complex sits at an elevation of about six-thousand feet and its average temperature is only five degrees above zero; as such, the Characters should be conscious of the wintery chill when they venture outdoors. Captain Durger will be more than happy to put the Characters up for the night in a dormitory chamber where they can be alone to consider their situation.

While willing to aid the party in other ways, Captain Durger will not offer of his own volition any military assistance to the party since he is concerned with the protection of what dwarves he has remaining.

Characters trying to discover information concerning the missing dwarves before heading to the scene of the latest incident learn only that the dwarves were miners and smiths, as are most of the Ironrock clan. None was an especially notable individual.

Play now proceeds with **Encounter 5: The Missing Miner**.

(50) Soldiers

Company 1112 (Trollbashers)

Dwarves, Skill 2, Fighters

HTK: 20 (x5), 19 (x15), 18 (x10), 16 (x10), 15 (x5), 13 (x5)

AC: 3

MV: 9", AT: 1

DM: (by weapon), Align: N. Good
THACO: 20

Weapon Proficiencies: dagger, light crossbow, military pick, war hammer

Weapons: dagger, war hammer

Armor: full chain, medium square shield

Magic Items: none

Specials: Infravision at 60'

Encounter 5

THE MISSING MINER

PREP: Use this encounter when the Characters are ready to examine the scene of the latest disappearance.

PLAYERS: The absence of miner Bertol Flingstehn was discovered when

his brother stopped by to return a borrowed axe. The only trace of Bertol was one of his boots, found on the path to the stream near his mine tunnel entrance.

Herik and Derin, two dwarves from Fangharrow, are currently examining Bertol's most-recent diggings, a mine entrance three miles due east of the wooded ridges of Ashhome, which was nearly an hour travel along a rough, narrow trail.

At Bertol's place, a small clearing opens before a narrow tunnel dug back into the ridge. A wheelbarrow, pick-axes, lumber, and other equipment litter the clearing. Bertol lived in the entrance tunnel of his mine, which is now deserted.

GM NOTES: If the Characters search the surrounding area, they will have a chance to notice signs and tracks missed by less-skilled observers (one sign per hour of searching, per person, may be discovered if the searcher makes a successful save against INT). For each sign that is discovered, read aloud (in order) one clue to the Players from the following list.

A ranger has a 70% chance per hour of searching of locating the clue(s), a barbarian a 50% chance, druids and Characters with woods-related skills (tracking, hunting, or wilderness survival, for instance) a 30% chance. All other Characters have a base percentile chance equal to their INTs for detecting these clues.

For each person searching who is not a ranger, barbarian, or druid, there is a non-cumulative five percent chance per person per hour that an important clue will be obliterated. Each time this occurs, the availability of a particular clue disappears from the following list, beginning with clue number eight (#8) and preceding to clue number one (#1).

Clues

- 1.) None of Bertol's footprints can be found beyond his normal paths of travel.
- 2.) There are signs of a scuffle at the clearing's edge.
- 3.) Broken twigs suggest that whoever or whatever grabbed Bertol was at least a foot-and-a-half taller than the dwarf.
- 4.) Footprints obscured in pine needles indicate there was at least one bipedal creature here which stood about six-feet in height, judging by its stride length.

- 5.) The interlopers apparently waded up or down the streambed.
- 6.) Dangling from a nearby low-lying tree branch is a small tuft of hair. (On a save against INT at +4, a Character can recognize the coarse black hair as being similar or possibly identical to orc hair.
- 7.) Judging by indentations discovered in the dirt surfaces, the intruders wore hobnailed boots.
- 8.) A total of five intruders comprised the party which took the dwarf, Bertol.

If Characters discover at least two clues or if they specifically state the intention of doing so, Characters can look for a trail which shows where Bertol may have been taken (chances on pinpointing this trail are identical to locating clues, described previously).

Characters must search for three hours before rolling for success; the roll may be repeated once every three hours of searching, no penalty for initial or repetitive failure(s). If Characters successfully locate the trail and decide to follow it, play should proceed with **Encounter 6: Bertol's Trail**.

Depending how long the searches and follow-up actions take, the party may choose to spend the night here rather than hike back to Fangharrow late and/or in the dark. Herik and Derin (the dwarves previously searching Bertol's mine diggings) will remain with the party but will not leave Bertol's diggings to follow any tracks.

There is sufficient room in the tunnel complex for all Characters to take shelter. Outdoor nighttime temperature drops to twenty degrees below zero (-20) in this region. If the GM wishes to add random wilderness encounters during this section, perytons would be most likely to attack at twilight or dawn and bears may be met if Characters search the woodland areas for more than three hours.

If the party returns to Fangharrow and requests military aid in the search, play proceeds with **Encounter 7: Military Aid**. If the Characters were unable to locate the trail used during Bertol's abduction, if the Characters chose to remain and continue their search, or if they chose to examine other dwarf disappearance locations, play proceeds with **Encounter 8: No Luck**.

Herik and Derin

Dwarves, Skill 0 Miners

STR: 16, INT: 9, INS: 8

STA: 15, DEX: 12, APL: 9

HTK: 6, 7 AC: 10

MV: 12", AT: 1

DM: 1D6+1, Align: N. Good

THACO: 20

Weapon Proficiencies: none (-4 to hit)

Weapons: walking stick (as per quarterstaff)

Armor: none

Specials: Infravision at 60'

Encounter 6

BERTOL'S TRAIL

PREP: Use this encounter when the Characters find and choose to follow the trail of Bertol's abductors. See GM NOTES before play to reference mechanics on tracking abilities.

PLAYERS: *The trail obviously used by Bertol's abductors heads to the east, twisting between brambles and close-growing fir trees on the flank of Ashhome. It is an extremely difficult task to accurately follow so well-disguised a pathway but the process seems to meet with success.*

GM NOTES: The trail leads to the Bloody Barb tribe's forward raiding camp. The party must successfully track the renegade orcs in order to follow the obscure trail to this destination. A Character with tracking skill may use that percentage ability for his/her chance of success; a party member unskilled in tracking has a ten percent chance of success.

Unskilled Characters must roll once each hour the track is followed. Failure means the trail is lost and must be located again. Adventurers may roll once each hour they are attempting to relocate the trail with these figures still applicable.

A skilled tracking Character may serve to lead his/her party on the trail. Rangers and other Characters with tracking skill should roll for success once for each day's effort in following the trail. Any ranger leading the tracking must save against INT to learn the following.

All signs here indicate that a party of five orcs passed this way. They all apparently wore hobnailed boots. Interestingly, the indentations of the footprints indicate one of the orcs was

abnormally heavy for his race and his path occasionally veers in a manner reminiscent of someone slightly off-balance.

Continual tracking will force the party to move at a reduced rate of speed. If the Characters never lose the trail, it will take them three eight-hour days (twenty-four hours total) of tracking to reach the end of the trail. In this time the Characters will cover a total distance of fifteen miles.

Because of the nature of the terrain, a Character familiar with the trail and who possesses a movement rate of 9" should be able to cover the trail from Bertol's diggings to its eastern end in ten hours. Mounted movement is possible as well but animals cannot move faster than 18" through the dense trees and must sidetrack often. A mount can cover the trail in five hours of travel time.

If the party is still successfully on the trail into the second day of tracking, it will encounter wild boars during that day. The party would be able to successfully avoid confrontation by backing off or circling around the boars.

If the party fights the animals, there will be a twenty percent chance that the enraged squealing of the boars will attract the attention of one of the orc camp's forward scouts. In this case, the party will be attacked by surprise six hours later by orcs (Encounter 11).

If at any time the party wants to return for additional help, play proceeds with **Encounter 7: Military Aid**. If the party is unable to locate the orc's camp, play proceeds with **Encounter 8: No Luck**.

If the party does locate the camp, play proceeds with **Encounter 9: The Raiders' Camp**. If the party has fought the boars (and as such alerted the orc scouts), play proceeds with **Encounter 11: Surprise!**

(1) Wild Boar

HTK: 20, AC: 7

MV: 15", AT: 1

DM: 3D4, Align: Neutral

THACO: 16

Specials: fights 1D4+1 combat rounds after reaching 0 to -6 HTK; dies at -7 HTK or greater.

(1) Wild Sow

HTK: 15, AC: 7

MV: 15", AT: 1

DM: 2D4, Align: Neutral

THACO: 16

(3) **Sounders**
HTK: 8, 8, 7, AC: 8
MV: 12", AT: 1
DM: 1D6, Align: Neutral
THACO: 18

Encounter 7

MILITARY AID

PREP: Use this encounter if the Characters return to Captain Durger and request the use of his troops.

PLAYERS: *The familiar stone-hewn offices of Captain Durger once again surround the Overlord's newest advance scouting force. Durger himself, having learned of the party's return, turns around his large chair and draws his gray-shot eyebrows together.*

Before a word can be said, Captain Durger crosses his arms on his chest, cocking an eyebrow at the scouting party in front of him, and says simply,

"Why?"

GM NOTES: If the party is not yet aware of the existence of the orc camp and is requesting the Trollbashers' assistance for any other reason, the Captain will flatly refuse, citing the cavern's defense as being of primary importance.

"My troops are already spread thin," says Captain Durger, shaking his head. "I'm not going to pull them out of areas that need patrolling to send them on a wild goose chase."

If the request for military aid is refused and the Characters were following the orc trail, they may continue to do so, in which case play returns to **Encounter 6: Bertol's Trail**; the GM should modify the choices available to the party based on events to this point.

If the party has located the orc's camp and relays this information to Captain Durger, play proceeds with **Encounter 13: Report and Muster**. If party was searching the wilderness area without results, it should return to the area and play should proceed **Encounter 8: No Luck**.

Encounter 8

NO LUCK

PREP: Use this encounter if the Characters have not located or

successfully followed the orc trail or if they searched elsewhere for clues about missing miners.

PLAYERS: *These searches have turned up nothing. Herik and Derin suggest it is time to return to Fangharrow. "At this rate," says Derin, "another miner has probably gone missing and there'll be someplace new you can scout for clues."*

GM NOTES: Regardless where or how long Characters search the wilderness, they will learn no additional information regarding the disappearing dwarves. The Characters' return to Fangharrow will be uneventful and play should proceed with **Encounter 14: Back at Fangharrow**.

Encounter 9

THE RAIDER'S CAMP

PREP: Use this encounter when the Characters have followed the trail to its end at the orcs' camp.

PLAYERS: *After winding through miles of thick undergrowth, the trail joins a small pathway, an animal run trampled and broadened by the travel of many hobnailed boots. The run curves to the south, where it eventually dips down over the lip of a ravine.*

GM NOTES: If the party is not cautious, it will be detected by guards or scouts in the area (25% chance). If a solitary ranger, elf, shireling, or pixie scouts ahead of the party and is successful at moving silently through the woods, that Character can bypass any guards and leave them unalerted. The GM should roll for the rest of the party and any individual who fails to move silently.

If the party is surprised by a group of orc guards, play should immediately proceed with **Encounter 11: Surprise!**

If the party does not meet with guard resistance, read the following aloud:

The ravine opens out into a brush-filled, tree-studded canyon which has a stream running through the bottom. One glance reveals that the canyon is one large campsite for nearly two-hundred orcs, most of whom seem to be in the camp. The bivouac is hastily thrown together but garbage around the site shows it has been here for perhaps several weeks.

Lean-to shelters huddle against the canyon walls while two tents occupy the flattest ground near the stream. A pole hung with bones and bearing a crude standard is planted outside the largest of the tents.

The banner depicts a red-stained, barbed arrowhead. Some distance away, a few scrawny horses are penned in a brush enclosure. Near the tents are drying-racks which hold strips of unidentifiable meat; three dwarves are held captive here, chained to each other and, in turn, to a large tree. The dwarves tend a fire beneath the tree.

Any Character who is a native of the eastern Leopas can recognize the orc banner as the symbol of the Bloody Barb tribe. A raiding party of one-hundred Bloody Barb orcs is based here, although their exact number would be difficult for Characters to determine. Many of the orcs have gone on scout or guard duty; several small bands are out kidnapping more dwarves from the Ironrock diggings.

NOTE: These are the orcs who are scheduled to attack the Fangharrow smelter as a diversionary tactic. The orcs are presently clearing the area around their planned path of march for when they assault Fangharrow. The captive dwarves are destined to be assigned to slave labor camps at Suhl, the ice-fortress in Bentwood Forest.

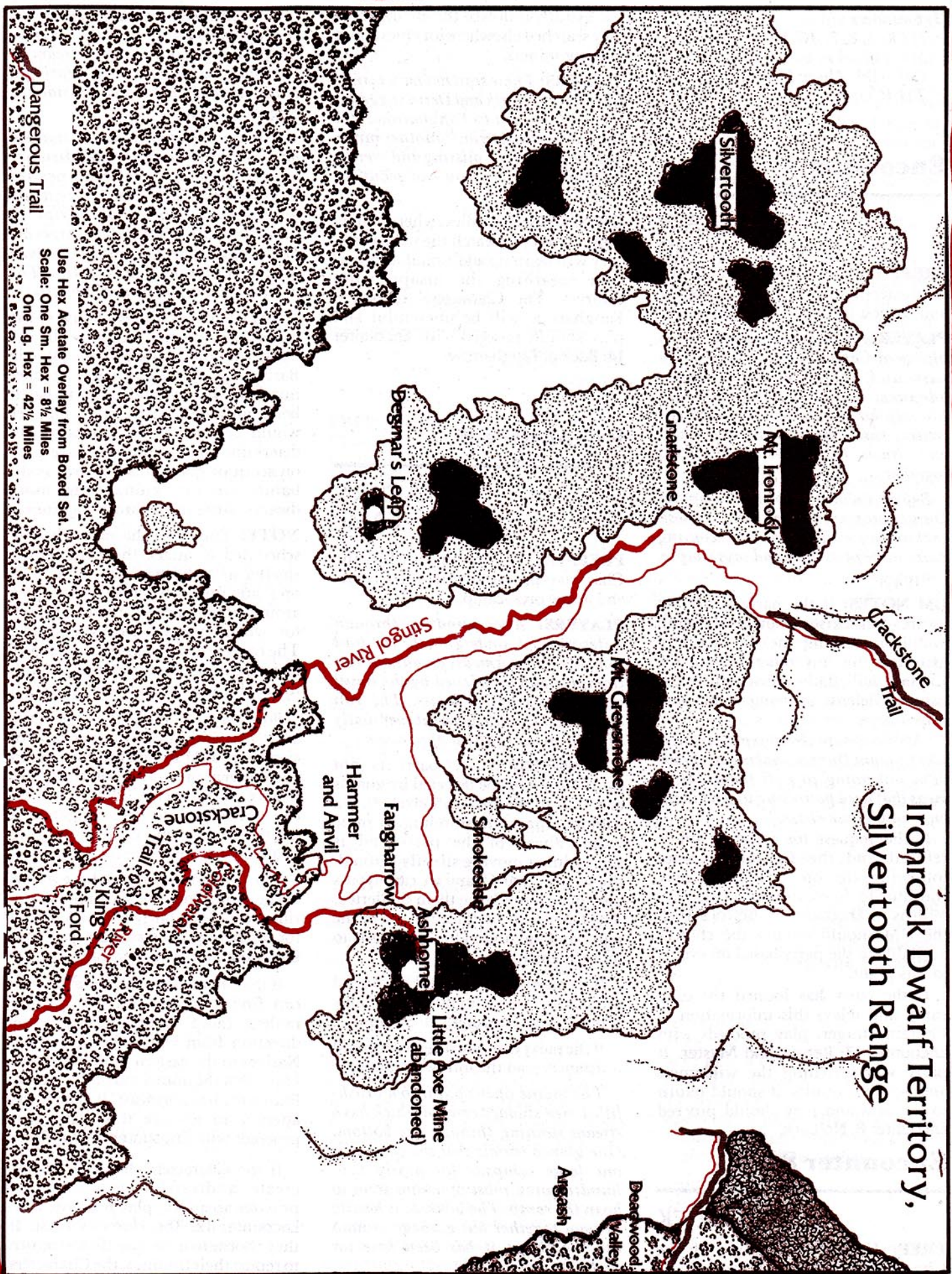
For every turn the party stays in the area (i.e., within one-quarter-mile of camp), the GM should roll for a guard encounter as previously described (70% chance of discovery). The Characters can withdraw to the ridgetop a quarter-mile away if they want to establish a more secure location.

The Characters will not have a view of the camp from this location but the ridge would be a fairly safe (10% chance for discovery) observation post for incoming and outgoing traffic.

If the Characters scout the area, they can find a second trail leaving the raiders' camp to the northeast, the direction from which the orcs came. Natives to the eastern mountains will know that the homeland of the Bloody Barb tribe lies northeast. If Characters attempt to explore this trail, play proceeds with **Encounter 11: Surprise!**

If the Characters choose to attack, create a diversion, or otherwise provoke an attack, play proceeds with **Encounter 12: The Homet's Nest**. If they choose to leave quietly and return to report their findings, the Characters

Ironrock Dwarf Territory, Silvertooth Range



Silvertooth

Mt. Ironrock

Cratstone

Mt. Greymane

Smokestone

Little Axe Mine
(abandoned)

Singol River

Crackstone Trail

Fangharrow

Hammer
and Anvil

Crackstone Trail

King River

Ford

Angash

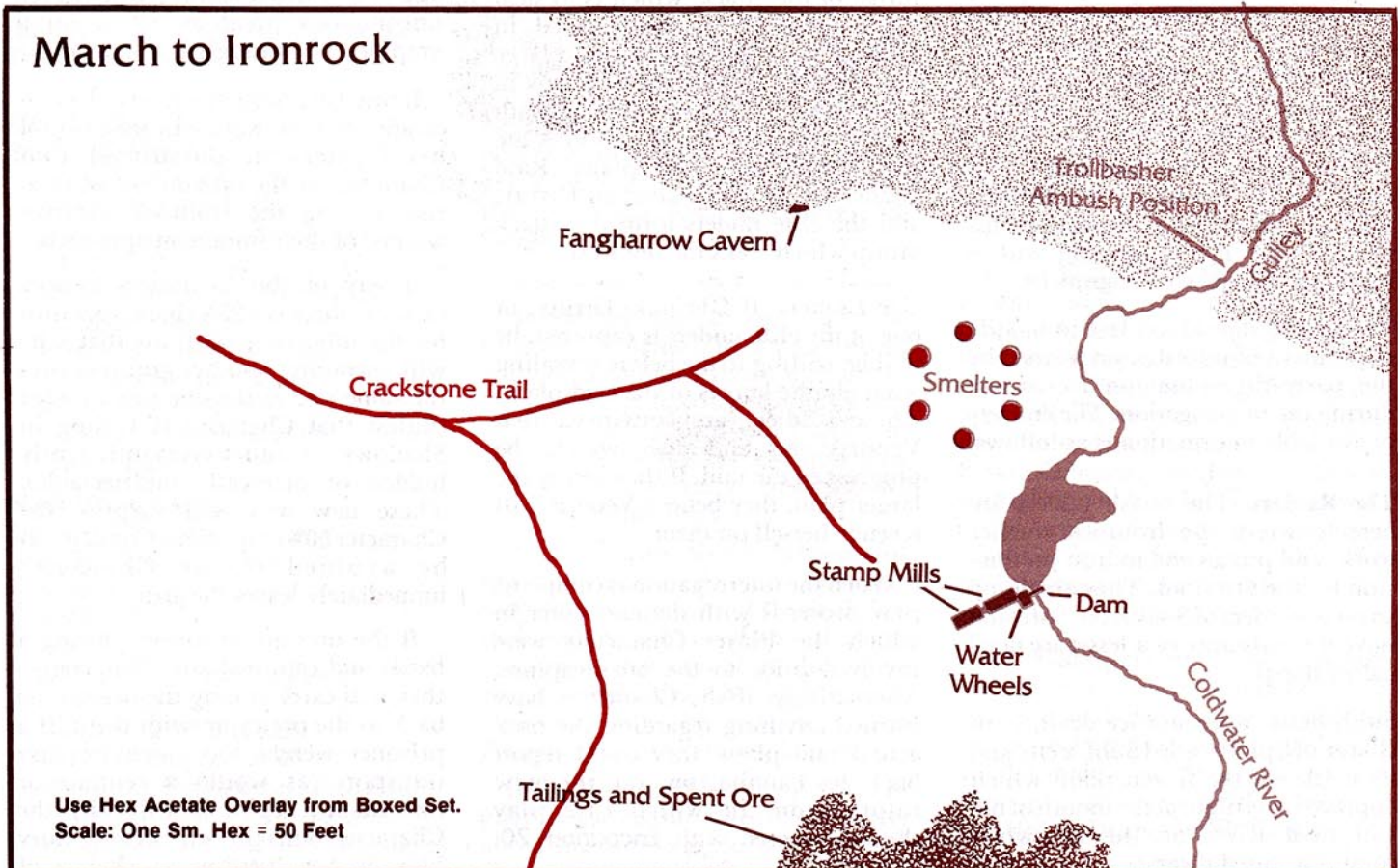
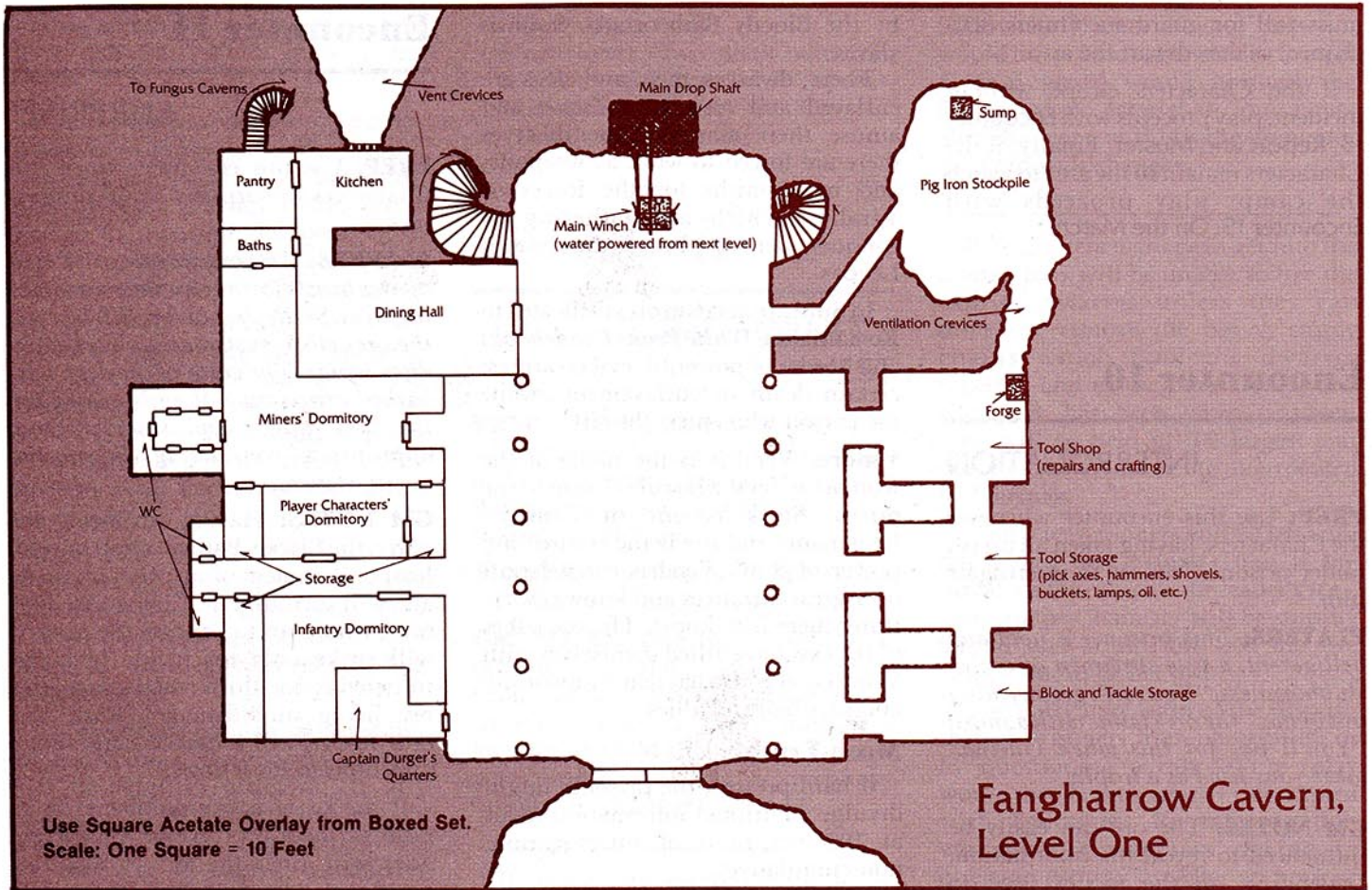
Deerwood
Valley

Dangerous Trail

Use Hex Acetate Overlay from Boxed Set.

Scale: One Sm. Hex = 8 1/2 Miles

One Lg. Hex = 42 1/2 Miles



must roll for guard encounters (25% chance) as they depart the area.

If the Characters escape without incident, play proceeds with **Encounter 13: Report and Muster**. Finally, if the Characters remain in the area to watch the camp, play proceeds with **Encounter 15: On the March**.

Encounter 10

INTERROGATION

PREP: Use this encounter whenever the Characters, having taken an orcish raider prisoner, choose to interrogate him.

PLAYERS: *This prisoner is bold and belligerent, a true specimen of orcish stubbornness. "You can't get anything out of me," the orc claims with a snort. "You'll pay for this when Ghrinak takes your head as a trophy."*

GM NOTES: The orc can easily be influenced to reveal his information. Depending on the tactics used to question him, the Characters will get more or less information out of the orc. Straightforward questions posed will evoke nothing but belligerent retorts from the orc. A raider will respond best to bribes (if he is convinced he will be alive long enough to enjoy it) or to the threat of physical injury.

Experience points awarded at the end of the adventure should be reduced if interrogation techniques used in this situation are not in keeping with a particular Character's alignment.

The GM should feel free to modify the content of information learned by the party depending on its success during the interrogation. The entirety of available information is as follows:

The Raiders. The orcish raiders are here to wreck the Ironrock smelter works and put an end to iron production for the Overlord. They are doing so on the orders of Sezik from Suhl and have the assistance of a lesser ice devil called Borip.

Suhl. Sezik, a greater ice devil, is in charge of a place called Suhl, a city and ice-castle on the frozen plain which appeared overnight at the mouth of the Lithingol River on the Bentwood coast. Captured dwarves are delivered

by the Bloody Barb orcs to Suhl as slaves.

There, dwarves, men, and elves are enslaved and tortured to serve and amuse their masters. The dwarves there are forced to work as weapons- and metalsmiths for the forces of Vendris, which are gathering to conquer Bentwood and the eastern Leopas.

In Suhl are assassin orcs dedicated to Lovianis (see *White Peaks Guidebook*) and hordes of powerful, evil creatures; certain death or enslavement awaits the person who enters the city.

Vendris. Vendris is the name of the woman or devil who rules Lunn in the north. Sezik is one of Vendris' lieutenants and she is the controlling power of Suhl. Vendris can teleport over great distances and knows everything there is to know. The orc tribes of the east have allied themselves with Vendris, who also has many unworldly and supernatural allies.

More Truths

If hard pressed, the prisoner might divulge additional information (odds at 10% per hour of interrogation, non-cumulative).

Iron Stores. The raid on the smelter works is a diversion from the real thrust of the attack, which is to steal the stockpiled pig iron stored in Fangharrow Cavern. There is a large group of raiders and slaves already in position for this mission deep beneath Ashhome mountain; these forces are involved in the theft plans. Raid Leader Ghrinak, the shaman Urruty, and the elite raiders form the attack group which seeks the pig iron.

Orc Leaders. If Ghrinak, Urruty, or one of the elite raiders is captured, he will be willing to die before revealing what else he knows of the raid plans. These soldiers are convinced that Vendris can and does watch the progress of the raid. If they betray the larger plan, they believe Vendris will revenge herself on them.

When the interrogation is complete, play proceeds with the encounter in which the Player Characters were involved prior to the orc's capture. Alternatively, if the Characters have learned anything regarding the orcs' actual raid plans, they could report back to Fangharrow on the new information, in which case play should proceed with **Encounter 20: Forewarned**.

Encounter 11

SURPRISE!

PREP: Use this encounter when the Characters are surprised by the raiding orcs.

PLAYERS: *Without warning, a party of orcs bursts forth from the surrounding trees. Smiles leer on brutish faces as the orcs close, rusted axes clutched in dirty hands. The color of the deep red, barbed arrow symbol emblazoned on the orcs' armor and shields seems appropriate, considering the present circumstances.*

GM NOTES: Having surprised the party, the Bloody Barb orcs will have at least one segment of surprise initiative and will surround the Characters. The orcs, who plan to capture the group, will strike only to subdue (damage inflicted is one-third real damage, the rest being stun damage). Kazk, the orcs' leader, will stand back and shout directions to his fellows.

If the party is out-numbered by a ratio of three orcs to one Character, Kazk will direct the orcs to rush the party and overwhelm the Characters. In this case, an orc will grapple with an opponent long enough for another orc to knock that Character unconscious (treat as +3 to hit a grappled-but-struggling opponent).

If any Character is successful in an escape attempt, Kazk will send two of his fighters in pursuit of that Character, as the orcs do not want to risk having the Ironrock dwarves warned of their imminent approach.

If any of the Characters escapes capture, there is a 25% chance per turn for the following six turns that s/he will encounter another group of orcs the same size as the one just avoided (unless that Character is Hiding in Shadows or otherwise sufficiently hidden or magically undetectable). These new orcs will surprise the Character 50% of the time. Combat can be avoided if the Character immediately leaves the area.

If the orcs are victorious during a battle and captured any Character(s), they will carry or drag the prisoner(s) back to the orc camp with them. If a prisoner weighs too much for easy transport (as would a centaur or lizardman), the orcs will kill the Character outright and secretly bury him or her (percentage chance of

finding the burial site is as per locating the orcish trail which leads to the camp).

If the party was victorious and has prisoners to interrogate, play should then proceed with **Encounter 10: Interrogation** whenever the party decides to question the prisoner(s). Following interrogation, play should continue with this current encounter.

If the party wishes to warn the Ironrock dwarves of the orcs' approach, play proceeds with **Encounter 20: Forewarned**. If the party doesn't yet know the orcs' exact movement plans but wishes to report its presence, play proceeds with **Encounter 13: Report and Muster**.

If the party defeats the attack and later finds the orc camp or if the party had already discovered the camp when it was surprised by the orcs, play proceeds with **Encounter 9: The Raiders' Camp**.

If some of the party is captured but the rest escapes, the Players' choices will be slightly different. If any Character tries to rescue his or her companions before they arrive at the orc camp or if captive Characters attempt their own escape, play proceeds with **Encounter 18: Caught**. If the Characters regroup and follow the orcs and their captive friends to the orc camp, play proceeds with **Encounter 9: The Raiders' Camp**.

