

BETRAYAL AT BOGWATER

FORTH SUPPLEMENT IN THE INVINCIBLE OVERLORD™ SERIES
by TERRY RANDALL



INCLUDES THE LAKE™ GUIDEBOOK

Betrayal at BOGWATER

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* This encounter is referred to for information only.



GM Introduction



Betrayal at Bogwater is a 32-page adventure which takes place in and around the town of Bogwater, between Thormar's Peak and the Han-gar River in the Lake District. It is designed for five to six Player Characters (PCs) of Skill levels 4 to 5. The adventure can be adapted for PCs of different Skill levels by increasing or decreasing the abilities and HTK scores of the Non-Player Characters, or by changing the number of monsters encountered.

It is assumed that the Player Characters participating in this adventure have joined the Overlord's army and are serving as elite scouts who are part of the effort to stem the rise of evil in Calandia. Six pregenerated Player Characters are provided should the Players wish to use them.

In this book, as in the *Lake District Guidebook*, both the Calandian word/phrase and its anglicized equivalent are given in certain instances. In these cases, the Calandian word/phrase is given in parentheses and italics (e.g., General (*Aldar*)).

Background

This adventure is set in the shireling community of Bogwater, which is located inland from Bansk near the Crickle River in the Lake District. This area is further detailed in the *Lake District Guidebook*, which accompanies this module. Characters, working as scouts for the Overlord's army, are transferred to Bansk, the headquarters of military administration in the district. Their route of travel from their previous post in the High Fens District (from the adventure *The Wraith of Derric's Deep*) takes them up to the Great Plateau, through Briarwood, then down the Han-gar River to their new duty station. Operating under special sealed orders, they are briefed on their mission by scout liaison officer, Captain (*Keitar*) Udo Toreignor (see Non-Player Characters) of the Gryphon Riders. After completing their mission, the PCs are expected to report back to Captain Toreignor.

Rank

For military purposes, the party member of the highest skill level, (or average of levels if multi-classed) is appointed

sergeant (*dolvar*) when the group enlists in the Overlord's army. If there is a tie between two or more Characters, the one with abilities most appropriate to fighting and scouting should be the sergeant. For example, a Skill 4 ranger would become sergeant before a Skill 4 magic user. If there is still a tie, the PC with the greater combined Appeal (APL) and Strength (STR) scores is the sergeant.

The sergeant is responsible for reporting to the group's commanding officer, receiving new duty assignments, accounting for lost equipment or missing party members, recommending a PC for a special reward, or similar military tasks.

Aid and Assistance

Citizens of the City-State are expected to give aid and assistance to representatives of the Overlord on lawful business of the City-State (see *Lake District Guidebook: Citizenship*). PCs of sergeant and higher ranks may request such aid from City-State citizens. The requests are expected to be reasonable, justifiable, and to not put a burden on the household or business. A typical use of the custom is seen in the free or reduced-rate transportation that river traffic provides when taking scouts to their duty stations. However, this custom cannot be used to receive free outfitting from merchants in Briarwood or other cities.

Desertion

If any PCs 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, they work independently and are not closely supervised, as rank-and-file soldiers would be. Any scout who fails to report for duty after a ten-day grace period is considered to be a deserter if there is no evidence that s/he has been killed or captured. Excuses for late arrival are considered on a case-by-case basis. The punishment for desertion is from one to five years of hard labor. If a scout is involved in field work and cannot be proven dead, captured, or a deserter, s/he is considered to be missing in action after one month of prolonged absence.

Adventure Synopsis



GM Background

Dwarvish gold from Thormar Province and the gold coins produced by the government mint near Thormarsten are important to the Overlord in this time of war. However, Galathrien, the bestial creature responsible for evil in the western third of Calandia, is far-ranging and subtle, corrupting people to evil ways by playing on their weaknesses. Among others, he has tempted some fun-loving shirelings of the Lake District Guard with a euphoric substance called gesh, which is actually a type of spice the shirelings did not realize was addictive until it was too late. (Gesh is explained under Unique Items, following.) The shirelings' sole supplier is Eeril, a doppelganger in shireling guise who is also a minion of Galathrien. Easily swayed under the influence of gesh, the shirelings do the bidding of Eeril, who is responsible for the theft of the Overlord's gold.

The Plot

The Miller Union and the Farmer Union, shireling units of the 235th Lake District Guard, have been corrupted with gesh. The 235th has also been infiltrated with doppelgangers that serve Galathrien and follow Eeril's orders. The unit is part of the force responsible for guarding the Overlord's gold shipments on their way from Thormarsten to Bansk, and hence to Briarwood. Eeril, posing as Lieutenant Burrknuckle, plans for the troops of the 235th to sidetrack the next large gold shipment to Dasa. This will be accomplished in the following way.

Not far outside of Bogwater is an ancient mound covered with standing stones. The mound is a portal to the land of Faerie; another portal exists within the city of Dasa. Galathrien has bribed and persuaded the Faeries to permit passage through the portals. Once a person is inside the Faerie mound, Faerie can be traversed, and the traveler can exit in Dasa, or vice versa.

The 235th escorts gold shipments on the road from Bogwater to Bansk. The next time it moves out of Bogwater with gold, the gesh-affected shirelings are told they are on a special "field exercise." Some will stop at the mound and take the coins inside. The gold will then be moved through Faerie land to the Dasa portal, where Galathrien's minions will take charge of it. With luck, Eeril hopes to use this ploy at least twice before abandoning the hapless shirelings to an investigation and gesh withdrawal.

PCs in Bogwater

If PCs have learned of the forthcoming attempt on the Overlord's gold in Bogwater, they are transferred there specifically to prevent this from happening. (This information may have been acquired in the previous adventure in this series, *The Wraith of Derric's Deep*.) If PCs are unaware of this information, they are transferred to Bogwater as part of the increased military presence protecting the government gold shipments.

Lake District Guard

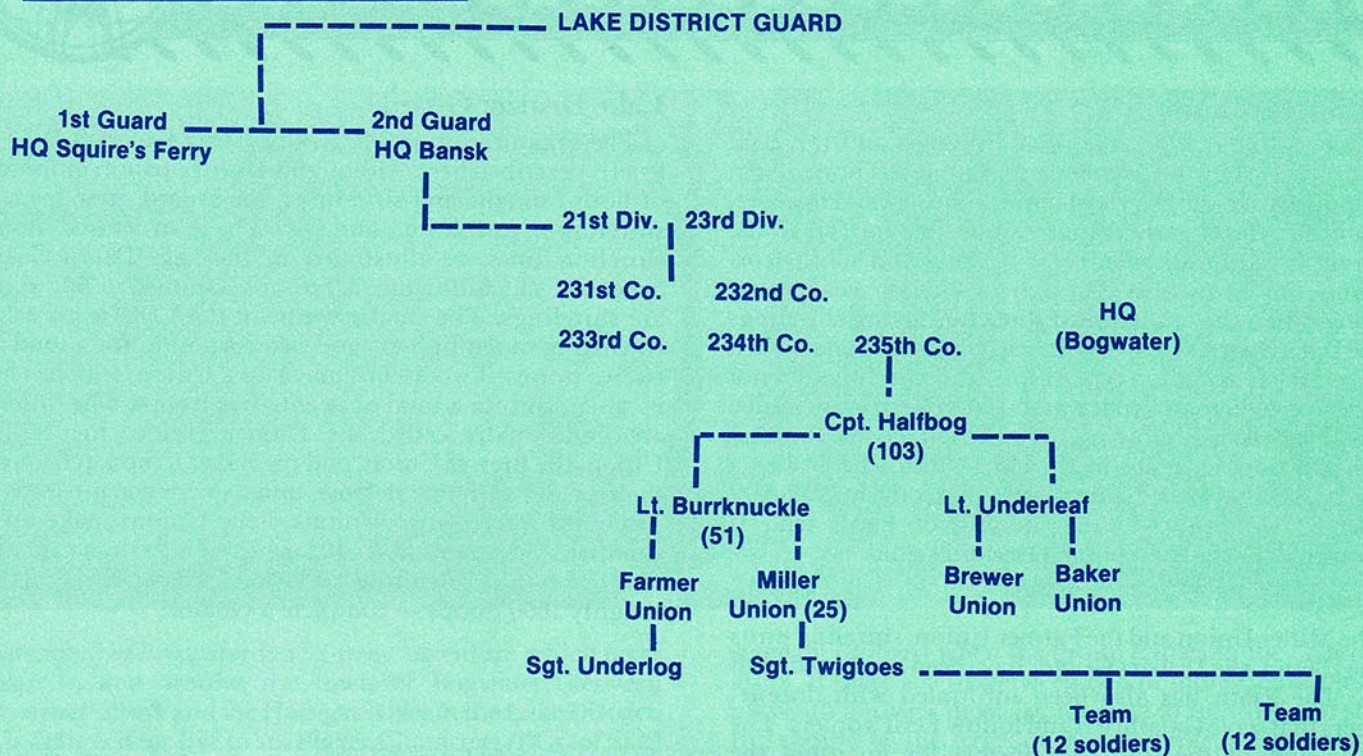
The organization of the Lake District Guard (LDG) is briefly described here. Although LDG troops are composed of both humans and shirelings, the Guard grew from a shireling organization, and, as such, is structured along shireling lines, as illustrated in the Lake District Guard Structure Chart, following. All troops stationed in Bogwater are shirelings. The smallest unit in the LDG is a Team, consisting of ten fighters and two corporals, for a total of twelve troops. Two Teams make up a Union, which is led by a sergeant for a total of twenty-five troops. The unions are traditionally called the Farmer Union, the Miller Union, the Brewer Union, and the Baker Union, reflecting their origin as home defense units. A lieutenant leads a combined force of two Unions. Four Unions make up a Company, which numbers 102 men and is led by a captain. Five companies constitute a division, and two divisions — roughly 1000 troops — complete a Guard.

Important Information

Adventurers learn important new facts in the course of this adventure which explain much about Calandia's problems, and which lead Characters into the next module in this series, *Deception at Dasa*. This information is summarized here.

- 1) Galathrien sometimes appears as a handsome man or beautiful woman, but is in reality a bestial, non-human creature. He is surrounded by corruption and depravity, and is sometimes called the Tempter, an accurate description of Galathrien's tactics of persuasion. Galathrien is based in Dasa, can teleport great distances unerringly, and is said to be conscious of all things that his minions are doing. Galathrien's influence extends far beyond the western third of Calandia, although that is where he concentrates his efforts. Galathrien is the master and source of the evil in this part of the country.
- 2) It is impossible to get into Dasa unless you bear the Mark of Galathrien — a welt-like imprint magically impressed on the hand of those who serve Galathrien in that city. Dasa is magically warded, and it is said that no one, including the Overlord's spies, has succeeded in infiltrating it. However, since Galathrien expects his own people to come through the Faerie mound portal, that particular way is open to travel.
- 3) Galathrien is not especially well-guarded. He has confidence in the wards of his city and in the reliability of those he has corrupted or coerced into his service. He is highly visible, as he favors lavish displays and public appearances.

LAKE DISTRICT GUARD Structure Chart



UNIQUE ITEMS

Unique items are described following, along with their XP and GP values. These values are not included in the XP awards for the adventure noted under Endgame, and therefore should be added to that total for any of these items that are acquired by the party.

WAND OF LEVITATION

[XP: 1,000, GP: 5,000]

This item can be used by any Character. It holds 80 charges. Each charge levitates up to 200 lbs. for one hour.

CHIMES OF OPENING

[XP: 1,000/each, GP: 5,000/each]

There are two of these chimes: one in possession of Lt. Burrknuckle, the other with the goblin leader in the Faerie mound. The chimes are items of Faerie kind, intended only to open or close a pre-existing gateway into Faerie land. The chime resembles a miniature gong of silver and gold. Tapped three times with a finger, the note it sounds works the magic and manipulates Faerie gateways.

GESH

[XP: 0, GP: 100 gp/ounce]

Gesh is an addictive spice derived from the sap and pollen of certain wildflowers. It is a granular tan or brown powder which is slightly sweet in taste; it is mixed with food and consumed. The spice is also known by the slang terms

“brown sugar” and “fun spice.” Gesh produces a euphoric high in the user which lasts 24 to 48 hours. While under the influence of gesh, the user’s good judgment is seriously impaired, thus enabling a purportedly cautious user to abuse the substance and become addicted in spite of his/her good intentions.

While affected by this euphoric substance, gesh users are content, gullible, and easily swayed. At the same time, the gesh reduces the user’s INS by 1D6+4 points, down to a minimum score of 3, although this is never apparent to the one under the influence. A Character’s intellect and fighting abilities are unimpaired. The addictive effect is cumulative over time. If gesh is ingested for a number of days equal to the STA score of the user, the user is addicted; the total days of use need not be consecutive, but once addicted, the victim goes through withdrawal if s/he is lacking the spice for more than 48 hours.

During withdrawal, the addicted Character’s STR and DEX are reduced by 6 points, and s/he loses 1D6 HTK per day of withdrawal. A gesh addict goes through a number of days of cramping and convulsive withdrawal equal to 20 minus his/her STA. For example, a person with a STA of 16 suffers withdrawal for four days (20-16=4). These effects are akin to a physical disease; the victim can be completely healed with a Cure Disease or Neutralize Poison spell, but is not helped by Cure Light or Serious Wounds spells or by healing potions. The hazards of gesh abuse are known to few outside the alchemists and addicts. It is only with the aid of Galathrien that Eeril has enough gesh to addict his shireling troops and keep them addicted indefinitely.

Player Characters



Narvil Stenhngerik
Dwarf, Skill 4 Cleric
Deity: Ardruna

STR: 15, INT: 12, INS: 18
STA: 15 (+1), DEX: 11, APL: 14
HTK: 26, AC: 2
MV: 9", AL: N. Good
AT: 1, DM: by weapon
THACO: 18
HT: 3'11", WT: 150 lbs.
Weapon Proficiencies: War hammer, flail I
Weapons: +1 footman's flail, war hammer
Armor: Half-plate/chain (AC: 4), +1 shield
Specials: Infravision 60', +4 to saves vs. Magic and Poison
Spells: Bless, Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Hold Person, Know Alignment, Speak with Animals, Spiritual Hammer
Languages: Dwarvish, Calandian, Orcish
GP: 250

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

Narvil converted to the worship of Ardruna from traditional dwarvish gods. He is ostracized by many dwarves for his unorthodox religious beliefs, but his faith remains unshaken. Narvil appreciates the natural balance in things around him. As part of his clerical vocation, he is called to preserve life and nurture existence — but this old barroom brawler has no qualms about cracking skulls when the time for that rolls around. He is a steadfast companion, uncomplaining, and methodical in his actions.

Vizmit

Pixie, Skill 3/4 Thief/Illusionist
STR: 9, INT: 15, INS: 10
STA: 9, DEX: 16 (+1, -2), APL: 16
HTK: 11, AC: 4
MV: 6"/24", AL: L. Neutral
AT: 1, DM: by weapon
THACO: 20
HT: 2' 1", WT: 21 lbs.
Weapon Proficiencies: dagger, blow gun
Weapons: dagger, blow gun
Armor: none
Specials: Infravision 90'
Blend at will (-4 AC), Polymorph
Self at will, Know Alignment at will, Create Illusions (1x/day, w/aural and olfactory components)
Magic Resistance: 25%
Languages: Pixie, Calandian, Merchant's Cant, Elvish
Spells: Color Spray, Hypnotism, Wall of Fog, Invisibility, Mirror Image
Thief Skills: PP: 40%, OL: 48%, F/RT: 45%, MS: 42%, H in S: 40%, HN: —, CW: 67%, RL: —
GP: 140

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

Vizmit's favorite polymorphed form is a gerfalcon, and her favorite illusion is that of a groaning spirit (banshee).

Vizmit's hair is silver-white, her eyes are purple, and her skin is pinkish-peach. Her wings are purple-tinged.

Kreeger

Centaur, Skill 4 Keitar (Knight class*)
STR: 17 (+1, +1), INT: 12, INS: 10
STA: 15 (+1), DEX: 15 (0, -1), APL: 13
HTK: 35, AC: 6(flanks)/3 (torso)
MV: 18", AL: C. Good
AT: 3, DM: 1D6/1D6 (hoof/hoof)
THACO: 18
HT: 8', WT: 1350 lbs.
Weapon Proficiencies: Lance, composite long bow, scimitar, dagger I

Weapons: Lance, composite long bow, dagger, +1 scimitar
Armor: Chain (torso), leather (flanks), shield
Specials: Charm Person (3x/day)
Thief Skill: PP: 25%
Languages: Ta'lonese, Calandian, Shireling
GP: 250

Kreeger is the son of the chief of a Canyon District centaur herd. He was friend to a human knight in Han-gar Province who was killed by marauding evil creatures.

Kreeger fights in the Overlord's army as much to avenge his friend's death as to win glory and distinction. In combat he is intense and single-minded.

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

*The knight, or keitar, is a cavalier-like Character class explained in detail in the *High Fen Guidebook*.

Shevian

Vale elf, Skill 2/4 Magic User/Ranger
Deity: Lenoris

STR: 16 (0, +1), INT: 15, INS: 9
STA: 14, DEX: 17 (+2, -3), APL: 12
HTK: 31, AC: 2
MV: 12", AL: C. Good
AT: 1, DM: by weapon
THACO: 18
HT: 5'5", WT: 125 lbs.
Weapon Proficiencies: long bow I, long sword, dagger
Weapons: long bow (with five +1 arrows), long sword, dagger
Armor: +1 studded leather
Spells: Burning Hands, Comprehend Languages
Languages: Calandian, Elvish, Dwarvish, Orcish, Fog Giant, Demitroll
GP: 135

Shevian is a young Vale elf who is out to see the world. He is tall for an elf, has blond hair below his shoulders, and steady grey eyes.

Shevian joined the Overlord's army for the chance to travel, and, though he is willing to fight the evil in Calandia, he has no burning principles to honor by doing so. Shevian is languid and philosophical, and is also free-spirited and artistically inclined. He is a gifted musician and plays harp beautifully.

Shevian is not ambitious or especially interested in material wealth. Interaction with other races is a new and exciting experience for him, and he talks constantly. He has perfected the conversational art of asking leading questions, and, if given a chance, "converses" with his companions for hours at a stretch. Nevertheless, Shevian is sympathetic and sincere in his interest and tries to be sensitive to the needs of those around him.

Lessith

Lizardman, Skill 4 Fighter

Deity: G'gessgir

STR: 18/05 (+1, +3), INT: 8, INS: 7

STA: 17 (+3), DEX: 14, APL: 5

HTK: 38, AC: 5

MV: 9"/15", AL: L. Good

AT: 1, DM: by weapon (tail 1D4)

THACO: 18

HT: 7'2", WT: 320 lbs

Weapon Proficiencies: dagger, throwing dagger, heavy crossbow, net, trident

Weapons: dagger, trident, net (The net has hooked and weighted ends and does 1D2 damage if the victim struggles in it or if the net is roughly pulled off.)

Armor: None

Specials: Can see underwater as clearly as on land

Languages: Nilese, Calandian

GP: 50

Lessith has dedicated his life to the lizardman deity of G'gessgir, the Egg-Mother, Giver of Life. Modelling his life after the ideals of this deity, Lessith feels compelled to protect the helpless whose lives are threatened by evil throughout Calandia. As a result, Lessith is the foremost party member to face danger. He sometimes has to be reasoned with whenever it is important for caution or surprise to prevail.

Lessith does not tolerate needless killing or torture. If he witnesses this going on, he will demand that it stop or he 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 hand (he is right-handed). He throws the net left-handed to entangle his opponent (at -2 "to hit"), then attacks with his trident.

Lessith cannot seem to keep money or other valuables; he either spends them or gives them away. He is as unwise as he is stubborn, but he is also willing to listen to the advice of those he respects.

Marna Mortaune

Human, Skill 5 Thief

STR: 10, INT: 18, INS: 14

STA: 10, DEX: 16 (+1, -2), APL: 16

HTK: 21, AC: 5

MV: 12", AL: Neutral

AT: 1, DM: By weapon

THACO: 18

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

Weapon Proficiencies: Long sword, short bow, dagger

Weapons: Long sword, short bow, +2 dagger

Armor: studded leather

Languages: Calandian, Elvish, Shireling, Merchants' Cant, Thieves' Cant, Orcish, Nilese, Ta'lonese

Thief Skills: PP: 50% OL: 47%

F/RT: 40%, MS: 40% H in S: 31%

HN: 20%, CW: 90% RL: 25%

GP: 90

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 army partly to use her spying and scouting experience, but mainly because she had outstayed the welcome in her last place of residence. This thief is quick-tempered and moody, except when she is on a job, when she becomes cold as steel.

Marna prefers to avoid fights; she can easily talk her way out of them. She is slim and attractive, with long, curly brown hair and hazel eyes. She is reserved about her personal life, but she is a witty social companion.



Non-Player Characters



Doppelgangers

Doppelgangers are difficult to detect when disguised in a humanoid form. There is a 5% chance of the form wavering if startled or when sleeping at night. Otherwise, the imposture can only be detected by ESP or other magical means.

Eeril

Doppelganger ('Lt. Burrknuckle')

Skill 6 Fighter

STR: 15, INT: 14, INS: 9

STA: 10, DEX: 9, APL: 12

HTK: 24, AC: 5

MV: 9", AL: N. Evil

AT: 1

DM: 1D12 (blow)

THACO: 15

Specials: ESP at will.

Can imitate others with 90% accuracy.

Surprises on 1-4.

Saves as a Skill 10 fighter.

Eeril has assumed the form of the shireling Garvin Burrknuckle, a Skill 6 fighter and the lieutenant in charge of the Miller and Farmer Unions, the corrupt shireling units of the 235th Lake District Guard. The real Burrknuckle was slain by Eeril. Since 'Garvin' is relatively new to this command, the shirelings of the unit accept him at face value and have no suspicions about his nature.

Eeril is a cold and calculating creature, but, in order to succeed in his mission, he adheres impeccably to the characteristics of Burrknuckle. The Lieutenant is cheerful, self-indulgent, and a persuasive talker with a reputation for camaraderie with his troops. Eeril and other doppelgangers have joined forces with Galathrien, seduced by the promise of a homeland for their race in the foothills of the Great Plateau. Captain Halfbog of the 235th has also been 'replaced' by a doppelganger under Eeril's orders, as have the two sergeants under Burrknuckle's command in the Miller Union.

(3) Doppelgangers

('Cpt. Halfbog, Sgt. Underlog, Sgt. Twigtoes')

Skill 6 Fighters

STR: 12, INT: 11, INS: 8

STA: 10, DEX: 9, APL: 10

HTK: 20, AC: 5

MV: 9", AL: N. Evil

AT: 1, DM: 1D12 (blow)

THACO: 15

Specials: ESP at will.

Can imitate others with 90% accuracy.

Surprise on 1-4.

Save as Skill 10 fighters.

'Cpt. Halfbog' is the overall commander of the 235th, replacing the real captain, who he has slain. 'Underlog' is sergeant of the Farmer Union, and 'Twigtoes' is sergeant of the Miller Union. They keep to themselves, so as not to accidentally do something unshireling-like among the soldiers.

Gryphon Riders

Udo Toreignor

Captain of Gryphon Rider

Scouts of Bansk

Human, Skill 7 Fighter

STR: 13, INT: 14, INS: 9

STA: 10, DEX: 12, APL: 12

HTK: 60, AC: 1

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon

THACO: 14

HT: 6'0", WT: 170 lbs.

Weapon Proficiencies: halberd, broad sword, short sword, dagger, short bow, long bow

Weapons: +2 broad sword, daggers (x3)

Armor: +1 plate mail and shield

Udo is in his early 30s and is proud and boastful of his accomplishments as a scout. This is actually a cover-up for his cowardice, for he prefers to lead from the rear and has seldom distinguished himself in combat. However, he is a skillful administrator.

Cham Morska

Gryphon Rider Commander

Human, Skill 15 Fighter

STR: 17 (+1, +1), INT: 14, INS: 13

STA: 16 (+2), DEX: 10, APL: 15

HTK: 91, AC: 0

MV: 9", AL: C. Good

AT: 3/2, DM: by weapon

THACO: 6

HT: 6'4", WT: 180 lbs.

Weapon Proficiencies: bastard sword, broad sword II, dagger, short bow II, spear

Weapons: +4 broad sword, short bow

Armor: +3 chain mail and +2 shield

Magic Items: Helm of Transportation, Cubic Gate

Cham is a meticulous planner. He is a natural leader who has mastered the elusive balance between logical thinking and intuitive decision-making. A resolute and energetic man, he has thrown himself completely into the work of the Gryphon Riders. Cham is certain that his personal efforts in Briarwood and in the field can make a significant difference in the progress of the war.

Major Ern Lemhos

Gryphon Riders

Human, Skill 8 Fighter

STR: 13, INT: 14, INS: 16

STA: 16 (+2), DEX: 17 (+2, -3),

APL: 16

HTK: 65, AC: -2

MV: 12", AL: C. Good

AT: 1, DM: by weapon

THACO: 14

HT: 5'9", WT: 160 lbs.

Weapon Proficiencies: dagger I, halberd, short sword, short bow, sling

Weapons: +1 short sword, dagger (x2)

Armor: +1 plate mail and shield

Ern Lemhos is responsible for a number of Gryphon Riders who are on detached duty in Thormar Province. What he lacks in physical size he makes up for with his agility and keen wit. Ern is not only a formidable fighter, but he is quite clever as well. Ern is highly logical in dealing with problems, and he is not easily manipulated or tricked.

NPC Scouts

These NPC scouts are involved in this adventure to help PCs discover pertinent information. These NPCs also share the burden of scouting with Player Characters, enabling the PCs to concentrate their attention on the areas relevant to the adventure.

Halithwe

Lieutenant, Gryphon Riders

Half-elf, Skill 6 Avantar

Deity: Seidrun

STR: 16 (0, +1), INT: 14, INS: 15

STA: 15 (+1), DEX: 14, APL: 14

HTK: 49, AC: 3

MV: 13", AL: C. Neutral

AT: 1, DM: by weapon

THACO: 16

HT: 5'11", WT: 160 lbs.

Weapon Proficiencies: dagger, long sword, short bow, short sword, sling, trident

Weapons: +1 long sword, dagger, trident

Armor: +1 chain mail, shield

Specials: Infravision, 30', Detect Law, Cure Disease (1x/week), Cure Light Wounds (+12 HTK 1x/day), Protection from Law (1" radius)

Quiet, confident, and authoritative, Halithwe has great ambitions for himself. He despises Toreignor for his lack of personal involvement in field work. Halithwe is not a good tactical commander, but he fights on his own and understands strategy. He cares little for the opinions of others. This NPC scout commander is responsible for executing officer's duties such as talking to LDG officers about the dangers of excessive drinking and the use of other intoxicants.

Arielne

Scout Sergeant, Gryphon Riders

High-elf, Skill 2/4 Magic User/Fighter

STR: 15, INT: 12, INS: 8

STA: 8, DEX: 14, APL: 10

HTK: 19, AC: 4

MV: 12", AL: C. Good

AT: 1, DM: by weapon

THACO: 18

HT: 5'5", WT: 120 lbs.

Weapon Proficiencies: long sword, long bow, dagger, spear

Weapons: long sword, long bow, dagger

Armor: splint mail

Specials: Infravision 60'

Spells: Spider Climb, Shocking Grasp

Easygoing and easily amused, Arielne laughs a lot and likes to tell jokes. Her scout career has been a fun adventure so far, and she wants to keep it that way.

Parlin the Younger

Human, Skill 5 Ranger

STR: 17 (+1, +1), INT: 13, INS: 14

STA: 17, DEX: 9, APL: 12

HTK: 48, AC: 6

MV: 12", AL: L. Good

AT: 1, DM: by weapon

THACO: 16

HT: 5'8", WT: 185 lbs.

Weapon Proficiencies: long bow, dagger, broad sword, spear

Weapons: long bow, dagger, broad sword

Armor: +1 studded leather

Middle-aged and stocky, this Lake District native is constantly complaining, especially about Arielne's lack of seriousness. He is familiar with the district, but is more skillful in mountainous woods than in the hilly farm country around Bogwater.

Caster Meadowleaf

Shireling, Skill 4 Thief

STR: 12, INT: 8, INS: 7

STA: 14, DEX: 16 (+1, -2), APL: 12

HTK: 13, AC: 6

MV: 12", AL: Neutral

AT: 1, DM: by weapon

THACO: 18

HT: 4'6", WT: 120 lbs.

Weapon Proficiencies: dagger, sling, blackjack

Weapons: dagger, sling

Armor: leather

Specials: Infravision 30'

Thief Skills: PP: 50%, OL: 47%,

F/RT: 40%, MS: 43%, H in S: 40%,

HN: 20%, CW: 73%, RL: 15%

Caster never talks about himself and is evasive in conversation. If pressed, he claims to be a fighter. He likes sleight of hand and card tricks, and engages in amusements of this nature to pass the time. His best friend is Lahar. However, Lahar does not know Caster's true profession.

Lahar

Human, Skill 5 Cleric

Deity: Uric

STR: 9, INT: 10, INS: 17

STA: 8, DEX: 7, APL: 8

HTK: 20, AC: 5

MV: 12", AL: L. Good

AT: 1, DM: by weapon

THACO: 18

HT: 5'8", WT: 265 lbs.

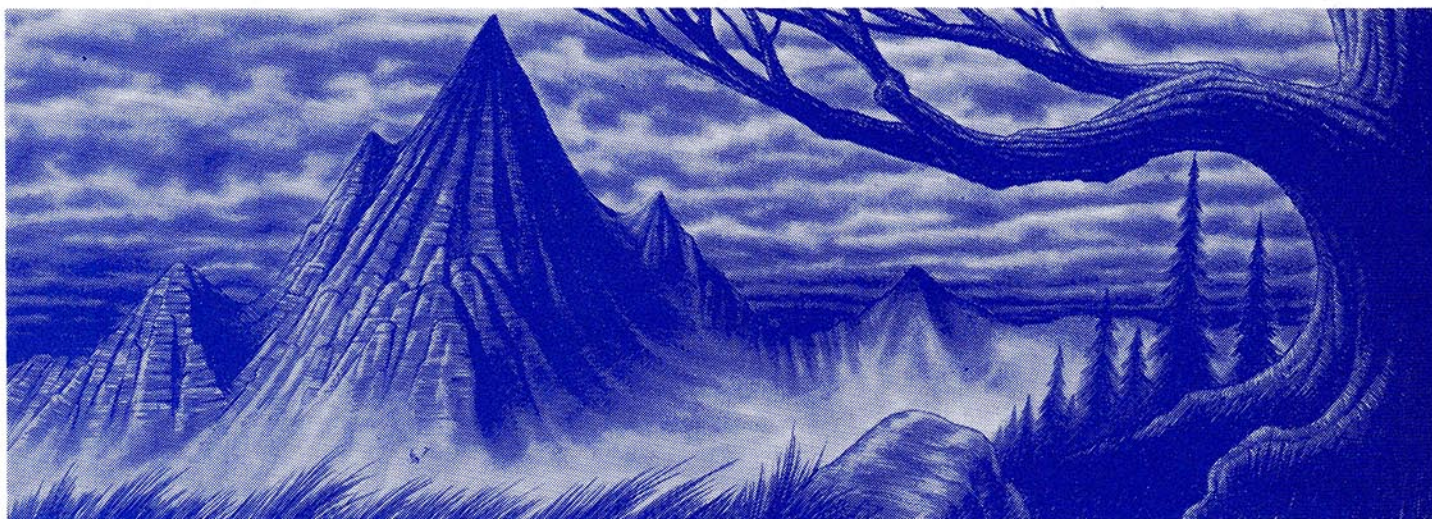
Weapon Proficiencies: flail, quarterstaff, mace

Weapons: flail

Armor: chain mail

Spells: Bless, Command, Cure Light Wounds (x2), Protection from Evil, Chant, Hold Person, Know Alignment, Silence (15' radius), Spiritual Hammer, Dispel Magic, Glyph of Warding

This cleric is always munching some tidbit or other, and he carries a lot of excess weight around because of this habit. He is clumsy and bumbling and not relied upon by his companions for fighting prowess, although he is adept with clerical magic. Lahar's best friend is Caster.



BOGWATER



BOGWATER

Much of this adventure takes place in Bogwater. This shireling town of 3,000 is generally described in the *Lake District Guidebook*. Important locations are further detailed following:

1) **Tallstump Inn.** The Tallstump Inn is a spin-off from the Underleaf Wineries, the largest employer in town. It is owned and operated by Tobias Underleaf (*Skill 0 Shireling*). This chubby, middle-aged shireling personally oversees the kitchen and wine cellar, but leaves management of the inn to his wife, Teresa (*Skill 0 Shireling*).

The Inn is the town's finest, a favorite with those who enjoy fine dining and the best of the Underleaf wines. A meal costs 5 sp or more per person, but is considered to be the best in shireling cuisine for miles around.

2) **The Mug & Loaf.** This moderate-quality tavern and inn is the favorite hang-out of the Lake District Guard, and PCs are likely to spend much time here when they socialize with the Guard. Craps and darts are the popular gambling pastimes here, and female companionship is discreetly available upstairs. The innkeep is Hammond Curlnail, described in Encounter 10: The Mug & Loaf.

3) **Alchemist.** Marked with the sign of the alembic and pestal is the shop of the human alchemist Balthar Restin. His business consists mostly of herbs, local plants, and the brewing of decoctions which he sells to merchants bound for Briarwood, where such herbs are scarce. He also sells over-the-counter herbal medicines, and is capable of providing for the average needs of a component-using magic user.

Balthar is in Bogwater because he enjoys the company of shirelings and the pleasant rural existence away from big-city competition. He is a graduate of the Collegium Magisterium (see *Lake District Guidebook*) and is quite good at his craft; he suffers only from a distinct lack of ambition, and does just enough to get by in business.

Balthar Restin

Human, Skill 6 Magic User

STR: 10, INT: 15, INS: 12

STA: 10, DEX: 13, APL: 11

HTK: 15, AC: 7

MV: 12", AL: N. Good

THACO: 19, Armor: none

HT: 5'8", WT: 160 lbs.

Weapon Proficiencies: dagger, quarterstaff

Weapons: +2 dagger, quarterstaff

Spells: Charm Persons, Compre-

hend Languages, Detect Magic,

Feather Fall, Detect Evil, Locate

Object, Dispel Magic, Fireball

Magic Items: +3 Ring of Protection

4) **Mage's residence.** Here lives that rarity among the natives, a shireling magic user. In her younger days, Alvina Stumpwalker was adventuring companion to a wizard of great skill. Discovering she had some small aptitude for magic, she was his apprentice for many long years. Her skill today is modest compared to that of humans, but even at her advanced age of 100, she is admired as a community treasure by the folk of Bogwater. Alvina is treated with great respect and her advice is sought after and heeded for community affairs.

Alvina Stumpwalker

Shireling, Skill 4 Magic User

STR: 7, INT: 17, INS: 14

STA: 11, DEX: 13, APL: 13

HTK: 12, AC: 8

MV: 9", AL: L. Good

THACO: 20, Armor: none

WT: 4'6", WT: 100 lbs.

Weapon Proficiencies: quarterstaff

Weapons: none

Spells: Feather Fall, Magic Missile,

Read Magic, Continual Light,

Wizard Lock, Unseen Servant

Magic Items: +2 Ring of Protection, Potion of Bronze Dragon Control

5) **Temple of Barnabus Fullfruit.** Fullfruit is the Chaotic Good shireling demigod of ripening and harvests; he is closely associated with grapes and vintners, and is the patron deity of this winery town. The clerics of this temple are mostly concerned with agricultural matters, sometimes purifying a batch of wine that has spoiled

or aiding local wineries in similar ways. The priest in charge of the temple is Wesley Underleaf, a retiring and soft-spoken shireling.

Wesley Underleaf

Shireling, Skill 6 Cleric

STR: 9, INT: 10, DEX: 12

STA: 9, INS: 14, APL: 13

HTK: 29, AC: 10

MV: 9", AL: C. Good

AT: 1, DM: 1D6 (staff)

THACO: 18, Armor: none

HT: 4'6", WT: 115 lbs.