(10) *Orc Raiders*

Skill 1 Fighters

HTK: 10, 10, 9, 9, 9, 8, 7, 7, 5, 5

AC: 5, *MV:* 9", *AT:* 1

DM: (by weapon), *Align:* L. Evil

THACO: 20

Weapon Proficiencies: battle axe, dagger I, spear

Weapons: battle axe, dagger (x2)

Armor: scale, shield

Magic Items: none

Specials: Infravision at 60', -1 to hit in daylight

Kazk, Scout Leader

Orc, Skill 3 Fighter

STR: 17, *INT:* 10, *INS:* 5

STA: 15, *DEX:* 17, *APL:* 8

HTK: 32, *AC:* 2

MV: 9", *AT:* 1

DM: (by weapon, missiles +2/0, melee +1/+1)

Align: L. Evil, *THACO:* 18

WT: 178 lbs., *HT:* 6'1"

Weapon Proficiencies: bastard sword II, light crossbow, spear

Weapons: +1 bastard sword, light crossbow

Armor: chain mail

Magic Items: +1 crossbow bolts (x3)

Specials: Infravision at 60', speaks Calandian, Dwarvish, Ogrish, Orcish, and Yutorkhi

Encounter 12

THE HORNET'S NEST

PREP: Use this encounter when the Characters attack the orc camp, create a diversion there, rescue a friend or kidnapped dwarf, or otherwise make their presence known.

PLAYERS: Various. See GM NOTES following for explanation.

GM NOTES: Due to the variety of options available, possible Player Character actions are too numerous to detail. Whatever the Characters attempt, the GM should play the orcs accordingly. Several orc response options are detailed following:

If the party attempts to infiltrate the camp by posing as a friendly party, the orcs will not fall for the ploy. Only fellow Bloody Barb tribe orcs are presently welcome here. The orcs' mission is a highly secret one and anyone walking into their camp will be considered fair game for enslavement and delivery to Suhl. Characters will be confronted by every orc at hand and treated as prisoners. In this event, play proceeds with **Encounter 18: Caught**.

At the first sign of an attack, the raiders will behave in the following manner: Ten orcs will move to guard the center tent, ten orcs will run out of the ravine along each trail (twenty in all), ten orcs will take cover in bushes lining the ravine and ready crossbows to return sniper fire.

The orcs who left the canyon will hunt down and capture or kill any intruders or retreaters. If Ghrinak, the raid leader, has even the slightest suspicion that any Character has escaped and might betray the orcs' presence here, he will move on Fangharrow earlier than planned.

If the raiders discover any dead orc guards or scouts (attacked by the party) along the camp's perimeter, this will also prompt them to attack Fang-

harrow early, since the orcs' presence would have obviously been discovered. A dead guard would normally be discovered no later than four hours after the event, as this is the frequency of guard shift changes.

If Characters manage to get into the ravine, they will be unable to free the captive dwarves unless they can somehow remove the heavy, sturdy chains which bind the dwarves together and to the huge tree. If any Character has been taken prisoner, s/he will be held in the largest tent during these events, being interrogated by Ghrinak.

Character prisoners will be left with one guard in Ghrinak's tent if fire threatens the camp or the leader's tent; even so, the Character will be sturdily bound and could not flee the fire danger on his or her own.

The party may learn of the disposition of prisoners from observation or by questioning a captive orc (play would then be temporarily interrupted with **Encounter 10: Interrogation** whenever Characters decide to question captive(s)). After an hour of observation, Characters can see one six-orc group arrive camp by the northeast trail into the ravine and one six-orc group depart along the same path.

The group which leaves will take one of the dwarf prisoners with it. If the Characters have interrogated an orc, they will know that the orc group is headed for Argash.

If any Character attempts to rescue prisoners along this trail, play should proceed with **Encounter 11: Surprise!** If the Characters win the encounter, the orc group which has been left on the trail will possess the same statistics as the elite raiders provided in the Non-Player Characters section. Any attack within one-half mile of camp will bring reinforcements in one turn (statistics as in **Encounter 11**). The chained dwarvish prisoner held by the group will be Bertol Flingstehn.

The GM should not allow Character prisoners to be moved out of camp via this route. If the party is unable to rescue its friends from Ghrinak's tent in the middle of the orc camp, the captives must try to free themselves as detailed in **Encounter 18: Caught**.

Orcs in the camp will possess statistics identical to the scouts in **Encounter 11: Surprise!** Ghrinak, Urruty, and the elite raiders will only be encountered around the tents (statistics for these Characters are available in Non-Player Characters section).

If Characters group-encounter orcs, play should then proceed with **Encounter 11: Surprise!** The number of orcs encountered should be doubled. If any Character is captured, play should proceed with **Encounter 18: Caught.** If the Character(s) escape(s) and return(s) to Fangharrow, play then proceeds with **Encounter 13: Report and Muster.** Otherwise, play proceeds with **Encounter 15: On the March.**

Encounter 13

REPORT AND MUSTER

PREP: Use this encounter when the camp of the Bloody Barb raiders has been found and some or all of the Characters report the discovery to Captain Durger.

PLAYERS: *Captain Durger's face remains a frozen study of stoicism throughout the report. At its conclusion, his serious visage beams a wide, radiant grin.*

"Finally!" he exclaims, clapping [party leader's name] on the shoulder. "We'll catch those dirty body-snatching fangfaces—you wait and see! An excellent job, team! Now, let's get underway."

GM NOTES: Captain Durger will gladly dispatch troops to crush the orc raiders. However, he cannot strip Fangharrow of its closest defense, which is the platoon stationed there, especially since orcs are now known to be in the area in force. If any Character argues with this priority, Durger will explain that the smelter works at Fangharrow are the newest and the best of Ironrock dwarf facilities, a necessity for the increased iron production demanded by the Overlord.

Also, it is Durger's prime directive to protect this strategic location. The dwarf will, however, send messengers to several outlying patrol platoons and will order them to assemble at Fangharrow at all speed.

Captain Durger will ask the Characters to wait until these troops gather and to then guide the forces to the orc camp. If asked how long this will take, Durger will venture an estimate of six hours. In fact, it will take ten hours before two platoons of heavy infantry muster at Fangharrow.

If Characters tire of waiting, Captain Durger will be powerless to stop them from returning to the orc camp. However, he will adamantly request at least one scout remain behind as a guide for the infantry.

If any Character departs for the orc camp before five hours have passed, play should first proceed with **Encounter 16: Orcs in the Woods.** Any Character remaining at Fangharrow for at least five hours after the party's arrival will be present when the orcs raid the place, as play proceeds with **Encounter 14: Back at Fangharrow.**

Encounter 14

BACK AT FANGHARROW

PREP: Use this encounter when either the Characters have finished their scout of the wilderness and returned to Fangharrow or after the muster of infantry troops has begun.

PLAYERS: *The dwarves of Fangharrow seem grimmer than before but work continues as usual. Captain Durger has requested the party stay nearby as he awaits word from his patrol platoons.*

GM NOTES: This encounter is primarily a preparatory, tension-building scenario. Nothing will be heard from the patrol platoons prior to play of the next encounter. Meanwhile, attempts to go off on individual scouting forays would be discouraged by Captain Durger; if any Character insists on such a scout, the GM should keep the expeditions quick and uneventful.

Play proceeds with **Encounter 17: Raid on Ironrock.**

Encounter 15

ON THE MARCH

PREP: Use this encounter if any Character is watching the orc camp or

is held prisoner within it when the raiders begin their march on Fangharrow.

PLAYERS: *Far overhead, an object circles in the air. As it swoops to earth, it is obviously a wyvern ridden by some hulking figure. As the beast and rider land in the middle of the orc camp, an orc emerges from the tent beside the battle standard.*

The orc shuffles over to and speaks briefly with the rider; then the wyvern flaps aloft once more. The pair flies towards the northern slope of Ashhome and disappears in the distance.

A few moments later, the orcs break camp. With grunts and shouts, they form up near the southwestern end of the ravine and soon the disorderly array stands ready to march. The largest of the orcs takes his place of command as the raiders move in single file toward Fangharrow.

GM NOTES: The raid led by Ghrinak is one part of a three-tiered attack on Fangharrow. The ogre (wyvern rider) is a regular messenger between the raiders' forward camp and another group located deep inside Ashhome mountain. Ghrinak instructed him to alert the others so that efforts at Fangharrow can be coordinated.

Ghrinak has planned the attack on the smelter to catch the dwarves at work but just before twilight falls so the orcs have a minimal daylight disadvantage in combat. The timing of the raiders' departure is critical. The GM should have the raiders arrive at Fangharrow while as many Player Characters as possible are present awaiting the arrival of Captain Durger's troops.

Following ten hours of regular marching (six hours of quick-march, if hurried), the raiders will reach Fangharrow. If they move according to schedule, the march will occur at dawn, allowing the raiders to arrive at Fangharrow shortly before twilight.

Characters who remained behind to spy on the orc camp will see the troops move out while any prisoners in tents will hear it. Eighty raiders march as more guards and scouts are picked up along the way. If the orcs are at quick-march movement, Character scouts may be unable to outpace the orcs and reach Fangharrow before them. There is no short-cut available aside from flying and/or teleporting.

Attempts to harry the group will cause ten Skill 2 orcs with crossbows to break off and pursue but the rest of the raiders will keep moving. If any Character has remained to rescue captive friends, s/he will see the events described in the following paragraphs and may take action as s/he sees fit.

Read the following aloud to captive Characters:

The raiders who have guarded the tent suddenly leave as four lesser orcs take their place. The raider orcs are assembling and preparing to march away but the bustle in camp continues. The guards then pull all prisoners outside the tent where slave-orcs and a few overseers are striking camp, pulling down tents, and packing things to go.

Prisoners will be bound hand and foot. Any Character who failed an earlier escape attempt will be bound in chains as well. If s/he wishes to attempt another escape (or his or her friends, a rescue), the best time for it is now, while the camp is being struck and all involved are distracted. Once on the trail, prisoners will be well guarded and potential rescuers will likely be caught by outriding orc scouts.

In the camp, one orc will be in charge of the work, his position being similar to that of a quartermaster. Under him will be ten guards, three overseers, and twenty kasnik, a subspecies of the orc race, born to slavery and never questioning their status. They are smaller than the normal orc, less intelligent and more bestial, although usually stronger.

There are ten pack horses in camp and a riding horse for the orc in charge. Camp will be packed and ready to go in one hour, at which time prisoners who cannot walk (or walk quickly enough) will be carried like sacks of flour by kasnik; the entire group will then depart to the northeast, heading for Argash, the stronghold of the Bloody Barb tribe.

If captives fail to escape from the camp, they should then be considered out of the game for purposes of this adventure. Captives' fates are described in Endgame.

Characters who are very close to the camp when the raiders depart may be encountered on or near the trail by the orcs. If the GM deems this likely, play should proceed with **Encounter 11: Surprise!** The raiders will take no prisoners at this point, killing anyone

they find unless it is a dwarf close to camp, in which case s/he will be stunned and delivered to camp by one guard who then returns to the group.

If Character scouts are in the area near the trail, if Characters have left Fangharrow to ambush raiders or to return to the orc camp, or if there are escaped prisoners along the route, play proceeds with **Encounter 16: Orcs in the Woods**.

If any Character knows the raiders are marching and wants to reach Fangharrow before the orcs, play proceeds with **Encounter 19: Race to Fangharrow**. Otherwise, play proceeds with **Encounter 17: Raid on Ironrock**.

Orc Commander

Skill 5 Fighter

HTK: 38, AC: 6

MV: 9", AT: 1

DM: 1D8, Align: L. Evil

THACO: 16

Weapon Proficiencies: battle axe, dagger, florentine fighting, short sword

Weapons: battle axe, dagger (x3), short sword

Armor: full plate

(3) Overseers

Orcs, Skill 2 Fighters

HTK: 18, 17, 15, AC: 7

MV: 9", AT: 1

DM: 1D4/2 + entangle or 1D4+1

Align: L. Evil, THACO: 20

Weapon Proficiencies: battle axe, dagger, whip

Weapons: dagger (x2), whip

Armor: chain mail

(10) Guards

Orc, Skill 1 Fighters

HTK: 10, 10, 9, 9, 8, 7, 6, 6, 5, 4

AC: 6, MV: 9", AT: 1

DM: 1D6+1, Align: L. Evil

THACO: 20

Weapons: spear

Armor: padded leather

(20) Kasnik

Skill 0 Slaves

HTK: 4 (x6), 3 (x8), 2 (x4), 1 (x2)

AC: 10, MV: 9", AT: 1

DM: 1D4+2 (fist), Align: L. Evil

THACO: 20

Encounter 16

ORCS IN THE WOODS

PREP: Use this encounter when the Characters are returning to the raiders' camp from Fangharrow, if there are

escaped prisoners along the trail, if scouts near the trail do not know the raiders are on the move, or if any Character attempts to ambush the raiders.

PLAYERS: *From the distance comes an odd noise which slowly becomes clearer. It is the muffled tramp of boots on pine-needle-strewn ground, the squeak of leather, clink of metal, and scrape of shield on low-hanging branches. The sounds are moving closer through the woods.*

GM NOTES: These are the sounds of a group of nearly two-hundred orc raiders. They are not loud in their movement but their sheer numbers produce the noise which the Characters can hear. These orcs cannot hear quiet Characters over the sound of their own movement but noisy Characters may drown out the orcs' approach sounds until it is too late to evade them. If Characters are concealed and observe the orcs' passing, read the following aloud:

Tens of orcs walk past in single file, led by a huge, muscular orc and a short, slim one. All are armed with battle axes and many have crossbows; most shields bear a crude painting of a red barbed arrow. Their full mail armor is dirty and few helmets are worn. There is no talking among them as they move due west.

If any Character wants to ambush the raiders, s/he can do so only with the strength of his or her party. If Captain Durger has been alerted to the approach of the raiders, he will make the defense of the smelter works his first priority. Until his reinforcements arrive, he will not have the dwarfpower to spare for an ambush (beyond the preparations described in **Encounter 20: Forewarned**).

There are two waves of scouts ahead and to the sides of the main orc group. The first group of scouts will be ten minutes travel in front of the main group and will pass near the Characters before they are alerted by the noise. The second set of scouts will be three-hundred feet ahead of the raiders.

Scouts have a 70% base chance of noticing Characters on or near the line of march and a 40% base chance to detect an ambush. The GM can adjust this percentage as required to reflect evasion or concealment by the party. If Characters are moving along the trail towards the orc camp, there is a 70% chance that they will blunder into the view of the far-forward scouts entirely on their own.

A scout close to the orc group who sees a Character will return to the group immediately, report, then circle the Character's position with other orcs. These raiders also attack to kill.

Attempts to ambush or snipe at the orc group will cause from ten to twenty Skill 2 orcs with light crossbows and battle axes to circle around and confront the opposition. When these orcs close with Characters, they will not automatically have surprise. The rest of the raiders will run clear of the lines of fire, regroup, and keep moving toward their objective.

If an attack is directed at the group's leaders (Ghrinak, the shaman, and the five elite raiders), other orcs will interpose to protect them as they retreat out of the area of combat or line-of-fire. These leader orcs will not fight unless cornered. If desperate, Ghrinak will call Borip to the location with his amulet of summoning (Borip is a frost devil detailed in the Non-Player Characters section).

If Characters are detected by scouts or attack the orc group in some way, play proceeds with **Encounter 11: Surprise!** with the previously-noted Characters and strategies being involved. If the Characters want to warn the Ironrock dwarves about the orcs, play proceeds with **Encounter 19: Race to Fangharrow**. If the Characters simply keep pace with the orcs or follow behind them to the smelter works, play proceeds with **Encounter 17: Raid on Ironrock**.

(5) Scouts

Orcs, Skill 1 Fighters

HTK: 14, 12, 10, 8, 7

AC: 6, MV: 9", AT: 1

DM: (by weapon), Align: L. Evil

THACO: 20

Weapon Proficiencies: battle axe, dagger, light crossbow, spear

Weapons: battle axe, dagger, light crossbow

Armor: scale

Specials: Infravision at 60', -1 to hit in daylight, crossbow bolts are barbed: victims must save against STA or lose two (2) HTK when successfully hit.

Encounter 17

RAID ON IRONROCK

PREP: Use this encounter when the orcs raid Fangharrow.

PLAYERS: *Without warning, huge numbers of orcs pour down the slope of the ridge, running past the gully of the Coldwater and towards the Ironrock smelters. The terrified cries of dwarves can be clearly heard even inside Fangharrow Cavern.*

GM NOTES: Ghrinak and his raiders have a definite mission and plan of attack. He and his group plan to destroy the smelter and stampmills to set back iron production by the Ironrock dwarves.

However, the more strategically-important purpose is to draw defenders out of the cavern and leave the path clear for the orcs' true mission, as Ghrinak and his task force attempt to steal the dwarves' pig iron stockpile inside Fangharrow Cavern. There, the team plans to barricade itself into the cavern and hold off dwarves in the narrow approach to the stockpile.

Meanwhile, a second group of orcs and slaves waits below the mountain. On signal, this group will unplug the bottom of a sump which leads into the pig iron storage chamber. Orc slaves will then climb up the slanted ventilation tunnel and pitch pig iron slabs down, using the shaft as a gigantic ore chute.

The slaves below will then pack the iron into waiting freight wagons. Once the stockpile has been completely dumped down the sump hole, Ghrinak and his group will retreat through the hole. The ventilation tunnel will be sealed by a blast from Ghrinak's magical horn, leaving the orcs safe from pursuit.

Advance orc scouts will dispose of any sentries in the area and the main force of one-hundred raiders will sneak into position on the crest of the ridge overlooking the smelter. Ghrinak will then imbibe a Potion of Speed and, on his signal, the main group will charge forward, running down the ridge toward the smelters (Ghrinak will run with them but will not outpace them). Urruty and the five elite raiders will remain on the slope, working their ways by concealment until they are nearly over the entrance to Fangharrow Cavern.

As this occurs, the orcs on the hillside will draw battle axes. Half of them will join their allies at the smelter, keeping watch over the cavern entrance for possible attack from that direction. If an attack occurs, the orcs will not advance to meet it but will instead stay near the smelter and guard

the raiders' flank (part of the ploy to lure defenders out of the cavern). The other twenty orcs will charge the stamp mill and dam.

If there is no organized defense or if resistance is light, Ghrinak will race at hasted speed towards the stamp mill ahead of his followers. Again he will blast the structures with his horn, aiming particularly for the stamp mill and for the dam of the mill pond. If sufficient resistance exists to make this solo charge seem dangerous, the raid leader will join the orcs advancing from the hillside. Protected by their numbers, he will approach and use the horn on the mill structures.

If and when the raiders finally control any of the smelter works after a period of fighting, they will pick up dwarvish worktools and begin to dismantle and wreck everything in sight. If they are repelled or defeated, they will retreat if Ghrinak has succeeded in entering the cavern or follow his orders (listed following) if he is still outside the area. The raiders will then disappear into the woods.

Ghrinak will stay with his raiders only long enough to weaken the smelter structures and defenses. If defense is formidable, Ghrinak will hang back near the rear of his fighters until defenders are drawn out of the cavern entrance to the trouble at the smelter.

When this occurs, Urruty and the elite raiders will descend the hillside and Ghrinak will join them at the door, avoiding defenders as he dashes there aided by the effects of his Potion of Speed.

The orc leader and his small party will charge into the hall, avoiding all resistance as they run for the storage chamber. The GM must remember that the orc raiders are not here primarily to kill dwarves but to reach the iron stockpile. The quick charge of the orcs should take dwarves in the cavern by surprise, especially since the orcs just run and do not fight. If the orcs become engaged in combat, they will engage in a fighting retreat towards the iron stockpile.

If there is great resistance at the cavern entrance and the orcs cannot get inside, Ghrinak will call off the smelter attack and order a massed assault on the cavern. If the orcs get inside but cannot push past the defense into the inner passages, the raid leader will use the Horn of Havoc to blast apart the entrance and side passages.

If Ghrinak needs help either reaching the stockpile cavern or holding it against dwarvish and Player Character attacks, the orc leader will call upon the aid of Borip with his Amulet of Summoning, an action which takes one segment and requires only that Ghrinak call the devil's name aloud. Borip will leave the operations in the abandoned sump tunnels (his primary duty) to an orc leader and will appear next to Ghrinak two segments later. Borip will remain as long as he is needed.

The outcome of the mass combat in this encounter is not critical to the success of the adventure, so predetermined timelines of results are provided to expedite play. GMs who wish to game out the warfare are welcome to do so via any method of their choosing.

The conflict around the smelter works is designed to engage most of the Ironrock dwarves and Trollbasher infantry in dealing with the Bloody Barb raiders. With both friendly and hostile forces occupied in the fight over the external smelter facilities, Player Characters are free to deal with Ghrinak's exceptional group. Although Characters may become involved in the mass combat at the smelter works, the real challenge is for them to prevent the iron stockpile from disappearing down the sump shaft.

The GM can discourage Characters from plunging into the warfare in several ways. Saving throws can be made against INT, success indicating that Characters notice Ghrinak's and his company's mad dash into the caverns (perhaps already accompanied by a frost devil). If Characters are already stationed in the cavern or have been asked to guard the iron stockpile, they should encounter Ghrinak inside Fangharrow.

If the Characters are fighting in a mass combat area, the GM should allow them to engage one orc apiece until events prompt them to leave. The best way to do this, as previously suggested, is to have them observe Ghrinak's party slip inside the cavern, and perhaps then to have an unarmed Non-Player Character call for help while motioning frantically toward the cavern.

Characters who dispatch their orcish opponent(s) can exit melee that same round. It should not be difficult for these individuals to disengage in the confusion of mass combat unless the conflict is being role-played in detail.

Precalculated Combat Results

Use the timeline and results appropriate to the following situations.

Dwarves Not Forewarned of Attack

Round 1-5 — Twenty dwarves working at the smelter are slaughtered, three smelter ovens are damaged from the Horn of Havoc and the dam at the mill pond is cracked. Two orcs are killed. Characters near smelters must save vs. Magic. There is a 5% chance per Character at the smelter that the individual is injured by crossbow fire (1D6 damage, save against STA or lose one additional HTK from barbed bolt).

Round 6-10 — The Horn destroys the stamp mills. Ten dwarves working there are killed and four orcs are slain. Twenty Trollbashers join the fight at the smelter. Characters near the mill must save vs. Magic. Ghrinak's party slips into Fangharrow.

Round 11-15 — If the Characters do not stop them inside the cavern, the orcs reach the iron stockpile chamber in Round 13 and are effectively barricaded inside by Round 15. Fifteen miners leave the cavern to defend the iron works and are joined by thirty Trollbashers. Twenty orcs are slain.

Round 16-30 — All fifteen dwarf miners outside are slain. Twenty Trollbashers and thirty-five orcs are slain; orcs retreat. Trollbashers do not pursue.

Forewarned, without Reinforcements

Round 1-5 — Twenty miners and ten Trollbashers die at smelters; ten orcs are killed. If there were any ambushers in the gully, ten more orcs are slain. Two smelter ovens are smashed and the dam and stamp mill are destroyed. Characters must save vs. Magic if in the area. There is a 5% chance per Character at the shelter that the individual is injured by crossbow fire (1D6 damage, save against STA or lose one additional HTK from barbed bolt).

Round 6-10 — Fifteen miners and thirty Trollbashers reinforce smelters. Twenty miners and ten infantrymen die; twenty orcs are killed. Ghrinak's party slips inside the cavern, unopposed unless Characters are nearby. Raiders are barricaded in stockpile chamber by the end of round 10.

Round 11-15 — Orcs drive defenders back to cavern entrance. Doors are closed (unless damaged) and survivors prepare for a rally. Forty orcs stay near the gates, twenty-four begin to destroy the smelters.

Round 16-30 — Thirty Trollbashers and forty-five miners rally through the gates. Thirty orcs are slain, twenty miners die, all remaining orcs withdraw and retreat. Orcs are not pursued.

Forewarned, with Reinforcements

Round 1-10 — Twenty miners and ten Trollbashers die at smelters; thirty orcs are killed. If there were any ambushers in the gully, twenty more orcs are slain. Two smelter ovens are smashed. Characters must save vs. Magic if in the area. There is a 2% chance per Character at the smelter that the individual is injured by crossbow fire (1D6 damage, save against STA or lose one additional HTK from barbed bolt).

Round 11-15 — Ten miners and twenty infantrymen die; thirty orcs are killed. Ghrinak's party slips inside the cavern, unopposed unless Characters are nearby. Raiders are barricaded in stockpile chamber by the end of round 15. Orcs are driven away from smelter and back against the ridge.

Round 16-20 — Twenty orcs, eight Trollbashers, and three miners die before the raiders retreat. Retreating orcs are pursued but few are caught.

Characters may have spent the duration of the raid tied up in warfare or absent for some reason. In this case, when combat is over or the Characters finally arrive on the scene, they will be asked by Captain Durger to help extract the orcs from the stockpile chamber.

If the Characters confront Ghrinak's party anywhere but at the stockpile chamber, play proceeds with **Encounter 21: Ghrinak's Party**. If the Characters are defending the chamber and arrive before Ghrinak's party, play proceeds with **Encounter 22: Stockpile Defenses**. If Ghrinak and his troops are at the iron stockpile before the Characters arrive there, play proceeds with **Encounter 23: Orcs and Iron**.

If any Character is killed in combat or is so seriously injured that s/he cannot help against Ghrinak's party, that Character should be considered out of the game for this adventure. His or her fate is detailed in Endgame.

Raider, Bloody Barb Tribe

Orc, Skill 2 Fighter

HTK: 14, AC: 5

MV: 9", AT: 1

DM: (by weapon), Align: L. Evil

THACO: 20

Weapon Proficiencies: battle axe, light crossbow I, spear

Weapons: battle axe, light crossbow

Armor: scale, shield

Magic Items: none

Specials: Infravision at 60', -1 to hit in daylight

Encounter 18

CAUGHT

PREP: Use this encounter when any Character is taken prisoner or if his or her friends attempt a rescue along the trail.

PLAYERS: *Captive prisoners are pulled roughly to their feet, slung over brawny, unwashed orc shoulders, and bounced face-down as their captors trot down the trail. Rough orcish flesh rubs harshly on each prisoner's face; muted, distant growls tell of other orcs far out of sight.*

GM NOTES: Captive Characters may make an escape attempt while being transported to the orc camp. Likewise, the companions of captured Characters may wish to attempt a rescue along the trail. The details of such an effort are at GM discretion. The success of the attempt depends on how many orcs are

still alive, how close the captives are to the enemy camp, how wounded they are, etc.

If any escape or rescue attempt is successful, orcs left alive will summon reinforcements if possible and pursue the escapees. The only escaped prisoners they will care to capture and not kill outright at this point would be dwarves (useful as slaves in the ice city of Suhl). If Characters have failed to rescue captive friends but still choose to follow the orcs, play proceeds with **Encounter 9: The Raiders' Camp**. If the Characters return to Fangharrow, play proceeds with **Encounter 13: Report and Muster**.

If Characters are conscious when they are brought into the orcs' camp, read the following aloud:

Dirty-clawed fingers poke and prod at all prisoners being carried into the orc's camp. The stink of rotting garbage suggests the camp has been here for a while. As the prisoners pass a crude lean-to shelter of brush, three dwarves can be seen chained to a tree. Entering a tent, orc guards drop the prisoners to the ground and roll each over with a booted toe. A massive, muscular orc glares down at the sorry group.

"Welcome to the tribe, slavemeat," he snarls.

Ghrinak (the orc leader speaking) has not expected to encounter any resistance in these mountains outside of Ironrock dwarves and occasional infantry troops. He will be unpleasantly surprised to hear that the Characters have been snooping around trails or the camp and he will keep the Characters in his tent to interrogate them.

Ghrinak's first and greatest concern is to determine if the captives have any friends nearby his camp; his elite raiders will question the prisoners on this point and will not be kind about it. However, Ghrinak, not wanting to send permanently injured slaves to Suhl, will see that wounds are tended and that "questioning" doesn't get too out of hand.

The GM may wish to have Characters save against STAs for each hour of interrogation. Failure would indicate that a Character has succumbed and talked about any friends in the area. If this is information revealed, a party of eight orcs will act on the information and search the area for intruders.

Those Characters wishing to make a daring effort should be advised that such an attempt would be suicidal, surrounded as the camp is by the entire force of orc raiders. Escape attempts, once thwarted, would result in the Character being securely chained and knocked unconscious.

Captives who understand Orcish may glean hints of the raiders' plans and other useful information. There is a 30% chance for each Orcish-speaking Character present that the following conversations could be overheard. Roll once for each conversation.

- 1.) *"...so I says, how do ya think we're gonna get them stubborn dwarves to make weapons for us? And he says, 'Wouldn't you make 'em if an ice devil told ya to?'"*
- 2.) *"...Coldstone's not so bad. Better'n that ice castle anyway..."*
- 3.) *"...Yeah, Turl's in Suhl and fed up with dwarves. Swore he'd never look at one again if he could just get out of that place. He's freezing his butt off there — and we will be, too..."*
- 4.) *"...all for Vendris, I hear. She said get the iron, and Ghrinak volunteered to lick her boots. So now we get orders from that ice devil Sezik in Suhl..."*
- 5.) *"...not worried. If things go wrong, Ghrinak brings in Borip to help get the iron..."*

For Characters who manage to escape prior to interrogation and wish to remain to scout the area, play proceeds with **Encounter 9: The Raiders'** with modifications as necessary. For Characters who escape and return to Fangharrow, play proceeds with **Encounter 13: Report and Muster**. If Characters remain prisoner, play proceeds with **Encounter 15: On the March**.

Encounter 19

RACE TO FANGHARROW

PREP: Use this encounter when the Characters know the orcs are on the move and want to warn the dwarves about the approach.

PLAYERS: *The marching orcs are heading due west, straight for Fangharrow. The Ironrock dwarves, busy mining and smelting, have no idea what is heading their way. Only*

immediate action can warn them and there are miles of trail to cover before word can be given. The time to act is now, for only a fool fights in a burning house.

GM NOTES: To forewarn the dwarves about the approaching raiders, Characters must be able to reach Fangharrow before the orcs and arrive at least one turn ahead of the orcs for the warning to be of any real help. To resolve this, the GM should calculate how far the Characters and orcs must travel to Fangharrow and determine how quickly each group can reach the area.

For Characters near the camp area, assume they are as far from Fangharrow as are the orcs: fifteen miles. The orcs cover this distance in ten hours, six if quick-marching. Player Characters scattered elsewhere through the area should meet up with the orcs no closer to the smelter works than ten miles distant. The orcs cover this distance in nearly seven hours, four hours if quickmarching.

A Character who heads for the orc camp shortly after reporting to Captain Durger (**Encounter 13: Report and Muster**) may meet the raiders at one of various points along the trail. If the Character is on foot, s/he will meet the orcs seven miles away if they are moving normally; they will get to the smelter works in four-and-a-half hours.

If the orcs quick-march, they would be encountered three miles from Fangharrow, reaching the dwarves in two hours. Player Characters with movements of 18" and greater will meet the orcs ten miles from the smelter works; normally-moving orcs arrive in seven hours, quick-marching ones in four.