Weapon Proficiencies: bo stick, footman's flail, quarterstaff

Weapons: quarterstaff

Spells: Bless, Cure Light Wounds,

Purify Food and Drink, Augury,

Know Alignment, Speak With

Animals, Create Food & Water,

Cure Disease

6) **Underleaf Winery.** The Underleaf Winery is one of the largest businesses in the Lake District. The enterprise started in Bogwater, but the powerful Underleaf family now owns wineries scattered throughout the district. However, Bogwater remains the home base of business administration. A large winery operates there and is the single largest employer in town. The winery consists of sorting and crushing sheds, fermentation and storage sheds, a coopery, and a bottling operation for the finer wines. Vineyards on local hillsides are part of the Underleaf Winery.

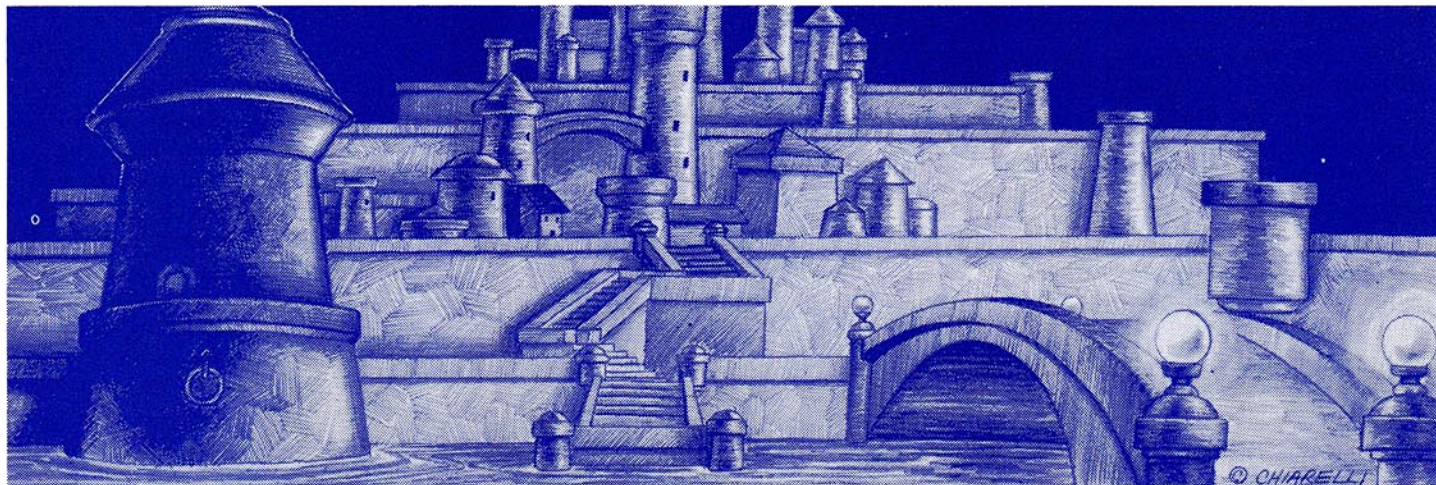
Hamwise Underleaf (*Skill 0 Shireling*), the patriarch of the clan, is the general manager of the family business. He is generous to a fault in personal affairs, but he is a canny, hard-driving businessman.

7) **Town Hall.** The assembly hall and mayor's office are located here. Town meetings are held every other month, or whenever there is something of interest to discuss (GM discretion). The mayor of Bogwater is Gilda Hedgecoble (*Skill 0 Shireling*).

8) **Guard Hall.** This block-like building was built recently to house the local contingent of the LDG. It serves as barracks, command post, officers' quarters, armory, fortress, and also as an informal Fighters' Guild Hall. The 235th is stationed here, being a company of the 2nd Lake District Guard, 3rd Division. The company commander was Captain Ernest Halfbog, who was killed and replaced by a doppelganger passing in his identity (statistics given under Non-Player Characters).



Players' Introduction



GM NOTES: If the Player Characters know of the forthcoming attempt on the Overlord's gold from a previous adventure, read Introduction #1 to the Players. If they are unaware of this, read Introduction #2.

Introduction #1

On your last mission in the Amber Swamp, you and your companions were responsible for uncovering news of the next organized attack against the Overlord's resources: an attempt on the government gold shipments passing through Bogwater. Appointed special couriers by Captain Pallanae of Lucan Station, you were dispatched directly to Gryphon Rider headquarters in Briarwood to deliver intelligence reports on the new situation and await further orders.

In Briarwood, Black Lotus Guards directed you to the residence of Gryphon Rider Commander Cham Morska. Located not far from the Briarwood Castle gate, Morska has commandeered the use of a neighboring vacant building as command post for Gryphon Rider business. When your reports were passed up through channels, you were surprised to be summoned before the Commander himself.

"Good work, scouts," Commander Morska says. "We seldom have forewarning about the enemy's plans. We can use this to our advantage, I think, even though we're very short on scouts and Gryphon Riders to assign to this." Nodding curtly to your group, the commander frowns. "You discovered

this news; you should have the chance to follow this intelligence up. Since you're at liberty now, I am reassigning you to Major Lemhos' command at Bansk, with appropriate orders. The Major will want to add other scouts to this duty, but you'll have a chance at it as well."

The next day you receive documents sealed with Morska's personal signet to deliver to the Gryphon Rider HQ for the Bogwater area. Days of long travel see you across the Great Plateau and down the Han-gar River by barge to Bansk in the Lake District. Once there, you find Major Lemhos' offices buried in the maze of canals and stone bridges that make up the port city of Bansk.

Go to Encounter 1: Bansk.

Introduction #2

You have just been appointed special couriers by Captain Pallanae of Lucan Station and dispatched to Gryphon Rider HQ in Briarwood to deliver intelligence reports.

In Briarwood, Black Lotus Guards direct you to the residence of Gryphon Rider Commander Cham Morska. Located not far from the Briarwood Castle gate, Morska has commandeered the use of a neighboring vacant building as command post for Gryphon Rider business.

When your reports pass through channels, you have time to kill while awaiting your next assignment. Eventually you receive sealed documents

marked with Morska's personal signet for delivery to Major Lemhos, commander of Gryphon Rider HQ at Bansk in the Lake District. Days of long and uneventful travel see you across the Great Plateau and down the Han-gar River by barge to Bansk. There, you find Major Lemhos' offices buried in the maze of canals and stone bridges that make up that bustling port city.

GM NOTES: The attempt on the Bogwater gold takes place two months after the party has first learned of the plan, or two weeks after they are reassigned to Bogwater in ignorance of what is afoot. In either case, their route of travel takes them over the Great Plateau and through Briarwood. Characters should be given an opportunity to attend to skill training and exploration of the capital city, if they so desire. For those who need training but are low on money, the Gryphon Riders can provide training assistance.

The residence of Commander Cham Morska is located in **Section J** of the *Map and Population Book*. Residence #91 is now his house, and the building at #92 is now used as the Gryphon Rider command post. Before the demands of wartime increased Gryphon Rider activity, the unit's work was administered from within Briarwood Castle. Now the mundane business of the elite Riders is conducted out of this location in the city.

Go to Encounter 1: Bansk.

Encounters



Encounter 1

Bansk

PREP: Use this when the party arrives at Bansk and reports for duty at their new assignment.

PLAYERS: Major Lemhos takes the parchment packet of documents when you report to him. The gray-haired officer raises an eyebrow when he recognizes Commander Morska's personal seal on the papers. Major Lemhos then breaks the seal and reads the contents of the packet. Frowning thoughtfully, he walks over to a door and knocks. "Please wait in the antechamber until I call you," he says.

An hour passes before you are summoned back into the Major's office. He introduces you to a second officer, a Captain Toreignor. "The Captain commands scout activities in the Lake District. You'll be under his command," says the Major. "He'll continue your briefing."

Toreignor smiles slightly and says, "Here's the situation as we understand it now. For the war effort, the Overlord has ordered an increase in gold coins minted at Thormarsten, on Thormar's Peak. The gold is normally shipped by road to Squire's Ferry, then barged down the Crickle River to Bansk and then on to Briarwood. In the last two months, however, water weirds have sunk barges on the Crickle, forcing us to move the gold along The Aldar's Road to Bansk. Lately, goblins have raided the Road regularly — goblins of the Handcrusher tribe, raiding very far from home, I might add. As a result, the Overlord's gold shipments are now vulnerable to goblin raiders.

"Now we're stepping up security along the gold route. I'm assigning you to scout the Bogwater area for any hint of an attempt on the gold shipments. In particular, look out for build-ups of goblin strength. We want to prevent the gold shipments from being raided, as well as keep the Road safe for merchant traffic.

"Your squad will be stationed in Bogwater. You'll be scouting for the 235th, a company of the Lake District Guards responsible for road patrol and

gold escort in that area. You'll be teaming with another squad of scouts and placed under the command of Lieutenant Halithwe for this mission. The Lieutenant will answer any questions you have in the morning. Be ready to leave then. Dismissed."

GM NOTES: Bansk is one of the largest cities in the Lake District. The details of the city are not relevant to this adventure except to note that most services and facilities the PCs may wish to make use of can be found there.

The party is lodged with the Gryphon Riders, who also outfit the group with mounts and supplies for their mission.

Encounters

Go to Encounter 2: Journey to Bogwater.

Encounter 2

Journey to Bogwater

PREP: Use this encounter when the PCs depart for Bogwater.

PLAYERS: When the group musters before departure in the morning, you join four scouts and a uniformed Gryphon Rider lieutenant. Captain Toreignor introduces everyone.

Lieutenant Halithwe's face and build indicate that he is a half-elf. He wears a close-trimmed blond beard. The insignia patch on his tunic indicates that he is an avantar (a religious warrior) of the goddess Seidrun. Next to him is Gryphon Rider scout sergeant, Arielne, a woman of high elvish stock. A friendly-looking middle-aged man with the stocky build of a Lake District native introduces himself as Darius the Younger. He says that he is a ranger and assures you that he is quite familiar with the area the group will be scouting. Beside him is a shireling, who introduces himself as Caster Meadowleaf. The Captain states that Caster is skilled at "infiltration and information-gathering." The shireling also introduces his companion, a thick-waisted fellow named Lahar whose holy symbol proclaims him to be a cleric of Uric.

GM NOTES:

NPC Scouts

The statistics and descriptions of the NPC scouts are given previously under Non-Player Characters. There will not be much close interaction between the NPC and the PC scouts unless the GM wishes it. In that case, emphasizing the personality quirks of the NPCs will make them memorable Characters.

- Halithwe keeps his own council and speaks authoritatively,
- Arielne tells jokes and laughs easily,
- Darius complains incessantly,
- Caster practices sleight of hand,
- Lahar is jolly and often talks about food.

NPC Commander

If there are questions about being under the command of an NPC lieutenant, the GM should inform the Players that only an authorized Gryphon Rider Officer can commandeer regular military forces (i.e., the LDG) and order them to respond to an unforeseen situation. Thus, if the scouts need more armed power to deal with a threat to the gold, Lt. Halithwe can command it without argument from the LDG.

On the Road

After the parties are introduced, they are given their mounts and supplies. When the group is ready to leave, read the following to the Players:

The journey from Bansk to Bogwater takes three days to complete. Near Bansk, the countryside is farmed and closely settled. It is only past the Crickle River valley that the countryside takes on a more natural appearance. The road is paved and marked periodically with milestones and lined with willows and beech trees. There is heavy traffic along this thoroughfare, and other travelers pass by practically once every hour. Wagons of farm produce, merchant caravans, and travelers pass by or follow behind. The journey is free of charge across toll bridges where other travelers must pay — one benefit of being led by a uniformed officer of the Gryphon Riders.

You lodge in wayside inns or camp along the roadside under shady trees.

In a few days, the surrounding hills change from plowed farmland fields to rolling vineyards; you are nearing Bogwater, home of the Underleaf Wineries. In the evening of the third day, you arrive by the shores of shallow Bog Lake, taking up lodging at the Mug & Loaf. The Lieutenant and your two squads will report to the Guard Hall in the morning.

At the Mug & Loaf

This inn is described under Bogwater.

Encounters

If PCs wish to socialize with the shireling troops, go to Encounter 10: The Mug & Loaf, then proceed to Encounter 3: The Lake District Guard. Otherwise, go directly to Encounter 3: The Lake District Guard.

Encounter 3

Lake District Guard

PREP: Use this encounter when the PCs first report for duty to the Lake District Guard in Bogwater.

PLAYERS: *In the morning you get your first good look at Bogwater. The town is neat and orderly, with half-timbered houses and hillside burrows built to a shireling-size scale. Brightly-painted round or oval doorways are on both burrows and buildings, and the cobblestone streets are surprisingly clean. There is little distinction here between business and residence; houses double as storefronts, with awnings and drop-tables in the windows on which to display merchandise.*

As shirelings begin their daily business, you accompany Lt. Halithwe to the Guard Hall, a large, blocky, stone building near the north section of The Aldar's Road. The Lieutenant is escorted to the commander; you wait for the Lieutenant in a dim, cool common room, regarded curiously by a few uniformed shirelings on guard duty. Lt. Halithwe returns after a time in the company of a portly shireling, who is commander of the 235th.

"Pleased to meet you," Captain Halfbog says. "Now maybe we can put a stop to this goblin nonsense. We're using you scouts as two separate squads. One rides with Lt. Underleaf and the Brewer Union on escort duty between Highrock and here; the other squad —" he motions to your party — "works with the Miller Union under Lt. Burrknuckle. They have the north section of The Aldar's Road between here and Quarry Hill."

"And there's no time to waste," interjects Lt. Halithwe. "There are no gold shipments due through here for a week or so, but the Guards are leaving on road patrol today. We're breaking into squads and riding with them to scout along the way." Halithwe looks directly at your party. "I'll be riding with your squad on this trip. We leave in one hour."

GM NOTES:

The GM, as Lt. Halithwe, should take a moment and explain to the PCs what kind of unit a "Union" is, as explained in the GM Introduction. The party need not worry about their lodgings or personal supplies; while they are gone on this foray, orderlies move their belongings into the Guard Hall barracks, where they are quartered when in Bogwater. Since the Guard provides bivouac supplies for this patrol, PCs need only take personal items of special use in the field.

The Mission

Lt. Halithwe answers questions about this road patrol mission. He knows the following information:

A road patrol is used to maintain a military presence on The Aldar's Road and spot-search the countryside for signs of goblins or other trouble. This trip takes six days: three days to Quarry Hill, and three days back. The Lake District Guard consists of infantry troops; since the troops' scouts are mounted, they can cover far more territory in the same time, and will be expected to scout farther afield than is possible for the 235th. This should not be difficult, since the countryside has scattered copses and rolling hills, and is densely wooded in stream beds and valley bottoms.

Standing Orders

Scouts are to investigate anything suspicious that they find and to report such activity to Lt. Halithwe, who will be spending most of his time in Bogwater. If enemy action is imminent and there is no time to alert the Lieutenant, scouts will inform the LDG escort of the danger and take appropriate action to assure the gold's safety.

Encounters

Go to Encounter 4: Road Patrol.

Encounter 4

Road Patrol

PREP: Use this encounter when the PC squad is ready to depart on their first road patrol with the Lake District Guard.

PLAYERS: Lt. Burrknuckle, commanding officer of the Miller Union, seems unhappy to be stuck with your company. An athletic-looking shireling of taller-than-normal height, Burrknuckle surveys your mounts skeptically.

"Great," he mutters. "We get to trudge, you get to joy-ride. Just watch out for wild boars, alright? They'll charge your mount as quickly as they will you, and I don't want my boys to have to save your butts."

While riding at a leisurely pace out of Bogwater, it seems apparent that the troop of twenty-four shirelings is a resolute bunch, clad in leather armor with a spear over each shoulder. However, their soldierly appearance is belied by their out-of-step marching and snorts of laughter from the ranks.

Soon Bogwater falls out of sight, and you retrace the road you followed yesterday. At the juncture of a stream with the road less than an hour north of town, Lt. Burrknuckle calls his troops to a halt.

"We'll begin our off-road sweep here," he says, motioning to the tree-grown streambed. "You take this side, we'll take the other, and we'll meet at the lightning-struck tree a few miles up the road at noon. You can't miss it. Alright, Lieutenant?"

Lt. Halithwe nods. Ignoring snickers from the shireling foot soldiers, Lt. Halithwe heads his mount off the road and motions for the party to follow.

GM NOTES: The disorderly behavior of the Miller Union infantry is due to all of them (except the dopplegangers) being under the influence of gesh. True to his word, Burrknuckle takes his troops to sweep the other side of the road. What is not apparent, however, is that he chose this section of road due to its close proximity to the Bogwater Faerie mound. Burrknuckle hopes the scouts run into unexpected dangers — either the Faerie mound itself, or the denizens of the area.

Off-Road Pattern

Lt. Halithwe has a sweep pattern in mind. He explains this to the PCs and sticks with this plan unless a PC can convince him of a better way to do things. His plan is this: riding within sight and hailing distance of each other, the PCs follow the streambed away from the road. Turning at the flank of a hill about ¼ mile away, they parallel the road across country, looking for signs of goblins or other suspicious things. A few miles farther along they cut back to the road.

Search Results

The Faerie mound comes into sight if and when the PCs look over the hill $\frac{1}{4}$ mile away from the road. If they follow Lt. Halithwe's search pattern, or if they use another route that takes them towards the hill (see *The Aldar's Road Through Bogwater* map), roll for results on the Search Results Table, following. If the party moves so that they have no chance to stumble across the Faerie mound, go directly to Encounter 7: Rendezvous.

Search Results Table

Roll 1D6 on this table, and read the corresponding description.

ROLL

1D6	RESULT
1-3	No Encounter
4	Wild Boar
5	Brownies
6	Faerie Mound

1-3: No Encounter

PLAYERS: *You ride parallel to the streambed, leaving the road behind. Water gurgles over stones and birds sing among the branches overhead. Where the streambed turns to gully at the base of a hill, you turn north and begin your sweep paralleling the course of The Aldar's Road.*

GM NOTES: If PCs state they want to ride up or look over this hill, allow them to do so. Alter and read description 6: **Faerie Mound** accordingly. Then go to **Encounters**, following.

4: Wild Boar

PLAYERS: *With a crash, shrubs shake and a massive boar thunders out of the undergrowth and charges.*

GM NOTES: When first spotted, the beast is 1D4 x 10 yards away. Randomly determine which Character is closest to it; this is the PC that the boar charges. If the Character is mounted, the boar goes for his/her mount. The GM may wish to use common sense or a random roll to determine if the Character's mount panics, rears, flees, or stands its ground.

Wild Boar

HTK: 24, AC: 7
MV: 15", AL: Neutral
AT: 1, DM: 3D4
INT: Semi-
THACO: 16, SZ: M
Specials: Drops dead only at -7 HTK or more.

This is a solitary animal. It fights its first target to the death, whether (Character or mount). If still alive, it then

attacks the next closest victim, and continues to do so until reduced to -2 HTK (at which time it runs away), or killed.

5: Brownies

PLAYERS: *A high-pitched voice speaks up from knee-level. "I say," it grumbles, "go away. We don't need you tromping through our woods. Shoo, now! Shoo!" A little man, about 1½ feet tall, is waving you away.*

GM NOTES: The "man" is a brownie, though his race is not evident unless a Character has encountered this species of humanoid before. He speaks in a language understandable to the PCs, either Elvish, Shireling, or Calandian, in that order.

(1D10) Brownies

HTK: 4 each, AC: 3
MV: 12", AL: L. Good
AT: 1, DM: 1D3 (short sword)
INT: High
THACO: 20, SZ: S

Specials: Protection from Evil, Ventriloquism, Dancing Lights, Continual Light, Mirror Image (3 images), Confusion, Dimension Door.

If bothered by Characters, the brownies cast Confusion on the party, cast Mirror Image on themselves, then dash off into the undergrowth. If chased, they use Ventriloquism to decoy pursuers, or Dimension Door if cornered.

Cannot be surprised.

Have DEX: 18.

Save as Skill 9 cleric.

If PCs leave this area peaceably, the brownies leave them alone. If they are attacked or if PCs refuse to depart, the brownies fight them and alter the above tactics as necessary to drive the scouts away. If the brownies are engaged in conversation, they can be either helpful or insulting, depending on what impression the brownies have about whether or not the party will leave the area.

If engaged in friendly conversation, there is a 25% chance that the Faerie mound is casually mentioned. The GM can fit this into the conversation in any appropriate way — perhaps with the remark, "We like to dance on the Faerie mound sometimes," or any similar comment. The brownies evade questions about the mound unless they have made a very friendly reaction roll to the party or a PC. In that case, they tell the party that the mound is an entrance to Faerie land, and share the information known by the minstrel in Encounter 11: Minstrel.

After the brownie encounter, read description 1-3: **No Encounter** if PCs have not heard of the Faerie mound, or 6: **Faerie Mound** if they learned of it and want to look at it.

6: Faerie Mound

PLAYERS: *You ride parallel to the streambed, leaving the road behind. Water gurgles over stones and birds sing in the branches overhead. There is nothing out of the ordinary here. The streambed turns to gully at the base of a hill, and you ride to the hill crest before turning north.*

There, a strange sight greets your eyes. In the meadowland beyond the hill rises a mound covered with emerald-green grass. It is ringed with rune-carved standing stones, and is oddly irregular in shape.

GM NOTES: See **Encounters**, following.

Encounters

If the PCs examine the Faerie mound, go to Encounter 6: **Faerie Mound**.

If the PCs do not find the Faerie mound or do not wish to explore it at this time, go to Encounter 7: **Rendezvous**.

Encounter 5

The Sweep

PREP: Use this encounter when the scout party is completing a road patrol from Bogwater to Quarry Hill and back again.

PLAYERS: *You ride along the square paving stones of The Aldar's Road, striking out across country at intervals. Along the way are villages and isolated farmhouses, neat hedgerows, planted fields, and lone copses of trees. Periodically you rejoin Lt. Burrknuckle's troops and compare notes on this routine duty.*

GM NOTES: This farmer has overloaded his exhausted beast with sacks of rice; the donkey can simply travel no farther unless the load is adjusted or the beast given a rest; the PCs recognize this immediately. If they attempt to intervene with the farmer's treatment of his donkey, the man turns on them. Farmer Arven is belligerent, mouthy, and resentful of any interference in his "personal business" with the donkey. He is not so foolhardy as to fight a combined force of scouts, but he will gladly try to punch out any individual who attempts to stop him from mistreating the donkey.

Encounter Table

ROLL

1D6	RESULT
1	Pilgrim/Beggar
2	Knife-sharpener
3	Mad Bull
4	Beaten Donkey
5	Nymphs
6	No Encounter

1: Pilgrim/beggar

PLAYERS: *A bearded young man by the roadside holds out an alms bowl. Around his neck hangs a medallion in the shape of a bronze trident, the holy symbol of the water goddess Seidrun. "Alms for a pilgrim, good sirs?" he asks "Alms for a pilgrim?"*

GM NOTES: If the PCs engage him in conversation, the pilgrim, who introduces himself as Mahnnes, says, "I'm on my way to the shrine of Seidrun at Lakeside." Lt. Halithwe will donate as a matter of course. To other Characters who donate at least 1 gp, and from whom charity is less expected, Mahnnes says "Bless you, sire! Bless you!"

PCs who receive this blessing improve their next saving throw by +1. This blessing applies only once per blessed Character.

Pilgrim/Beggar

Human, Skill 1 Cleric

STR: 8, INT: 16, INS: 15

STA: 10, DEX: 12, APL: 13

HTK: 5, AC: 10

MV: 9", AL: L. Good

AT: 1, DM: by weapon

THACO: 20

Armor: none

Weapon Proficiencies: club, quarterstaff

Weapons: none

Spells: Bless

2: Knife-sharpener

PLAYERS: *A dwarvish peddler stands beside a grindstone setup near a cross-road. His eyes brighten as you draw near. "Blades sharpened here!" he calls out to you. "Blades sharpened, good sirs! I'll put a special edge on your weapons, sharper than you've had before. Guaranteed!"*

GM NOTES: The grinder, Berl (*Skill 0 Dwarf*), charges 1 gp for a dagger, 2 gp for a short sword, or 3 gp for all other weapons. His claim about a 'special edge' is true; for those who pay, he sharpens their weapon with a special dwarvish whetstone. The sharpened blade is +1 on "to hit" and damage rolls for the first blow made with it. This applies only to the first

"to hit" roll for that weapon; if the PC fails to do damage, the blade is dulled by skittering off of armor, shield, or the opponent's weapon.

3: Mad Bull

PLAYERS: *Road traffic thickens as farmers travel to market in an outlying village. Among the other livestock being driven to market, a farmer leading a stud bull passes by. The beast is uneasy and becomes worse as the Guard marches past. Suddenly the bull surges ahead, stepping on the farmer who leads him. The man loses his grip on the line; free, the bull tosses his head and charges at [name nearby PC].*

GM NOTES: This charge should be treated as an attack. If the attack fails, the bull dashes along the road, threatening travelers and creating havoc. The farmer entreats the party to help him recover his bull, but will demand repayment (15 gp) if the beast is killed or injured in the process of being recaptured.

Bull

HTK: 15, AC: 7

MV: 15", AL: Neutral

AT: 2

INT: Semi-

DM: 1D6/1D6 (kick/kick),

or 3D4/1D8 (charge/trample)

THACO: 15, SZ: L

4: Beaten Donkey

PLAYERS: *During one of your cross-country sweeps, you come upon a small country lane. In the road kneels a frail and underfed donkey, almost invisible beneath a heavy load of sacks. A red-faced man beats the animal with a stick, hollering, "Get up, you lazy spawn of a tree-sloth! I'm tired of your foul temper. You won't spite me! Get up, blast you!"*

GM NOTES: This farmer has overloaded his exhausted beast with sacks of rice; the donkey can simply travel no farther unless the load is adjusted or the beast given a rest; the PCs recognize this immediately. If they attempt to intervene with the farmer's treatment of his donkey, the man turns on them. Farmer Arven is belligerent, mouthy, and resentful of any interference in his "personal business" with the donkey. He is not so foolhardy as to fight a combined force of scouts, but he will gladly try to punch out any individual who attempts to stop him from mistreating the donkey.

Farmer Arven

Skill 0 Human

HTK: 3, AC: 10

MV: 9", AL: Neutral

AT: 1, DM: 1D4 (fist or stick)

THACO: 20

Donkey

HTK: 10, AC: 7

MV: 12", AL: Neutral

AT: 1 or 2, DM: 1D2/1D6

INT: Semi-

THACO: 16, SZ: L

5: Nymphs

PLAYERS: *Scouting along a stream in the countryside, you hear giggles and feminine laughter. The sounds come from the stream in a place screened by bushes and trees.*

GM NOTES: Two nymphs play in the shallows by the streamside. If Characters do not call out to announce their approach, the nymphs react hostilely. Any Characters who look at the nymphs beyond the screening undergrowth must save vs. Magic or be permanently blinded.

(2) Nymphs

HTK: 10, 13, AC: 9

MV: 12", AL: Neutral (Good)

AT: 0, DM: none

INT: Exceptional

THACO: 16, SZ: M

Languages: Nymph, Calandian

Spells: 4/2/2/1 (see Specials)

Specials: A nymph is considered to be a Skill 7 druid (for spell use only).

Looking at one will cause permanent blindness unless the onlooker saves vs. Magic. If a nymph is nude or disrobes, an onlooker will die unless a save vs. Magic is made.

When these nymphs become aware they are being observed, they each cast Entangle on the brush where the PCs are, then Dimension Door out of the area.

Encounters

If the party is on their first road patrol, continue play with Encounter 12: Garrisoned.

If this is the party's second road patrol, go to Encounter 14: Return to Bogwater.

Encounter 6

Faerie Mound

PREP: Use this encounter when PCs explore the Faerie mound.

PLAYERS: *A grassy mound rises over twenty feet above the surrounding*

meadow; the mound is forty feet wide. The top of it is large and flat, the sides smooth and unnaturally even. Seven ten-foot-tall standing stones (menhir) are atop the mound: two to the east, two to the west, one each to north and south, and one in the center. The stones are deeply carved with weathered, ancient runes, and gargoyle-like faces worked in two-dimensional carvings on the sides of each menhir. An odd stillness is upon the mound. No bird-song can be heard here. It is warm and silent.

GM NOTES: The mound changes at night. If PCs investigate this place at night, read the following:

The runestones glow with a bluish light, separate from moon or starlight. The shadowed carved lines move of their own accord.

The Mound

The mound is a magical entrance to a Faerie kingdom in the land of Faerie, a different sphere of reality than the one in which Calandia exists. Digging into the hillside reveals only dirt, no matter how deep one tunnels. To gain entrance to Faerie, PCs must dance clockwise around the central stone and within the outer ring, either under the full moon or at the hour of midnight. If Characters do this, go immediately to Encounter 8: Gate to Faerie. If PCs don't dance, continue reading.

PCs lounging around the mound at night, or dancing when the menhir are aglow, attract the attention of magical guardians: pixies and other Faerie folk whose job it is to chase intruders away. These defenses are described under **Guardians**, following. All guardians resort to violence if necessary to accomplish their task. If, however, a PC can convince the guardian that the Character means no harm and is there purposefully to enter Faerie, the guardian may be persuaded to assist the intruder in accomplishing this. A guardian's willingness to aid a PC should be determined by the GM with a reaction roll, modified as necessary for the circumstances of the encounter.

Guardians

The guardians of the Faerie mound appear under specific circumstances. If standing stones are disturbed (hacked at, moved, kicked, etc.), gargoyles appear. If the surface of the mound is disturbed (dug into, set on fire, etc.), sprites appear. If the Characters remain atop the mound for longer than fifteen minutes, or if they dance at an improper time (explained following), pixies appear.

(2D6) Pixies

Skill 6 Illusionists

HTK: 12 each, **AC:** 6

MV: 6"/12", **AL:** Neutral

AT: 1

DM: by weapon or spell type

THACO: 18, **SZ:** S

Weapon Proficiencies: dagger, short bow

Weapons: dagger, short bow

Spells: Color Spray, Dancing Lights, Darkness, Hypnotism, Invisibility, Mirror Image, Ventriiloquism, Continual Light.

Specials: Can Polymorph Self at will, Can Know Alignment at will, and Create Illusions (with aural and visual components) 1x/day each.

Can Blend at will, causing -4 on "to hit" roll.

Can Cause Confusion by touch in any creature failing its save vs. Magic. Confusion is permanent unless a Remove Curse is cast on the victim.

1 in 10 can cast Irresistible Dance.

Infravision at 90'

Magic Resistance: 25%

The pixies become and remain invisible when they beset their victims. They start by pestering the Characters. If this does not force the PCs to leave, the pixies attack. Four of the pixies shoot war arrows, inflicting 1D4+1 HTK of damage. Four shoot arrows which cause the victim(s) to sleep for 1D6 hours. The last four shoot arrows which cause complete memory loss. A save vs. Magic is allowed; if the save is failed, the victim's memory can only be restored by a clerical Exorcism spell.

(2D10) Sprites

HTK: 5 each, **AC:** 6

MV: 9"/18", **AL:** N. Good

AT: 1

DM: 1D4 (dagger) or 1D3 (arrow)

INT: Very

THACO: 20, **SZ:** S

Weapons: dagger, short bow

Spells: Invisible at will, Detect Good/Evil

Specials: 75% unnoticeable, move silently

Their short bows have half the range and effect of normal short bows. The arrows are coated with a sleep ointment; victim must save vs. Poison or sleep for 1D6 hours in a comatose state

The sprites here slay evil creatures, or remove good ones from the Faerie mound area and take them to a safe place near The Aldar's Road.

(1D6+1) Gargoyles

HTK: 20 each, **AC:** 5

MV: 9"/15", **AL:** C. Evil

AT: 4, **DM:** 1D3/1D3/1D6/1D4

INT: Low

THACO: 15, **SZ:** M

Specials: Can only be hit by +1 weapons or better.

These gargoyles are the carvings on the standing stones animated. If the standing stones are disturbed, the gargoyle carvings come to life, leaving the stone and taking three-dimensional form. They fight to kill, but allow victims to flee their attacks as long as they run away from the Faerie mound.

Encounters

If Characters dance properly on the mound, go to Encounter 8: Faerie Gate.

If a guardian agrees to help PCs gain entrance to Faerie, go to Encounter 9: Guardian News.

If the PCs cannot get inside the mound or are chased off by guardians, go to either Encounter 7: Rendezvous (if they are on their first road patrol), Encounter 12: Garrisoned (if they are on leave in Bogwater), or Encounter 23: Slack Time (if a PC is missing the second road patrol).

Encounter 7

Rendezvous

PREP: Use this encounter when the PCs rejoin Lt. Burrknuckle's troops after their first off-road patrol.

PLAYERS: *Your sweep across country is uneventful. The ride is pleasant, the terrain easy to cross, and there is nothing of interest to be seen. You rejoin the shireling infantry at the lightning-struck tree, a once-tall myrtle by the side of the road. Discipline is barely maintained as the hungry Miller Union infantry breaks for lunch.*

"It's chow time," Lt. Burrknuckle says as you draw near. "Grab a bowl and join in!"

GM NOTES: If for some reason the scouts rejoin the Miller Union infantry somewhere other than the predesignated "lightning-struck tree," adjust the above description accordingly.

If the PC party had any interesting encounters or discovered the Faerie mound, read the following to the Players:

Lieutenant Burrknuckle says, "I wouldn't advise going anywhere near that area. It's dangerous place. Many

BOGWATER

SCALE:
ONE HEX = 50'