Different movement rates and paces affect travel as follows (as noted in **Encounter 15: On the March**, the orcs may be quick-marching; such movement is treated as 12" for orcs):

Movement Rates	
Orcs MV	Character's MV
6"	Moves 1/3 slower than orcs
9"	stays same distance from orcs
12"	Arrives in 3/4 of the orcs' time
15"	Arrives in 2/3 of the orcs' time
18"	Arrives in 1/2 of the orcs' time
24"	Arrives in 1/3 of the orcs' time

The GM should ask each what pace a Character wants to set for him or herself. If s/he states the Character is quick-marching (jogging or alternately running and walking), treat the movement rate as one step faster than normal solely for the purpose of calculating arrival times at Fangharrow. Characters on foot reach their maximum movement rates at 18", mounted or flying Characters may travel at 24".

If the Characters reach the dwarves at least one turn before the orcs do, play proceeds with **Encounter 20: Forewarned**. Otherwise, play proceeds with **Encounter 17: Raid on Ironrock**.

Encounter 20

FOREWARNED

PREP: Use this encounter when the Characters arrive at Fangharrow at least one turn ahead of the orcs and warn the dwarves of their approach or when they have interrogated an orc prisoner, learned of the forthcoming raid, and notified the dwarves.

PLAYERS: *The incessant thump of the stamp mill grows ever-louder as the party nears Fangharrow. Ironrock dwarves go about their tasks, oblivious to the imminent danger. Captain Durger stands near the caverns speaking with a sergeant.*

GM NOTES: Depending how much forewarning the dwarves now have, Captain Durger will respond as indicated in the "Durger's Reaction" sidebar which follows. Preparations will be made in the order listed and as many completed as time allows. Characters may take whatever position or action desired, time allowing.

Unless Characters have conflicting information to report, Captain Durger will assume the orcs are coming only to destroy the smelters, the most valued facility here. He will believe the pig iron, which was the orcs' earlier object of interest, to be safe, since he finds no way for the orcs to transport it any distance.

If time allows, Durger will ask the Characters to take a place in the defensive line around the smelter, where they will be stationed at the place closest to the cavern entrance. Durger will not let them interfere with or participate in his own ambush (details of which follow). If Characters have discovered that there will be an attempt on the iron stockpile, Durger will ask the Characters to position

iron.

If the Characters somehow manage to delay the arrival of the raiders for six hours after Durger is forewarned, there will be a chance for the Trollbasher ambush to take place. Durger will not permit the Characters to be involved in this for two reasons. First, he does not want these unseasoned scouts involved in a heavy infantry action utilizing experienced troops. Second, he believes the Characters can be of most help defending the valuable smelter works. The GM should do everything possible to make sure the Characters stay near Fangharrow Cavern so they have an opportunity to thwart the orcs' attempt on the iron stockpile.

Whether or not the Characters participate in the ambush, the ambush force will be detected by advance orc scouts as detailed in **Encounter 16: Orcs in the Woods**. The dwarf ambushers will be completely avoided by the orcs, who will alter their line of march to widely skirt them.

The first point at which the Trollbasher will learn of the ambush is when they hear distant sounds of conflict at the smelter works, which would now be protected only by Durger's original force as previously described. If the ambush party is too far from Fangharrow to hear the fight, it should be notified of the attack by runner (time elapsed at GM discretion).

When the orcs arrive at Fangharrow, play then proceeds with **Encounter 17: Raid on Ironrock**.

Encounter 21

GHRINAK'S PARTY

PREP: Use this encounter when the Characters confront Ghrinak's party at any point but the pig iron stockpile chamber in Fangharrow Cavern.

PLAYERS: *Protected by a wedge of five orcish fighters are one tall, muscular orc and one slim orc. These two and their allies push their way ahead, dodging past dwarvish resistance, slaying others who get in their way. They seem to be heading toward the inner cavern itself and no one seems able to stop them.*

GM NOTES: If Characters confront Ghrinak, the raid leader, when he is alone outside the cavern, Ghrinak will flee the encounter and seek the safety of his elite bodyguard. If in great danger

Durger's Reaction

Time before raiders arrive

Action Taken

1 turn

Captain Durger sends mounted messengers to the nearest platoons for help and dispatches one to command headquarters at Gnarlstone to inform his superiors of the raid. Durger calls the present platoon to muster.

Thirty dwarves stop work. Smelters are damped down as ore-crushing ceases. Fifteen dwarves pick up work tools for weapons (picks and hammers, 1D6 damage each) as the other fifteen dash into the caverns for additional weapons.

2 turns

At the start of this turn, two squads (twenty dwarves) of Trollbashers assemble near the smelters. One squad is sent to a look-out position on the gulley ridge to watch for the raiders' approach. By the end of this turn, the remaining thirty heavy infantrymen have gathered there as well, the force now totalling fifty troops. They establish a defensive line, turning over wheelbarrows, iron sleds, and ore carts between the smelters (see diagram).

Fifteen dwarves armed with worktools arrange themselves around the smelters and help establish the defensive line. They are joined at the end of the turn by fifteen others, armed with military picks (1D6+1 damage). Miners in the cavern tunnels are alerted of the proceedings.

4 turns

Forty rock miners emerge from Fangharrow Cavern to aid in the defense. They are armed with picks and hammers (1D6 damage).

1 hour

Durger sends twenty troopers to ambush position in the gulley near the cavern; these have orders to fall back to the defensive line when necessary.

4 hours

The first platoon of fifty Trollbasher reinforcements arrives after a forced march. They approach from the southeast.

5 hours

The remaining two Trollbasher platoons arrive, both from the north.

6+ hours

Greater ambush is set up using most of the heavy infantry. Player Characters are asked to remain as the primary smelter works defense.

Tactics

When engaged in combat, Ghrinak's party will use the following tactics.

Ghrinak. Still under the effects of his Potion of Speed, the raid leader will have two attacks per round. If his opponents are clearly inferior (such as unarmored miners), he will fight aggressively. If evenly matched, he will fight defensively and hang back to see if he should use his Amulet of Summoning. He will defend Urruty if the shaman is casting his Chant spell. If the shaman is slain, Ghrinak will grab the Skull of Scrying and Potion of Extra-healing if possible.

Urruty. When the shaman and the elite raiders join Ghrinak outside the cavern entrance, Urruty will imbibe his Potion of Dwarf Control. With the aid of the potion, he will be prepared to coerce the raid party's way past the dwarves inside the cavern. As the orcs run through that area, Urruty will constantly call out in Dwarvish, "*It's alright! We're friends! We're here to help! Let us through!*"

If Urruty sees that the raid group must fight to reach the stockpile, he will cast a Chant spell to aid in the fighting. The shaman will do this only if it appears that he can stay out of the action and remain safe while spell-casting. Otherwise, he will stay behind the elite raiders and bash anything threatening him with his spike-studded war club.

If time allows, he will collect the bolts from any felled raider and also use his Dwarf Control at any opportune moment. If Ghrinak is slain, Urruty will take the Amulet of Summoning and use it when needed.

If the frost devil Borip is summoned, he will stride forward past the orcs and into the thick of the heaviest resistance. Borip's strategy will be to occupy and disorganize the Characters and any other opponents, thus enabling the raiders to slip away and head for the pig iron stockpile chamber.

Among the enemy, Borip will radiate fear and anyone close enough to engage him in combat must save vs. Spells (Borip will be careful to stop exercising that ability when he nears orcs). If tactically logical, the frost devil will create a Wall of Ice between the Characters and the raiders, allowing the raiders to slip away towards the stockpile with respite from pursuit and attack. Borip will

from pursuit, he will blast his antagonists with the Horn of Havoc. If he is nevertheless cornered and confronted by Characters, use the combat actions listed following.

The five elite raiders will assume the brunt of combat against the Characters. Urruty will fight if he must defend himself while Ghrinak will clearly hang back, battle axe in hand, to see how the fight progresses. If it appears his party will be prevented from reaching the iron stockpile, he will call upon Borip's aid with the Amulet of

Summoning. Ghrinak would summon Borip under any of these circumstances:

- if he becomes singled out and cornered in battle and cannot easily defeat his opponent(s).
- if three or more of his elite raiders are defeated and his orc group cannot easily reach the stockpile chamber.
- if his orc group gets near the stockpile but is so hard-pressed it will have no time to barricade itself into the chamber.

exchange a few blows with antagonists but will teleport after one or two rounds of combat.

If the raiders have escaped to the cavern, Borip will join them; otherwise, he will appear behind his opponents, radiating fear, attacking with ice daggers, and clearing the way for the orcs to advance. If the situation becomes desperate and the raiders cannot escape, Borip will create an Ice Storm in sleet-form and help the orcs to escape while opponents are blinded and immobilized.

If the orcs die or otherwise do not make it to the stockpile, Borip will teleport there and defend it himself although he will be reluctant to do this, since he is needed beneath the sump to control the earth elemental there.

Depending on where and how the Characters encounter the raiders, the following information may be of use in determining raider responses:

- With the aid of the Skull of Scrying and intelligence from the ice devils in Suhl, the raiders have learned the layout of the first level of Fangharrow and know exactly where they need to go. The Characters are familiar with this area from the informal tour given them by Captain Durger. The map of the first cavern level can be shown to the Players and reflects what their Characters know and have heard regarding the area.

- If the raiders have made it inside the cavern and meet formidable resistance there (as in Player Characters or dwarf miners), Ghrinak will blast the entrance with his Horn of Havoc once the orcs are a safe distance from the area of effect. This will serve to block the doorway with collapsed stonework and is intended to slow down the arrival of reinforcements from outside. Characters in the area must save vs. Magic.

- Ghrinak may use the Horn to block side passageways if threatened by dwarves emerging from places inside the mine. If the orcs attack more than four turns after Fangharrow has been forewarned (if such is the case), there will be no more dwarves in the upper levels of Fangharrow to threaten them and Ghrinak will not use the Horn on side passages. If Fangharrow has been taken by surprise, there will be fifteen dwarves inside the Cavern on the first turn and forty-five during the third turn of the attack.

If either the orcs or the Characters are defeated, including Borip (if summoned), play concludes with Endgame. If the Characters realize where the orcs are headed and make it to the iron supplies first, play proceeds with **Encounter 22: Stockpile Defense**. If the orcs make it to their goal ahead of the Characters, play proceeds with **Encounter 23: Orcs and Iron**.

Dwarves

Dwarvish miners and Trollbasher heavy infantry encountered inside the cavern have the following statistics.

Trollbasher Heavy Infantry

Dwarf, Skill 2 Fighter

HTK: 12, AC: 3

MV: 9", AT: 1

DM: (by weapon), Align: N. Good

THACO: 20

Weapon Proficiencies: battle axe, dagger, light crossbow I

Weapons: battle axe, dagger (x3), light crossbow

Armor: full chain mail, medium square shield

Specials: Infravision at 60'

Ironrock Miner

Dwarf, Skill 0

HTK: 6, AC: 10

MV: 9", AT: 1

DM: 1D6, Align: N. Good

THACO: 20

Weapon Proficiencies: none (-2 to hit for non-proficiency)

Weapons: pickaxe

Armor: none

Specials: Infravision at 60'

Encounter 22

STOCKPILE DEFENSE

PREP: Use this encounter when the Characters reach the iron stockpile ahead of the raiders and defend it from attack.

PLAYERS: *In the chamber where the pig iron is stored, slabs of rough-cast metal are stacked against the walls. This natural cavern is sixty feet across and thirty feet high with wide cracks and crevices visible in the southeast portion of the ceiling and wall. The single entrance and the passage beyond it are relatively narrow, a dwarf-sized five-feet wide and five-feet high.*

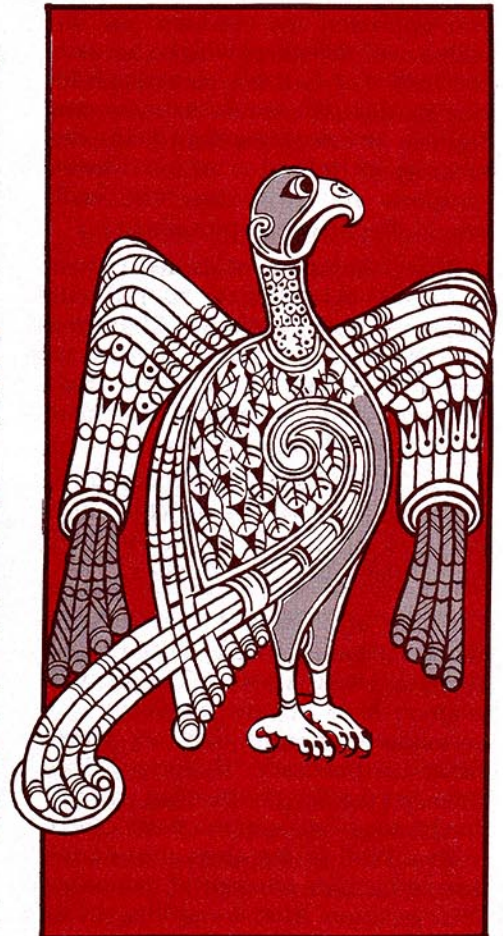
Next to the entrance are four pig iron sledges, several low, flat, wheeled

carts used for moving slabs of iron, and the wooden platform of a covered sump near the northern wall.

GM NOTES: The GM should have the Players explain how their Characters plan to defend this location. The cavern is initially unlit but two wall sconces hold oil lamps, each of which will burn for six hours. The large crevices in the stone are a natural ventilation system, mistaken by the orcs for weaknesses in the stone structure. The crevices connect to the toolshop and can be negotiated by a shireling-sized or smaller creature.

If the Characters wish to do so, a barricade can be created with iron sledges or pig iron slabs. Each wheeled sledge is three feet wide and five feet long, made of heavy oak and reinforced with iron ties. The sledge surface is six inches above the ground. The iron slabs, 2' x 3' x 4", can be moved by any Character with a STR of 15 or by Characters with combined STRs of 15 or greater.

The passage to the chamber is narrow enough that tall Characters (both orcs and man-sized Player Characters) must stoop or bend to gain entrance. This narrow width also affects the number of attackers which





can approach the entrance and the number of defenders which can enter the hall. The hall is wide enough for one man-sized creature to move and fight in or one larger-than-man-sized creature to fight at -1 to hit if melee weapons are used, since the walls would then constrict movement.

Two Characters of dwarf-size can fight side-by-side at -1 to hit with melee weapons, while two Characters of shireling-size or smaller fight at no penalty. It would take one round for a centaur Character to alter movement direction in the passageway.

The orc raiders' tactics should be modified to reflect events which have occurred up to this point but their basic intentions are as follows:

If the orcs reached the stockpile without the assistance of Borip, no rearguard will be posted. The orcs will plan to hold off any attackers with crossbow fire until they are secure behind a barricade. If Borip helped them get this far, the ice devil will seal the passageway from the main cavern with a Wall of Ice, thus eliminating any immediate concern of defending their position. After doing this, the ice devil will return to the slave crew

beneath the mountain, to supervise the unplugging of the sump shaft.

If Borip is the only one to make it to the chamber, he will seal the passage with a Wall of Ice then Teleport inside the stockpile chamber. This should result in mutual surprise after which the frost devil will fight as detailed in the following paragraphs.

If Borip comes to the raiders' assistance, he will pause next to Ghrinak and take one segment to assess the situation. If the orcs are withheld by a barricade, the frost devil will tear it down, taking most of the defenders' attacks on himself. If it is more advantageous, Borip will Teleport behind the defenders inside the chamber.

The frost devil will prefer to stay where he has room to maneuver and is not confined by the small hallway. If Borip has not yet used his Ice Storm ability, he will do so now, fighting the Characters while they are immobilized and blinded. He will always radiates fear while more than five feet distant from the orcs and will fight with ice daggers.

If Borip is dead and cannot aid the orcs, the encounter at the chamber will

become a desperate fight to the death as the raiders attempt to take over the stockpile and kill the defenders. Ghrinak will fight aggressively and engage the largest and mightiest-appearing of his opponents (Kreeger first, if provided Characters are being played).

If the orcs can tell the chamber is defended, Urruty will cast Protection from Good on himself and begin to chant. If there is a chance to attack defenders through the doorway, four raiders with crossbows will shoot at the targets (two pairs side-by-side, one kneeling, one standing). After one volley, the raiders will switch to battle axes and charge in twos into the room, followed by Ghrinak, with the shaman chanting in the rear. If Ghrinak's party needs help entering the chamber or if they are in danger of defeat, the frost devil Borip will be summoned.

If the fight goes badly for the Player Characters and the orcs and frost devil threaten to overwhelm them, there will be no place to which all the Characters may retreat. Defendable positions may be found between the stacks of pig iron, while pixies and other small Characters may be able to leave the chamber through the ventilation



crevices in the rock. Meanwhile, Characters looking to escape down the platform-covered sump shaft will either find it is filled with water, or that a hundred orcs await them in the darkness at the bottom (depending on the progress of the orcs' plan).

If Borip helped the raiders reach the stockpile and returned to the crew under the mountain for at least three minutes, the earth elemental will already be unplugging the sump and blocking the underground spring which filled it. If Borip is summoned to the stockpile chamber before that time, the sump will remain plugged during his absence.

When the sump is unplugged, it will completely drain in three rounds. Characters within twenty feet of the platform at that time can hear the gurgle and rush of water below so long as it is fairly quiet in the chamber. Whatever the Characters' reactions to this, there will be no danger of any orcs emerging unexpectedly from the shaft; the slaves below will remain there until receiving affirmative notice from Ghrinak, Urruty, or Borip. Further actions of the underground crew are detailed in **Encounter 23: Orcs and Iron**.

Regardless of the outcome of this encounter, whether the Characters defeat the orcish raiders or the orcs are successful in their raid attempt, play concludes with Endgame.

Encounter 23

ORCS AND IRON

PREP: Use this encounter when the Characters reach the stockpile chamber and find the orcs have arrived first.

PLAYERS: *A barricade of pig iron slabs and wooden sledges blocks the entrance to the chamber. The barricade stands chest-high to the fierce-looking orcs behind it; crossbow fire suddenly peppers the hallway walls, several shots coming much too close for comfort.*

GM NOTES: If Borip helped the orcs get to the stockpile chamber, he will

have sealed the entrance passage with a Wall of Ice. If that case, Characters must first get past the ice wall, which will completely plug the passageway from top to bottom and be four inches thick. It can be chopped through with pickaxes in one turn or Characters can wait ten turns for it to melt.

At this or any other time, if the Characters think of doing so, it is possible for shirelings or other small Characters to scout out the stockpile room through the ventilation crevices accessible from the tool shop or even to surprise the orcs with an attack from that direction.

Once the Characters are able to approach the stockpile, the passageway's narrow size will constrict movement. The path to the chamber is five feet wide and six feet high — narrow enough that tall Characters (both orcs and Characters) must stoop or bend to gain entrance. This narrow width also affects the number of attackers which can approach the entrance or the number of defenders which can enter the hall.

The hall is wide enough for one man-sized creature to move and fight in, or one larger-than-man-sized creature to fight at -1 to hit if melee weapons are used, since the walls would then constrict movement. Two Characters of dwarf-size can fight side-by-side at -1 to hit with melee weapons, while two Characters of shireling-size or smaller fight at no penalty. It would take one round for a centaur Character to alter direction in the passage.

If Borip is not already draining the sump, Urruty will pour water from a flask into the Skull of Scrying and use it to telepathically tell the orcs beneath the mountain that drainage can begin. This will take five rounds and will be done while the barricade is being constructed. The barricade will be completed in one turn during which time the shaman can heal anyone needing his services.

Two orcs with loaded crossbows will stand watch while the barrier is built. When it is completed, they will then stand guard there as others remove the wooden cover of the sump. Ten kasnik, the strong sub-orc slave breed, will enter the room and begin to

move iron slabs near the shaft. The thief will descend the shaft and the slaves will dump pig iron down it.

As the slabs tumble to the bottom, they will be cleared away by other slaves, moved off in ore carts, and packed onto freight wagons outside the mine on the north side of Ashhome. The raiders will continue to build up the iron backing of their barricade to a height of five feet; this is the only iron they plan to leave behind when they exit the room.

It will take six hours to empty this chamber of pig iron. It would not be possible for the dwarves to reach the bottom of the sump shaft in time to deal with the orcs there. Ghrinak's party is prepared to withstand a siege over this period of time but they are only expecting ordinary dwarves and infantry, not specially-skilled scouts from the Overlord's Army.

Ghrinak is also operating under two false assumptions. He believes it is unsafe to sound the Horn of Havoc in the cavern stockpile for fear the ceiling will collapse; as such he will not use that magical item inside this cavern. Ghrinak also does not realize the natural crevices in the wall can be entered by dwarf-sized and smaller creatures; hence, he has left his rear flank unprotected.

When an attack comes, the elite raiders will take turns shooting from the cover of the barricade. They will switch to melee weapons when necessary to prevent Characters from coming over the top or collapsing the barrier. A combined STR total of 30 points is required to push over the wooden sledge, jammed against the door by stacked pig iron behind and under it. Once the iron is built up behind the barricade, it can only be moved by force from a battering ram, storm giant strength, or the equivalent.

If Urruty has not used his spells before this point, he will cast Chant and Protection from Good to help in the fight. He will also fight to protect the barricade. The kasnik, non-combatants, will hide among the iron stacks. If the raiders are pushed back, the slaves will rapidly retreat down the shaft and will not return until it is safe to do so.

If Ghrinak fears losing the barricade, he will summon the frost devil, Borip, to create a Sheet of Ice in the passageway outside in an attempt to usurp the footing of any attackers. If the orcs' major threat in the passageway is the Characters, the frost devil will next Teleport behind the Characters and attack. If Characters breach the barricade and obtain a foothold inside the chamber, the fight will continue in the following manner:

If the orcs have not had time to complete a barricade, they will also not have had time to set their iron-theft plans into action. Read the following description aloud:

At the chamber entrance are two orcs hauling pig iron slabs to form a low obstacle at the entry. Two more stand guard with crossbows and shoot into the hallway at any who observes their activities.

If Ghrinak has enough raiders left and is expecting the Characters to charge into the room, he will station an orc atop a stack of pig iron slabs with instructions to shoot any Character inside the chamber. As always, Borip will be summoned if the orcs are hard-pressed. These orcs will fight to the death.

Borip's Actions

If the frost devil is the only one with a chance to reach the iron, he will seal the passage with a Wall of Ice and Teleport inside the stockpile chamber. He will then build a barricade to slow attackers, cast a Sheet of Ice on the passageway outside, and Teleport beneath the mountain to direct the elemental present there to unplug the ore shaft. Three rounds later, he will return to the stockpile, ready to defend it against attack. Slaves will be on their way up the shaft and will begin dumping pig iron in one turn. They will remain in the shaft even if they hear combat above them.

When Borip returns, he will Teleport into the chamber facing the entranceway, twenty feet back from it. If Borip is attacked by Characters who are inside the chamber, the devil will remain and fight. When combatting Characters who are in the hall, Borip will often teleport behind the Characters for a surprise attack then retire behind the barricade once more.

If Borip loses half his HTK, there will be a 5% cumulative chance of his morale breaking each time he is wounded. If his morale breaks, he will Teleport beneath the mountain and

order the elemental to seal the shaft, ignoring any slaves who may be trapped.

If Borip comes to the orc raiders' assistance, he will pause next to Ghrinak and take one segment to assess the situation. If the barricade is in danger, Borip will cast a Sheet of Ice on the floor beyond it and help shore up the obstacle. Next, Borip will Teleport to behind the Characters and remain to fight them. If he has not yet used his Ice Storm, Borip will attack the Characters with it in its hail form. After the storm, the frost devil will fight the Characters while orcs with crossbows will shoot from the chamber.

If Characters are in the chamber when Borip arrives, the frost devil will blast with his cold breath, radiate fear, and wield ice daggers. He will fight to the death (noting the previously stated morale check which occurs at one-half HTK) to hold the chamber as long as orc raiders still survive. If Borip is the sole survivor (except for slaves), he will flee the scene.

Regardless of the outcome of this encounter, whether the Characters defeat the orcish raiders or the orcs are successful in their raid attempt, play concludes with Endgame.



Endgame

At this adventure's conclusion, it should be possible to categorize each Player Character in one of the following fashions:

‡ The Character is a prisoner of the orcs and did not manage to escape from them during this adventure. Read #1 aloud.

‡ The Character prevented the theft of the iron stockpile. Read #2 and #3 aloud.

‡ The Character interrupted the theft of the iron stockpile; some or most of the pig iron ore was stolen before the orcs were defeated. Read #2 and #4 aloud.

‡ The Character was unable to prevent the theft of the Ironrock metal stores. Read #2 and #5 aloud.

1.) *Roughly handled, you are treated like worthless baggage as you are carried off with the rest of the orcs' captives. You may never know the fate of the Ironrock dwarves, beset by the raiders of the Bloody Barb tribe, and you see no immediate chance for your own escape. At best, slavery awaits you, and a miserable death at its end.*

There may actually be many chances for this hapless captive to escape but the continuation of this Character's adventure is at GM discretion. For purposes of this adventure, the Character has been unsuccessful. XP: 100.

2.) *No longer needed at Fangharrow, you, your party, and an escort of Trollbasher infantry return to Boric's Hold. As you make your report to Captain Sarkan, a definite frown wrinkles his brow. He then reads a message from Captain Durger which was delivered by escort. When he finishes, Sarkan places the parchment on his desk and studies your faces.*

3.) *"Your quick and decisive actions saved the day for Fangharrow," Captain Sarkan says, not so much as cracking a smile. "Durger tells me that while his troops and miners were in the thick of the fight against the Bloody Barb orcs, you prevented*

a group of elite orc raiders from seizing and holding the metal stockpiles of Ironrock. Well done, scouts."

If the Players are still unclear about what the orc raiders hoped to accomplish in the attack on the stockpile chamber, add the following.

"That was closer than you know," Sarkan adds, tapping his finger on the message from Captain Durger. "That sump shaft wasn't the dead end the Ironrock dwarves thought it was. Some orcs got into the deep tunnels and were ready to drain the shaft and cart off the pig iron. The tunnels are blocked, now. At least they caught that flaw in time — thanks to you!"

Each Character receives 800 XP for defeating the raiders. Also, if the party slew Borip, the frost devil, each successful Character receives the following additional XP:

$(4400+16/hp)/(\# \text{ of Characters})$.

Each party member will also receive extra XP for any unique items acquired during the adventure, according to the amounts noted under the description(s) of the item(s).

If the party does not have any unique items, Captain Sarkan will pay each Character a "mission bonus" of 200 gp. Characters who assisted in the accomplishments listed in paragraph #6 should be awarded the corresponding experience points.

4.) *"It's unfortunate those raiders held you off as long as they did. They escaped with enough iron for it to hurt but at least you put an end to their thievery. Good work, scouts — and better luck next time."*

Each Character receives 530 XP for defeating the raiders. Also, if the party slew Borip, the frost devil, each successful Character receives the following additional XP:

$(4400+16/hp)/(\# \text{ of Characters})$.

Each party member will also receive extra XP for any unique items acquired during the adventure, according to the

amounts noted under the description(s) of the item(s). Characters who assisted in the accomplishments listed in paragraph #6 should be awarded the corresponding experience points.

5.) *"It's too bad you couldn't prevent the theft of that iron. That's going to seriously delay the production of arms and armor in Delios upriver and the Great Plateau cities." Sarkan sighs to himself and shrugs. "Well, at least we found out why the dwarves were disappearing. We appreciate your assistance, scouts. Dismissed."*

Each Character receives XP for any unique items acquired during the adventure, according to the amounts noted under the description(s) of the item(s). Characters who assisted in the accomplishments listed in paragraph #6 should be awarded the corresponding experience points.

6.) XPs for Actions Accomplished:

- Locating the orc camp.
100 XP
- Delaying orcs' attack or approach to Fangharrow.
200 XP
- Fighting orcs in woods or outside Fangharrow.
100 XP
- Forewarning Ironrock dwarves.
100 XP
- Rescuing prisoners or escaping orcish captivity.
200 XP
- Confronting Ghrinak's party.
100 XP

GM NOTE: If the party was successful in defeating the orc raiders and any Character died in the line of this duty, the Ironrock dwarves may offer to raise that Character (at GM discretion).

HOW TO USE THIS BOOK

NOTE: This information is pertinent both to *City-State of the Invincible Overlord* Guidebooks and Adventures.

Standards terms/abbreviations 'D' is used as an abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read 00 as 100); 3D6 means roll three 6-sided dice and add the results for the sum, etc..

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars. An income of 10 gold pieces (or gp) would be a very profitable day for a merchant, but 1-5 gold pieces is a more likely sum for a day's effort. Henchmen's wages are usually 2 gp per day per 2 skill levels, with a dramatic increase for jobs that are perceived to be dangerous.

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 (unless otherwise stated within a Character's race statistics). A shield adds one to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2. (See the standard rule book for details).

HTK means Hits To Kill. This is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every skill level they have (unless otherwise stated); the number of sides the die has depends on the Character's class (see standard rule book for more information on determining how many HTK PCs and NPCs have).

Monsters always use 8-sided dice to determine how many HTK they have. The number of dice used is indicated in parenthesis for monsters.

Movement (MV) is the speed of a Character or monster on a constant basis. It can be adjusted to whatever scale is needed by adjusting ground scale accordingly (the most common is 1 square or hex = 10 feet).

There may be two or more numbers given. This indicates that the Character or monster can travel in more than one mode (see standard rule book).

THAC0 is a convenient statistic meaning "To Hit Armor Class 0." When you know a Character's or monster's THAC0, you will know the number required to score a successful hit on 1D20 (or multiply that number by 5 to get the percentage chance of success). A target's Armor Class is subtracted from the attacker's THAC0 to obtain the required die roll on 1D20.

For example, if a Character's THAC0 is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs

to roll 11 or higher on 1D20 (16-5 = 11) or roll 55% or higher on a D% (11 x 5% = 55%).

Characteristics (or attributes, ability scores, or statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is an 18/00 (see standard rule book for more information).

Spells: A series of numbers given in a Character's statistics indicates the number of spells per skill level that the Character has. For example, 3/3/2 means that the Character has three skill 1 spells, three skill 2 spells, and two skill 3 spells. (See the standard rule book.)

Saving Throws (save vs.): Saving throw values are listed for each Character class in the standard rule book. To make a successful saving throw, a Player must roll the saving throw value or higher on 1D20. A successful saving throw often reduces or negates certain types of damage.

Saving throw bonuses are added to the number the Character rolls on 1D20. For instance, the save vs. Breath Weapon for a skill 4 cleric is 15. He must normally roll a 15 or higher to save vs. Breath Weapon; if wearing armor which gives a +2 vs. Breath Weapons, however, he need only roll a 13 or higher to make a successful saving throw (13+2=15).

Saving throw penalties are subtracted from the number a Character rolls on 1D20. For example, the same skill 4 cleric suffering a -2 penalty vs. Breath Weapons would have to roll a 17 or higher to make a successful saving throw (17-2=15).