1. TALLSTUMP INN
2. MUG FLOAT
3. ALCHEMIST
4. MAGE RESIDENCE
5. TEMPLE
6. UNDERLEAF WINERY
7. TOWN HALL
8. GUARD HALL

ALDAR'S ROAD

BOGWATER RIVER

BOG LAKE

UNDERLEAF VINYARDS

HILLSIDE ELEV. — 50' per line

VINYARDS

THE ALDAR'S ROAD Through Bogwater

SCALE:
ONE HEX = 1/2 MILE



BANSK — 50 MILES ↗

● QUARRY HILL

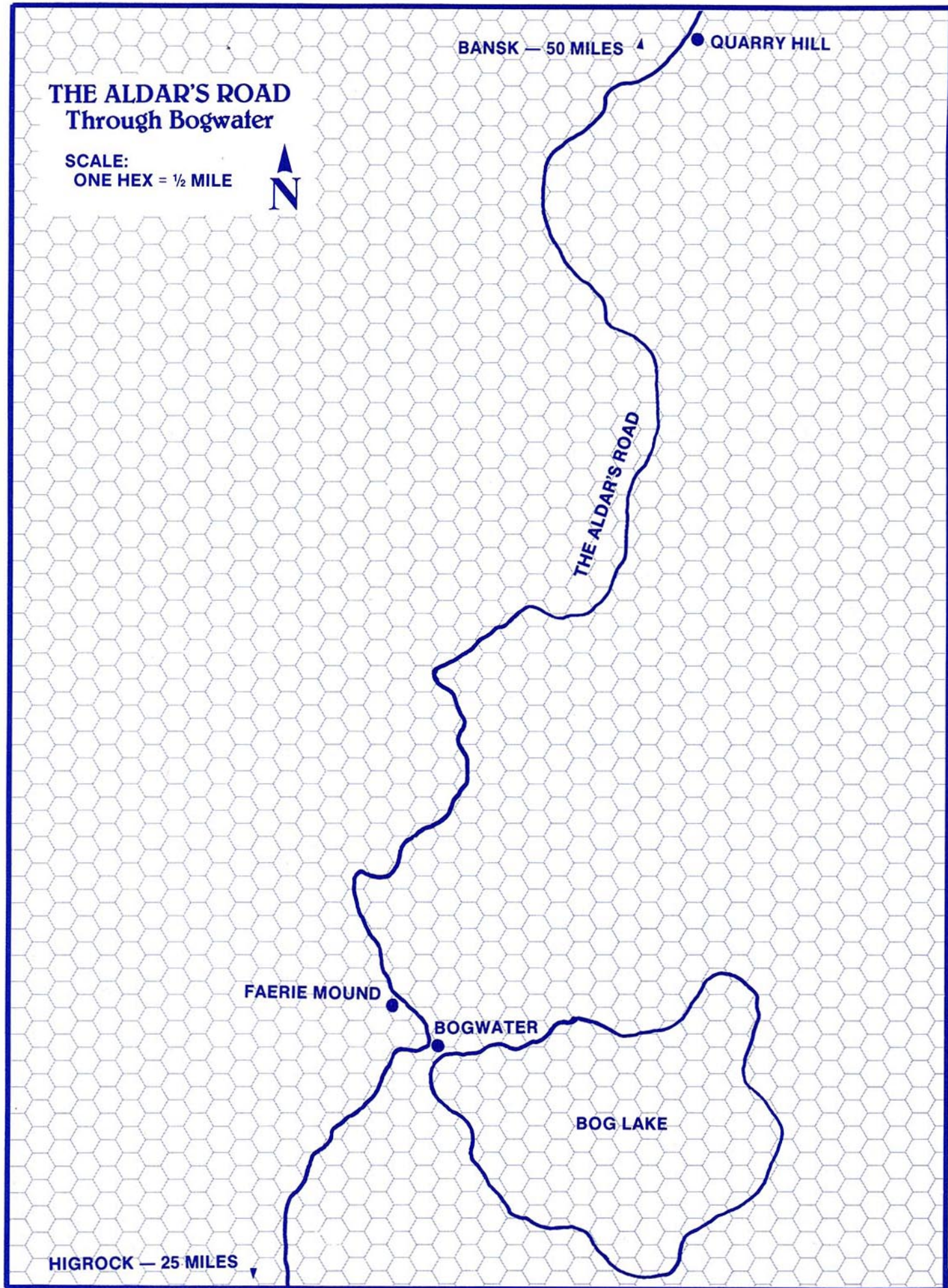
THE ALDAR'S ROAD

● FAERIE MOUND

● BOGWATER

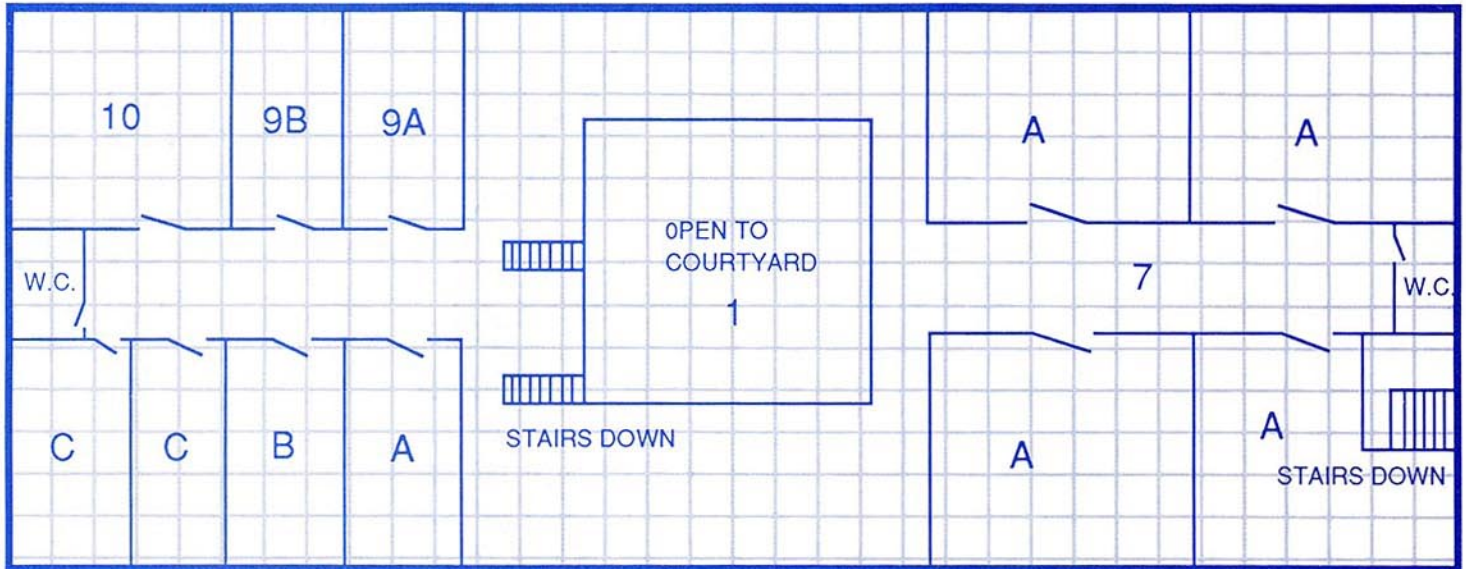
BOG LAKE

HIGROCK — 25 MILES ↘



Bogwater

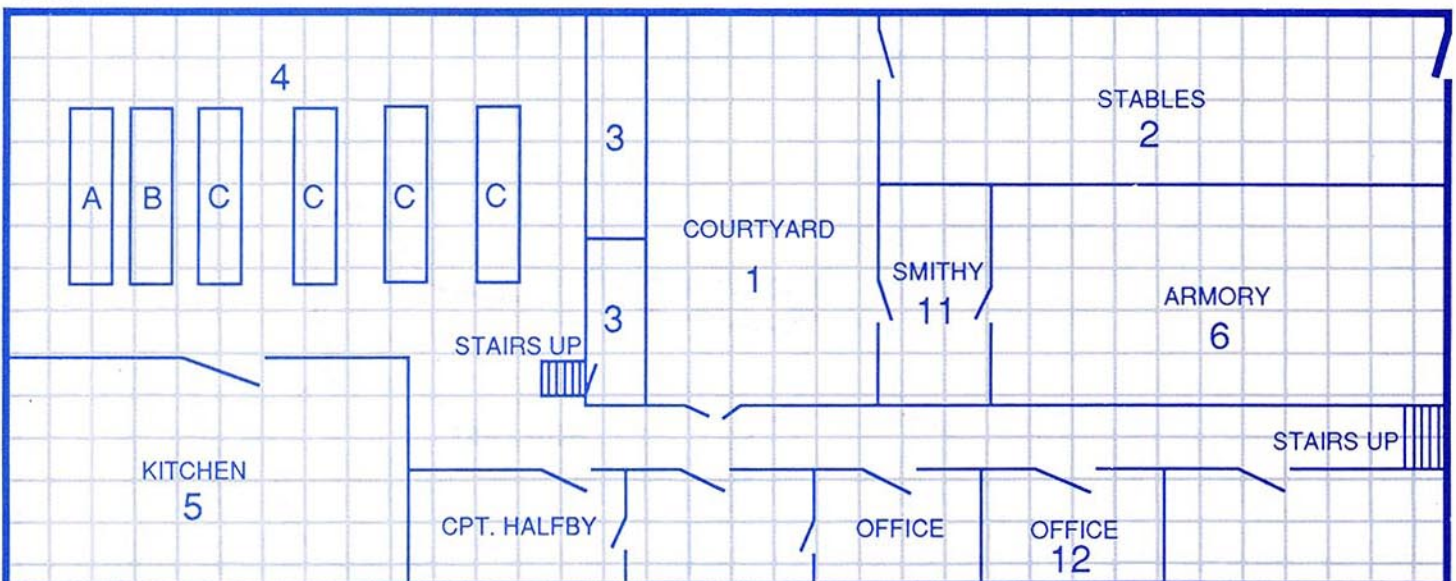
GUARD HALL



SECOND FLOOR

MAP KEY

- | | | |
|--------------------------|---------------------------|--------------------------|
| 1. Courtyard | 6. Armory | 9. Lieutenants' quarters |
| 2. Stables | 7. Barracks | a. Burrknuckle |
| 3. Bathhouse and laundry | a. Union dormitories | b. Underleaf |
| 4. Common Hall | 8. Sergeant's quarters | 10. Captain's quarters |
| a. officers' table | a. Twigtoes and Underlog' | 11. Smithy |
| b. scouts' table | b. Other sergeants | 12. Offices |
| Union tables | c. PCs | |
| 5. Kitchens | d. NPCs | |



GROUND FLOOR

ONE SQUARE = 10 FT.

people who go there never return." The shirelings of his command agree noisily with this statement.

None of them can say how to get into the mound. The doppelganger lieutenant refuses to be a party to any exploration of the mound, insisting they have orders to patrol. Lt. Halithwe is forced to agree with this opinion, if it becomes a matter for discussion.

Hidden Danger

Burrknuckle is disappointed to see the party return, although he didn't truly expect to get rid of the scouts so easily. However, the lunch offer is the true danger here. Failing their outright elimination by death, Burrknuckle hopes to get the scouts addicted to gesh and thus gain a measure of influence over their actions.

The food eaten by this unit is liberally spiked with gesh by Sgt. Twigtoes (see Non-Player Characters), who oversees food preparation. The Union has designated cooks and helpers, and a regular routine has been established to feed twenty-five soldiers at least three times a day (and often four, fond as shirelings are of food). It is to be expected that the scouts will eat with the infantry, since the chow-time routine is intended to feed everyone. Lt. Halithwe is accustomed to this sort of arrangement and expects the scouts to mess with the infantry unless someone can give him a good reason why they should do otherwise.

If any PC goes out of his/her way to either help with the cooking or to analyze the food, there is a chance for the PC to notice something unusual about the meal. First, the GM should secretly roll a save against that Character's INS. If the save is successful, s/he has a percentage chance equal to his/her INT to notice a sweet aftertaste in the food, and half that chance to glimpse Sgt. Twigtoes sprinkling an unrecognizable spice in the stewpot.

If the PC asks questions about what s/he has observed, an NPC — probably either Burrknuckle or Twigtoes — shrugs and explains, "That's just corkroot. A local spice. Everyone likes it." Several soldiers giggle at this overheard remark, but nod in agreement. If questioned further, the NPC adds that corkroot is a mild aphrodisiac which also improves one's stamina. This is true, except, of course, that it is not corkroot that is in the food.

If this conversation is conducted in the hearing of NPC scout Caster Meadowleaf, read the following.

Caster the shireling snorts. "If that's corkroot, I'm a dragonfly. Corkroot

makes your heart race and gets you flushed. You don't just dump it in your food like that. I don't believe that's what these guys are eating."

Once this comment is made, Caster warns his companions not to eat the food — a precaution that Lt. Halithwe agrees with. Lt. Burrknuckle shrugs but does not argue with this decision.

If PCs Question Shirelings About Spice

If PCs interrogate a shireling separate from his companions, go immediately to Encounter 21: A Pinch of This

If PCs Eat Gesh

PCs become addicted to gesh if they eat it a number of times equal to their STA. Gesh is added to only one meal a day, usually lunch or dinner. The GM must keep track of how many times each PC has been exposed to gesh. Once a Character is addicted, s/he suffers withdrawal after going twenty-four hours without the substance (explained under Unique Items).

If the Characters eat this food, read the following when the troop continues their march.

Already there are unforeseen benefits of serving alongside shireling troops: the chow is exceptionally good! Refreshed and ready for anything, your patrol continues. Even the unruly infantry has improved their behavior and acts more disciplined than before. "I'd hate to see these fellows fight on an empty stomach," remarks Lt. Halithwe, chuckling at the thought.

Things haven't improved at all. Rather, under the influence of gesh, the affected PCs experience mild euphoria and their INS scores are reduced (see Unique Items for effect). The GM should record the new INS score for each gesh-affected Character. The shirelings are not suddenly more disciplined; rather, the PCs no longer have the judgment to discriminate between unruly behavior and soldierly discipline. The PCs feel great because of the euphoric effect of the gesh.

This change in perspective is not detectable by PCs unless an undrugged companion draws their attention to it and notices the euphoric behavior of the others. If Caster Meadowleaf learned of the "corkroot" seasoning, he does not eat this meal and is unaffected by gesh.

Encounters

If there is at least one Character unaffected by gesh, first play Encoun-

ter 13: Strange Behavior for that PC, then continue play with Encounter 5: The Sweep.

For anyone else affected by gesh, go directly to Encounter 5: The Sweep.

Encounter 8

Gate to Faerie

PREP: Play this encounter when PCs get the Faerie mound to open.

PLAYERS: *After thee third time of dancing around the standing stones, the ground trembles. A golden glow emits from the eastern end of the mound. There, the hillside below the easternmost stones has opened to reveal a passageway leading into the mound. The twenty-foot-wide corridor is filled with bright yellow light; the entrance is level with the meadow surrounding the hill. There is a sylvan clearing beyond the light.*

GM NOTES: If this passageway to Faerie land is not entered within seven minutes, the earth seals closed once more. Once mortals enter the passage, it seals shut seven minutes after the last person has passed down its length. If someone stays stationary within the corridor, it closes after the allotted time, but the mortal is pushed into Faerie land when the earth seals shut behind him/her. This gateway can be opened by mortals on the earthly side of the mound only three times in any twenty-four-hour period.

Encounters

If PCs are following Lt. Burrknuckle into the mound, go to Encounter 15: The Plot.

If the PCs are following the gold shipment into the Faerie mound, play Encounter 19: Betrayal.

If the PCs enter the Faerie mound at any other time, play Encounter 16: Goblins.

If Characters decide not to enter the mound at this time, play Encounter 7: Rendezvous if they are on their first road patrol, Encounter 5: The Sweep if they are on their second road patrol, or return to Encounter 12: Garrisoned if they are garrisoned at Bogwater.

Encounter 9

Guardian News

PREP: Play this encounter if PCs convince guardians of the mound to help them gain entrance into Faerie.

PLAYERS: *The spokesman for the Faerie guardians speaks up. "Why," he says, "it's simple to enter the land of Faerie inside the mound! Dance clockwise around the central stone, staying within the outer ring of stones. You must dance in a circle, three full times around. Do that under the moon, or at the hour of midnight, and — well! You'll see what'll happen!"*

Before you ask anything more, the guardians vanish from sight, gone as quickly as they appeared.

GM NOTES: With this information the PCs should be able to gain entrance to the mound with their next attempt. If the party has had this encounter on their first road patrol, Lt. Halithwe will not allow the group to linger here to experiment with entering the Faerie mound. Instead, he insists that they proceed to their appointed rendezvous with Lt. Burrknuckle's troops.

Encounters

If the PCs continue on their first road patrol, go to Encounter 7: Rendezvous.

If the PCs do the proper dance on the mound, go to Encounter 8: Faerie Gate. If they played this encounter while on leave in Bogwater, return to Encounter 12: Garrisoned.

If the PCs leave on their second road patrol in the morning, return to Encounter 14: Return to Bogwater.

If a single PC came here while his/her companions are out scouting, return to Encounter 23: Slack Time.

Encounter 10

Mug & Loaf

PREP: Play this encounter when PCs spend time at the Mug & Loaf, the tavern hang-out of the Lake District Guard.

PLAYERS: *The Mug & Loaf is a two-story, half-timbered inn in need of a fresh coat of white wash. Inside, long tables fill the large common room, and curtained booths are available for customers who wish privacy. Against one wall are dart boards; several games are in progress, accompanied by curses and laughter from off-duty LDG soldiers. At one end of the room, shirelings dice on the floor before the large hearth where patrons roast their own apples, potatoes, or chestnuts.*

The room smells of cookery and pipeweed; serving wenches bustle

around beneath the smoke-darkened rafters with plates of steaming food and mugs of ale. Stairs near the kitchen lead to the second floor. Beneath the staircase Hammond Curlnail, the inn-keep, dispenses drinks from a bar stocked with kegs and bottles. He glances up as you enter, then returns to his task of filling beer and ale mugs.

GM NOTES: Characters may spend leisure time here, but they may also come across clues to the doppelgangers' plot in this place. Commonplace information is given first; significant encounters are detailed following, including specific events which should take place in this location.

Prices

The Mug & Loaf is a moderately-priced inn and tavern. The prices given following in **Prices** are recommended guidelines, but they can be adjusted by the GM to fit the economy of the individual campaign.

PRICES

Basic Dinner (stew, bread, cheese): 5 sp
Full Dinner (meat dish, vegetables, bread, cheese, fruit): 1 gp
Ale, 1 mug: 5 cp
Ale, 1 pitcher: 2 sp
Wine, 1 glass: 1 sp
Wine, 1 bottle: 4 sp
Overnight lodgings, 1 bed, shared with 3 other patrons: 5 sp
Overnight lodgings, 1 bed, shared with 2 other patrons: 10 sp
Overnight lodgings, 1 bed, shared with 1 patron: 15 sp
Overnight lodgings, 1 bed, private room: 1 gp

Games and Gambling

Craps and darts are the common pastimes at the Mug & Loaf. If PCs want to gamble on these amusements, they readily find 1D4 shirelings willing to accommodate them. Craps is explained in the standard rule book.

A game of darts may be simulated in the following manner. Characters make a "to hit" roll on 1D20 with the following modifiers: a Character's DEX Reaction/Attacking Adjustment, a weapon proficiency of darts (+3), and a weapon proficiency of throwing knives (+1). Also, shireling NPCs may be given a modifier to reflect their skill at the game of darts (GM discretion). All modifiers are cumulative.

The resulting number is compared to a Character's THACO and is scored as follows (the exception to this is a natural 20 (see **NOTE**, following):

DART CHART

Result	Points
THACO -1	
or -2	5
THACO	10
THACO +1	
to +5	30
THACO +5	
or more	50 (bullseye)
natural 20	(special: see NOTE)

For example, a Character with a THACO of 15, a DEX of 17, and a weapon proficiency of darts rolls a 13. That Character's modifiers would then be +2 for DEX and +3 for the weapon proficiency. Thus, that Character's resulting number would be an 18 (13 + 2 + 3 = 18), which would give him/her a score of 30 points (18 - 15 = 3).

NOTE: When a natural 20 is rolled, the Character rolls an additional 1D10 and adds the result to his/her total "to hit" score. In this way, even a Character with a THACO of 20 has a good chance of hitting a bullseye.

A game is played until one person reaches or exceeds 200 points. Participants and spectators may bet on individual throws of the darts (i.e., on who will score higher on a given throw), or on who will win the game.

Staff

The proprietor of the Mug & Loaf is Hammond Curlnail, a retired LDG sergeant who never lets a brawl get out of hand in his place. Curlnail is friendly and outgoing, with a sarcastic sense of humor that may offend those who think he is serious about what he says.