Ability Rolls on a Character's statistics work much like saving throws. On certain occasions, your Character will be directed to "save against" a basic statistic.

For example, if a Player wants his Character to detect a lie or get information, he may have to save on a die roll against his Insight (INS).

Roll 1D20 for all ability rolls. If the resulting number is equal to or lower than the statistic, the save is successful. With such a roll, a Character is able to tell if a person is lying, for example.

Ability rolls are often modified. If instructed to make an INS ability roll (roll against a Character's INS) at +3, add 3 to the die roll. For example, if a Character's INS is 12 and rolls a 10, he fails to make the save (10+3 = 13).

Reading the Entries

Each entry in this book has three sections: PREP, PLAYERS, and GM NOTES. The portion of the text that tells what the GM should know is printed in regular (Roman) type (normally the PREP and GM NOTES sections). What the GM reads to the Players is printed in *italic type*

(normally the PLAYERS section).

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words: **GM NOTE** or simply **NOTE**.

Example:

Encounter 13

THE CHAPEL

PREP: Having left the large hallway (area #12), the party has decided to enter a small, 20' x 15' chapel.

PLAYERS: *This 20' x 15' room contains three pews and an altar which is flanked by two five-foot high candlabras. Behind the altar, the bright white outline of a cross contrasts to the dull, aged off-white of the walls surrounding it. To the right of the doorway rests a stone brazier filled with a clear, glistening liquid.*

GM NOTES: The outline on the wall was left when this chapel's cross was removed and destroyed.

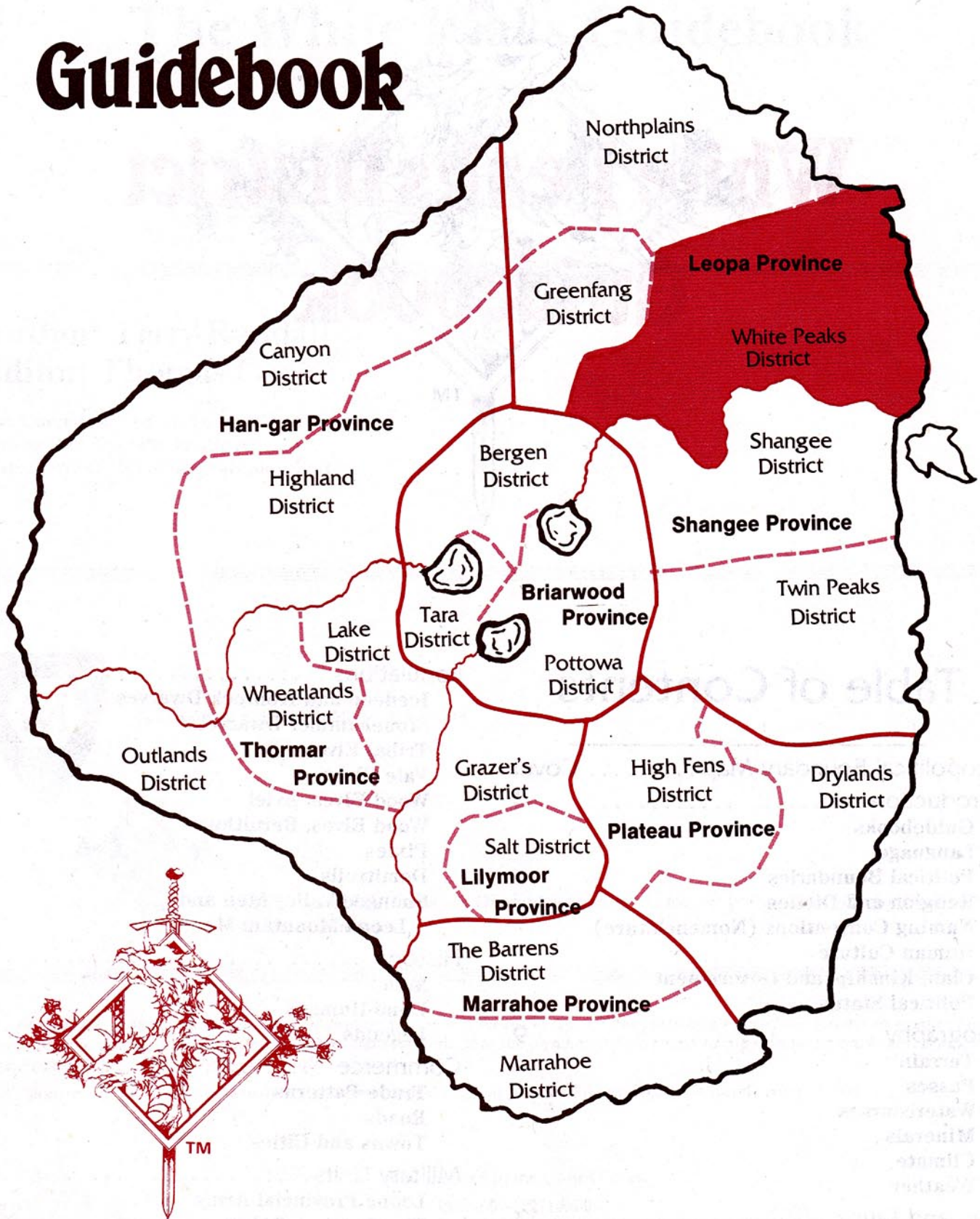
The liquid in the brazier is Unholy Water which will do 1D6+1 HTK of damage to any Cleric or Paladin who happens to touch it.

TERMINOLOGY

STR.....	Strength
INT.....	Intellect
INS.....	Insight
DEX.....	Dexterity
STA.....	Stamina
APL.....	Appeal
HTK.....	Hits To Kill
AC.....	Armor Class
MV.....	Movement
AL.....	Alignment
AT.....	Attacks
DM.....	Damage
THAC0.....	To Hit Armor Class 0
L. Good.....	Lawful Good
L. Neutral.....	Lawful Neutral
L. Evil.....	Lawful Evil
Neutral.....	Neutral
N. Good.....	Neutral Good
N. Evil.....	Neutral Evil
C. Good.....	Chaotic Good
C. Neutral.....	Chaotic Neutral
C. Evil.....	Chaotic Evil
PC.....	Player Character
NPC.....	Non-Player Character
mp.....	mithril piece(s)
pp.....	platinum piece(s)
gp.....	gold piece(s)
ep.....	electrum piece(s)
sp.....	silver piece(s)
cp.....	copper piece(s)
GM.....	Game Master
S.....	Smaller than man-size
M.....	Man-size
L.....	Larger than man-size

White Peaks District

Guidebook



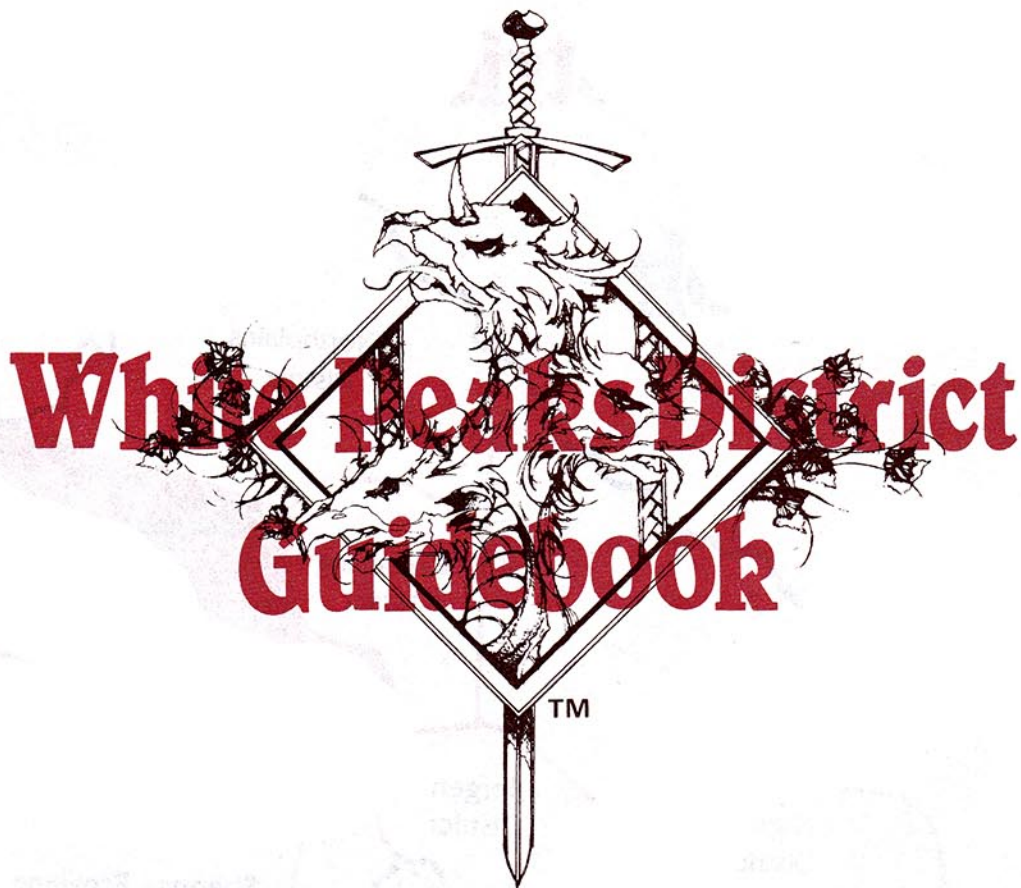


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The White Peaks Guidebook

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Introduction

Guidebooks

Calandia, the continent which is home to the City-State of the Invincible Overlord, is divided into eight provinces and nineteen districts. This guidebook details the White Peaks District of Leopa Province, where the Leopa Mountains, Bentwood Forest, and Shangee Valley are located. Forthcoming guidebooks will cover other districts of Lucius' vast domain and the *Calandia Guidebook* will provide facts and background applicable to the entire continent of Calandia.

Language

The language of the City-State is by no means the same as English. In this work, many Calandian words and place names have been anglicized for ease of use or pronunciation. On occasion, the Calandian word itself will be used instead, especially when that word best expresses a foreign concept or particular bit of information. Parentheses and italics will be used to separate a Calandian phrase from its anglicized equivalent.

Political Boundaries

Provinces and districts found within the City-State are listed following. Districts are further divided into buroughs, divisions which are used primarily for calculating senate representation and taxes and which are not defined in this guidebook.

Governors

An Aldar, or Governor-General, rules a province as the personal representative of the Invincible Overlord. The office of Aldar was created when Lucius II disbanded his great army of unification and dispatched its forces in strategic locations around Calandia. The Aldari are the trusted nobles of Briarwood who were put in charge of those forces. There are eight of these governors, each of whom is also general of a provincial army.

District Governors, or Den-Aldari, rule the various provincial districts. These authorities hold varying personal ranks but in each case come from a trusted and influential clan historically involved in the governance of its district. In addition to other duties, Den-Aldari frequently command elements of the provincial army stationed in their respective districts.

The Governor-General of Leopa Province is Duke (*Perodh**) Daimos Taulorikh Gibronae. The three districts of Leopa Province are the White Peaks District, governed by Count (*Beldhar*) Keilun Eshnailos na'Meliosi; the Greenfang District, governed by Baroness (*Gedhara*) Vina Destorit Keitau; and the Northplains District, governed by Baron (*Gedhar*) Baukan Bargeilos Nemkaidar.

* Calandian rank and naming conventions are described in the respective sections which follow.

Religion and Deities

Citizens drawn to Calandia from other continents found themselves surrounded by a number of new and different religious practices. The new inhabitants equated the Calandian deities to gods with whom they were already familiar and called the gods by those foreign names (provided in the *Map and Population Book* for Briarwood).

The traditional names for Calandian gods are used more often in the surrounding countryside, where natives of the City-State have a better understanding of their deities. These gods differ somewhat from their nearest other-worldly parallels and are further discussed in the *Calandia Guidebook*.

Provinces and Districts of Calandia

Province	District
(<i>Kubai</i>)	(<i>Varkubai</i>)
Leopa (<i>Leopa</i>)	White Peaks (<i>Preogeshvui</i>) Greenfang (<i>Shielkemnahr</i>) Northplains (<i>Nebrosi</i>)
Shangee (<i>Shangie</i>)	Shangee (<i>Shangie</i>) Twin Peaks (<i>Fargeshvui</i>)
Briarwood (<i>Breidhovi</i>)	Bergen (<i>Bergen</i>) Tara (<i>Tara</i>) Pottowa (<i>Podhova</i>)
Thormar (<i>Thormar</i>)	Lake (<i>Kalno</i>) Wheatlands (<i>Banbrai</i>) Outlanos (<i>Derbrai</i>)
Lilymoor (<i>Lilabau</i>)	Grazers (<i>Solovan</i>) Salt (<i>Erodis</i>)
Han-gar (<i>Han-gar</i>)	Highlands (<i>Eibrai</i>) Canyon (<i>Dinkeibro</i>)
Marrahoe (<i>Marrahoe</i>)	Barrens (<i>Veniali</i>) Marrahoe (<i>Marrahoe</i>)
Plateau (<i>Deibrogesh</i>)	High Fens (<i>Eigarinay</i>) Drylands (<i>Losbrai</i>)

Native and Foreign Gods

Calandian Name	Foreign Reference	Alignment	Sphere of Influence
Ardruna	<i>Ra</i>	NG	<i>sun, life, fertility</i>
Bragla	—	LN	<i>death</i>
Brelig	—	CE	<i>mischief, discord</i>
Coram	—	LN	<i>wisdom, knowledge</i>
Dhuris	—	NE	<i>temptation</i>
Gambros	<i>Bat</i>	CE	<i>evil, destruction</i>
Lan Loros	<i>Fog</i>	CN	<i>fog</i>
Lenoris	<i>Druids</i>	N	<i>woodland nature</i>
Lovianis	—	LE	<i>power, vengeance, assassins</i>
Melios	<i>Healing</i>	LG	<i>scruples, service, healing</i>
Nalagar	<i>Apollo</i>	CG	<i>sun, music, generosity, prophesy</i>
Peren	<i>Odin</i>	NG	<i>altruism and clan leadership</i>
Riegin	<i>Tyr</i>	LG	<i>war, honor, and law</i>
Seidrun	<i>Uller</i>	CN	<i>water, weather, and hunting</i>
Uric	<i>Pureness</i>	LG	<i>pureness, fairness, kindness, justice</i>

Demigods

Calandian Name	Foreign Reference	Alignment	Sphere of Influence
Erin the Dark Hunter	—	NE	<i>death (finds souls for Bragla)</i>
Gadnor	—	CN	<i>berserkers, combat, werebears</i>
Vikkar Tornor	—	LN	<i>oaths, justice</i>
Barcus	—	CE	<i>lies, deceit</i>
Silvertongue	—	NG	<i>hunting</i>
Derius the Archer	—	NG	<i>hunting</i>
Shau Lin	—	LG	<i>heroic deeds.</i>

Naming Conventions (Nomenclature)

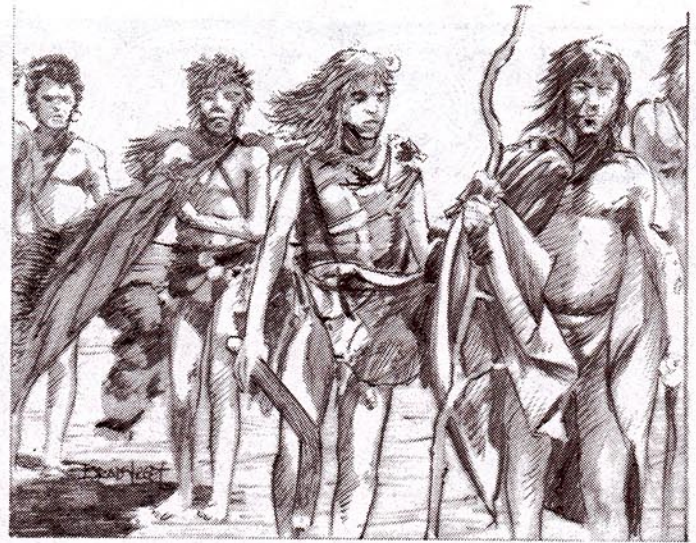
Native Calandians are possessed of between one and four names. The higher-ranking or more accomplished citizen has more names than the low-born one. While names are usually assigned in a manner reflecting the citizen's personal—significator—tribal affiliations, they may also incorporate acquired nicknames.

Personal names are first names. Most masculine names commonly contain *-ius*, *-an*, *-ar*, *-at*, *-ic*, *-is*, *-os*, *-un*, or *-us* suffixes (such as Gauros or Gaurun, Biric or Biros). Feminine names commonly contain *-a*, *-i*, *-it*, *-ot*, *-la*, *-ra*, or *-si* suffixes (such as Lara or Larit, Marla or Marsi).

Significator names are comprised primarily of noun adjectives and indicate something significant about the person or his/her family. Significator names do not necessarily refer to a recent event or favorable attribute. Examples include Gauros "the Fighter" and Marla "the Beggar" which, when translated to Calandian, become Gauros Kiemloros and Marla Nesbarit.

Tribal names indicate a person's clan and are typically used only when a clansman is raised to a rank of nobility. Occasionally tribal names will refer to the deity the clan supported in the Uttermost War, such as na'Meliosi or na'Urici, or will be nomadic in origin and translate into names like "Swift-Raider" (*Ludheimis*) or "Hiss-Scout" (*Pallanae*). A name such as Gauros Kiemloros Ludheimis implies that Gauros is a clan chief or ranking leader and warrior.

Nicknames may be acquired at any point during a person's lifetime. For example, "the Invincible" has become the appellation of the Overlord, Lucius II. His full name is Lucius Sorodhar



na'Meliosi Davemm, where Davemm means "invincible." This translates to Lucius the Overlord, of the Melios tribe, the Invincible.

Human Culture

The dominant culture of men in Calandia has evolved from a nomadic tribal background. This society traces descent and inheritance through the male line and folk are very conscious of kinship, family, and clan relationships. This clan-based culture has a profound impact on the nature of modern Calandia and will be discussed in greater detail in the Calandia Guidebook.

Rank and Nobility

Calandian Title	Noble Equivalent	Military Equivalent	Literal Meaning	Commander Of
Sorodhar	<i>Overlord</i>	—	<i>great-chief</i> (<i>chief of chiefs</i>)	all
Soro	" <i>great one</i> "	—	<i>greatest</i> (<i>i.e., polite address</i>)	—
Bevrodar	<i>King</i>	—	<i>high-chief</i>	grouped armies
Bevro	" <i>your Majesty</i> "	—	<i>highest</i> (<i>i.e., polite address</i>)	client states
Bevmor	<i>Prince</i>	—	<i>high-son</i>	varies
Bevmara	<i>Princess</i>	—	<i>high-daughter</i>	varies
Perodh	<i>Duke</i>	General	<i>clan-chief</i>	army
Praudhar	<i>Earl</i>	Maj. General	<i>war-chief</i>	campaign group (div)
Beldhar	<i>Count</i>	Bgd. General	<i>war-advisor</i>	command group (bgd)
Gedhar	<i>Maron</i>	Colonel	<i>battle-chief</i>	war group (rgt)
Ledhar	<i>Baronet</i>	Major	<i>battle-leader</i>	battle group (bn)
Keitar	<i>Knight</i>	Captain	<i>attack-leader</i>	attack group (co)
Den-Keitar	<i>Squire</i>	Lieutenant	<i>raid-leader</i>	raid group (plt)
Dolvar	<i>Sergeant</i>	Sergeant	<i>raider</i>	patrol group (sqd)
Prauvar	<i>Soldier</i>	Private	<i>warrior</i>	—
Rodhar	<i>Lord</i>	—	<i>chieftain</i> (<i>i.e., polite address</i>)	—
Rodhara	<i>Lady</i>	—	<i>leader</i>	—
Beldos	<i>Senator</i>	—	<i>Councilor</i> (<i>chief-who-advises</i>)	—
Aldar	<i>Governor-General</i>	General	<i>chief's comrade</i> (<i>chief's deputy</i>)	army

Clan, Kinship, and Government

The tribal past of Calandians has dramatically affected the shape of today's government. The nomadic clan culture which evolved during the Great Misery has vastly influenced authority, rank, and government in the City-State.

Non-Feudal Society

Most of human society in Calandia is non-feudal. Allegiance is sworn to the Overlord but Lucius is not granted total control of ancestral lands and/or rights handed down from tribal days. As Overlord, Lucius is chief above all other chiefs, who hold their own positions by inheritance and the popular support of their clans. Lucius governs these people inasmuch as he commands the tribal chiefs who, in turn, command their own populace.

Leadership and Authority

The early Calandian nomads were war-like and independent pioneers who valued leadership, courage, shrewdness, and personal ability. Positions of clan leadership were held partly by popular acclaim and partly by heredity. A warrior could inherit the position of war-chief from his father, for instance, but if he failed to maintain popular support, the clan chose a new war chief. The previous chief was stripped of his authority as well as the accompanying rank and honor.

Much as do the lesser chiefs throughout Calanadia, Lucius II holds his position by heredity, popular support, and acclaim. He will remain Overlord unless and until he proves himself unfit for leadership and in the process loses important supporters. In such a fashion, it was possible for upstart senators to once nearly remove Lucius from authority when they thought the Overlord insane.

City-State senators should not be confused with democratically-elected representatives of the area. The Calandian word for Senator (*Beldos*) translates into "chief-who-advises." Senators are respected for their good counsel or significant accomplishments and are chosen by responsible members of their community to represent their clan. Even in the Senate, the tribal power structure is alive and well.

Rank and Nobility

In Calandia, aristocratic titles, position of clan leadership, and military rank are all one and the same. To hold an important position in a clan is to hold a military rank, which also assumes a position of nobility in accordance with the position of leadership held. By the same token, an adventurer who distinguishes him or herself rises to a position of leadership in his or her own clan or is officially adopted into the clan of the person s/he has served and is given rank there. Farming clans (which are not nomadic) have different terms but a similar structure. Nomadic terminology came into common usage during the reign of the Dragon-Kings.

Calandian titles for different ranks derive from this interlocked system of authority and are listed following with their feudal equivalents.

Political Status

Political status affects the government of and other circumstances among a group of people. The folk of the White Peaks district enjoy the following types of political status:

- Bentwood — *citizenship*
- Greenfang — *citizenship*
- Ironrock — *client nation*
- Stonehammer — *client nation*
- Alondith — *treaty nation*
- Demitrolls — *part of Ironrock client nation*
- Pixies — *no status; under authority of Velius*
(see notes under *Populations*).
- Men — *citizenship through clan allegiances*

Citizenship

Citizens of the City-State acknowledge the Overlord as ultimate authority over themselves and their clans, accepting him, literally, as chief of all chiefs. Persons of high clan rank swear their allegiances to the Overlord during a public ceremony when they

come of age or rise in rank. Lesser individuals are instructed to follow the example of their clan chiefs and need not swear publicly.

All occupants of the Great Plateau are citizens of the City-State, as are most of the men and many of the demi-humans within the Calandian continent. As detailed following, citizenship has both its obligations and its privileges.

Obligations

- 1.) *Military service.* Citizens between the ages of seventeen and twenty-seven must serve a two-year period in the Overlord's army. Rare exceptions (such as proprietors with business obligations or clerics whose religions prevent participation) must be deigned by the Overlord himself.
- 2.) *Taxes.* Citizens are assessed a flat 10% income tax on an individual household basis.
- 3.) *Aid and Assistance.* There is an old tribal tradition in Calandia that friends of one's clan chief are treated as honored guests in one's home. In keeping with this, citizens are expected to give every assistance and courtesy to soldiers, senators, and other representatives of the Overlord's government if called upon to do so. Assistance can range from hospitality for a night to free services.

Such courtesies are regarded as obligations for citizens and privileges for those receiving the aid, abuses of which are strictly punished.

Privileges

- 1.) *Senate Representation.* Citizens are afforded the right of selecting their own representative to the senate. This is not a democratic process; representation is determined by acceptability to elder clansmen and eligibility according to rank. People living outside of strong clan ties, as in large cities, congregate and debate their senate choices under the guidance of community elders until a suitable selection is made.
- 2.) *Overlord's Protection.* The Overlord protects his people as a tribal leader would his clan. This protection includes:
 - a.) Military defense.
 - b.) Provisional aid in time of famine, flood, or other disaster.
 - c.) The right to a hearing if accused of a crime.

Client Nations

Client nations pay taxes to the City-State on a basis determined by the entire wealth of that nation's people. These nations provide armed levies to the Overlord's army and place their own troops under City-State command if the Overlord fights in the client nation territory. The nations may request military aid from the City-State. Also, national leaders may represent their people in the Overlord's Senate or send one representative with one vote to legal proceedings.

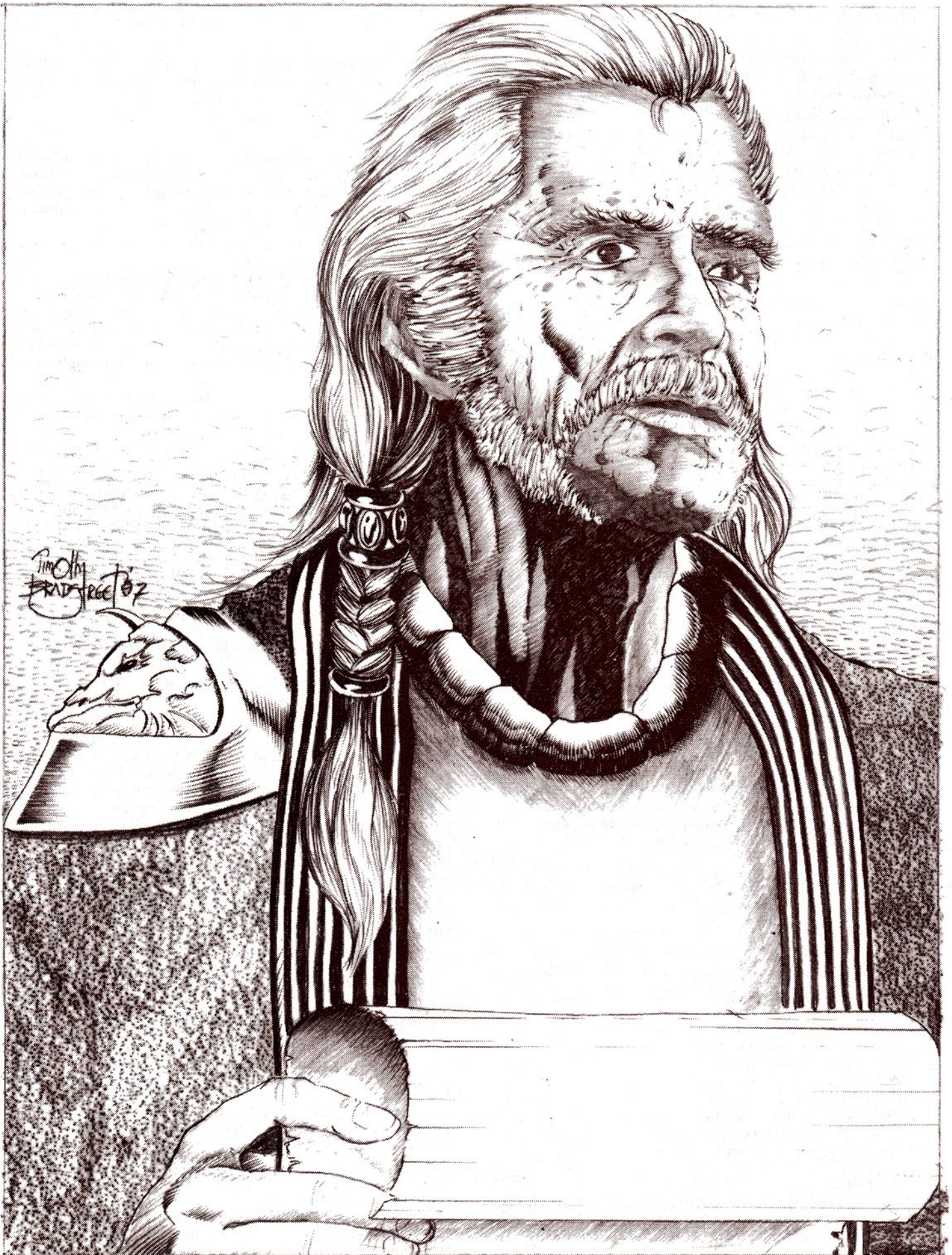
Client nations are responsible for their own governmental actions and enforce their own laws among the people. Their legal practices are reviewed by the City-State's Ministry of Law and any enactment of practices forbidden by the Overlord (such as slavery) are brought into line with City-State policies. If a citizen of the City-State is involved in a crime, City-State law automatically supercedes that of the client people, should the two conflict. Client nations are not required to pay any special trade tariffs.

Treaty Nations

Before Lucius II united Calandia, old treaty alliances were in force in many parts of the country. Most of these alliances were abolished as different regions were absorbed into the City-State. In a few instances, Lucius honored the old treaties, bestowing upon these peoples the special status of treaty nations.

Treaty nations are allies and protectorates of the City-State. The nations send troop levies to serve the Overlord, while the City-State provides greater military protection than the nations would normally exercise. These nations have no say in the governmental functions of Calandia but may fall under City-State law if a citizen is involved in a crime.

Special tariffs are applied to trade goods from treaty nations. Since these can be offset by sending tribute to the Overlord, most treaty nations pay taxes to the City-State to avoid ruinous tariffs.



Geography



Terrain

Overview

The Leopa Mountains are the second-largest mountain range on the continent, surpassed in scale only by the Marrahoe Mountains to the south. The Leopas run to the northeast of the Great Plateau, stretching eleven hundred miles from Shepherd's Pass and the Shaemlar Steppes in the west to Coldstone Neck in the east. The mountains, four-hundred-fifty miles wide at the broad eastern end from Ashhome to Agate Downs, consist of two major ranges, the Whiterocks and the Silvertooth.

For the entire length of the mountains, the southern face is the steep and rugged one, while the northern face exhibits a much gentler slope. The Leopa peaks are flanked to the south by the turbulent Shangee River and to the north by great forests and rolling northern plains. The peaks of the Whiterocks, visible from the Great Plateau, are the most lofty and rugged in the City-State.

Great Plateau (*Sorlovis*)

The Great Plateau, which rises to a height of 8,500 feet over a mile and a half high, rests steadfastly in the center of the Calandian continent. The Leopas begin at its base, where the sixty-mile-wide Trolldale Valley marks the largest break between the mountains and the rim foothills. The Trolldale narrows quickly to the north, where Shepherd's Pass connects the southern and northern slopes of the Leopas. At 4,000 feet in elevation, Shepherd's Pass is the lowest pass in the Leopas, marking the shortest distance (two-hundred-forty miles) from one side of the mountains to the other.

Shaemlar Steppes (*Shaemlar Deshi*)

The mountain flank blends with the plateau foothills at the northwestern end of Shepherd's Pass. There, a series of rocky, stepped grasslands gradually descend into the western Greenfang Forest. The one-hundred-twenty-mile wide Steppes flank the Leopas from west to east for three-hundred and sixty miles.

Forests

Greenfang Forest grows on jumbled uplands at the foot of the Shaemlar Steppes. These valley-like folds parallel the Leopas, decreasing in height to the north until blending into the Lithingol River drainage basin. To the east, Bentwood covers the mountain foothills near the Leopas and the almost flat, sloping ground on the north side of the Lithingol.

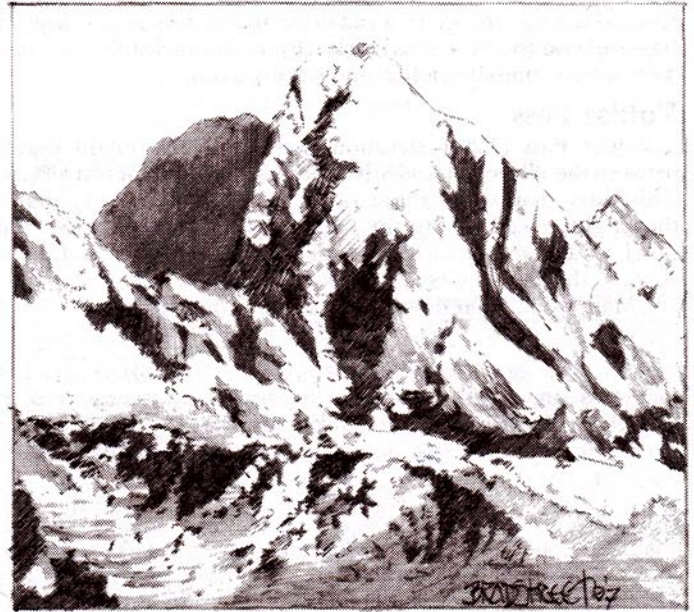
Whiterock Range (*Preostehn Evrisi*)

This range is formed mainly of granite and metamorphic rocks. At one time, Whiterock mineral wealth was evident even in surface rock formations, although the richest of those deposits have long since been mined. The western peaks of this range are clearly visible from the rim of the Great Plateau. The Whiterocks are dominated by Glacier Summit (15,000'), the tallest peak on the continent and source of Khanos Falls, the second longest watercourse in Calandia.

Glacier Summit, which has a peculiar geological structure, cradles the Kroeis, the largest glacier known in Calandia. Glacier Summit is flanked by Mount Mortaune (9,000') and Lookout Peak (12,000') to the west, Gesvar's Peak (10,000') to the south, and Marbleside (13,000') to the east. From north to south through this range runs Voldar Pass Road, the most heavily-traveled route over the Leopas.

Silvertooth Range (*Asilkem Evrisi*)

The Silvertooth Range dominates the eastern end of the Leopas. Largely basaltic in composition, these peaks also shelter great deposits of metamorphic rocks and minerals. Nearly as tall as the Whiterocks, the Silvertooth Range includes Mount Greysmoke,



the only active volcano discovered to date in Calandia. At 13,000', Silvertooth is the tallest mountain in this range; it is flanked by Nurin's Peak (9,500') and Silverclaw (9,000') to the west and Mount Ironrock (11,000') and Degmar's Leap (9,300') to the east. This range ends in the east with Mount Greysmoke (10,500') and Ashhome (9,100'), where snow run-off powers the dwarvish stampmill and foundry at Fangharrow.

Agate Downs (*Garl Deibrossi*) and Boulder Hills (*Nurstehn Rossi*)

The Agate Downs are a distinctive plate of rock which protrudes from the Leopas into the north slope river basin. The Downs, which mark an abrupt transition from local valley topsoil to rocky, rolling hills, also form the western border of the Bentwood. The Boulder Hills loom above the Downs in another sudden elevation change, rising in slowly-sloping spines and ridges into the heights of the northern face of the Leopas.

Coldstone Neck (*Nazturin*)

The Leopas trail off in the east into Coldstone Neck, a low-lying (2,000'), narrow mountain range which cuts into the Bentwood Forest. While the Neck has no notable promontories, its existence does help delineate the boundary between deadwood and coldpine forests in Bentwood.

Lithingol River Basin (*Linthingol Nemm*)

The northern slope of the Leopas blends gradually into the hills of the Lithingol River Basin, a natural drainage course for mountain run-off, and the Greenfang Forest. As land once again rises to the north of the river basin, the last of the Leopa foothills transform to undulating plains and eventually give way to the vast expanses of the northlands.

Shangee River Basin (*Shangie Nemm*)

The Shangee River parallels the southern side of the Leopas and serves as the primary drainage basin for the craggy southern slope. The land is marked with water-eroded canyons and sheer cliff-faces, while at many points a steep drop from the mountain heights leads directly into the Shangee itself. Land rises again to the south of the river, where the farmlands of Shangee Province commence. The Shangee empties into Lucius Bay at the frontier town of Boric's Hold.

Passes

There are several passes throughout the White Peaks district of Calandia which connect the northern and southern Leopas.

Shepherd's Pass

Shepherd's Pass (4,000' elevation) connects Trolldale to the Shaemlar Steppes. The road through this pass is more a trail than a well-used road today, unlike the purpose it served traditionally. The pass crosses the western end of the mountains and is clear for travel all year round, unless blocked by mud or rockslides as occurs during exceptionally violent and stormy weather.

Voldar Pass

Voldar Pass (7,200' elevation) lies in the mountain saddle between the Whiterock and Silvertooth Ranges and Gesvar's Peak. This pass marks the route of the Aldar's Road, the major thoroughfare connecting the Leopas with other provinces and districts. The road which traverses the Pass climbs from Delios, skirts to the west of Gesvar's Peak, and bypasses Glacier Summit and Marbleside before descending to the northern garrison town of Velius.

Voldar, the most heavily traveled pass over the Leopas, is closed for at least one month during the deep snows. Dwarves attempt to clear the trail and keep it open during the coldest of weather, after a freeze and before a thaw, and as such, travel normally remains relatively safe.

Nurin's Pass

Nurin's Pass (8,000' elevation), west of Nurin's Peak, marks the highest point of Gorban's Trail. This well-worn path has historically connected trade between the hill and mountain dwarves and enabled them to transport their goods to the shipping port of Danar's Ford. Nurin's is occasionally used by men and other folk who require a more direct easterly route over the mountains. The pass is completely closed for two months during heavy snows and presents difficulty in travelling for two additional months following (as thawing and debris removal occur).

Crackstone Pass

Crackstone Pass (6,500' elevation) once connected trade between the Ironrock mountain dwarves and the hill dwarves of Thorvigsheim. Trade expanded beyond these two clans of dwarves, however, and more westerly routes became popular for commerce. Between this western impetuous and volcanic damage to Crackstone Trail, this pass fell into disuse over the last one-hundred years. It is now a disrepaired and treacherous trail, no longer maintained for trade or travel, and is traversed at the risk of those who wish to use it.

Much of Crackstone Trail is buried deep in snow for three or four months and is hazardous during another two months of thaw. Oddly, parts of Crackstone Trail can be traversed even in the worst weather, since volcanic vents and areas of heated ground (a side effect of Mt. Greysmoke's proximity) keep the trail clear and free of snow and moisture.

Watercourses

Overview

Two primary watercourses of major interest exist in the Leopa region, the first and foremost of which is the Shangee River, a waterway used largely for travel and the transport of natural resources and goods out of the Leopa region to Briarwood. The other waterway is the Lithingol River, which is suitable for navigation in short stretches and notable for its peculiar role in the drainage of the northern Leopas.

Shangee River (*Shangie Nemm*)

One of the three Great Rivers of Calandia, the Shangee has its source in Lake Bergen on the Great Plateau, where it is known as the Bergen River. The river drains overflow from the lake, leaving that basin and flowing over two-hundred-forty miles northeast to

the rim of the Plateau. There, at the town of Nembar, the river plunges over the lip of the rim to create Bergen Falls (*Bergen Feo*), which is the third longest waterfall in Calandia (Han-Gar Falls in the Great Plateau and Khanos Falls in the Leopa Mountains being the first and second, respectively).

At the base of the Falls, the river becomes the Shangee, a swift-running and fairly shallow river at this point, one which remains so until it descends through the Rim Foothills to the city of Nemros. Here, an underground river called the Polnia surfaces and joins the Shangee, creating a greater depth and a greater volume of water. Nemros marks the farthest point east to which the Shangee can be traveled by shallow-draft barge traffic.

The steep southern slope of the Leopas has greatly influenced the path the river travels to the sea. Mountain ridges and valleys extending into the river basin have forced the Shangee to weave a tortuous path eastward. The sea is nine-hundred miles directly east of Nemros but the actual distance traversed by the winding Shangee is seventeen-hundred miles, or approximately ninety days of travel by water. The Shangee drops fifteen-hundred feet in elevation from Nemros to Lucius Bay, where it meets the Siber Sea.

The banks of the Shangee are generally narrow throughout its length, confined as it is by rocky terrain. As a result, rapids, white waters, and turbulent passages make portions of the river journey a challenge to skilled boatmen and a danger to novices. A variety of ways has been developed to cope with these natural hazards. Where water is mildly turbulent or the current bothersomely swift, tow-lines have been established and draft animals assist barges and other river traffic in their journeys upstream.

One notable innovation is the system of secondary canals which bypass the rapids surrounding Delios. Some rapids are negotiable in a downstream direction when the Shangee is sufficiently flooded for boats to completely clear the hazardous rocks. A journey through such a passage, called a *berodisla* ("very hasty trip"), is occasionally warranted for the savings in travel time.

At one location between Portage Point and East Point, where rapids are an unavoidable problem for both up- and down-river traffic, a regular portage route and ferry business has been established to bypass the trouble-spot completely. Portage routes are also found in a few places where a direct overland path would save considerable time over water travel. Such short-cuts are utilized by a minority of river traffic, since most cargos are simply too bulky or too heavy to warrant the transportational shift.

Between the Shangee and the Leopan mountain slopes, numerous rivulets and streams drain into the river, making overland travel difficult. Many canyons and ravines were carved by flash floods, channeled by the ridge lines to empty into the Shangee. This has made travel along the southern slope hazardous in spots for those who are not mountain-wise.

The Shangee flows swiftly from Nemros through Delios but loses considerable momentum by the time it reaches Flatwater. The river then flows smoothly to Danar's Ford, where it becomes progressively more turbulent until reaching the rapids at Portage Point. Most tow-lines and alternative portage routes are found at various locations east of Portage Point, where the proximity of the Silvertooth Range to the southern slope has given an even more rugged cast to the river terrain and affected the waterflow throughout the entire region.

The Shangee provides food and sustenance to the riverfolk as well as an effective transportational means. Crawfish are common around Nemros, while trout abound in the upper river reaches and catfish are found in the Flatwater area. Salmon and other migratory spawning fish have been found as far west from the Siber Sea as Portage Point, although the largest catches of seasonally-running fish are made just upriver from Boric's Hold.

A few locations along the Shangee are noted for their populations of exotic river-dwellers; hags prefer quiet side-waters, giant gar are sometimes seen near Lucius Bay, and there are occasional reports of river trolls attacking small fishing craft. Other creatures are spotted from time to time but have not posed a great enough hazard to warrant regular cautions to river travelers.

Lithingol River (*Lithingol Nemm*)

The Lithingol, named by the wood elves of Greenfang Forest, runs through that woodland and flows east to the sea beyond Bentwood. On its way, the river provides run-off drainage from the northern Leopas. Short stretches of the Lithingol have been navigated by wood elves in the forests and by men in the Lithingol Valley.

Yet, for the vast quantities of water which it serves to channel, the Lithingol is less than half the size of the Shangee River. Sages believe part of the reason for this to be the erratic course of the Lithingol. At many points, the river disappears underground to resurface tens of yards or several miles downstream; the river itself often appears smaller than it did prior to its disappearance.

It is hypothesized the Lithingol loses part of its waters as it branches off into unseen channels while traversing its underground route. Another answer might be found in that many of the streams which logically ought to flow into the Lithingol do not; instead, they, too, disappear underground. The mystery is bound to remain for some time, as the large system of water-channels and underground rivers beneath the northern Leopas has been only sketchily explored by men and dwarves.

Lakes

Lakes, ponds, and natural reservoirs are common on both the northern and southern sides of the Leopas, although none is exceptionally significant to the region's geography. There are numerous small lakes in the mountains and scattered ponds in foothills and forests. Travelers seldom thirst in the White Peaks district.

Minerals

Western Leopa Mountains

Iron deposits found west of Mt. Mortaune before the Uttermost War heralded the Leopa's growth into the greatest iron-producing district of Calandia. Deposits of ore were found throughout the Whiterocks during the time of the Dragon-Kings and have accounted for the mainstay of dwarvish activities in these mountains. Although iron ore is becoming harder and harder to find in the Whiterocks, the range still holds considerable deposits of lead, tin, copper and some gold-bearing quartz.

The marble rock of White Cliff (*Marbleside*) is valued for its unique beauty. In demand in Briarwood and other wealthy cities, marble rock is the only stone quarried for its own sake by the Ironrock dwarves.

Unique to this one location, ice diamonds are mined in the Glacier Summit area. This peak appears to be a mountain split in half, the former mountain face having fallen in a titantic jumble down the northern slope of the Leopas. Whatever cataclysmic upheaval caused this event also exposed diamond-bearing rocks deep in the mountain to the glacial ice which began to form there.

Over the ages, many of these gem-bearing rocks have been caught in the slowly-growing Koreis glacier. Carried along by the weight and movement of the ice, the combination of fantastic pressures and cold have altered the rocks, which the dwarves claim are magical gemstones.

While the jewels are valued by sorcerers and alchemists for their ability to hold and empower enchantments, they are prized by the very wealthy for their scintillating brilliance. Ice diamonds are harder than regular diamonds and can only be shaped with magic under conditions of extreme cold. The dwarves of Snowhome at Glacier Summit have, for this purpose, built a cold-foundry in the mountain beneath the glacier, tunnelling out of the mountain and into the Koreis to locate ice diamond deposits.

Hidden in the Alondith Valley is a deposit of hardsilver, one of the few in Calandia. This rare metal, called castlin by the elves, is silver-white in color. Far more rare than platinum, hardsilver is tougher than costly dwarvish steel, durable, and extremely light. While difficult to work, hardsilver is prized by the elves for use in jewelry, armor, weapons, and some magical items.

Eastern Leopa Mountains

Recently, the Ironrock clan has concentrated its attention on the Silvertooth range, where newer and untapped deposits of iron ore were discovered a few hundred years ago. There, iron is plentiful and easy to find. This range also contains large deposits of silver and silicate gemstones such as garnets, opals, topaz, and peridots.

Semi-precious and decorative stones are found in the Boulder Hills and Agate Downs region. Amethyst, malachite, cinnabar, and varieties of chalcedony — onyx, carnelian, and agate — account for the majority of stones found in this area. Also plentiful are certain clay-like earths in demand by potters and precious gemstones, such as sapphires and rubies.

Climate

One of Calandia's most unique climatic features is its distribution of temperate regions, being hot toward the center of the continent and progressively colder approaching the coastlines.

Temperatures and Elevations

Location	Elevation (in feet)	Average Temp.
Agate Downs	1500-3000	15-23
Alondith Valley	3000	55
Ashhome	9100	-2
Aviel	1000	29
Beruithwe	1500	63
Boric's Hold	0	34
Boulder Hills	3000-6000	10-25
Coldstone Neck	2000	10
Crackstone Pass	7000	-3
Danar's Ford	600	62
Deadwood Valley	1500	11
Degmar's Leap	9300	-4
Delios	1200	69
Eagle's Peak	8000-9000	6-11
Flatwater	800	66
Gesvar's Peak	10000	19
Glacier Summit	15000	-6
Griffen's Claw	1500-8000	12-45
Lookout Peak	12000	14
Marbleside	13000	0
Mt. Greysmoke	10500	-18
Mt. Ironrock	11000	-19
Mt. Mortaune	9000	35
Nemros	1500	82
Nembar (Plateau)	8500	52
Novik's Wood	1500	48
Nurin's Peak	9500	7
Portage Point	500	53
Shaemlar Steppes	1500-3000	61-69
Shepherd's Pass	4000	64
Silverclaw	9000	8
Silvertooth	13000	-17
Spritewood	1200	56
Stonehammer Hold	1200	35
Tallrock	2100	42
Thorvigheim	4000	12
Tren	1500	76
Trolldale	1000-1500	77-79
Velius	1400	55
Voldar Pass	7200	32

The Leopa Mountains reflect this temperature gradient, with hot and humid weather dominating the western end of the chain and cold, dry weather dominating the eastern end.

As elevation increases, the temperature drops an average of five degrees for every one-thousand-foot rise above sea level. Elevations and average temperatures for major locations in and around the Leopa Mountains region are listed following. These temperatures are susceptible to significant variation with seasonal and weather extremes.

Weather

Storms

Northeasterly winds bring storm fronts which break upon the northern slope of the Leopa Mountains before reaching any other part of Calandia. The northern mountain folk know to keep their heads down and stay indoors while vicious storms lash the faces of the Leopas. Gale-force winds, drenching rains, the crack of falling trees, and dazzling chain lightning are the hallmarks of a northern slope storm, which are most common in the period between Month of Earth and Overlord's Month.

For all their fury, these terrible storms sweep quickly down the length of the Leopas. When the weather front tops the crest of the mountain ranges, the southern slope experiences a lessened version of the storm; driving rains, gusting winds, and occasional lightning beset the leeward side of the Leopas. Gulleys and ravines catch the steady downpour destined to swell the Shangee and can sweep with devastating swiftness upon low-landers not used to flash floods from the high mountains.

Shepherd's Pass and the Shaemlar Steppes receive the final lashings of the temperamental cloudbursts when weather fronts encounter the foothills of the Great Plateau. The precipitation that has fallen on the northern Leopan slope drains into the Lithingol River and waters the forests and lush underbrush of the

northern Leopas. To the south, deeply eroded mountain-sides channel swollen streams as water rushes to join the Shangee.

Precipitation

Rainfall patterns are apparent from the preceding general weather description. Precipitation falls in the White Peaks district off-and-on over three-quarters of the year. However, because of the Calandian temperature gradient (warm inland, cold near the sea), snowfall is not proportionate to the precipitation level and requires brief coverage.

The Silvertooth Range receives the largest amount of snowfall when precipitation hits its chill higher elevations. In the western expanses of the Leopas, snow is sparsely sprinkled on Mt. Mortaune, although both Lookout and Gesvar's Peaks are usually capped with white. The Boulder Hills and the Agate Downs bear a thin crust of snow throughout much of the year, while Alondith Valley, at a similar elevation much farther west, receives snowfall only in the harshest of months. Likewise, the Bentwood is coated with white at least once per day, since even early-morning dew is not liquid moisture but rather frozen crystals of hoar-frost.

Fog

Prevailing winds, when they blow, come from the northeast. Fogs which form on the northern slope are quickly blown away by northeasterly gusts. On the more sheltered southern slope, however, fog and river mist form and linger much longer. These mists form most often and clear most quickly near the coastlines; they linger longest inland toward the upper portions of the Shangee River.

Groundfog is a common nightly occurrence from Summer to Harvest Month and can occur in all types of terrain. In the earlier and later portions of the calendar year, river mist creates a fog-hazard along the Shangee and its tributaries during the dawn and dusk hours. Fog can be found throughout the Leopas and running the entire length of the Shangee but is most common from Delios to Portage Point in the Shangee Valley.



Flora and Fauna



Vegetation

Although a wide range of plant life is found throughout the White Peaks district, there is a distinct difference in the vegetation of the low-lying river valleys and that of the higher mountains. For instance, in the hot and humid valley climate around Nemros near the base of the Great Plateau, scrub palmettos, hanging moss, ivy and wisteria vines, fragrant flowering shrubs, and ferns are abundant. Oak, magnolia, larch, and ash grow in the hills; cottonwood and weeping willows dot the edges of streams and rivers.

Vegetation changes as the land descends into the temperate reaches of the mid-Shangee Valley, between Delios and Portage Point. There, black oak and walnut cover the hillsides and share the watercourses with willow trees. The ground is overgrown with grasses, weeds, and wild oats, intermingled in damp places with ivy and flowering brambles such as morning-glory and wild rose. In the cool eastern valley, lush vegetation gives way to meager, hardy grasses which can endure the intrinsic cold climate. Conifers mix with oak until, near Boric's Hold, coldpine and fir are the only trees to be seen.

Along the southern slope of the mountains, Shangee Valley vegetation blends slowly into the growth of the uplands. Deciduous trees give way to great stands of pine and cedar; undergrowth turns to sumac and ferns in the warm west, wild grape in the temperate zone, and low-growing weeds and grasses in the colder eastern expanses. Plant growth becomes sparse in the higher elevations where stunted pole-pines give way to lichens and tundra grasses above tree level.

Stands of pine, fir, and spruce cover the northern slope of the Leopas. Undergrowth is dense and all manner of herbs, brambles, berries, and close-growing plants deck the forest floor, following the sweep of the woodlands down to the great unbroken expanses of the four northern forests. Novik's Wood (*Novik Dhoviya*) is largely a forest of fir and cedar with thick underbrush. Undergrowth is less dense in the Spritewood (*Sprendhovi*), where cedar mingles with pine, scattered oak, and birch.

Outrunners of these forests extend into the Lithingol Valley, where fir and pine dominate the hills between the Leopas and the river. North of the Lithingol River, evergreen growth surrenders to willow, elm, ash, and walnut. These trees steadily decrease in number to the north until the last isolated copse disappears in the expanse of the grassy northern plains.

Unusual Trees

A few types of trees are rare or unique to the Leopa region and to the continent of Calandia in general. Following are listings of such vegetation and brief descriptions of each.

Elfwood is a tall, symmetrically-branching beech-like tree commonly found in temperate lowlands. The trunk is exceptionally thick, with wide, sturdy branches which grow out of it horizontally for a great distance before turning upwards at the ends. Elfwood is non-deciduous and is the first choice of tree-dwelling elves for a residence, since the tree is so ideally suited to hold support-platforms and to allow easy travel along branches.

Great-oak is an ancient and extremely large breed of oak tree with somewhat more symmetrical branches than the norm. Great-oak is favored as residential trees by certain elves when elfwood is not available. Forest inhabitants find it less-easy to travel from tree to tree where great-oaks reside but these are the only trees besides elfwood capable of supporting a family group of at least moderate size.

Coldpine, also called *silverwood*, is a conifer adapted to growth in the extremely cold and harsh environment near the Calandian

coastlines. Coldpine is a tree of stunted growth, recognizable by its sparse branches, silver-white bark, and grey-green needles. Coldpine has exceptionally thick bark and its wood is the hardest of all softwoods. The dense wood grain makes it especially durable in construction and as firewood it burns hot and long with little smoke and a fine ash. Coldpine is found almost exclusively in the Bentwood coastal region and at the mouth of the Shangee River.

Greenfang Forest (*Shielkemmahr*)

The Greenfang, immediately north of the Great Plateau, partly overlaps the lowest of the Shaemlar Steppes. Although it is not part of the White Peaks district, it is covered here because of its proximity to and similarities with the Leopa Mountains vegetation.

The Greenfang Forest is six-hundred miles long, measured from the Shaemlar Steppes to Griffen's Claw in the northeast, and is three-hundred miles wide at its broadest point. Throughout its length, the Greenfang is thickly overgrown and nearly impassable. Its dark, damp western reaches feature mahogany, teak, and hardwoods which favor a hot, damp climate. On the cooler fringes of this hardwood zone, close-grown elfwood and great-oaks intertwine their branches, making this area perfect for tree-dwellers but difficult to traverse for ground-travelers.

Farther north, the Greenfang becomes a temperate-climate forest, where oak and pine intermingle. Undergrowth is mossy and lush, with few pathways beyond animal trails. The heart of the forest around Beruithwe, home to a specific clan of wood elves, is dominated by stands of elfwood, suitable to the largest tree-dwelling community of elves in Calandia.

Bentwood Forest (*Engdhovinahr*)

The Bentwood Forest, at the eastern end of the Leopas, is famed for its eerie groves of deadwood and stands of coldpine near the chill coast. The forest stretches five-hundred-and-seventy miles north from the eastern end of the Leopas, and is two-hundred-and-eighty miles wide from the Agate Downs to the sea coast.

Cedar and yew wood cover the northeastern flank of the Leopas, where the Bentwood Forest begins. When the coastal climate was warmer, yew and cedar grew into the low-lying Bentwood, which intermingled with white and yellow pine. Speculation is that the climate changed after these trees established themselves in this coastal foothill region evidenced by the patches of dead trees, mostly white and yellow pine, which now stand in skeletal groves of white-bleached deadwood. Deadwood is found in many places in the forest but is primarily concentrated in the area known as Deadwood Valley, at the eastern foot of the Leopas.

The conifers that have survived the continuous cold of the eastern Bentwood are yew, cedar, some fir, and coldpine. Undergrowth is sparse and bramble-like throughout a majority of the woods. Coldpine usually grows within one-hundred-twenty miles of the coast and east of Coldstone Neck, which marks the line between the live coldpine and the skeletal trees of Deadwood Valley.

Although many conifers in the Bentwood have been unable to survive the protracted cold of the region, pine is still plentiful where the Bentwood nears Agate Downs. Aviel, home of the Bentwood elves, is a ground-dwelling community nestled among the yew and cedar which forms the heart of the Bentwood.



Wildlife

The vast forests of the Leopas Mountains shelter a great variety of wildlife. Herds of deer live throughout the woodlands and lower mountainsides, while elk are found at higher elevations. Moose and wild boar are seen in the western Bentwood and the Lithingol Valley while bear are common throughout the White Peaks district and wild sheep and goats are numerous in the Shaemlar Steppes and Whiterock Range. Offsetting this abundance of game, predators frequent the Leopas as well; panthers, wolves, giant eagles, hippogriffs, perytons, some dragons, and even rocs prey upon the four-legged population indigenous to the Leopas.

While the mountains are the preferred living-sites of beaver, mink, and wolverines, most small animals are adaptable to many climates and environments and it is the smaller creatures which dominate the Shangee and Lithingol river valleys. Fox, racoon, rabbit, otters, and other fur-bearing mammals are found along the entire length of the watercourses. Fish are plentiful in rivers and streams and a greater variety of birds is seen in the lowlands than in the mountains.

Exotic Creatures

The White Peaks district is so expansive that habitats exist suitable to a wide range of humanoids as well as magical and unnatural creatures. Some of these creatures can adjust to many environments and are found throughout the region. Others are concentrated in certain geographic areas. The most populous humanoids and creatures are detailed following; the statistics preceding each represents the number of creatures most often encountered. While the Greenfang Forest is not a part of the Leopa region proper and is not covered in detail, the edges of the Greenfang do overlap with the Leopas and creatures which may be found in that area are also detailed.

(1D20) Giant Bats

HTK: 3D6, *AC:* 8
MV: 3"/18", *AL:* Neutral
AT: 1, *DM:* 1D4 (bite) plus rabies
INT: Animal
THACO: 16, *SZ:* S
Specials: Must land on victim to bite;
5% chance per bite to inflict rabies.

Giant bats are found in certain cave-pocked areas in the mountains and foothills. The bats most commonly encountered by travelers inhabit the Leopa foothills between Nemros and Delios and feed near orchards and fields in that portion of the Shangee Valley.

(3D8) Dartorkhi

HTK: 2D12, *AC:* 5
MV: 12", *AL:* C. Evil
AT: 1, *DM:* 1D6 (club) or immobilize
w/ mancatcher
INT: Average to Very
THACO: 15, *SZ:* M
Specials: +1 to hit for STR; speak
Yutorkhen, Orcish, Calandian.

The dartorkhi are a sub-race of the yutorkhi. These beast-men are larger, stronger, and more intelligent than their kin and often dominate yutorkhi hordes through sheer force of personality. They are almost always accompanied by yutorkhi when encountered.

(1D4) Faukorli

HTK: 4D8, *AC:* 3
MV: 12", *AL:* C. Evil
AT: 2, *DM:* 2D8/2D8
INT: Low
THACO: 15, *SZ:* L
Specials: Speak Ogrish and Dwarvish.

These two-headed ogres hide in the country east of Gorban's Trail. They prefer the darkness and are a night-time danger to caravans and travelers who must camp in that northern slope region.

(1D6) Frostfoxes

HTK: 2D8, *AC:* 6
MV: 15", *AL:* Neutral
AT: 1, *DM:* 1D6 or special
INT: Animal
THACO: 16, *SZ:* S
Specials: cold breath, 30' range, *DM:*
2D6, treat victims as *AC:* 10.

Frostfoxes are valued for their silver-tipped fur, which is regarded by traders in the same esteem as ermine. Frostfoxes live in packs and defend themselves with freezing cold breath if threatened. They like the cold mountain heights and are most frequently sighted around Marbleside in the Whiterocks.

(1) Great Lurker

HTK: 4D6, *AC:* 0 (8 in light)
MV: 12", *AL:* C. Neutral
AT: 1, *DM:* 1D6
INT: Average
THACO: 16, *SZ:* M
Specials: Rules night lurker lairs.
Treat as skill 6 thief; spells thrice
per day: (detect magic, darkness 50',
silence 10', wall of fog); sponta-
neously combusts if killed,
onlooker must save against STR or
be blinded 1D6 turns; speaks
Lurker, Dwarvish, and Calandian.

Great Lurkers are fierce and crafty humanoids who lead their scavenger/thief night lurker communities. Lurkers as a group seek the darkness and find exposure to direct light extremely unpleasant.

(1D4) Icedrakes

HTK: 4D8, *AC:* 1
MV: 9"/15", *AL:* N. Evil
AT: 3, *DM:* 1D6/1D4/1D4
INT: High
THACO: 15, *SZ:* L
Specials: cold breath (thrice per day),
DM: 2D8; 60% magic resistant;
speak White Dragon.

Silver-white in color, icedrakes are normally under three feet long and have vestigial wings. They are able to fly for short distances and defend themselves with freezing cold breath. Icedrakes favor lairs in ice caverns and glacial crevasses and are sometimes mistaken for white dragon hatchlings. Their relationships to dragon-kind are clear from their minor spell-casting abilities. These unique dragonettes are primarily found in the heights of Lookout Peak, Glacier Summit, and the Koreis.

(1D12+4) Killer Hawks

HTK: 1D10, *AC:* 7
MV: 24", *AL:* N. Evil
AT: 3, *DM:* 1D4/1D4/1D6
INT: Low
THACO: 18, *SZ:* S
Specials: Attack unprovoked, persist
even when heavily injured.

Aggressive and fearless, killer hawks are found in the southern Leopan foothills from Delios to east of Portage Point. They have no fear of man or demi-humans and are notorious for their unprovoked and unexpected attacks on passers-by.

(4D4) Klurii

HTK: 1D12, *AC:* -3
MV: 100", *AL:* C. Evil
AT: 3, *DM:* 1D4/1D4/1D4
INT: Very
THACO: 18, *SZ:* S
Specials: Victims Save vs. Poison or sleep after each hit; spells once per day: (ventriloquism, forget, dig, levitate, shatter, fire, charm); speak Klurie, Pixie, and Elvish.