Hammond Curlnail

Shireling, Skill 5 Fighter

STR: 16 (0, +1), INT: 11, INS: 11

STA: 10, DEX: 9, APL: 12

HTK: 28, AC: 5

MV: 12", AL: C. Good

AT: 1, DM: by weapon

THACO: 16

Armor: None

Weapon Proficiencies: club, dagger, darts, short bow, sling

Weapons: club, dagger, sling

Magic Items: Bracers of Defense (AC: 5)

Besides the kitchen staff, four serving wenches wait tables and provide companionship to lonely patrons. Rita, Margi, and Hildi are shirelings, and the fourth is a half-elf named Verina (each has an APL of 17).

Clues

When PCs spend time here in the evening, read the following:

A young human minstrel in dusty clothes sits in the corner by the great hearth. He spends several minutes tuning his lute, but with the first cord, a hush falls over the room and the rattle of dice ceases. "Oh, this fellow's good," a passing shireling mutters to you. "You should listen to him. He knows all the good songs."

If PCs listen or talk to the minstrel, go to Encounter 11: Minstrel. If PCs talk to patrons, or if any PCs are addicted continue with this encounter.

Gesh Withdrawal

If any Characters have consumed gesh for as many days as they have STA points, there is a possibility of suffering withdrawal. If more than twenty-four hours but less than forty-eight hours have passed since a Character last consumed gesh, the GM must roll against that PC's STA. If the roll is failed, the PC goes into withdrawal. If more than forty-eight hours have passed, withdrawal is automatic. Read the following to Players whose PCs are going through withdrawal:

Suddenly, you feel as if a hot knife has been sunk into your stomach. Your muscles clench and you double over with a gut-wrenching cramp. As waves of nausea wash over you, you break out in a cold sweat and feel weak all over.

If no PC is affected, the GM may have an NPC scout (either Arielne or Lahar) undergo withdrawal, especially if this helps clue the party that something is amiss. In that case, read the following:

Suddenly, [scout's name] clutches his stomach and doubles over with a gasp. His face drains white and he breaks out in a cold sweat. Almost falling over, his muscles tremble and his eyes become glazed.

Most spectators stare in surprise when this withdrawal attack occurs. However, at the first opportunity, shireling Conroy Panfollow of the Miller Union pushes his way into the PC group with a cup in hand. He gives it to the affected individual to drink, and the convulsion is over as quickly as it began, though the Character has no idea why. Recognizing the symptoms, Conroy has administered a dose of gesh dissolved in wine.

If PCs want to question Conroy, go immediately to Encounter 21: A Pinch of This If this is not done promptly, the shireling slips away. Other spectators insist they know nothing.

Gossip

Characters who chat with the patrons of the inn or who eavesdrop on

conversations may learn helpful bits of information. The GM should make it apparent that most of these shirelings are exceptionally gullible. In addition, the GM may pick and choose from the following statements. Some are unimportant, but most contain clues.

- 1) *"Twigtoes has sure changed since Lt. Burrknuckle was transferred here. We used to fish together all the time. Now Twiggy kisses up to the Lieutenant and acts like he doesn't even know me."*
- 2) *"Molly said she's seen goblins across the vineyards at night. She's seeing things. She can't see across the street, let alone across the vineyards."*
- 3) *"Cap'n Halfbog sure used to be more decisive, don't you think? He must be getting ready for retirement. He lets Lt. Burrknuckle run everything these days."*
- 4) *"I'm kinda afraid to ask what it is. If it was really corkroot, don't you think the girls'd be a lot busier?"*
- 5) *"The Underleaf wine caravan isn't leaving town for another week or so. Ought to be moving out about the same time as the next gold shipment. Pretty peculiar timing, that."*

Encounters

If PCs are on leave while garrisoned in Bogwater, return to Encounter 13: Garrisoned.

If the PCs wish to leave the Mug & Loaf and explore the Faerie mound, go to Encounter 6: Faerie Mound.

If the PCs search for Conroy to question him, go to Encounter 21: A Pinch of This

If a lone scout has been in the inn while his companions are on second road patrol, return to Encounter 23: Slack Time.

Encounter 11

Minstrel

PREP: Play this encounter when PCs listen or talk to the minstrel at the Mug & Loaf.

PLAYERS: *The first song the minstrel sings as he plays his lute is the Legend of Figbetter Hardcrook, the story of a peddler with an ever-full beer keg who vanished near Bogwater. His second song tells of fabulous wealth beneath the standing stones of the Hill of the Pixies, a Faerie kingdom beneath a mound a few miles outside of Bogwater. The minstrel is knowledgeable about shireling songs and local legends, and the crowd applauds his performance enthusiastically.*

GM NOTES: The minstrel, Orlin, is fond of shireling lore. He travels through Bogwater frequently and is familiar with the local countryside.

Orlin

Skill 0 Human

STR: 12, INT: 14, DEX: 12

STA: 16, INS: 12, APL: 16

HTK: 6, AC: 10

MV: 12", AL: N. Good

AT: 1, DM: 1D6 (staff)

THACO: 20

Weapons: staff

Orlin is a pleasant conversationalist if someone else opens the discussion. He does not initially volunteer information, but, if the PCs converse with Orlin, he can tell them how to get into the Faerie mound (i.e., by dancing three times around it clockwise under the moon or at midnight). If this topic comes up, Orlin also cautions the PCs against eating or drinking anything when in the land of Faerie, lest they be trapped there forever.

If the PCs become curious about the Figbetter Hardcrook legend, the GM can share the information regarding that legend given in the *Lake District Guidebook* under *History*.

Encounters

When the PCs are done talking to the minstrel, return to Encounter 10: Mug & Loaf.

Encounter 12

Garrisoned

PREP: Play this encounter when Characters are in Bogwater after their first road patrol.

PLAYERS: *You return to Bogwater in the early evening, riding into the courtyard of the Guard Hall after your six-day-long patrol. As stablehands take your mounts, the shireling troops are dismissed. Many head for the bathhouse while others return to the barracks in the hour remaining until meal time in the common room. You are expected to be there as well, for Captain Halfbog has announcements to make to the troops and the scouts as well.*

GM NOTES: In the first hour back in town, PCs may take care of personal business such as bathing. If they have become suspicious of the food, they may refuse to eat in the mess hall. Halithwe allows this option in garrison, but the PCs must be present in the dining hall for the Captain's announcements. If PCs want to tell Captain Halfbog about the "corkroot"

added to the Miller Union food, Lt. Halithwe should claim this as his own prerogative and take care of this business after dinner. The consequences of such an action are explained under **Encounters**.

When dinner begins, read the following:

Soldiers sit down at long tables organized by Union. A table is provided for the scouts between the Miller Union and the officers' table. Before orderlies bring out the food, Cpt. Halfbog stands and addresses the hall.

"We have word of the next gold shipment. You have tomorrow off — rest up. You'll move out the day after on another road patrol." Halfbog waits for a chorus of groans to die down. "We must be certain the countryside is secure before we escort the money through it. Brewer and Baker Unions march south to pick up the gold in Highrock. Farmer and Miller Unions take charge of it here in Bogwater after returning road patrol. You'll be briefed more thoroughly later. That's all."

Scout Duties

The scout commander is briefed on this mission later, and can tell PCs nothing at dinner. If PCs wish to remain in Bogwater to investigate other avenues of attack on the gold shipment, Lieutenant Halithwe can be convinced to let one or two scouts remain behind while the others go on this second road patrol. However, Lieutenant Halithwe or NPC scouts should remind PCs that the best intelligence the Gryphon Riders have indicates that goblins will be trying for the gold while it moves on The Aldar's Road somewhere near Bogwater.

Dinner Spice

If PCs dine with the LDG soldiers, there is a 15% chance per PC of noticing something odd going on with the Miller Union seated nearby. If this roll is successful, read the following to the Player(s):

Several shirelings of the Miller Union are sprinkling a white, granular substance taken from small leather pouches onto their food. Their movements are furtive, hiding the pouches in their hands and keeping them below the table. Beyond them, troops of the Farmer Union do the same, but, as far as you can see, no others.

Observant PCs who have already noticed the "corkroot" spice used in the field recognize this as the same substance. If the PCs are unfamiliar with the spice, this will likely be a

baffling action to observe. If PCs ask the shirelings about the substance, go to Encounter 21: A Pinch of This

Leave Time

For the next thirty-six hours, the party has free time in Bogwater. Many troops will stay in the common room to gamble after dinner. Others go to the Mug & Loaf, a favorite hang-out of the LDG in Bogwater. Characters may go elsewhere and do other things if they wish, but only these activities may give clues which contribute to the completion of their mission.

If PCs wish to take a sample of the "corkroot" to the town alchemist, he is closed for business for the day but can be visited tomorrow. If Characters are suspicious of Burrknuckle or his sergeants, this is the perfect opportunity to search their quarters in the barracks for anything incriminating.

Burrknuckle's Departure

If the party is outside Guard Hall any time after dinner on the evening of their return, read the following:

The sound of trotting hooves draws your attention. Slipping through shadows across the way is a lone horseman — a figure you have come to know well these last six days. It is none other than Lt. Burrknuckle, riding north out of town at this late hour.

If Lt. Burrknuckle is dead, refer to Sgt. Twigtoes, Sgt. Underlog, or Cpt. Halfbog if necessary. His departure should look suspicious, coming as it does in the night, heading out of town after a long day's march.

Encounters

After the thirty-six hours of leave are up, the party departs on a second road patrol. While they are in garrison and on leave, use the encounters described following to resolve PC actions. When leave is up, play continues with Encounter 5: The Sweep.

If a PC stays in Bogwater while the others go on patrol, read Encounter 23: Slack Time to the Player before continuing with Encounter 5: The Sweep.

Whenever Halithwe or an NPC scout leaves to talk to an authority about the spice, go directly to Encounter 18: Mysterious Death.

Whenever a PC goes to talk to an authority about the spice, go to Encounter 17: Shapechangers.

If the PCs wish to visit the Mug & Loaf, go to Encounter 10: Mug & Loaf.

If the PCs want to investigate the Faerie mound, let them ride to it and play Encounter 6: Faerie Mound.

If the PCs want to follow Lieutenant Burrknuckle out of town after he leaves, go to Encounter 15: The Plot.

If the PCs question shirelings about the substance added to their food, go to Encounter 21: A Pinch of This

If the PCs take a sample of spice to the alchemist, go to Encounter 22: Alchemist Visit.

If the PCs want to search the quarters of Burrknuckle or his sergeants, go to Encounter 20: Guard Hall.

Encounter 13

Strange Behavior

PREP: Play this encounter when a PC who is not under the influence of gesh first spends time around those companions who are. The information should be read privately to that Player.

PLAYERS: *After the meal, there seems to be a change in the behavior of those who dined. They act differently than before — speaking loudly and laughing at silly things almost as if they were intoxicated, although they haven't had much to drink. In fact, they behave in the same slack, semi-military manner you noticed in the Guard shirelings earlier. Only Lieutenant Burrknuckle and his two Sergeants, Twigtoes and Underlog, seem to behave in a serious, level-headed manner.*

GM NOTES: After an unaffected PC hears the above information, ask him/her what action, if any, s/he wants to take. If s/he does nothing at this time, go to **Encounters**. Otherwise, determine the result of the PC's actions using the guidelines following.

If the only unaffected Character is an NPC scout or Lt. Halithwe, the NPC talks to Lt. Burrknuckle. If this happens, go to **Conflict**, following.

Character Talks to Companions

If the Character wants to tell his/her companions they are acting strangely, s/he is free to do so. When this takes place in the game, the GM should reassure the other Characters that they feel great and are behaving normally. These conflicting impressions should confuse PCs and leave them wondering what is going on.

Don't Eat the Food!

If the unaffected PC tries to persuade his/her friends not to eat food prepared by the Guard, Lt. Halithwe joins the discussion. Roll against Lt. Halithwe's

INS, using the Lieutenant's new INS modified for the effect of gesh. Modify the die roll by -2 if any PC has noticed the spice which is added to the food.

If the roll fails, the Lieutenant feels it is nonsense not to eat LDG food, since eating with the shirelings is both standard procedure and "good for military discipline." He does not tolerate acts of insubordination, such as PCs preparing their food separately. If they do so, Lt. Halithwe reminds the party that they are scouts in the Overlord's service and are under his orders. Lt. Halithwe becomes angry if his direct orders are disobeyed, and he may enforce discipline with physical violence (i.e., a fistfight) if he fails a second INS save. The NPC scouts remain loyal to Lt. Halithwe and help enforce his orders.

If Lt. Halithwe's first save against INS was successful, he agrees with the suggestion not to eat the food, and announces that he will have a 'talk' with Lt. Burrknuckle about this behavior difference. Read the following:

Lt. Halithwe takes Lt. Burrknuckle aside and the elf and the shireling talk earnestly for a while. Afterwards, Lt. Halithwe returns to the group. "Well, that's settled," he says. "The Lieutenant thinks it's the corkroot spicing the food. Some people react to it oddly, he tells me, though the shirelings like it just fine. However, they'll be fixing separate portions for us from now on."

This is true, although Sgt. Twigtoes continues to spike the scouts' food unless he is closely watched by a PC.

If Caster Meadowleaf is within earshot when Lt. Burrknuckle speaks, add the following.

Caster the shireling snorts. "If that's corkroot, I'm a dragonfly. Corkroot's an aphrodisiac, and it makes your heart race. I feel great, but not that kind of great!"

Questioning Shirelings

If a PC questions the LDG troops about the substance in their food or their strange behavior, immediately play Encounter 21: A Pinch of This . . .

Talking to Burrknuckle or Sergeants

If the unaffected PC is alone and away from witnesses when s/he speaks to Burrknuckle or his sergeants, go to **Conflict**, following.

If the PC is in company when questioning dopplegangers, the GM should role-play these responses:

1) **Denial.** Burrknuckle et al. deny that there is any behavioral change

among the scouts. If PCs are aware that something is being added to the food, dopplegangers fall back on response #2, following.

2) **Reassurance.** They insist there's nothing in the food but a local spice that's good for the health. They are not bothered by threats to tell higher command. If PCs have learned that Sgt. Twigtoes keeps a supply of it, that shireling flatly refuses to let PCs so much as look at it.

Examining the Spice

While on the road, Twigtoes keeps a jar of gesh, which contains a supply sufficient for the six-day-long road patrol, in his pack. If a PC discovers this from interrogating a shireling (Encounter 21: A Pinch of This . . .), he may try to get a closer look at it by stealth while on the road patrol. If caught with witnesses around, the PC is subject to military discipline for theft (GM discretion for punishment). If caught by the doppleganger away from witnesses, go to Encounter 17: Shapechangers.

Conflict

Individuals who ask controversial questions might be slain by the dopplegangers. This is especially likely if they are grilled away from a crowd and witnesses.

NPCs

If an NPC — most likely Caster or Lt. Halithwe — becomes suspicious and goes to question dopplegangers while on the road, his suspicions are placated with glib explanations from Burrknuckle. When camp is made that night, go directly to Encounter 18: Mysterious Death.

If an NPC waits to question the doppleganger when the group is back in Bogwater, that circumstance is covered in a later encounter.

PCs

Burrknuckle placates PCs with glib double talk about shireling vices and harmless habits. If the PC talks to the doppleganger away from witnesses and asks about specifically the spice in the food, Lt. Burrknuckle or the Sergeants attack the PC. Go immediately to Encounter 17: Shapechangers.

Encounters

If a PC's investigations result in combat with a doppleganger, go to Encounter 17: Shapechangers.

If an NPC has asked the prying questions that mark him for death, play Encounter 18: Mysterious Death when camp is made in the evening. Otherwise, continue play with Encounter 5: The Sweep.

Encounter 14

Return to Bogwater

PREP: Play this encounter when Characters return to town after the second road patrol.

PLAYERS: *After the road sweep is completed, you return to Bogwater. There, word travels quickly through the Guard troops: the Overlord's gold shipment has arrived. Escorted by Thormarsten dwarves to Highrock, your fellow scouts and the Brewer and Baker Unions have brought the draft wagons and their heavy burden into Bogwater without incident.*

"You'll move out in the morning," Cpt. Halfbog tells your unit. "There's no time to lose. I want this gold down The Aldar's Road while we're certain the road through the countryside is as secure as possible."

GM NOTES: The typical routine upon returning to Bogwater is to assemble in the courtyard of the Guard Hall, hear the captain's announcement (stated previously), then have dinner in the Hall. After that, PCs are free for the evening and have this overnight period in which to take care of any business that may await them.

Duty Assignments

Before dinner, Lt. Burrknuckle briefs the scout commander on the morrow's duty assignments. The scouts will ride cross-country and ahead of the road escort, while the Farmer Union marches across country, paralleling the road at a distance. These combined forces give additional security to the flanks of the Miller Union, which escorts the gold at close hand. NPC scouts are sent to investigate reports of goblins in the countryside, although this is merely a ruse to reduce the number of scouts accompanying the gold.

The dopplegangers are concerned with keeping the scouts as far away from the actual gold shipment as possible. Since the shirelings are gesh addicts and easily swayed, only the scouts present a hazard to the successful sidetracking of the gold. If Lt. Halithwe is alive, he sees nothing unusual with this scouting assignment and expects the Characters to go along with this duty. If a PC is scout commander and wants the scouts to remain close to the gold (i.e., in sight of the wagons), Lt. Burrknuckle may react in the following ways:

1) **Persuasion.** The doppelganger tries to persuade PCs of the logic of their original disposition. "The Miller Union is quite capable of guarding the gold, thank you, but outriding scouts are essential to our looking out for unexpected trouble." If it placates protests, Burrknuckle consents to allow one scout, and one only, to remain with the gold wagons and the Miller Union.

2) **Delay.** Unless scouts have avoided eating gesh-spiked food, those who have done so for the number of days equal to their STA are addicted. At Lt. Burrknuckle's suggestion, Cpt. Halfbog delays the departure of the gold shipment for twenty-four or forty-eight hours to allow time for a scout to enter withdrawal. If pressed for an explanation, Halfbog says he is awaiting urgent dispatches about the location of goblin raiders. At the end of twenty-four hours after the last meal with gesh in it, all addicted PCs must save against STA or go into withdrawal. At the end of forty-eight hours, withdrawal commences automatically. As soon as the first scout is affected, play Encounter 26: Ultimatum immediately. If no scout is affected, Burrknuckle resorts to the number three, following.