Klurii are slender and fast moving, malicious imps who often talk in a high-pitched chitter that only pixies can understand. Klurii delight in causing harm and mischief to humanoids and faerie-folk alike. They live in the Greenfang and Aldar's Wood, an outlying remnant of the Greenfang east of Griffen's Claw.

(2D4) Kozkajals

HTK: 4D8, *AC:* 4
MV: 9", *AL:* Neutral
AT: 3, *DM:* 1D6/1D6/2D6
INT: Low
THACO: 14, *SZ:* M
Specials: Metal passes through bodies without harm and may be melted by body heat; treat as skill 3 fighters, skill 6 magic-users; spells once per day: (affect normal fires, burning hands, feather fall, light, fool's gold, pyrotechnics, fireball); speak Kozkajal, Dwarvish, and Fire Giant.

The kozkajals, dwarvish for "lava-walker," are said to be the off-spring of earth and fire elements. They are man-like in form, with ruddy pink skin and innocent, youthful faces. Kozkajals remain untouched and unharmed by metals for such objects simply pass through them and may occasionally be melted by their body heat. They have innate magical abilities and live in communities in the heart of volcanic regions. Ironrock dwarves claim to have seen kozkajals moving in lava outflows on the Ashhome side of Mount Greysmoke, although such statements are as yet unsubstantiated.

(1D4) Leukorosi

HTK: 7D8, *AC:* 4
MV: 18", *AL:* C. Evil
AT: 1, *DM:* 3D6 (bite)
INT: Average
THACO: 13, *SZ:* L
Specials: Mimic cries for help to lure victims; speak Calandian, Dwarvish, and Elvish.

Leukorosi are very ugly, sentient, four-legged predators. Their bodies resemble those of deer with cloven hooves and their tails are panther-like. Their heads are like those of badgers, with ridges of sharp bone in the jaw instead of teeth. These cunning creatures use their well-developed vocal cords to imitate a humanoid's cry for help, thus luring victims within attack range. They are vicious and persistent fighters.

Leukorosi range throughout the Leopas but are most common in Coldstone Neck and the higher elevations of the Boulder Hills.

(1D4) Meshperi (Fog-folk)

HTK: 10D12, *AC:* 1
MV: 15", *AL:* N. Good
AT: 1, *DM:* 4D6
INT: Very
THACO: 10, *SZ:* L
Specials: Throw rocks, *DM:* 2D10; 90% invisible in fog; summon fog once per day; NG alignment, associate with cloud giants; speak Giant and Calandian.

Meshperi are a form of giantkin most commonly found inhabiting the southern foothills and valleys of the Shangee south and west of Silverclaw.

(2D6) Night Lurkers

HTK: 1D8+1, *AC:* 0 (8 in light)
MV: 9", *AL:* C. Neutral
AT: 1, *DM:* 1D4 (dagger)
INT: Average
THACO: 18, *SZ:* M
Specials: 6D10 in lair; treat as skill 4 thief; spells thrice per day: (detect magic, darkness 50', silence 10'); spontaneously combusts if killed — onlooker must save against STR or be blinded 1D6 turns; speak Lurker and Dwarvish.

A few communities of these light-hating humanoids have taken over deserted copper mine diggings in the Rim Foothills. They make occasional forays at the dark of the moon to sneak into the hill villages and have not yet been eradicated from their underground lairs. A single Great Lurker leads each of these communities.

(1D6) Ogrplings

HTK: 2D8, *AC:* 6
MV: 12", *AL:* C. Evil
AT: 2, *DM:* 2D4/2D4
INT: Semi- to Average
THACO: 16, *SZ:* L
Specials: Speak Orcish (50%) or Ogrish (50%)

Ogrplings are the offspring of ogres and orcs. They bear a strong physical resemblance to orcs and may spend time with bands of those creatures. Ogrplings behave similarly to ogres but seldom carry weapons and prefer to fight with their fists. They are exceptionally strong and can do vast amounts of damage to a foe should a blow connect. At least one tribe of these brutish folk lurks deep in Novik's Wood, a reminder of ancient days when orcs inhabited the area as well.

(1D10) Raakaras

HTK: 1D10+2, *AC:* 6
MV: 6"/36", *AL:* N. Good
AT: 2, *DM:* 1D4/1D4 or javelin (2D4)
INT: Very
THACO: 17, *SZ:* L
Specials: Swoop with javelins at +4 to hit for double damage; speak Raakara, Elvish, and Calandian.

Raakaras are winged and beak-faced bird-men who resemble hawks in humanoid form. They live in widely-separated tribal flocks which hunt a territory over one-hundred miles in radius. Two tribes of raakaras live in the mountainous foothills of the Great Plateau west of Trolldale.

Relatives of these tribes live on Griffen's Claw, one group at Talon Point, the western end of the Claw, another tribe of the cliffs of Eagle's Peak. At one time, raakaras also lived in the Whiterock Range but were driven out ages ago by white dragons and perytons which preyed upon them. Raakaras may be encountered anywhere in the northwestern mountains.

(1D6) River Trolls

HTK: 6D8, *AC:* 3
MV: 3"/15", *AL:* C. Evil
AT: 3, *DM:* 2D4/2D4/3D4
INT: Low to Very
THACO: 13, *SZ:* M
Specials: Regenerate as standard troll if immersed in fresh water; speak Troll.



These gilled trolls inhabit the Shangee River and are often encountered in lakes and other tributary headwaters. They are occasionally found in the ocean water of Lucius Bay but can exist there for only a few hours before returning to fresh water. At an average of seven feet in height, river trolls are smaller than normal trolls and have heavy scales. Their fighting abilities are like those of the standard troll but they can regenerate only when completely immersed in fresh water.

(1D6) Snow Trolls

HTK: 2D8, *AC:* 7
MV: 9", *AL:* C. Evil
AT: 2, *DM:* 1D8/1D8
INT: Low to Very
THACO: 16, *SZ:* L

Specials: Regenerate as standard troll if immersed in water or snow; speak both Troll and Dwarvish.

Snow trolls are similar to their low-land troll kin but are a pale yellow or white in color and have naturally cold bodies. They favor the chill mountains above the alpine level and prey mainly on the mountain goats and wild sheep which roam there. Snow trolls lair on and near the Koreis around Glacier Summit but travel far in search of food. As such, they are sometimes encountered below the tree level in the high Leopas.

(20D10) Spritelings

HTK: 1D4, *AC:* 4
MV: 12"/24"
AL: C. Neutral/Good
AT: 2, *DM:* 1D4/1D4
INT: Average to Very
THACO: 20, *SZ:* S

Specials: Fight as skill 3 fighters; spells once per round as skill 5 magic-user: (blink, invisible, pass plant, speak with animals, summon insects); speak Spriteling, Pixie, and Elvish.

Spriteings are the smallest of faerie-folk and inhabit secluded woodlands and forest clearings. They are nocturnal tree-dwellers who are most often found living among the tribal elves in Greenfang and portions of the Shaemlar Steppes.

(10D10) Tamlethi

HTK: 1D8+2, *AC:* 5
MV: 15", *AL:* C. Neutral/Evil
AT: 2, *DM:* 1D4/1D4 (claws) or spear (1D6)

INT: Average to High
THACO: 18, *SZ:* S to M

Specials: Speak Tamlethen and Elvish.

The tamlethi are nocturnal tree-dwellers who live in the Greenfang rain-forest. Bipedal, the tamlethi have adapted well to living in trees and make excellent use of their long arms, short legs, and prehensile tails. Their luminescent yellow eyes are slitted like those of a cat and their mottled green skin serves to camouflage them in the tree-tops. Tamlethi are intelligent and although they seldom use fire, they make weapons and tools.

These humanoids compete with the Shaemlar tribal elves for living areas in the rainforest of western Greenfang and sometimes bother travelers in that part of the woods. They will eat nearly any form of food but prefer elf flesh and capture prey with nets, as they enjoy their meals freshly killed.

(1D4) Voldar Giants

HTK: 8D12, *AC:* 4
MV: 12", *AL:* C. Neutral
AT: 1, *DM:* 4D10
INT: Low to Very
THACO: 12, *SZ:* L

Specials: Throw boulders, *DM:* 2D8; 70% chance to summon 3D6 ogres; speak Giant and Dwarvish.

These giantkin, which frequent mountain peaks and caves, are most commonly found west of Nurin's Peak and in the Voldar Pass. They are a fairly seclusive sect, rarely associating with either their hill giant brothers to the north or their frost giant kin in Koreis at Glacier Summit.

(1) Water-hag

HTK: 3D10, *AC:* -2
MV: 12"/12", *AL:* C. Evil
AT: 2, *DM:* 1D4+4/1D4+4
INT: Average to High
THACO: 11, *SZ:* M

Specials: Mimics voices and cries to lure victims; spells once per round: (audible glamor, dancing lights, entangle, invisibility, pass without a trace, change self, speak with monsters, waterbreathing, weakness); speaks Water-hag, Orcish, Elvish, and Calandian.

These foul, green-skinned hags live in quiet back-waters along the Shangee. Water-hags are omnivorous but enjoy the flesh of humanoids immensely. They use spells and the ability to mimic voices to lure victims within their grasps. Water-hags are most common east of Flatwater.

(1) Yowler

HTK: 5D8, *AC:* -1
MV: 24", *AL:* C. Evil
AT: 3, *DM:* 1D4/1D4/1D6
INT: Average to Very
THACO: 15, *SZ:* M

Specials: Climbs any surface, only 5% chance of slipping; gives yowl and drops onto prey with surprise; victim must save or be paralyzed with fear for 1D4 rounds.

These feline-like predators are capable of moving on two feet and are extremely agile. Skilled climbers, they have only a five percent chance of slipping on the slickest of surfaces. When yowlers hunt, they lurk high above and leap down on their unsuspecting quarry. Just before the leap, these creatures emit a blood-curdling yowl capable of paralyzing the victim with shock and fear.

Yowlers lair in caves and rocky hollows in the Boulder Hills. They gravitate to gem-rich areas, where they can sharpen their claws on certain types of rocky outcroppings. Stonehammer dwarves seek these predators and their lairs when guaging gem quality in an area the dwarves might otherwise ignore. Yowlers are aggressive in eliminating threatening dwarves and other demi-human prey from their chosen territories.

(20D10) Yutorkhi

HTK: 2D8, *AC:* 5
MV: 12", *AL:* C. Evil
AT: 1, *DM:* 2D8 or by weapon
INT: Low to Average
THACO: 16, *SZ:* M

Specials: Speak Yutorkhen, Orcish, and Calandian.

On average, yutorkhi are seven-foot-tall, unruly humanoids with partially-furred, muscular bodies and canine-like faces. They live in loosely-related, rapacious bands dominated by the strongest and most vicious of the group.

Populations



As men explored the Leopa Mountains and the surrounding areas, they encountered demi-human races that had been in the country long before the advent of Man. Even today, humans account for only twenty-six percent of the population in the entire White Peaks district. Except for the Shangee River valley, which was first explored and settled by men, human communities are less common in the White Peaks district than are demi-human ones.

IcedEEP and Ironrock Dwarves

Vital Statistics

Geographical Area:	<i>Whiterock and Silvertooth ranges</i>
Number of IcedEEP Ironrock Dwarves	<i>84,000</i>
% of District Population	<i>23%</i>
% of Total Race:	<i>35%</i>
Languages:	<i>Dwarvish, Calandian, Demitroll, Orcish, Elvish</i>
Ability Score Adjustments	<i>+1 STA, -1 APL</i>
Average Life Span:	<i>360 years</i>
Height:	<i>per standard rules +2 inches</i>
Description:	<i>dark blond or auburn hair, brown eyes, late aging</i>
Armor & Arms:	<i>chain, med. shield, pick 25% chain, med. shield, hammer 45% chain, med. shield, battle axe 20% plate, med. shield, hammer 10%</i>

IcedEEP Dwarves

A small, isolated clan of mountain dwarves made their home in the Glacier Summit area over five thousand years ago. These dwarves called themselves the IcedEEP clan, taking their name from their mining of ice diamonds and the crafting of those gems in coldworks deep beneath the glacier.

Nomads first encountered these dwarves during the wandering days of the Great Misery and solicited their aid in working and mining iron from the Mt. Mortaune ore deposits. Yet the IcedEEP dwarves were a dying clan and their ancestral halls beneath Glacier Summit, called Snowhome, sheltered far fewer dwarves than they had originally housed. Near the end of the reign of the Dragon-Kings, fewer than two-hundred IcedEEP dwarves remained.

The dwarvish king Atrabiloran encouraged trade with the dwarves of the Leopas, as he did with dwarvish communities throughout the country. Under his guidance, the boundary of the City-State was expanded and it was during this initial outreach, over three hundred years ago, that contact was first made with the Ironrock dwarves of the Silvertooth range.

This proved life-saving to the few remaining dwarves of IcedEEP; intermarriage guaranteed that their kin would increase, although many of their children, born into the Ironrock clan, would bear that name. Today, Ironrock dwarves of IcedEEP descent continue to search out ice diamonds and marble in the Whiterock range.

Ironrock Dwarves

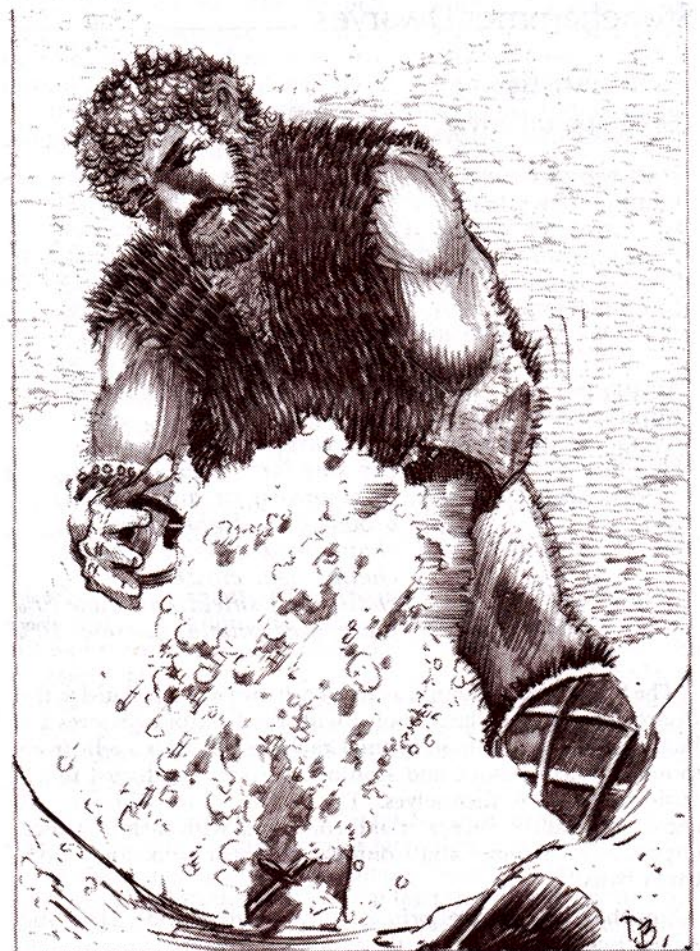
These mountain dwarves take their clan name from Mount Ironrock, which marks the site of their ancestral halls called Gnarlstone. The Ironrock clan was quite pleased at the prospect of intermarriage with the dwarves of IcedEEP, for the Ironrock folk were more skilled in mining than in gemcraft, while the IcedEEP knew the secret of locating and working the coveted ice diamonds.

Historically, Ironrock dwarves mined only enough to serve their own needs and those of the Stonehammer hill dwarves with whom they traded. The Ironrock had long been aware of the iron deposits in the silvertooth range but did not truly realize the deposits' great extents until the dwarves began to exploit those iron resources to fill the needs of men.

The Ironrock dwarves increased their ore-crushing, smelting, and refining capabilities and repaired a freight road (Gorban's Trail) expressly to simplify delivery of iron to the barges at Danar's Ford. Atrabiloran's far-sighted policies and subtle favoritism turned these dwarves into business partners and allies of the City-State.

The iron trade has made the Ironrock clan and their relatives in the Whiterocks the richest dwarves on the continent. They have the most political influence of any dwarves in the City-State except for Atrabiloran's own relatives and descendants. Like other groups of demi-humans, the Ironrock dwarves are a client nation of the City-State. Lucius II formed this concession thirty years past, doing so primarily through the force of trade sanctions. The dwarves could stand to barricade themselves indefinitely inside their mountain fortresses but found intolerable the thought of the wealth lost if they were prevented from trading outside the Leopas.

Today the Ironrock dwarves have increased the mining, refinement, and shipment of iron ore to meet heightened production demands from the Great Plateau. The dwarves, a mainstay of the Overlord's new war effort, send frequent shipments of iron down Crackstone trail to the closer port of Boric's Hold.



In actuality, the Ironrock dwarves enthusiastically greet the prospect of war: not only is it good for business but those of the clan less-adept at mining than their peers have an opportunity to distinguish themselves in the Overlord's army. The volunteer rate among dwarves has increased dramatically, as many answer the Overlord's call for help.

Traits

The Ironrock dwarves are first and foremost deep, hard-rock miners. Their Icedeeep kin are likewise hard-rock miners, with the difference that the latter group tunnels out of rock and into glacial ice when searching for ice diamonds. Both groups know and recognize all standard minerals, metals, crystals, and rock-forms common to the Leopa mountains. These dwarves have a forty percent chance of recognizing and being able to work in a skilled manner with minerals that are not among those listed as common to this region.

Ironrock dwarves value physical strength, a hardy constitution, and an "engineer's eye" — that is, an observant and calculating perception to correctly estimate the yield in a vein of ore, the correct angle at which to sink a shaft, or the way to present gemstones to minimize the taxman's assessment of their value. An accurate "engineer's eye" can carry a dwarf far who is otherwise lacking in strength or stamina, for the dwarves' is an eminently practical society. Every Ironrock leader has demonstrated hands-on competence and problem-solving abilities. Those who combine shrewdness and frugality with these qualities excel in Ironrock society.

As a general rule, each Ironrock clansman strives to pursue his trade or calling with a dedication to excellence. Speed and

quantity are not great concerns but quality of output is essential. The dwarf who digs the purest ore or cuts the clearest facet gains much in prestige and reputation among his clan. High output is increasingly important among the iron miners but this is a recent development, one due to production demands for the war effort, and has not yet affected Ironrock attitudes towards quality versus quantity.

Characters

A Non-Player Character Ironrock dwarf is usually Neutral Good in alignment with Lawful tendencies. This Character pays close attention to professional details, working hard to be the best craftsman s/he can be in whatever s/he does.

However, if involved in soft rock or ground excavation, this dwarf will be twenty percent inaccurate in estimates about timber supports and tunnel shoring, a result of extensive hard-rock experience where the shoring required is usually minimal. If s/he is from Snowhome in the Whiterock range, there is a twenty-five percent chance that s/he will have some gem-cutting ability and will be familiar with the working of ice diamonds.

Ironrock army levies fight as heavy infantry and Characters are familiar with the equipment utilized. The average Ironrock fighter wears half-plate armor (AC: 4); that is, chain mail hauberk and trousers mixed with plate at shoulders, elbows, and knees. S/he wears a medium helm with a flaring metal neckguard and a nasal guard and almost always uses a square, medium-sized shield in combat. S/he prefers the hammer or the military pick as a weapon of choice, while an Icedeeep dwarf from Snowhome prefers hammer or battle axe.



Stonehammer Dwarves

Vital Statistics

Geographical Area:	<i>Boulder Hills and Agate Downs</i>
Number of Stonehammer Dwarves	46,000
% of District Population	13%
% of Total Race:	32%
Languages:	<i>Dwarvish, Calandian, Demitroll, Orcish, Elvish, and Merchant</i>
Ability Score Adjustments	+1 INT, -1 APL
Average Life Span:	330 years
Height:	<i>per standard rules -1 inch</i>
Description:	<i>light brown or auburn hair brown eyes, lightly tanned chain, med. shield, axe 50% chain, med. crossbow 30% chain, med. shield, battle axe 10% plate, med. shield, hammer 10%</i>
Armor & Arms:	

The Stonehammer clan is a race of hill dwarves unrelated to the Ironrock folk. They have traded with the Ironrock dwarves for hundreds of years, although, and Crackstone Trail is a relic from those days when stone and Ironrock dwarves conducted much business between themselves. Trade with other dwarves has decreased steadily since overland commerce with men increased but the Stonehammer and Ironrock clans still do business on a barter basis.

Stonehammer dwarves primarily live in the Boulder Hills and Agate Downs area of the northern slope. They mine the minerals

common to those regions (largely semi-precious stones) and trade them for metal goods and other items the Stonehammer dwarves cannot or do not wish to manufacture themselves. These dwarves often trade with the wood elves of Bentwood, bartering their metals and gemwork for wooden handicrafts, leather goods, and sugar refined from tree sap.

Dwarves of this clan work expertly with the precious and semi-precious stones they cut most frequently. Most of these communities specialize in stone and metal work, creating jewelry, sword hilts, and other decorative pieces. A few clan holdings at the western end of Agate Downs dig fine earths used as potter's clay, which bring impressively-high prices on the Great Plateau.

Two old settlements are of special importance to these dwarves. Thorvigsheim, founded by Gorban the Trader, was the original trade-town from which the Crackstone Pass trail was blazed. A few hundred years ago, goods regularly left this town destined for the markets of the Ironrock dwarves. Even today, red gold, carnelian, and onyx, mined almost exclusively in this area of the boulder hills, is in great demand.

However, since the majority of trade with Ironrock has declined, the Crackstone Trail is no longer regularly maintained and has become hazardous to travel. Thorvigsheim is an important trade center to the Bentwood elves, as it is the closest market to Bentwood. Both Stonehammer products and elvish trade goods make their way at infrequent intervals to Gnarlstone Hall over the Crackstone Trail.

Stonehammer Hold is the clan keep, nestled at the foot of the Boulder Hills in the southern Lithingol Valley. Hanno's Run is the road which connects the hold with major elvish communities over one-hundred miles to the east. This fortified settlement is half underground and partly entrenched in the hillside and has withstood attack, sieges, and harsh weathers over several hundred years.

A network of tunnels riddles the hills behind the hold, allowing the dwarves ready admittance to their deep-diggings and hidden exits into the Boulder Hills valleys by which they can sneak behind and surprise their foes.

The Stonehammer dwarves followed the lead of the Ironrock clans and became a client nation to the City-State in response to the Overlord's demands. With the war effort underway, the hold provides a staging area and temporary shelter for troops moving up to Bentwood. Units of the Leopa Provincial Army are headquartered here, a growing reserve intended to defend against the hostile forces pushing inland from the coast. Special units assigned to frontier duties often pass through this dwarvish way-station enroute to the coast.

Traits

Stonehammer hill dwarves, like their mountain cousins, are careful and painstaking at their tasks. More than the Ironrock dwarves, however, they place great value on the creative twist and the artistic touch which sets apart a finished piece of work. This love of artistry extends to the Stonehammer dwarves' embroidered clothes, fancilybraided hair and beards, and to their homes. These accomplished stone-carvers use their skill at every opportunity to beautify their homes, decorate architectural features, and create useful items.

The Stonehammer clansfolk greatly value the minerals they work into things of beauty and the land that yields them up to their

patient mining. Stonehammer dwarves can often be encountered in the countryside as they survey the hills for rock formations that indicate the presence of minerals. Stonehammer dwarves enjoy trading, often putting together caravans for that purpose, and are much more gregarious with other races than are the Ironrock dwarves.

Characters

A Non-Player Character Stonehammer dwarf is Neutral Good in alignment with Chaotic tendencies. This Character strives to do work with a creative touch. His/her clothes are elaborate (if somewhat understated), the ever-present battle axe is engraved, and s/he favors unique and unusual ways to express him/herself. The Character is a good judge of the quality and value of ornamental and decorative items, stonework, and gemstones, and gains a twenty percent modifier to rolls utilizing this ability.

Stonehammer dwarves fight as heavy infantry like their Ironrock cousins and their preferred equipment is almost identical to that of the Ironrock dwarves. The average Stonehammer fighter wears a medium helm with a flaring metal neckguard and a nasal guard and carries a square, medium-sized shield in combat. His/her armor is half-plate hauberk and trousers (AC: 4) and s/he employs a battle axe as a weapon of preference. Because of the extensive amount of time these dwarves spend above ground and in the countryside hunting or trading, they are both familiar with and proficient in the light crossbow.



Tribal Elves

The tribal elves of the Leopa region are found in the Greenfang-wooded fringe of the Shaemlar Steppes. Most of these folk are part of the Greenfang Forest region and are covered in greater detail in the Greenfang guidebook. The race is described here for the purposes of dealing with tribal elves who might be encountered in the White Peaks district.

Vital Statistics

Geographical Area:	<i>Greenfang Forest and Shaemlar Steppes</i>
Number of Tribal Elves	<i>12,000</i>
% of District Population	<i>03%</i>
% of Total Race:	<i>50% (remainder reside Greenfang)</i>
Languages:	<i>Elvish, Calandian (20%), Tamlethen</i>
Ability Score Adjustments	<i>+1 STR</i>
Average Life Span:	<i>1000 years</i>
Height:	<i>per standard rules</i>
Description:	<i>Copper brown hair, light brown or hazel eyes, broad shoulders, narrow feet, long toes</i>
Armor & Arms:	<i>no armor, short bow, dagger 55% none, blow gun, short sword 15% leather, short bow, dagger 20% leather, short bow/sword 10%</i>

Shaemlar means "tree-hunter," that is, one who hunts from or among the branches of a tree. This tribe consists of four primary clans: the Oldwood (*Lailith*), the Claw (*Cadrith*), the Vine (*Maelith*), and the River (*Arbrith*) clans. The first two clans, the Oldwood and the Claw, make their homes near the Steppes.

The hot rain-forest of the southwestern Greenfang has created a haven of large trees with intertwined branches and close-hanging vines. Since the forest floor is nearly impassable, the Shaemlar

became used to an existence spent almost entirely in the tree-tops. They became not only tree-dwellers but adept at travel along arboreal routes.

Over eight thousand years ago, farmers and herdsman moving coastward from the rim of the Great Plateau first encountered the Shaemlar tribal elves at the edge of the Steppes. Their migrations were halted suddenly at that point, for the xenophobic elves had no tolerance for and no interest in the short-lived men who intruded in their woodlands. With the passage of time, the nocturnal tamlethi became more and more troublesome, competing with the elves for living territory in Greenfang.

Tamlethi actually succeeded in driving the tribal elves from the far-western forest and the elves now live to the east end of the Steppes. Tribal elves periodically migrate deeper into the Greenfang for seasonal and clan events or to participate in raids or war against the tamlethi. At such times, the elves simply abandon their previous treecommunity, since the structures are not portable and any essential item can be recreated when the elves arrive at a new dwelling site.

These tribal elves have lost none of their prejudiced attitudes or primitive ferocity. They avoid anyone who is not a tribal elf and only trade out of reluctant necessity with the wood elves of Beruithwe in the Greenfang. Tribal elves chase all other humanoids from the woods surrounding their territory — a task which proves quite simple considering the elves' unique culture and abilities.

Tribal elves have adapted well to their environment; they move easily and silently through rain-forest growth that is incredibly difficult even for rangers and wood elves to manage. They are extremely hard to spot when hidden in trees and have perfected the skill of "drop-hunting" to a fine art; this ability allows the elf to crouch on a branch until prey (animal or humanoid) passes underneath the site, at which point the elf drops upon the unsuspecting creature.

Tribal elves are spectacular and even frightful in appearance, as it is their custom to paint, scar, or tatoo themselves with "honor marks" denoting significant accomplishments to clan or family group. Every adult tribal elf bears at least two such honor marks. One is the clan mark, a colored scar on the right cheek indicating to which clan the elf belongs. The second mark is a tatoo on the

back of the right hand, meaning that the individual is capable of tree-scouting, the skill which enables the elf to move so uncannily through the jungle-like forest.

If a tribal elf wishes to be a warrior, a third honor mark is earned by slaying in single combat an intelligent opponent. A fourth mark, also seen on warriors, is a tattoo meaning the individual has participated in a raid or battle. When the first two primary honor marks are won, an elf is considered to be an adult member of the tribe. The additional marks are added as the elf distinguishes him/herself through the years; old or particularly heroic tribal elves are quite fantastically marked.

The Shaemlar tribal elves have never been conquered by any people, including the rulers of Calandia. To prevent a war on his borders with Lucius I, Osilvar, king of the Beruithwe wood elves, claimed the Shaemlar as his own and took responsibility for their share of taxes owed the Overlord's treasury. Nevertheless, tribal elves acknowledge neither king nor Overlord rule in their territory but might, in extreme circumstances, ally themselves with wood elves.

Traits

Tribal elves have a strict sense of community responsibility and a strong (indeed, nearly fanatical) sense of honor. Treetop knife-duels are common if offense is given and a tribal elf will go to any length to take vengeance for a wrong. They are a people of great passions and to those accepted as friends these elves are extremely generous and loyal to the death.

Tribal elves allow none of their number be taken prisoner by an enemy, especially the tamlethi, who savor elf flesh and who torture their prisoners before killing them. If comrades are in imminent danger of capture and tribal elves are otherwise helpless to assist, they will slay their friends with arrow fire. Failing this, daring raids will be mounted to recover prisoners. These habits die hard and tribal elves outside the Greenfang generally practice this combat code regardless of the opponent faced.

Characters

A Non-Player Character tribal elf is normally Chaotic Neutral in alignment, tending occasionally toward Lawful. An elf Character is quite clear on the limits of his/her personal honor and the things that affront him/her. S/he has a short temper and

takes immediate and drastic action if offended. The tribal elf is reserved, cautious, and extremely suspicious of anyone around him/her who is not a tribal elf until that person has proven him/herself to be a worthy comrade.

With no grasp of the procedures of civilized law, a tribal elf may impulsively attempt to "rescue" a comrade who has been imprisoned and will not be understanding of companions who refuse to assist him/her. Unless and until s/he is enlightened by associates, a tribal elf would attempt to slay a comrade who appears to be in unquestionable danger of capture. This trait is not likely to be evident or mentioned by the elf, who would be amazed to learn that not everyone behaves in such a manner.

A tribal elf interacts with woodland creatures as if an animal friendship spell were in effect and s/he has an eighty-five percent ability to build effective woodland traps and snares. This Character climbs trees as would a skill 10 thief and has a seventy-five percent chance, vegetation allowing, of moving easily through treetops.

A tribal elf gains a twenty percent bonus to all climbing abilities and rolls and adds a +4 bonus to saving throws for falling and leaping. In combat, an elf's automatic first action would be a quick appraisal of local trees to see if any advantage could be gained by heading upward. If an advantage is perceived, the tribal elf would head for the trees and fight from there.

A tribal elf Character dislikes cumbersome battle gear, which can be a deadly hinderance in the trees. Although such an elf may eventually grow accustomed to other armor for combat on the ground, s/he usually begins his/her warrior status with no protection whatsoever. If it seems urgently necessary, a tribal elf may be convinced to wear plain leather but cannot and will not tolerate headgear.