3) **'Field Exercise.'** Just before the delayed gold shipment leaves Bogwater, the doppelganger sergeants pass the word to the Miller and Farmer Union that they are not really shipping any gold. In fact, a special 'field exercise' is being conducted in order to test the readiness of the Gryphon Rider scouts. When word is given, the LDG troops are to attack the scouts, fighting to subdue them. Those who manage to do so will be rewarded with a three-day pass. This seems like a lark to the euphoric, unwise shirelings, who are perfectly willing to go along with nonsensical orders that promise a fun experience.

If it comes to this, the scouts are asked by Burrknuckle to mount and flank the gold wagons, where they will be hemmed in when the shirelings jump them.

Encounters

If a PC enters gesh withdrawal, play Encounter 26: Ultimatum.

If a PC wants to search rooms for gesh, play Encounter 20: Guard Hall.

When the gold shipment leaves Bogwater, play Encounter 25: Escort Duty.

Encounter 15

The Plot

PREP: Use this encounter when PCs follow/track Burrknuckle into the Faerie mound.

PLAYERS: *Following in the footsteps of Lt. Burrknuckle, you enter the Faerie mound. Walking through the corridor of light, you emerge at the shrub-grown edge of a sun-filled, sylvan clearing. Gravelly voices jar on your ear and draw your attention to silver-leaved shade trees at the edge of the clearing. There, breeze-blown branches shelter several goblins deep in conversation with Lt. Burrknuckle. They are heavily engrossed in their discussion.*

GM NOTES: If Characters want to eavesdrop on the conversation, they must sneak within earshot of the group of goblins. If they want to attack, leave, or explore elsewhere, go to **Encounters**.

Sneaking Up

It will be difficult to creep within hearing distance of the group. The shrubbery provides cover, but this daylight place is difficult to move about in undetected. A ranger has a 10% chance per Skill level of approaching undetected; other Characters have a percentage chance equal to their DEX.

If the scouts are detected by the goblins, go to **Encounters**. Otherwise, read the following to the Players:

As you draw closer, the figure that has appeared to be Lt. Burrknuckle seems different. Its shape has changed into that of an ugly, misshapen creature. Only the voice remains the same.

"Very well," it says to the goblins in Calandian, "eight days from now, we'll be here. Stay hidden, but be ready to help once we're inside. I don't want you to come out and distract the shirelings before then."

The goblins grumble in assent. One replies in broken Calandian, "And bring us some real food when you deliver the gold. We're tired of fruit!" The goblin spits in distaste.

"You'll be back in Dasa soon enough," says the creature. "Wait 'til then." It turns to leave, its features wavering and flowing together. As you watch, the creature's features change to those of Lt. Burrknuckle, who then strides for the exit from the mound.

Encounters

Go to Encounter 16: Goblins.

Encounter 16

Goblins

PREP: Use this encounter when the PCs encounter goblins in the Faerie mound.

PLAYERS: *At the edge of a sylvan clearing, brush rustles in sudden movement. You spot the goblins, led by an ogre, at the same time they see you. Rust-edged weapons drawn, six rush towards you.*

GM NOTES: Roll to determine initiative in the ogre's and goblins' attack. They are not surprised by the PCs unless the PCs saw them earlier (if so described in a previous encounter) and attack first. In that case, adjust the previous description accordingly.

These are goblins of the Hand-crusher tribe, waiting to take delivery of the Overlord's gold and carry it through this Faerie land shortcut to Galathrien in Dasa. The goblins fight to the death and take no prisoners. The ogre will let the goblins do as much fighting as possible and will not put his life on the line.

Ogre

HTK: 25, **AC:** 5

MV: 9", **AL:** C. Evil

AT: 1, **DM:** 1D10 or 1D6+2 (club)

INT: Low

THACO: 15, **SZ:** L

Weapons: club

Magic Items: Chime of Opening

Languages: Calandian, Ogre, Orcish, Stone Giant, Troll

(20) Goblins

Skill 5 Fighters

HTK: 6 each, **AC:** 6

MV: 6", **AL:** L. Evil

AT: 1

DM: 1D6 or 2D4 (morning star)

INT: Average (low)

THACO: 20, **SZ:** S

Weapons: morning star

Specials: Infravision 60',

Attack at -1 in sunlight

Languages: Calandian, Goblin, Hobgoblin, Kobold, Orcish

If the number of goblins fighting is reduced to four, the ogre and the remainder of the goblins run away and head directly for the exit into Dasa. Compare movement rates to determine if PCs can catch up to the goblins before they get away. If PCs discover the Dasa exit or observe the ogre and goblins fleeing through it, go to **Exiting Faerie**, following.

If captured, there is a 30% chance per hour of interrogation that a goblin will tell all. There is a 10% chance that the ogre will furnish information, and, at that, he will only reveal item #3, following. When a goblin breaks, however, he reveals all of the following information:

- 1) "The plan was simple enough. Doppelgangers get the gold from the fuzz-feet, bring it in here with Levitation spells, we take it through this Faerie shortcut to Dasa. Lord Galathrien gets his money, and the Overlord gets nuttin'. Neat, huh?"
- 2) "There's a gateway close to here, out of this stinking Faerie place. It leads into Dasa, into the subcellar of Lord Galathrien's palace. That subcellar's our guardroom now. We're his guards, ya know."
- 3) "Hey, I don't know how his Lordship got those wormy sprites to clear out of here. He did some kind of deal with the Faerie Queen, that's all I know. They leave us alone, as long as we don't wander around too much."
- 4) "You can't get into Dasa without one of these marks on the back of yer hand." (shows welt on back of hand). "And if you go there, you

end up servin' his Lordship for the rest of yer life — however long that might be. Naw, you don't wanna mess with Galathrien. He knows everythin' that goes on everywhere, and controls everythin' in this part of the country. You'll be sorry you messed with us. You'll see."

The Doppelganger

If Eeril (or one of his underlings, if Eeril is dead) is here when the PCs play this encounter, that doppelganger changes shape to fight the scouts.

The statistics for Eeril's normal form are given under NPCs. Blows landed with his claws or fists inflict 1D12 HTK of damage. The doppelganger does his best to slay the PCs. If reduced to $\frac{1}{4}$ of his HTK, he attempts to flee the Faerie mound. If captured, Eeril responds as detailed under Encounter 17: Shapechangers.

Exiting Faerie Land

To leave the Faerie mound through the passageway in the hill, Characters must either persuade a resident of Faerie to open the gateway for them, or must ring the chime carried by the goblin leader or Eeril.

When PCs first see the exit into Dasa, read the following:

A rocky outcropping stands between two gray-barked trees. The face of the rock is smooth white granite, and on it are carved pillars and flowering vines. An archway is carved overhead, and upon it a phrase in Elvish is lettered.

If the gate has been opened with the chime add:

A shimmering curtain of blue light spans the carved archways. Beyond it, there is a large, dark space in which many figures move. The figures are not distinct, but they are short and squat in build.

The gate can be opened by reading its legend in Elvish out loud, or by ringing the chime which is in the possession of the goblin leader. Once the gate is opened, it remains that way for seven minutes.

PCs should be discouraged from passing through the Dasa gate at this time. Adventure beyond the gate in Dasa is covered in *Deception at Dasa*, the next module in this series.

Exploring Faerie

Exploration of the Faerie land is beyond the scope of this adventure, and is left for the GM to elaborate upon, if s/he so desires. PCs should be



encouraged to stick close to the clearing and the two exits. They can be warned that time runs differently here, and that the terrain changes without warning, making it easy to become lost. Although denizens of Faerie have cleared out of the area because of the presence of goblins, many are openly hostile to intruders in their domain. If PCs insist on exploring, they may fail to complete their mission for the Overlord in the outer world.

Encounters

If PCs captured a doppelganger, go to Encounter 17: Shapechangers and use only the interrogation information.

If PCs do not capture anyone, return to Encounter 13: Garrisoned if this is their first road patrol, or to Encounter 23: Slack Time if they investigate Bogwater while the others went on the second road patrol.

Play proceeds to Endgame if PCs are slain or captured, if they spend much time exploring Faerie, or if they follow the goblins through the gate to Dasa.

Encounter 17

Shapechangers

PREP: Play this encounter when PCs confront an undiscovered doppelganger about gesh or other matters.

PLAYERS: *Lt. Burrknuckle regards the group with an odd look on his face. "You nose around too much," he says. "Entirely too much. I'm going to have to put a stop to that."*

In the next moment, his face changes, skin flowing and altering shape. His entire form becomes different, and an unnatural were-creature stands there. With a snarl and a flex of rippling sinews, it leaps!

GM NOTES: Alter the above description as necessary depending on which doppelganger and how many of them the PCs are confronting.

Characters easily locate the doppelgangers either in their quarters in the Guard Hall, or in the city streets nearby. Doppelgangers ensure they are speaking in privacy and out of sight of witnesses if it is apparent that the scouts are in a confrontative mood. The GM should role-play the conversation leading up to this attack, remembering that the doppelgangers have little patience and react violently if they feel the security of their plot is threatened.

The statistics for doppelgangers in their were-beast form is the same as

given for their normal shape under Non-Player Characters. Doppelgangers fight to the death. Characters do not necessarily recognize their opponent as a doppelganger unless they have seen this type of being before.

Corkroot

If the doppelganger is questioned about corkroot, he assures the PCs that it is harmless.

Stalking

If doppelgangers are outnumbered by PCs they do not attack or change shape, choosing to stalk the Characters singly at a later time. To resolve this attack, the GM need only have an individual PC be surprised by a doppelganger the next time s/he is alone somewhere. Characters who confront doppelgangers during road patrol are attacked when camping at night, most likely when they are using the latrine at a distance from camp.

Body Found

If a scout is slain during this encounter and the rest the party does not claim the body, the doppelganger waits until nighttime, then moves the slain PC's body to an out-of-the-way place where it will be found later. If a scout is slain when camping, the body is left near the latrines. If a scout is slain in town, the body is carried to an alley. In either case, read the following when the body is discovered:

[Character's name] lies unmoving on the ground. Claw marks furrow his skin, and his clothes hang in shredded tatters. There is no indication what beast might have slain the scout.

In a cobblestone-paved alley, there is no way to track the doppelganger away from the body, although there is a 10% chance of a witness having seen a dark figure dump another figure in the street. At a campsight, a ranger can easily track the doppelganger leaving the scene of the death, but not approaching it. The tracks are then lost in a stream used by the soldiery and cannot be picked up again.

If the slain PC was acting scout commander or sergeant of the scouts, another PC should be designated by the group to take over that rank.

Authorities

If a PC slays a doppelganger and reports it to a commanding officer who is also a doppelganger (such as Cpt. Halfbog), that doppelganger makes reassurances about investigating the incident while in reality he does nothing. The doppelganger hushes up

the incident as much as possible, "so as not to panic the troops," and targets the PC for death by stalking.

Foiled

The plot to steal the gold is effectively foiled only if the doppelgangers' cover is completely blown, or if they are all killed or captured. As long as any doppelganger remains undetected and free to operate, their plans continue unaltered. If Burrknuckle is killed, one of his sergeants is promoted to acting lieutenant in his place, and executes the plan as Lt. Burrknuckle would. If all doppelgangers but Cpt. Halfbog are put out of action, Cpt. Halfbog leads the gold escort personally "to assure its safety."

Interrogation

Captive doppelgangers can be interrogated by PCs. Undetected doppelgangers attempt to sit in on these sessions in hopes of helping their fellows escape, or to attack the PCs if the captive betrays their identity. There is a 10% chance per hour of interrogation that a doppelganger reveals some or all of the following information.

- 1) *"There is a plot to steal the gold, which is being transported through the land of Faerie. Faerie land has two entrances: a Faerie mound outside of Bogwater and another exit in Dasa. We have bribed and persuaded the Faerie guardians to permit passage through Faerie."*
- 2) *"There is a being called Galathrien in Dasa, who appears as a handsome man or beautiful woman, but is actually a bestial, non-human creature. He — or it — is surrounded by corruption and depravity, and is sometimes called the Tempter, for his tactics of persuasion. His influence extends far beyond the western third of Calandia, though that is where he concentrates his efforts. He is the master and source of the evil in this part of the country."*
- 3) *"Dasa is magically warded, and no one, including the Overlord's spies, has succeeded in infiltrating it."*
- 4) *"Galathrien has great confidence in the wards of his city. He is highly visible, as he favors lavish displays and public appearances."*
- 5) *"The doppelgangers are those who have been appearing to be Lt. Burrknuckle, Cpt. Halfbog, Sgt. Underlog, and Sgt. Twigtoes. There are no other infiltrated organizations."*

Encounters

If any PCs are killed by the doppelganger, his/her companions are

informed of the discovery of the bodies. In that case, play continues with an appropriate encounter.

If the PCs are on a road sweep, use Encounter 5: The Sweep.

If the PCs are on leave while garrisoned in town, play Encounter 12: Garrisoned.

If the PCs return from the second road sweep to find that a friend who remained in town is now dead, play Encounter 14: Return to Bogwater.

If a PC defeats a doppelganger continue play for that PC with Encounter 5: The Sweep, Encounter 12: Garrisoned, or Encounter 23: Slack Time if s/he continues investigations alone in town.

Encounter 18

Mysterious Death

PREP: Use this encounter when an NPC confronts a doppelganger about gesh and turns up dead.

PLAYERS: *[Character's name] lies unmoving on the ground. Claw marks furrow his skin, and his clothes hang in shredded tatters. There is no clue as to what might have slain the scout.*

GM NOTES: The above description should be read to the Players within a few game-hours after an NPC has gone off to talk to a doppelganger about gesh. In response to PC questions, doppelgangers claim ignorance of what happened to the dead Character.

If the NPC confronted the doppelganger in the city, his body is found in a cobblestone-paved alley near the Guard Hall, where the doppelganger dumped it. There is no way to track the doppelganger away from the body, although there is a 10% chance of a witness having seen a dark figure drop another figure in the street.

If the NPC confronted a doppelganger on patrol, the NPC is found slain near the latrines at the campsite. A ranger can easily track a humanoid while it leaves the scene of the death, but not while it approaches it. The tracks are then lost in a stream used by the soldiers for getting water.

If the slain NPC was Lt. Halithwe, a PC scout — probably the group's sergeant — assumes the rank of acting lieutenant for the remainder of the adventure and becomes commander of all scouts of this mission.

Encounters

If the NPC is found slain during a road patrol, play continues with Encounter 5: The Sweep.

If the slain NPC is found while the Characters are on leave in Bogwater, continue play with Encounter 12: Garrisoned.

Encounter 19

Betrayal

PREP: Play this encounter when PCs secretly follow the stolen gold to the Faerie mound.

PLAYERS: *LDG guards push the levitating chests of gold to the foot of a hill atop which stand rune-carved stones. Lt. Burrknuckle takes a small silvery object from his pouch and taps it three times. As a melodic note lingers on the air, the earth fades from sight and a passageway into the mound gapes wide. The soldiers move the gold into the light-filled corridor into the mound and disappear from sight.*

GM NOTES: If doppelgangers have fled to the mound to get away from a PC assault during the last encounter, go to **Escape**, following. If the gold is moving in wagons instead of being levitated, or if the PCs arrive at the mound too late to see the above scene, alter the description accordingly. If Burrknuckle is without the Chime of Opening, the Faerie guardians open the mound for him.

Plan of Action

When the gold is inside the Faerie mound, the doppelgangers, still in the guise of LDG officers, order the shireling troopers to await them outside. Once the shirelings are out of sight, goblins emerge from concealment and push the chests to the Dasa gate. There, goblins and doppelgangers exit with the gold into Dasa.

Contingencies

If confronted by PCs before the gold is inside the mound, the doppelgangers order the shirelings to fight (as part of their "field exercise"). If facing more than three PCs, the doppelgangers flee for the mound. If the shirelings see their commanders run, they finally realize something is not right; they fight half-heartedly, striking at -4 to hit. The shirelings are only trying to subdue; each surrenders if injured. Doppelgangers try to escape as detailed in **Escape**, following.

If confronted by PCs inside the mound, the shirelings are ordered to fight. However, the ogre and the goblins join the fray, and the shirelings mill in non-combatant confusion when they see who and what is fighting

beside them against the scouts. Each shireling must save against an INS of 5 once every round to fight alongside PCs; each shireling failing this save stands confused for one round. Goblins fight a running retreat, taking the gold with them and heading directly for the Dasa gate.

If PCs are prisoners when they enter the mound, they are taken captive into Dasa unless they can escape.

If the mound entrance has closed, PCs can get in only by persuading a Faerie guardian to open the portal or by using Burrknuckle's Chime of Opening. Otherwise, pursuing Characters must wait until they can dance on the mound at night to open the entrance. If PCs enter the mound within a half hour after the gold was first taken inside, they can catch up to the goblins before they disappear through gate to Dasa. If the PCs enter later, the gold, ogre, goblins, and doppelgangers are gone and the Dasa gate closed.

Combatants

Shireling, ogre, and goblin statistics are repeated here for ease of reference. Doppelganger information is under NPCs. Shirelings encountered alone outside the mound can be enlisted into the scouts' cause and used as NPC combat support for the party.

(12) Lake District Guard

Shirelings, Skill 3 Fighters

HTK: 15 each, AC: 7

MV: 12", AL: C. Good

AT: 1, DM: by weapon

THACO: 18

Armor: studded leather

Weapon Proficiencies: dagger, short bow, short sword, sling, spear

Weapons: short sword, spear

Specials: Infravision 30'

Ogre

HTK: 25, AC: 5

MV: 9", AL: C. Evil

AT: 1, DM: 1D10 or 1D6+2 (club)

THACO: 15, SZ: L

Weapons: club

Magic Items: Chime of Opening

Languages: Calandian, Ogre, Orcish, Stone Giant, Troll

(20) Goblins

HTK: 8 each, AC: 6

MV: 6", AL: L. Evil

AT: 1

DM: 1D6 or 2D4 (morning star)

THACO: 20, SZ: S

Weapons: morning star

Specials: Infravision 60',

Attack at -1 in sunlight,
Languages: Calandian, Goblin,
Hobgoblin, Kobold, Orcish

Escape

If hard-pressed, the doppelgangers are concerned only with flight. They dash through Faerie, setting the goblins to deal with the pursuing PCs, and flee into Dasa through the portal, described in Encounter 16: Goblins. Goblins do not venture outside the mound to help the doppelgangers, and flee if they are reduced to four combatants or less.