A tribal elf carries daggers at the belt, quivers slung at mid-back, and a short bow or composite short bow. S/he favors the blow gun for close-quarter ambushes, tipping the darts with a mild poison that knocks man-sized creatures unconscious (the drug kills tamlethi). Dense forest growth prohibits the use of the long bow; as such, a tribal elf is usually non-proficient and unfamiliar with the weapon. If a sword is worn, the short sword is the weapon of preference for this elf.





Vale Elves

Vital Statistics

Geographical Area:	<i>Alondith Valley</i>
Number of Vale Elves	<i>54,000</i>
% of District	<i>15%</i>
Population	
% of Total Race:	<i>94%</i>
Languages:	<i>Elvish, Calandian, Merchant</i>
Ability Score	<i>+1 INT</i>
Adjustments	
Average Life Span:	<i>1200 years</i>
Height:	<i>per standard rules +1D6 inches</i>
Description:	<i>light blond, gold-tinged hair, yellow to amber eyes</i>
Armor & Arms:	<i>padded armor, long bow, spear, dagger 25% ring, long bow, long sword, dagger 70% Elfin chain mail, long sword, dagger 05%</i>

Vale elves were first encountered in the Alondith Valley by eastward-wandering nomads over fifty-five-hundred years ago. At this location on the south side of the Leopas, the vale elves were completely isolated from other elvish influences and consequently developed an offbeat culture that sets them apart from others of their race. Even today, vale elves are shunned by other elves, who consider them, for their odd customs and unnatural height, not to be true elves.

Alondith Valley runs from the fork of the Casel River, a tributary of the Shangee, far back and up into the mountains. The valley narrows to a ravine and then to crag-sided cliffs. Vale elves reside throughout this gap, from the valley floor to high on the cliff walls. Other elvish races find it unacceptably odd that their vale cousins choose to live on cliff sides at all.

Besides their peculiar dwellings, the vale are distinguished as a race of far wanderers. Almost all of them, at one time or another, travel the wilderness to become thoroughly familiar with it. A disproportionate number of rangers come from the vale elf clans.

This love of nature is evident in their religion and the magic they practice, which is closely aligned with the natural rhythms around them (less so than the wood and tribal elves but far more so than the grey or high elves). Vale elves are less territorial than many other Leopan elves and spend more time merry-making through dance and song.

One or two vale elves in every generation bears the significant title of Rider (*Elestar*), a vale elf who has made a pilgrimage to Gesvar's Peak to tame and ride a hippogriff. If not previously of aristocratic standings, an elf who becomes a Rider is ennobled in recognition of the deed and expected to accept a position of leadership in times of war.

Gesvar's Peak is named for King Gesvar of ancient times, ruler of the vale, who was the first to master a hippogriff from the Peak. King Gesvar later disappeared and a Prince or Princess of the blood has ruled the Alondith as Regent ever since. The vale elves of Alondith comprise a treaty-nation to Lucius II, a result of archaic agreements made by King Gesvar and which his regent-princes(ses) were not empowered to revoke.

Two other major factors set apart vale elves from their fellows. One is the vale elf's love of horses. With the notable exception of several high elves located near Briarwood, the vale are the only elves to favor horses and breed their own. The small, light-footed Casel Strider is bred in the Alondith territory and commands high prices in Delios, Briarwood, and other major cities.

The other unusual feature of vale elves is their mining activity, for they exploit one of the few castlin (hardsilver) mines in Calandia. The mine is believed to rest somewhere in the valley but its location is a secret known only to the vale elves. The few metal-workers among the vale are reknowned for their skill at crafting this metal.

When not making the ring-mail worn by most valley militia, the armorers specialize in the time-consuming creation of elfin chain mail, an armor made solely of tempered hardsilver, which is exceedingly light, quiet, and durable (AC: +1 to +4). The actual creation of this metal is rare and few of Calandia's inhabitants know it still exists. A fortune's worth of castlin went into the plate mail in which the Prince of these elves is outfitted. The rare metal is also a popular component of swords destined for enchantment.

Traits

Vale elves enjoy travel, music, dance, and song, are intimately familiar with the country around their home from the Shangee to the mountain heights, and most have some skill and passive interest in jewelry-making. They are excellent judges of horse-flesh, enjoying a wager if the subject bet concerns horses or horse races. Vale elves make excellent cavalry commanders and mounted fighters and prefer cavalry to infantry in combat.

Vale elves have a sense of humor more like Man's than do most other elves. They can laugh at themselves as well as at others and are spontaneously generous. Less duty-conscious than most elves, the vale must be convinced to take a situation seriously before they will pay a problem any close attention. Once that attention is gained, however, they are excellent tacticians, subtle and exceedingly capable in the accomplishment of a goal.

Characters

A Non-Player Character vale elf is usually Chaotic Good in alignment. This Character makes light of problems and difficult situations and does so until unavoidably confronted with reality. Even then, s/he is still capable of laughing in the face of the gravest adversity. When confronted with a problem, s/he will study it carefully and meticulously plan a course of action.

A vale elf commonly knows and likes horses and receives a twenty percent modifier to rolls involving riding ability, judgement of horse quality, or training a mount. This elf is comfortable fighting from horseback and may be exceptionally proficient in this regard, preferring to fight in this manner whenever possible. Several vale elves fight as keitari, or cavaliers.

Vale elf fighters are highly mobile light infantry or light cavalry forces. Their combat outfitting is chosen with these needs in mind. Ring mail is worn by most fighters, along with a small helmet with no nasal guard. A long bow, dagger, and medium buckler are carried, in addition to a long sword or a spear, the long sword being the preferred weapon. Wealthy or noble Characters may wear elfin chain mail and carry any of the above-named weapons; common chain is rarely used because of the encumbrance to rapid movement.

Vale cavalry riders have the same choices of armor but omit the spear from their basic weapons and always use the longsword as their weapon of preference. The exceptions to this are keitari (cavalier) elves, who wear the best armor possible and fight mainly as lancers.





Wood Elves, Aviel

Vital Statistics

Geographical Area:	<i>Bentwood Forest</i>
Number of Aviel Wood Elves	<i>31,000</i>
% of District Population	<i>09%</i>
% of Total Race:	<i>36%</i>
Languages:	<i>Elfish, Calandian, Woods Mammal, Orcish (50%), Dwarvish (50%)</i>
Ability Score Adjustments	<i>+1 STR, -1 INT</i>
Average Life Span:	<i>950 years</i>
Height:	<i>per standard rules</i>
Description:	<i>blond hair, hazel or green eyes, lightly tanned skin</i>
Armor & Arms:	<i>studded leather, long bow, dagger 40%</i> <i>ring mail, long bow/sword 25%</i> <i>chain, long bow/sword 30%</i> <i>elfin chain, shield, long sword 05%</i>

Mankind did not encounter the Aviel wood elves until relatively recently in their history of exploration in Calandia. Explorers sent by Lucius I reached Bentwood one-hundred-fifty years ago. Before that time, Aviel wood elves had weathered several migrations of orcs and managed to push and fight the invaders from Bentwood or to its far edges. The elves attempted the same at the coming of men but inevitably fell before the might of the Overlord's army.

The king of the elves died in warfare against the Overlord himself sixty years ago; his daughter, Calissa, made peace with Lucius and swore allegiance to the Overlord. Calissa is now ruling Princess of the Aviel wood elf clan and exercises the Overlord's authority in the Bentwood.

Aviel wood elves live in communities scattered throughout the central half of Bentwood Forest. They regularly stay clear of Deadwood Valley and the far northern woods, areas that are orcish strongholds, but attempt to win back portions of this territory from time to time. These elves do not live in trees, since the types of wood that grow there are not capable of supporting a dwelling. Their houses are rambling wooden lodges large enough to shelter extended families of as many as fifty people or even more in town structures.

Lodges isolated deep in Bentwood are fortified strongholds as well. Where several families live in towns and villages, many lodges of related groups are interlinked into large, sprawling households. Elvish customs of community property and community life are reminiscent of the close-knit existence of tree-dwelling elves. The village lodges are a comfortable extension of family life to these creatures.

As a direct result of their chosen geographical locations, Aviel wood elves are on the forefront of the disturbances which currently plague Calandia. Through the years, the elves have seen the changing climate devastate their beloved pine woods, reducing the numbers of game and birds available and forcing the elves inland from the seacoast. They have been defeated by men, are raided increasingly by orcs, and now see first-hand a source of threatening evil appear on their very doorsteps. This once-cheerful folk have grown solemn and prim as they become more and more preoccupied with the somber demands of self-preservation.

Aviel wood elves were once reknowned for their great woodworking skills, talents which have since fallen into disuse as the elves have been forced to become more martial in their daily life. Most Aviel wood elves coming of age are immediately employed into community service as fighters, patrollers, scouts, or look-outs.

A contingent of Bentwood elves is part of the Provincial army but an even larger militia is active in the Bentwood Forest itself. Originally engaged against orcish raiders, the militia now supplements the Overlord's forces as elements of the Leopan Army move toward the coast in search of the evil so dominant in this region.

Traits

Aviel wood elves are a serious-minded and responsible people. Hoping for the best, they prepare for the worst and confront their problems with long-enduring patience. They are gifted woodworkers, coopers, and carpenters, when they have time to pursue these crafts, and employ the woodcarver's art throughout their architecture and furnishings. They are also master bowyers, famed for creating the best yew-wood longbows in the province.

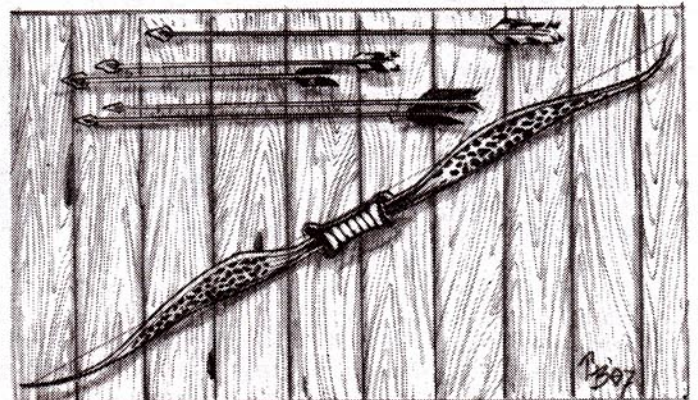
Characters

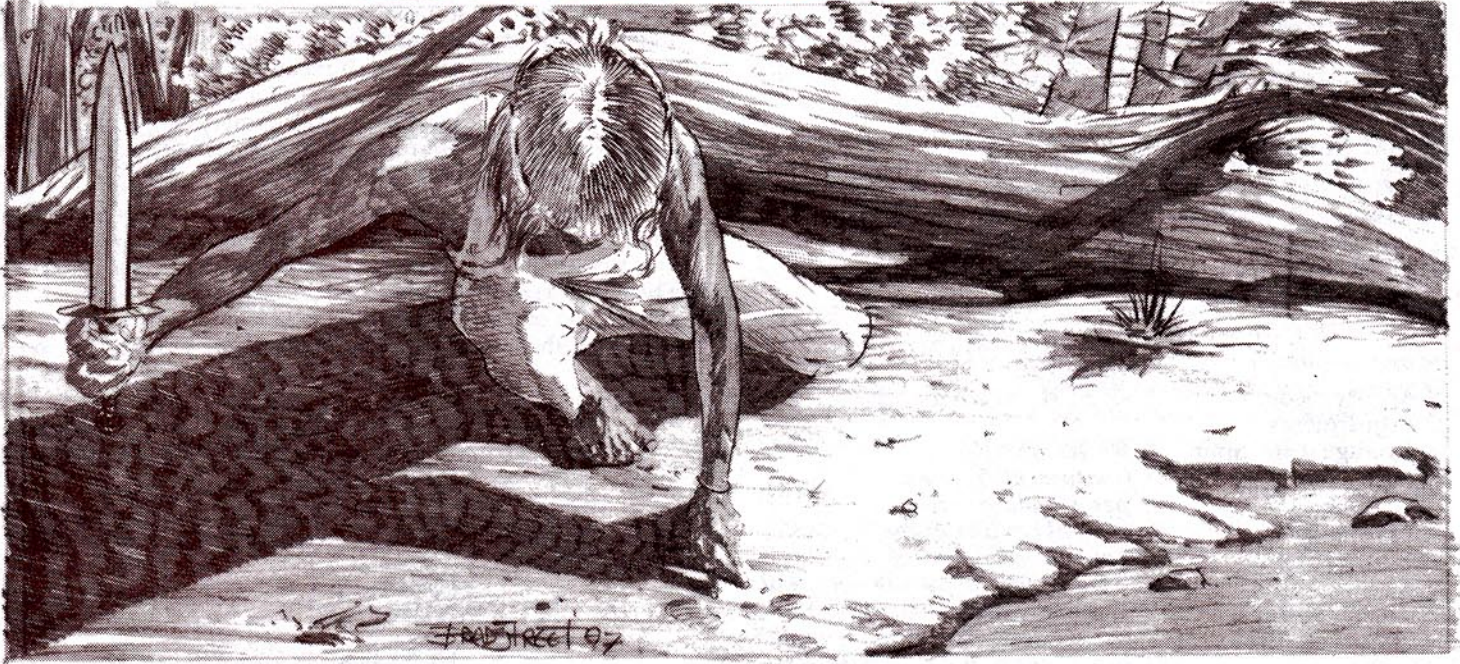
A Non-Player Character Aviel wood elf is normally Neutral Good in alignment, with Chaotic tendencies. While not pessimistic in outlook, this Character is restrained in expressing enthusiasm or premature congratulations, for s/he prefers to wait and see how things will develop over a period of time. S/he is reserved among strangers and understated in word and dress.

An Aviel wood elf receives a twenty percent bonus to any roll involving woodworking abilities, such as the chance to construct a wooden item or judge its value. This elf is likely to be proficient as a bowyers but is competent only at making long bows. A Character who lives near the dwarves will speak dwarvish; one near orc-territory (although such conversations would not likely be congenial), orcish.

The foliage in Bentwood Forest is not dense, hence there are few obstructions to the range and clear vision needed for use of the long bow, the weapon preferred by the Aviel wood elf. The elf favors sturdy leather, ring mail armor, or elfin chain mail with regular chain mail being less popular because of its encumbrance and accompanying noise. An Aviel wood elf will always use a long sword when in melee combat.

If preparing for a battle, this elf carries a medium-sized wooden buckler and a medium helmet with a nasal guard. If planning to act as a scout or go on a raid, the elf would go without shield or helmet. Through dwarvish traders at Thorvigsheim, Aviel wood elves have acquired some castlin chain mail, the hardsilver armor made by the vale elves. Wealthy or noble elves wear this mail because it is unencumbering but may camouflage it with a surcoat of dark cloth to hide its silvery gleam.





Wood Elves, Beruithwe

The Beruithwe wood elves inhabit the Greenfang Forest and are covered in greater detail in the Greenfang guidebook. These elves have no communities in the Leopa region; however, they are sometimes encountered in the White Peaks district, especially since the outbreak of war.

Vital Statistics

Geographical Area:	<i>Greenfang</i>
Number of Beruithwe Wood Elves	<i>46,000</i>
% of District Population	<i>54%</i>
% of Total Race:	<i>39%</i>
Languages:	<i>Elvish, Calandian, Woods Mammal, Nendhoven (tongue of Nendhovari, Tree-men of Greenfang)</i>
Ability Score Adjustments	<i>+1 STR, +1 INT</i>
Average Life Span:	<i>950 years</i>
Height:	<i>per standard rules</i>
Description:	<i>coppery-blond to sandy-brown hair, hazel eyes, tanned studded leather, shield spear, short sword 35% studded, shield, short sword short bow 40% ring, shield, long sword 20% chain, shield, long sword 05%</i>
Armor & Arms:	

Most Beruithwe wood elves live in the groves of elfwood which flourish in Greenfang Forest. Communities of many hundreds of elves fill these trees to towering heights. In areas where elfwood does not grow, the Beruithwe wood elves settle instead for great-oaks and live in smaller family groups. They are not as adept as others of their species at rapid inter-tree movement but are skilled enough to safely meet the demands of day-to-day tree-life.

The Beruithwe wood elves of the Greenfang are famed for two things: their hunting abilities and their skills at scouting wilderness paths and trails. A great portion of the army levies from the Greenfang serve as mounted scouts. Beruithwe elves can and

do ride horses, especially when travelling great distances through wilderness, but prefer to fight afoot if given the option.

The wood elves of Beruithwe, under the leadership of King Osilvar, acknowledge full allegiance to Lucius II. The Overlord's father never needed to pressure these wood elves for their allegiance; through complicated kinship, alliance, and rank among the elves, Lucius I was by law and inheritance Beruithwe clan-chief over Osilvar himself. Following Lucius I's untimely demise, the elves' loyalty unquestioningly passed on to the Invincible Overlord.

Traits

Beruithwe wood elves love their surrounding greenland, of which they are very protective. They treat any woodland with the same respect they would give their own home. Independent and competent in the wilderness, the Beruithwe wood elves maintain a tradition of religion and magic-use that is closely in harmony with nature. These elves are curious and ever-alert explorers, always enthused and intrigued by what is over the next hill or around the next river bend. Their powers of observation are acute, their memories exceedingly sharp.

Characters

A Non-Player Character Beruithwe wood elf is commonly of Chaotic Good alignment. This Character enjoys being first in everything: the first to scout ahead of the party, the first back with a report, the first to loose an arrow at an enemy. If anything, this over-enthusiasm may often require the temperament, wisdom, and restraint of others. In woods-wisdom, however, this elf rarely needs advice from anyone.

A Beruithwe wood elf contends with dense foliage, much as would his/her elven cousins to the south and west. For this reason, s/he prefers to use a short sword in combat and a short bow for launching missile weapons. This elf, too, is unlikely to be familiar or proficient with a long bow but there is a ten percent chance per Character that the skill may have somehow been acquired.

A typical Beruithwe wood elf wears nothing more encumbering than studded leather armor and a small target shield strapped to the left forearm, which does not hinder bow usage and is easier to fight with in dense woods. If this elf expects significant melee combat, s/he may use a long sword instead but is more at ease with a short sword.



Pixies

The following information specifically pertains those pixies which inhabit the area of the White Peaks district.

Vital Statistics

Geographical Area:	<i>Spritewood</i>
Number of Pixies	<i>30,000</i>
% of District Population	<i>08%</i>
% of Total Race:	<i>40%</i>
Languages:	<i>Pixie, Calandian, Spriteling, Klurie, Elvish Demitroll</i>
Ability Score Adjustments	<i>-3 STR, +1 INT, +2 DEX</i>
Average Life Span:	<i>50 years (mature at 5 years)</i>
Height:	<i>per standard rules</i>
Description:	<i>insectile with wings, pointed ears, brown to silver hair, green to purple eyes, pale green or peach skin</i>
Armor & Arms:	<i>none, short sword, dagger 40% none, short bow, dagger 40% leather, short bow/sword 20%</i>

The self-imposed seclusion of pixies made Spritewood an eerie and frightening place for travelers before the pixies chose to interact with human and demi-humanfolk. Pixies still enjoy their privacy in that woodland but, except for a few mischief-makers, seldom pose a hazard to wayfarers. A number of other faerie-folk has gravitated to this outrunner of the Greenfang Forest and pixies get along well with all but the klurii.

Pixies have no ruling governmental body; each pixie does pretty much as s/he pleases. They have little wealth as men judge it and the Overlord neither taxes Spritewood nor attempts to govern it. This pixie territory is considered by Lucius II to fall under the jurisdiction of the city of Velius. This ruling means little to the faerie-folk there and the city of Velius wisely leaves the forest alone.





Demitrolls

Vital Statistics

Geographical Area:	<i>Whiterock Range</i>
Number of Demitrolls	<i>9,000</i>
% of District	<i>02%</i>
Population	
% of Total Race:	<i>64%</i>
Languages:	<i>Demitroll, Calandian, Dwarvish, plus one additional if INT is 10 or higher</i>
Ability Score Adjustments	<i>see statistics</i>
Average Life Span:	<i>180 years</i>
Height:	<i>see statistics</i>
Description:	<i>lank, black hair, violet eyes, leathery skin with green or yellow coloring</i>
Armor & Arms:	<i>none, club 60% splint, shield, club 20% plate, club 10% plate, battle axe 10%</i>

Demitroll

STR: 3D6+3, INT: 2D6, INS: 3D6

STA: 3D6+4, DEX: 3D6-2,

APL: 3D6-2

HTK: per skill level +1 to +6 at skill 1 if fighter

AC: 4 (unarmored), MV: 9",

AT: 2 (fists) or 1 (weapon),

DM: 1D6+1 or by weapon,

AL: All, THACO: per skill level,

WT: 30 to 500+ lbs., HT: 6' to 8',

Specials: Ultravision, 120'

-1 to hit in direct sunlight

+1 to initiative when closing with opponents

+2 on all rolls to grapple, tackle, or hold an opponent

Sense depth underground and direction, 70%

The unique race of demitrolls is neither troll nor a subset of any other clearly identifiable species but merely acquired its name from their troll-like power of regeneration. An injured demitroll begins to regenerate five rounds after being damaged and regains one HTK per round when not sustaining additional damage thereafter.

A demitroll must suffer a traumatic injury for this ability to come into effect: a slow disease, for instance, does not trigger the regenerative mechanism and the body will not heal damage suffered in this manner. Demitrolls can be injured and killed in any manner that other demi-humans can.

Demitrolls have odd physical proportions. They walk in a permanent semi-crouch and gain up to another foot in height if and when they bother to stretch upright, an event which does not occur often, since their lower legs are much longer than their thighs and it is easier to maintain balance in the semi-crouched

stance. Their shoulders are massive, their backs slightly hunched. Demitrolls' long arms give them a reach nearly as long as they are tall; for this reason, they gain appropriate bonuses when closing in combat and grappling opponents.

Originally a subterranean folk who engaged in mining and heavy labor underground, these strong and hardy workers, content to tunnel and mine, worked their way to the surface in the Whiterock Range about five-hundred years ago. Many of these demitrolls took to living in mountainside caverns and struck up a working relationship with the Ironrock dwarves.

Demitrolls today labor in the dwarvish rock quarries at Marblestone, working their own granite quarries near Lookout Peak. Most surface demitrolls live in or near their home-cavern of Tundin. The remainder of their fellows reside in various locations in the underground, their exact whereabouts in the subterranean world beneath Calandia remaining unknown.

Traits

Demitrolls are a simple, unsophisticated folk, easy to please and amused by virtually anything from bad jokes to fancy armor. Demi-humans enjoy communal activities and value cooperative efforts, such as mining a tunnel together or fighting beside friends.

Demitrolls are slow in both pace and thought. They are slow to anger, showing great forbearance at provocation. Ironrock dwarves claim this is due to the demitrolls' lack of intelligence; whether or not that is true, even the dwarves avoid irritating a demitroll. Once angered, a demitroll is a fearsome power with which to contend, calmly and methodically taking everything apart, with bare hands if need be.

Demitrolls excel at digging and quarrying, although their skill does not compare to that of dwarves. They have also become competent lumbermen in the course of cutting trees to provide timber for the dwarves' shoring and scaffolding needs.

Characters

A Non-Player Character demitroll is usually Neutral in alignment, with Chaotic tendencies. This Character is patient, thorough in his/her work, and surprisingly even-tempered. In combat, s/he is a single-minded fighter in relentless pursuit of his/her goals. A demitroll enjoys the company of his/her fellows and generally expects his/her comrades to do everything together. S/he is loyal and trusting, straightforward, and takes things at face value.

A demitroll is fascinated by the world above ground and may be easily distracted by new sights and unusual events. A demitroll receives a twenty percent bonus on rolls pertaining to timber-cutting skills or rock quarrying. This Character may become a fighter, cleric, or fighter/cleric.

A demitroll does not usually wear armor but tends to rely on his/her naturally superior armor class; a fighter Character who can afford the cost occasionally wears plate mail or other armor combinations to improve this armor class. A demitroll prefers simple weapons that can be used to advantage with his/her exceptional reach, such as a large club or a long polearm.

No demitroll Characters can master archery, since bows are not designed for such extended arms, but s/he may use a dwarvish crossbow in extreme circumstances. This Character is uncomfortable on horseback and is rarely a proficient rider.





Shangee Valley Men and Leopa Mountain Men

Vital Statistics

Geographical Area:	<i>White Peaks District</i>
Number of Humans % of District	<i>93,000 26%</i>
Population % of Total Race:	<i>06%</i>
Languages:	<i>Calandian, Merchant, and demi-human tongues acquired via standard INT rules</i>
Ability Score Adjustments	<i>see standard rules</i>
Average Life Span:	<i>70 years</i>
Height:	<i>per standard rules</i>
Description:	<i>see following</i>
Armor & Arms:	<i>leather, short bow/sword 15% studded, light crossbow 15% ring mail, long bow 10% ring, shield, long sword 10% chain mail, battle axe 20% chain, shield, light crossbow, saber 30%</i>

Shangee Valley Men

Valley folk are descendents of the nomads who pioneered this region and are mainly kinsmen of the na'Meliosi clan. The Calandian term for these people is *Denmordi*, meaning "valley men." Denmordi exercise a subsistence level of farming, preferring to concentrate on grazing livestock and breeding horses. They breed a number of good mounts, in particular the Delios Charger, a light warhorse with tremendous stamina, a steed in great demand for cavalry use.

Troop levies from this area are always medium cavalrymen. Denmordi use light crossbows from horseback, a carry-over from older times when they scouted terrain too treacherous for horses and learned from dwarves to use the crossbow when afoot. Although they can serve as horse-archers, these humans are best at close combat. Their sword of preference is the saber, developed by Denmordi smiths during the time of chaos following the last Dragon-King.

Traits

Valley men are self-confident and assertive and hold an extremely high opinion of themselves and their traditions. This is often perceived as arrogance by others but to the Denmordi, it is stated simply to avoid false modesty. These people are forthright and generous and do not easily take to anger or hate. They are disciplined and controlled warriors, fighting from horseback by training and preference.

Denmordi have wavy medium-brown hair, brown or hazel eyes, and stand an inch or two above average height. Men wear trousers and it is common for women to do the same. Their pants and tunics are of linen or wool and leather leggings lashed to the lower leg and foot are worn more often than boots. Leather trousers are worn if the valley man or woman rides. Both sexes wear their hair to mid-back in length, braided out of the way for work, or braided and wrapped around the head for wear under a helmet. Men are clean-shaven save for their long side-burns.

Characters

A Shangee Valley Character shares the previously detailed personal attitudes. A Non-Player Character tends toward Lawful Good in alignment. The armor favored by the Denmordi Character consists of a chain mail hauberk, a medium buckler, and a conical medium helmet with nasal guard and chain mail neck guard. This Character is proficient with the light crossbow and the saber and is a skillful rider. S/he receives a twenty percent bonus to his/her dice roll relating to riding abilities.

Leopa Mountain Men

Many farmers and other settled folk fled into the mountains before the onslaught of approaching nomads centuries ago. They remained there in high valleys and pastures, living much as they had previously in the lowlands. Over the centuries many of these people crossed the Leopas to the northern slope, some settling as far as Greenfang and Novik's Wood. Their descendents are found in mountain villages in the western half of the Leopas, in the Greenfang Forest, Novik's Wood, and Bentwood. These folk represent a population of over twenty-thousand, with the largest number concentrated in Novik's Wood.

No special clan name is attributed to these widely-scattered kinsmen but they do have certain common characteristics. For one, most of them practice subsistence farming and, to supplement this, many raise sheep and use the wool for trade. The northslope men near Greenfang supplement farming with hunting, while the men of Novik's Wood cut the cedar timber of the forest and send it to market over the Voldar Pass or Gorban's Trail.

Traits

Mountain folk are hard-working, dependable, clannish, stubborn, and suspicious of strangers. They are extremely independent, solitary, and prefer to live with miles of country between neighbors. This habit of self-reliance has made it difficult for mountain folk to share responsibility with others, since they assume that they can do everything themselves. This attitude becomes evident when any mountain man finds himself part of a group faced with choices. This person always has a strong opinion and a decisive plan about what he feels ought to be done and will not readily compromise his ideas.

Mountain folk are of average height but are stockier than average. They have thick, dark blond or light brown hair and hazel or light green eyes. Most are tanned and possess rather weathered-looking skin. Men wear loose trousers of wool or linen, an under-tunic, tunic, and thigh-length parka in cold climates. They favor thick-soled, hard leather boots which are almost knee-high, affording good protection against the dense undergrowth of the northslope woodlands.

Characters

A Mountain Character shares the previously detailed personal attitudes. A Non-Player Character tends toward Chaotic Good or Neutral Good in alignment. Several types of arms and armor are favored by this Character. A Novik axeman wears scale mail hauberk and woolen trousers, a rounded helmet with nasal guards, and uses no shield. S/he carries a hatchet and daggers and is proficient with the two-handed, double-bitted battle axe (damage 2D4 vs. small and medium opponents, 1D12 vs. large).

A man in the Greenfang and Spritewood edges of the northern slope wears leather armor, carries a target shield on the forearm, a short bow and short sword. A Bentwood man prefers ring mail, a medium buckler, a long bow and a one-handed battle axe. Other mountain folk who live in the Leopas wear either leather armor or scale mail and carry light crossbows and quarterstaves. All of these Characters receive twenty percent bonuses to their rolls pertaining to woodland survival skills.

History



Men

Men came to the Leopa region in successive waves. Farmers and herdsmen, moving outwards from the Great Plateau, sought out fertile fields and pastures in the unexplored countryside. These folk first settled Nemros in the rim foothills, Trolldale, and the Shaemlar Steppes. The Uttermost War was fought throughout this area and it took long years of wandering during the Great Misery to push men into the vast reaches of the Leopas. The Shangee Valley became a country of nomads, while farmers withdrew into the mountain valleys and highlands.

By the time of the first Dragon-King over twenty-five hundred years ago, men had settled the Shangee Valley as far as Danar's Ford, had scattered throughout the mountains of the Voldar Pass area, and lived on the northern slope into the Greenfang Forest. Men moving into the mountains and northern forests found age-old communities of dwarves and elves already present. Relations between the races were not warm but neither were they hostile, for men did not contend directly with the other races for living space, food supplies, or wealth.

Expansion under Atrabiloran encouraged men to move ever-farther eastward, until Novik's Wood to the north and the Shangee Valley east of Portage Point were claimed by humans. Exploration promoted by Lucius I continued to push the frontier of Calandia outward and men have moved eastward to the coast over the last one-hundred years. In the last sixty years, lumbermen and sawyers settled in Bentwood and the frontier garrison town of Boric's Hold was established at the mouth of the Shangee on Lucius Bay.

Demi-Humans

The history of the elves, dwarves, and demitrolls of the White Peaks district has been one of conflict with the humanoids around them. Hostile species have shared or infringed on demi-human territories for as long as they have lived there. In the distant past, orcs were a trouble to all of these people; today they plague the Aviel wood elves and sometimes the Ironrock dwarves. Ogres, fukorli, and giants are a constant problem to demitrolls and dwarves, and militia must march at times to push those creatures back from the edges of civilization.

Yutorkhi hound the Stonehammer dwarves and tamlethi raid the tribal elves of the forested steppes. Except for human brigands, the demi-human folk of this district have generally lived peacefully among mankind. The notable exception is the annexation war of the Aviel wood elves, which ended sixty years ago. The new-found evil encroaching upon the borders of Calandia is yet another difficulty with which to contend.

Legends

Following are legends which are noteworthy in the mythos and history of Calandia and its inhabitants.

‡ *King Gesvar of Alondith.*

Orcs were driven eastward by men and demi-humans over a period of centuries and in the time of the Dragon-Kings, orc-wars were fought by both Icedeeep dwarves and vale elves. It was during one such time that Gesvar, elven King of Alondith, mysteriously vanished when he journeyed to beseech the Seer of Gesvar's Peak for magical aid in battle. Diviners have long prophesied his return in a reincarnated form (yet one recognizable by his people) but cannot specify when this event will take place. Until then, prince-regents rule the vale elves.

‡ *"Feud-Ender" and the Outlaws of Novik's Wood.*

The Ironrock dwarves are not conquerors and do not boast of their craftsmanship but one of their accomplishments in magical weapon-smithing is exceptionally noteworthy. Over two-thousand years ago, the dwarves discovered one of the greatest ice diamonds ever located. At that time, assassins working for the renegade dwarf Novik killed King Korzar of Icedeeep and the mountain dwarves declared bloodfeud on the outlaws of Novik's Wood.

The dwarves crafted their newest ice diamond with magic and forged it into the battle axe called *Drehn-Gaznar* (dwarvish for "Feud-Ender"). The dwarvish hero Orlun carried *Drehn-Gaznar* against the outlaws and destroyed Novik and his band but died in battle before he could return to the mountains. One of Orlun's comrades, a man, took the axe from the battlefield for safe-keeping but it has been mysteriously lost to the knowledge of Man or dwarf ever since. Ironrock dwarves and heroic adventurers still search for the weapon today. Its fame is a lasting monument to the skill of the dwarvish weaponsmiths.





Commerce

The Leopa Mountains are the greatest single source of mineral wealth in the City-State. The region also offers many other resources that are in great demand and the people of the Leopas have prospered as a result. Briarwood and other urban centers are a ready market for the iron, silver, gems, and rare woods which come from the Leopas and the horses bred in the Shangee Valley are valued in the farthest reaches of Calandia.

Trade Patterns

Minerals, rare woods, and gemstones from Leopan mines and forests travel south to the Shangee along one of the many important pass roads. From river ports these resources move slowly west as barge cargo along with valley produce and miscellaneous goods produced by elves and mountain-folk. Raw materials are either sold at markets along the river or make their way to the manufacturing centers of the Great Plateau. Horses sometimes follow the same route but are also traded across country into Shangee Province and the Northplains district of Leopa Province.

Northslope elves and men trade less along this mountain-and-river route, using instead the Adlar's Road to do business with other districts. Adlar's Road carries some trade in cotton from the Han-gar Highlands and in glassware from the Low Plateau area through Flatwater.

Manufactured goods and luxury items come down-river with the barges on their return trips. A typical selection can be seen in the markets of Delios, where a shopper can purchase laces from the shirelings of Bogwater, mechanical toys from the gnomes of Oldtower, and wines from the foothills of the High Plateau. Products of even more use to isolated frontiersmen arrive in more easterly ports. At Boric's Hold, for example, much trade is done in dwarvish whetstones, quality saddles, and heavy wool blankets.

Roads

Listed following are several of the heavily travelled and strategically-important trade roads in the White Peaks district.

Crackstone Pass Trail. This road once connected Ironrock and Stonehammer dwarf trade when the two clans bartered exclusively between themselves. When other markets and roads over the mountains opened, northern Crackstone Trail fell into complete disrepair. It is treacherous to use and is avoided by travelers. Southern Crackstone Trail is in good repair and regularly carries Ironrock ore to the Shangee at Boric's Hold.

Gorban's Trail. This dwarvish road was originally blazed by Gorban the Trader in order to move Stonehammer gemstones to upriver markets. This route to the Shangee is used by northern hill dwarves, mountain men, and Aviel wood elves.

Hanno's Run. This foothill road parallels the northern slope of the Leopas for over three-hundred-and-sixty miles. Connecting Stonehammer Hold in the east with Velius in the west, this road through the hinterland of the Leopa region is used almost solely by the mountain folk and settlers of the Lithingol Valley.

Portage Point Overland Road. The freight road at Portage Point skirts the most-violent stretch of rapids on the Shangee River. This route is only a twenty-mile long roadway connecting Portage Point to East Point but it has been called the best road east of Briarwood. Extremely well-built, it was designed to carry tons of overland freight from one river port to another and it serves that purpose well. The road is wide, with a good surface and good drainage, and is kept in the best of repair.

Shepherd's Pass Trail. This road is heavily travelled by sheep and cattleherders. It is noteworthy because it is the lowest pass (4000' elevation) and the shortest route over the Leopas, connecting northern and southern slopes by only six days of travel.

Voldar Pass Road. This dwarvish pass road has been incorporated into the Adlar's Road, the major north-south byway over the Leopa Mountains. This road connects with other provinces and sees much far-travelled traffic.

Towns and Cities

There are hundreds of freeholds and villages in the White Peaks district and much of the business of daily life and trade is conducted in these locations. Freeholds are generally family holdings in a wilderness area, often notable for a wooden palisade and ditch defense against the dangers of the wild.

Ashhome (*pop. 14,000*). Location of the Ironrock smelter and foundry, where ore is crushed and smelted and iron is readied for shipment.

Boric's Hold (*pop. 6,500*). Frontier fort built fifty years ago to garrison troops on one of Calandia's newest frontiers. Major jumping-off point for wilderness patrols and port for dwarvish iron shipments. Most of Boric's Hold's population is the military garrison.

Danar's Ford (*pop. 2,000*). Barge port for dwarvish gem shipments.

Delios (*pop. 16,000*). Capital of both Leopa Province and the White Peaks district and headquarters of the Provincial Army. Delios is the ancestral home to the Shangee Valley men, the Denmordi of clan na'Meliosi. This large city is the busiest trade center in the district, lying as it does at the intersection of the Adlar's Road and the Shangee. Delios is renowned for its Horse Market and its network of canals, built to bypass shallow-water rapids.

Flatwater (*pop. 5,000*). The Adlar's Road continues south through Flatwater and the city is the crossroads for trade with Shangee Province. It is known for the farmlands surrounding it, which make this the greatest food-producing region in the valley.

Gnarlstone (*pop. 23,000*). The ancestral halls of the Ironrock dwarf clan and home of King Nolin beneath Mount Ironrock.

Nemros (*pop. 4,500*). This trade town at the foot of the Great Plateau is one terminus of Magar's Road, a freight route into the rim foothills used by traffic when the Shangee becomes unnavigable.

Portage Point (*pop. 2,600*). Terminus of overland freight shipping and center of barge and ferry traffic.

Snowhome (*pop. 19,000*). Ancient halls of IcedEEP dwarves, now populated by their Ironrock descendants at the foot of Glacier Summit.

Stonehammer Hold (*pop. 17,000*). Fortified stronghold, half underground. Home and trading center of King Torin Greybeard and the Stonehammer hill dwarves.

Thorvigsheim (*pop. 2,500*). Hill dwarf trade town which does significant business with the Aviel wood elves.

Tundin (*pop. 4,000*). Cavern-home of the demitrolls near Lookout Peak.

Velius (*pop. 4,500*). Garrison town on Adlar's Road next to Spritewood. Originally a frontier fort and wintering place for mountain trappers.

Military Units



Leopa Provincial Army

The Leopa Provincial Army consists of three Campaign Groups (divisions), one in each district of Leopa Province. The first Campaign Group is headquartered in Delios under the command of Major General (*Praudhar*) Gibrius Deivarit na'Riegini. With the recent developments on the frontiers, Delios is very lightly manned with cavalry scouts and a Battle Group (battalion) of medium infantry.

Most of the armed force of this division has already mobilized toward the coast. Heavy infantry is stationed at Boric's Hold, Ashhome, and Thorvigsheim. These units consist of dwarves, demitrolls, and minotaurs from the northern plains. Cavalry and medium infantry are at Stonehammer Hold and Bentwood, with some reserve forces inland at Velius. These units are largely Denmordi valleyman cavalry, elvish cavalry scouts and archers, and Novik axemen.

The Gryphon Riders

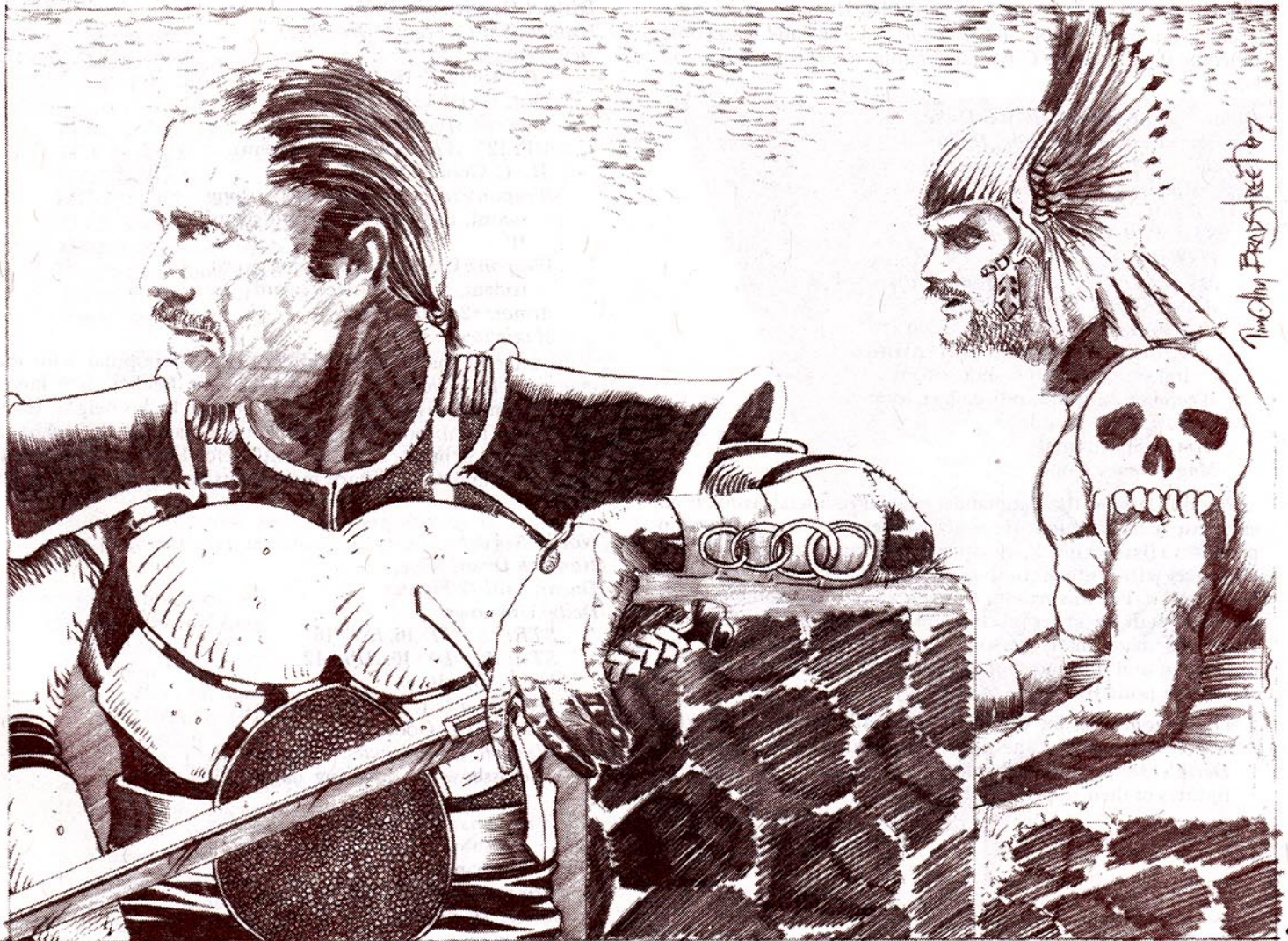
The Gryphon Riders are an elite mercenary troop led by former Black Lotus Guard commander Cham Morska. Morska is answerable directly to the Invincible Overlord and is under special

orders to coordinate the patrols and expeditions of the crack scouts recruited by the Overlord.

High-ranking Gryphon Rider officers have authority to override standing military orders and mobilize local units to respond to the outbreak of evil on the frontier. Each lower-ranking mercenary trooper is a highly-qualified scout in his/her own right and may be assigned to guide or otherwise work with the Overlord's volunteers when necessary.

Small numbers of Gryphon Riders are on detached duty throughout Leopa Province under the overall command of Major (*Ledhar*) Reginor Longreach. Characters working for the Overlord in field scouting assignments are assigned to a liaison unit of Gryphon Riders and receive instructions from and report to the unit commander. The officer responsible for operations in the White Peaks district is Captain (*Keitar*) Geros Sarkan, headquartered at Boric's Hold. Scouts in this district deal with either Keitar Sarkan or one of his aides.

The Gryphon Riders are always looking for a few good men, women, or demi-humans to add to their ranks. Medium and high skill scouts who have distinguished themselves on missions may be invited to join this elite group. If the offer is accepted, the scouts will find that some of the most dangerous missions of all are entrusted only to members of the Gryphon Rider corps.





Important Persons

Calissa of Aviel, Princess of Bentwood

Wood Elf, Skill 4 Fighter

Deity: Uric

STR: 13, INT: 10, INS: 18

STA: 17, DEX: 12, APL: 14

HTK: 7, AC: 7

MV: 12", AT: 1, DM: (by weapon)

AL: N. Good, THACO: 18

Weapon Proficiencies: Dagger, long sword, florentine fighting, short bow

Weapons: Dagger, long sword, short bow, throwing dagger (x2)

Armor: Ring mail

Magic Items: None

Calissa, a strong and independent elf, once supported her father's efforts to repulse the City-State from Bentwood. In the course of that war, she became known for her ability to arbitrate between hostile factions in war-related matters. When her father was slain in battle, the briefly-reigning Queen of Bentwood sued for peace to avoid total defeat.

In the sixty years of her rule as Princess, Calissa has done much to quell old resentments against men in Bentwood and build a strong relationship with the City-State. Now she and her people welcome the aid of the City-State against the evil in Bentwood Forest.

Daimos Taulorikh Gibronae, Duke

Governor General of Leopa, Delios

Human, Skill 10 Fighter (Knight†)

Deity: Riegin

STR: 16, INT: 13, INS: 12

STA: 17, DEX: 16, APL: 15

HTK: 98, AC: 1

MV: 12", AT: 2, DM: (by weapon)

AL: C. Good, THACO: 12

Weapon Proficiencies: Bastard sword II, dagger, florentine fighting, long bow, short sword

Weapons: Bastard sword, dagger, long bow, short sword

Armor: Splint mail

Magic Items: None

Perodh Daimos, the commander of the Provincial Army, is an energetic man of action. He is an excellent military leader who possesses a flair for quick, intuitive decision-making. He has little patience with intellectual exercises and prefers action to deliberation. For this reason, Daimos relies very strongly on his planning staff for advice on civil and governmental matters. The Duke has made many personal enemies for he is blunt and outspoken and does not bother to phrase potentially offensive statements politely.

† *The Knight* class for Characters is detailed in the guidebook which accompanies the upcoming module, *The Wraith of Derik's Deep*. Such Characters can function normally as fighters of their respective skills.

Geros Sarkan, Keitar (Captain)

Gryphon Riders Liaison

Human, Skill 6 Paladin

Deity: Uric

STR: 15, INT: 14, INS: 17

STA: 16, DEX: 18, APL: 17

HTK: 54, AC: -2

MV: 12", AT: 1, DM: (by weapon)

AL: L. Good, THACO: 16

Weapon Proficiencies: Lance, long sword, short sword, spear II

Weapons: Lance, long sword, short sword, +1 spear

Armor: Plate mail and shield

Magic Items: None

In addition to his military rank, Sarkan is a paladin of Uric. A very pious man, he sees his efforts against the evil in Calandia as a god-given mission. Sarkhan has no sympathy for cowards and shirkers in this war. Although notorious for his lack of a sense of humor, this moody warrior does his best to be fair and kind and is a stickler for proper courtesy and etiquette. Sarkan was given plate armor by his father (who was also a paladin of Uric).

Keilun Eshnailos na'Meliosi,

Beldhar (Count), Demmordi Chief,

District Governor in Delios

Human, Skill 8 Fighter (Knight†)

Deity: Riegin

STR: 16, INT: 16, INS: 13

STA: 17, DEX: 16, APL: 13

HTK: 64, AC: 0

MV: 12", AT: 1, DM: (by weapon)

AL: L. Good, THACO: 14

Weapon Proficiencies: Crossbow, long sword, trident, two-handed sword II

Weapons: Light crossbow, long sword, trident, +1 two-handed sword

Armor: +2 chain mail

Magic Items: None

A native of the Shangee Valley, Keilun is popular with the clansmen he governs in this district. The Beldhar is a large, imposing man, easily picked out of a crowd by his height. He is sensitive to the niceties of government and clan politics and has a reputation for bravery on the battlefield. Keilun is a talented logistician and has military movements in the district well in hand.

Norlin Korstehn,

Ironrock Dwarf King

Dwarf, Skill 12 Fighter

Deity: Unknown

STR: 12, INT: 16, INS: 16

STA: 12, DEX: 16, APL: 12

HTK: 107, AC: 0

MV: 9", AT: 1, DM: (by weapon)

AL: N. to L. Good, THACO: 18

Weapon Proficiencies: Battle axe II, crossbow II, throwing dagger II, war hammer II

Weapons: +2 battle axe, heavy crossbow, throwing dagger (x3), war hammer

Armor: Chainmail and +2 shield

Magic Items: Helm of Comprehend Languages

King Norlin is a middle-aged dwarf who is particularly shrewd in political and trade affairs relating to his people's mineral work. He is more willing than many dwarves to talk business with outsiders but is suspicious of new inventions and engineering approaches that depart from time-proven traditions. Norlin is militarily ignorant and leaves such matters to his cousin Yorigar, commander of the Gnarlstone/Ironrock home guard and general in time of war.

Rugahk, Orc Chieftain of the Bloody Barb Tribe
Orc, Skill 10 Fighter

Deity: Lovianis

STR: 18/50, INT: 11, INS: 9

STA: 15, DEX: 10, APL: 10

HTK: 63, AC: 5

MV: 9", AT: 2, DM: (by weapon)

AL: L. Evil, THACO: 12

Weapon Proficiencies: Battle axe, cat o' nine tails II, florentine fighting, short sword, throwing axe

Weapons: Battle axe, cat o' nine tails, short sword, throwing axe

Armor: Scalemail and shield

Magic Items: None

Rugahk is pompous and self-confident. The eternal optimist, positive his convoluted plots and schemes will give him victory over his tribe's myriad enemies, this orc never fights a battle personally when he can avoid it, leading instead from the rear with tirades, prods, and shrieked commands. Rugahk makes alliances when it will further his cause and he has recently concluded several such agreements which he believes bode well for him and his tribe's future.

Talien Nithron, Prince-Regent of Alondith
Skill 0 Vale Elf

Deity: Peren

STR: 13, INT: 12, INS: 9

STA: 14, DEX: 9, APL: 10

HTK: 6, AC: 1

MV: 12", AT: 1, DM: (by weapon)

AL: N. Good, THACO: 20

Weapon Proficiencies: None

Weapons: +1 long sword, long bow

Armor: +2 plate mail

Magic Items: None

Talien is one of the least distinguished regents ever to hold this position. He does not fight well, has not traveled much, does not care for diplomacy or men, and prefers playing his harp music (at which he excels) to governing the Alondith Valley. Talien is a dreamy elf, given to philosophy and musical fantasies. His response to the far-distant threat of evil is a half-formed plan to isolate Alondith Valley when danger encroaches. Neither he nor his leadership decisions are taken seriously by the vale elves. Talien's plate mail is an ancient set that has been in his family for hundreds of years.

Torin Greybeard, Stonehammer Dwarf King
Dwarf, Skill 10 Fighter

Deity: Unknown

STR: 8, INT: 15, INS: 11

STA: 12, DEX: 7, APL: 12

HTK: 96, AC: 0

MV: 9", AT: 1, DM: (by weapon)

AL: N. Good, THACO: 18

Weapon Proficiencies: Battle axe II, crossbow, military pick, throwing hammer II

Weapons: Battle axe, dagger, +2 dwarven throwing hammer with return, mace, military pick, short sword, war hammer

Armor: +3 chain mail and +1 shield

Magic Items: None

Single minded and self-assured, Torin habitually ignores the council of others but his track record has proven his judgement correct; this elderly dwarf has led his clan from the status of hopeful gem-seekers to that of wealthy and reknowned traders. Certain that his judgement is once more correct, Torin does not bestow credence upon these stories that evil has appeared near the coast and is doing nothing to prepare Stonehammer communities for trouble.

Yorigar Korstehn, Ironrock General
Dwarf, Skill 8 Fighter

Deity: Unknown

STR: 15, INT: 11, INS: 13

STA: 17, DEX: 16, APL: 12

HTK: 49, AC: 2

MV: 9", AT: 1, DM: (by weapon)

AL: C. Good, THACO: 14

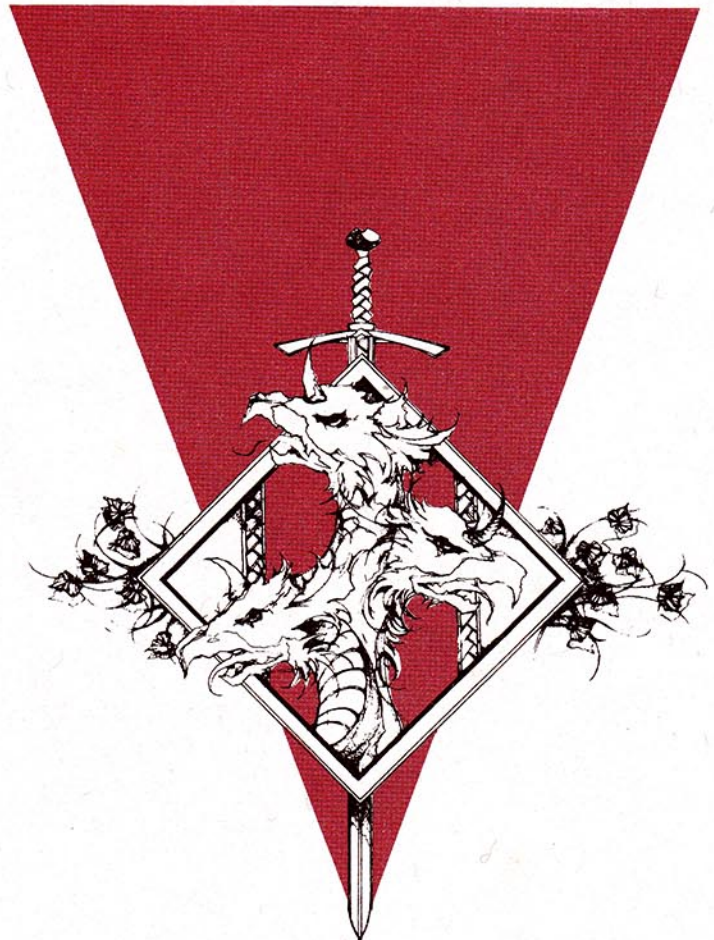
Weapon Proficiencies: Battle axe, dagger, florentine fighting, short sword II

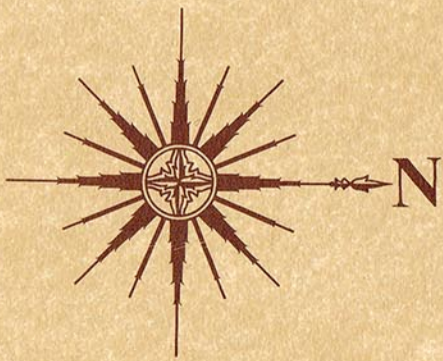
Weapons: Battle axe, dagger (x2), +1 short sword

Armor: Chainmail and shield

Magic Items: None

Yorigar has proven his abilities in commanding raids and defense against orcs and other mountain marauders. While some of his strategies and tactics have been quite brilliant, Yorigar is humble about his accomplishments. He does not feel Ironrock is under any immediate threat from the evil encroaching on the City-State but he has stepped up patrols and is giving renewed consideration to the clan's defense.

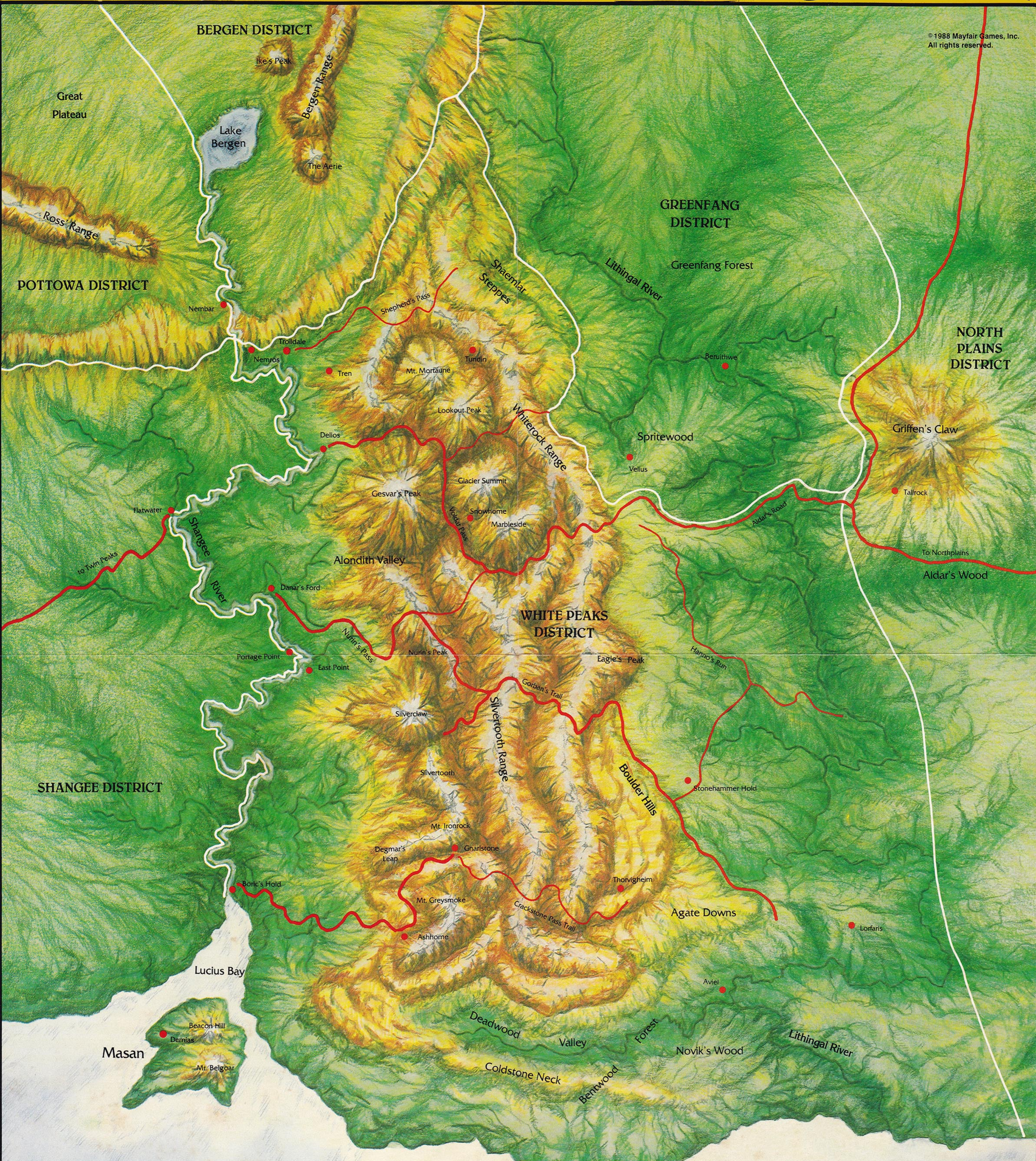




PLAYER'S MAP



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WHITE PEAKS DISTRICT



NORTH PLAINS DISTRICT



GREENFANG DISTRICT



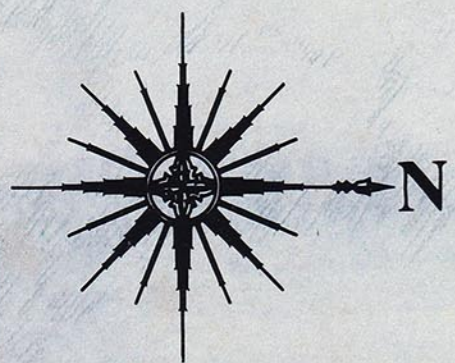
WHITE PEAKS DISTRICT



NORTH PLAINS DISTRICT



GREENFANG DISTRICT



Siber Sea



CARTOGRAPHER'S NOTE:
The area of interest on this map is the White Peaks District. All other districts/areas are for geographic reference only.



White Peaks™ Guidebook is a reference book detailing the White Peaks District, the ore-rich spine of mountains that provide the Overlord with sword-spawning metal. Here, in the Leopa Mountains™, the military and the mines co-exist with a diverse ethnic mix of dwarves, elves, pixies, demitrolls, and humans.

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- *Towns and Cities*
- *Trade Patterns*
- *Leopa Provincial Army*
- *Gryphon Riders*

and, a poster-sized map of White Peaks is included.

The first of many Guidebooks describing districts ruled from the City-State of the Invincible Overlord. *White Peaks Guidebook* continues the popular format initially used in the master set's Map and Population Booklet. This book is the first part of a coordinated reference work describing the Invincible Overlord's empire.



WHITE PEAKS DISTRICT

“It’s not fair . . .”

Fear cascades within you — chest burning, lungs straining. Running. Tripping. The forest tears at your clothes.

“ . . . First time out . . . looking for some deadbeat dwarf . . .”

Your knees buckle, the strain taking its toll. Glancing back. Fearing pursuit. The sweat pours into your eyes, stinging.

“ . . . patrol gets ambushed . . . and I’m running for my life . . . from a couple of orcs who make Phoebus look handsome . . .”

From the bushes ahead come the steady, unmistakable sounds of orcish footfalls. Suddenly, one stumbles into the clearing and spots you, grunting an alert to others nearby.

“GREAT . . . no job is worth this . . .”

The Raiders of Ironrock™ is the first adventure in the Invincible Overlord campaign series. Deep within the Leopa Mountains, your adventurers must uncover and stop an evil plot to destroy the Overlord's Army. As patrolling scouts, you encounter the threat to Briarwood™, and become part of the grand battle for control of Calandia™. For 4-6 characters, Skill Levels 3 to 4.



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