Encounters

Go to Endgame.

Encounter 20

Guard Hall

PREP: Use this encounter when Characters search the doppelgangers' rooms in the Guard Hall barracks. The information given to the Players depends on which rooms are searched.

GM NOTES: The Guard Hall is an undistinguished building of practical design. Locations on the Guard Hall map are marked, but only the rooms of Sgts. Twigtoes and Underlog and of Lt. Burrknuckle are covered here. Guards who catch PCs poking about ask the PCs to leave, and report the incident to Cpt. Halfbog.

The white powder found in any of the lockers is gesh.

Burrknuckle's Room. (#9-A on map): The door is locked; -10% to attempts to pick the lock. If the PCs open the door, read the following to the Players:

Inside is a bed, a night table, a dresser, and a wardrobe. There is a footlocker at the base of the bed.

The lock on the footlocker also has a -10% modifier on any Open Lock attempt, and is trapped with a poisoned needle (save vs. Poison at -2 or die). If a PC opens the footlocker, read the following:

The footlocker contains ten pounds of a white powder, 1,000 gp, a Wand of Levitation, and Chimes of Opening.

Twigtoes and Underlog's Room. (#8-A on map): This room contains two beds with a footlocker at the base of each, one wardrobe, and a table with a wash basin on it.

The footlockers have the same type of lock as Burrknuckle's (-10% chance to open), but are not trapped. If a PC

opens the lockers, read the following:

Each locker contains a jar containing a white powdery substance.

Encounters

If the PCs' investigations have been reported to Cpt. Halfbog, the PCs are summoned individually to the Captain; continue play with Encounter 17: Shapechangers!. Otherwise, return to Encounter 12: Garrisoned if the PCs are on leave while garrisoned in Bogwater, to Encounter 23: Slack Time if a PC is investigating while others are on road patrol, or Encounter 14: Return to Bogwater if the PCs have returned from the second road patrol.

Encounter 21

A Pinch of This . . .

PREP: Use this encounter when the PCs question the shirelings about the spice.

PLAYERS: *"This stuff that you're asking about is called gesh. Oh, my name's Conroy Panfellow, in case you don't know." As the shireling reaches for your hand to shake it, he sways slightly; his eyes look glassy. "Yeah. It sure makes you feel good," he chuckles. "Makes you fight better, too. Sgt. Twigtoes has a supply in his pack that's enough for a six-day road patrol, I hear. I hope so, 'cause the one bad thing about this stuff is that you get real sick if you go without it for too long." Conroy glances around, then moves in closer. "A couple of soldiers got so sick that they died," he says in a hushed tone.*

GM NOTES: In Conroy's present state, he does not think that gesh was a direct cause of the soldiers' deaths. If Conroy is asked any other questions about gesh, he will simply reiterate that it makes the soldiers feel good and that they have fought better since they started using it.

Conroy Panfellow

Shireling, Skill 3 Fighter

STR: 12, INT: 9, INS: 7

STA: 11, DEX: 10, APL: 11

HTK: 10, AC: 7

MV: 12", AL: C. Good

AT: 1, DM: by weapon

THACO: 18

Armor: studded leather

Weapon Proficiencies: dagger, short bow, short sword, sling, spear

Weapons: short sword, spear

Specials: Infravision 30'

Encounters

If the PCs are on their first road patrol and they are rejoining Lt. Burrknuckle, continue with Encounter 7: Rendezvous.

If the PCs are on their first road patrol, go to Encounter 12: Garrisoned.

If any PCs have consumed gesh, and at least one PC is unaffected, go to Encounter 13: Strange Behavior.

If the PCs wish to remain in Bogwater, and they have already gone on their first road patrol, go to Encounter 23: Slack Time.

Encounter 22

Alchemist Visit

PREP: Play this encounter when Characters go to the Bogwater alchemist to find out more about the substance in the soldiers' food.

PLAYERS: *The sign of the alembic and pestle clearly marks the shop of an alchemist. A small bell jingles overhead when the door opens, and a caged blue parrot announces your entry with a shriek, bringing a tall man into the shop through a curtained doorway. He is younger than most alchemists, but the stains on his fingers and hint of sulphur that hangs in the air certainly suggest alchemical pursuits.*

"Balthar, at your service," he says with a half-bow. "How may I help you?"

GM NOTES: Once a PC has acquired gesh, s/he can take it to the alchemist whenever s/he is in Bogwater. If the PC does not think of this, the GM may have an NPC make this suggestion. Balthar the Alchemist (at #3 on the Bogwater map) can analyze the gesh in three days. He charges a minimum of 200 gp for this service, but does it free of charge if it is made clear this is official City-State business requiring Aid and Assistance (explained in Introduction). The alchemist and his shop is further described in the GM Introduction.

If the PCs have no sample of gesh, Balthar won't hazard a guess as to the nature of the substance. Once the gesh is analyzed, he gives the PCs the information given for gesh under Unique Items. In addition, he warns that there is no way to ease the severity of gesh withdrawal; those who are addicted might die from its effects.

Encounters

If the PCs want to go straight to the authorities to talk about the gesh, go to Encounter 17: Shapechangers. Otherwise, if they are on leave in Bogwater, return to Encounter 12: Garrisoned.

If the PCs remained behind during the second road patrol, return to Encounter 23: Slack Time.

If the PCs are about to depart with the gold shipment, return to Encounter 14: Return to Bogwater.

Encounter 23

Slack Time

PREP: Read this encounter to any scout PC remaining in Bogwater for investigative purposes while the others go out on the second road patrol.

PLAYERS: *There are few LDG troops left in town; almost all are out on patrol. The townsfolk seem ignorant of the imminent arrival of the Overlord's gold. You notice no unusual loiterers in local inns; business is being conducted as usual. There are no suspicious movements outside of town. The next six days promise to unfold slowly.*

GM NOTES: There are few clues in town which reveal the nature of the forthcoming attempt on the Overlord's gold. However, a PC who remains in town may accomplish things the party was unable to in its mere 36 hours of leave.

Encounters

If the PC does none of the following options, play continues with Encounter 25: Escort Duty.

If the PCs wish to question shirelings about the substance added to their food, go to Encounter 21: a Pinch of This

If the PCs wish to take a sample of spice to the alchemist, or follow up on his analysis, go to Encounter 22: Alchemist Visit.

If the PCs want to talk to Cpt. Halfbog about the spice, go to Encounter 17: Shapechangers.

If the PCs wish to search the quarters of Burrknuckle or his sergeants, go to Encounter 20: Guard Hall.

If the PCs wish to visit the Mug & Loaf, go to Encounter 10: Mug & Loaf.

If the PCs wish to investigate the Faerie mound, let the PCs visit it and play Encounter 6: The Faerie Mound.

Encounter 24

Night Ride

PREP: Use this encounter if PCs follow Lt. Burrknuckle (or other doppelgangers) when he rides out of Bogwater the night they return from road patrol.

PLAYERS: *Lt. Burrknuckle and his horse are a dark blur on The Aldar's Road. He rides the main road, ignoring crossroads and dirt pathways to villages along the way. Almost an hour north of Bogwater, the Lieutenant slows, and turns off cross-country where the stream intersects the Road. This is the place where you first scouted the countryside during your recent road patrol. Lt. Burrknuckle follows the wooded streambed and rides up the side of a hill. He is visible for a moment on the crest before disappearing over the top.*

GM NOTES: The Lieutenant should be easy to follow. He checks behind himself at intervals, but does not believe he is followed and is lax in guarding his trail. Burrknuckle uses his Chime of Opening to gain entrance to the Faerie mound. If the chime has been taken, the pixies open the mound at his request.

When the Characters reach the off-road hillcrest, read the following:

Beyond this hill is a flat meadow. In the middle of that is another hill, its top ringed with standing stones and its eastern end aglow with golden light. A great passageway gapes open in that end of the hill; Lt. Burrknuckle rides his horse within the passageway and vanishes from sight. The passageway remains open. There is a strange silence in the meadow, and the light shimmers from the open passage.

This entrance to Faerie remains open for only seven minutes. Characters can glimpse a sylvan clearing beyond the curtain of light. The GM should keep track of elapsed time before the passageway closes. If mortals step foot within the passage, it remains open until seven minutes after the last one has passed through. If a mortal stands stationary in the corridor and doesn't move, it seals after seven minutes and pushes the person into the land of Faerie within the mound.

Encounters

If the PCs enter the mound, play Encounter 15: The Plot.

If the PCs wait for Burrknuckle's return, play the appropriate portion of Encounter 15: The Plot.

If the entrance closes and the PCs want to examine the mound, go to Encounter 6: Faerie Mound.

If the PCs return to Bogwater, return to Encounter 12: Garrisoned.

Encounter 25

Escort Duty

PREP: Play this encounter when the PCs depart Bogwater escorting the gold shipment.

PLAYERS: *Four freight wagons drawn by horses pull out of the Guard Hall courtyard in the early morning light. Three wagons carry chests of gold, while the fourth holds supplies for the escort of over fifty LDG guards and scouts. The Farmer Union leads the caravan, while the Miller Union marches stalwartly alongside the wagons. Outside of Bogwater, the Farmer troop splits in half, with the two squads marching off cross-country to flank the road on either side about 600 yards away. Led by Lt. Halithwe, your party of scouts nudges mounts into a trot and moves into position for your patrol.*

GM NOTES: Each wagon carries a driver; the gold-bearing wagons also have two LDG slingers in back of each. The remaining eighteen Miller Union guards march in loose files alongside the wagons. When the caravan reaches the turn-off to the Faerie mound an hour north of town, the gold is diverted to the mound. If the Wand of Levitation has been stolen from Burrknuckle, the wagons themselves are diverted cross-country and the descriptions following should be altered accordingly. Depending on the location of the scouts at that time, events are resolved as follows.

Single PC Riding With Wagons

If a single PC accompanies the draft wagons, read the following privately to that Player:

As you ride beside the driver of the foremost wagon, Sgt. Twigtoes, who has hitched a ride in back, strikes up a conversation with you. During a lull in the conversation, the stream where you turned off-road during your first patrol comes into view. Suddenly there is the cold blade of a dagger pressing against your throat, and Sgt. Twigtoes says, "Not a move, now, or you'll be getting blood on the wagon. Just sit quietly. There's a good one."

The wagons pull to a halt. The driver disarms and ties that Character up while Twigtoes continues to hold a knife to the PC's throat. The GM should role-play Twigtoes mentioning to the driver, for the PC's benefit, that

"This is part of the field exercise I couldn't warn you about. Everything's going fine. Let's tie this one up good, shall we?" The PC is then gagged as well, and transported to the Faerie mound along with the gold.

If the PC struggles, s/he is knocked unconscious by Twigtoes. S/He should be allowed to make any reasonable effort to escape, though his/her every move is watched by LDG guards as long as the captive is with the wagons. If the PC escapes, shirelings try to catch him/her, but give up if s/he gets very far off the road.

PCs Ahead of Gold

If Characters scout ahead of the gold, they will not notice right away when the treasure is diverted to the Faerie mound. Read the following:

At the next road rendezvous, Corporal Conroy Panfollow rides up breathlessly. "Disaster!" he shouts. "The gold! It's gone! And so are the Lieutenant and the Sergeants! We thought it was a joke, they took the chests, and they haven't returned!"

Conroy explains that they thought this was just an unusual field exercise. Almost an hour ago, the Lieutenant levitated the gold off the wagons and moved it towards the Faerie mound. He answers all questions as truthfully as possible. The shirelings are scared, and they are very helpful.

PC Watches Gold

If at least one PC keeps an eye on the wagons from afar, read the following:

Unexpectedly, the wagons halt by the stream where you turned off-road in your first scout patrol. The chests of gold coin lift from the wagons and levitate over the ground. Then the wagons continue on their way, leaving the levitating chests behind. Lt. Burrknuckle and twelve LDG troopers remain with them, pushing the gold through the air and out towards a hill in the countryside.

If an observer knows of the Faerie mound, he recognizes that the shirelings are taking the gold in that direction. The LDG troops are not of help, as they believe this is all part of the "field exercise" and do not take the scouts seriously.

PCs Accompany Gold

If the PCs ride with the wagons, read the following:

Unexpectedly, the wagons halt by the stream where you turned off-road in your first scout patrol. Troopers gather close to the wagons as Lt.

Burrknuckle stands in his stirrups and waves towards your group. "All right, boys!" he calls out. "Get 'em!" Without warning, the shirelings attack!

(22) Troopers

Lake District Guard

Shirelings, Skill 3 Fighters

HTK: 15, AC: 7

MV: 12", AL: C. Good

AT: 1, DM: by weapon

THACO: 18

Armor: studded leather

Weapon Proficiencies: dagger, short bow, short sword, sling, spear

Weapons: short sword, spear

Specials: Infravision 30'

The dopplegangers stay out of this fight except for self-defense. The shirelings fight to subdue, hitting with the flat of their blades. They attempt to overwhelm PCs with their numbers, with three grappling an opponent while the fourth knocks him/her senseless. If PCs fight to kill, any wounded NPCs will surrender immediately upon sustaining damage. Any PC who saves against his/her INT notices that the shirelings are not whole-heartedly fighting to draw blood.

If defeated, captured PCs are bound and gagged, or chased if they escape. They are transported to the Faerie mound along with the gold and a guard of twelve troopers while the wagons continue on their way. If the PCs are victorious, the dopplegangers flee immediately towards the mound.

Encounters

If PCs are all slain or captured, play Endgame. Otherwise, continue play with Encounter 19: Betrayal.

Encounter 26

Ultimatum

PREP: Play this encounter when a Character is struck by gesh withdrawal but is not at the Mug & Loaf to be saved by Conroy.

PLAYERS: Suddenly, you feel as if a hot knife has been sunk into your stomach. Your muscles clench and you double over with a gut-wrenching cramp. As waves of nausea wash over you, you break out in a cold sweat and feel weak all over.

Lt. Burrknuckle's men take you quickly to a private room in the Guard Hall. The Lieutenant appears and stands by your bedside. "You are

dying," he says, in a quietly ominous voice. "If you and your friends want to live, you'll follow my orders. Without question, I would think. You'll start with the escort assignment — it stays as ordered. Agreed?"

GM NOTES: Burrknuckle has several things to say to a stricken Character and his/her friends. The GM should role-play the doppleganger as confident and quietly threatening.

Burrknuckle communicates these points, (not all of which are true).

* "You are addicted to a substance in the food. The shirelings aren't bothered by it, and, well, I thought nothing of it until it was too late."

* "Without the substance, you will die, painfully, over a period of a few days. If you don't believe me, movement of the gold shipment can wait until you die."

* "I will tell you how to counteract the substance when we transfer out of the area — and not before. Meanwhile, follow my orders . . . or you can die."

* "Harming or threatening me may be satisfying, but it won't help you out of your, uh, dilemma."

* "I want nothing more from you than that you ride your escort duty as assigned. That is all."

If the PCs agree with this "reasonable" request, Burrknuckle gives the gesh-spiked wine to the scout, who revives quickly. Otherwise, he leaves the scout in pain.

Encounters

If PCs fight Burrknuckle or confront Halfbog as a result of this encounter, play Encounter 17: Shapechangers.

If the PCs comply with Lt. Burrknuckle's ultimatum (at least verbally) go to Encounter 25: Escort Duty.





Endgame

At the end of this adventure, refer to one or more of the following categories:

‡ PCs are captives of the doppelgangers inside the Faerie mound.

Read #1.

‡ PCs are unable to prevent the theft of the gold and do not learn of the gate to Dasa. Read #2.

‡ PCs are unable to prevent the theft of the gold, but they learn of the gate to Dasa. Read #3.

‡ PCs uncover the existence of doppelgangers among the 235th LDG. Read #4.

‡ PCs prevent the theft of the gold. Read #5.

‡ Lt. Halithwe was killed and a PC served as acting lieutenant in this place. Read #6.

‡ PCs became addicted to gesh. Read #7.

Alter the following NPC names as necessary to reflect any deaths or substitutions that have occurred in the course of the adventure.

1) *Lt. Burrknuckle's form melts and shifts and transforms into an odd-looking creature. He grins, and says in Burrknuckle's voice, "Well, it won't be long now. You'll enjoy your stay in Dasa, I'm sure. Galathrien will make you very welcome. It's not often his Lordship gets to entertain one of the Overlord's scouts!" He laughs unpleasantly as goblins grab you and drag you across the glade.*

This Character ends up enslaved in Dasa. There is a remote chance that his/her comrades may be able to rescue him/her in a future adventure, but, for the purposes of this mission, s/he has failed.

XP: 50 plus XP for beings killed (if applicable).

2) *The shirelings of the Miller Union are puzzled at your reaction. They protest that they took the gold into the Faerie mound as part of the field exercise. In their gullible state, the shirelings of the 235th have aided in the theft of a fortune in government gold. Lt. Burrknuckle*

and Sgt. Twigtoes have vanished along with the gold. This is not a report that Cpt. Toreignor in Bansk will welcome.

The party has failed to accomplish its mission.

XP: 100 each plus XP for beings killed (if applicable).

3) *At least you have good news to report. It is clear where the gold was taken, and you know of the portal through which it was transported. The fortune can be followed — and a way into Dasa has been found.*

XP: For this information, surviving Characters receive 1,000 XP each plus XP for beings killed (if applicable).

4) *The discovery of doppelgangers in the Lake District Guard is a sobering experience. After hearing your report, Cpt. Toreignor dispatches a special magically-aided task force to verify that there are no more infiltrators in the unit. "Good job, scouts," the Captain congratulates you. "I'd hate to think what other damage those creatures could do as insiders on the gold route. We never thought to look for that kind of threat.*

XP: For discovering the doppelgangers, the PC party receives 2,000 XP. If they discovered and eliminated all doppelgangers on their own, each Character who participated in this receives an additional 500 XP each, plus XP for beings killed (if applicable).

5) *"Well done!", Major Lemhos enthuses after hearing your report. "The gold is safe, this insidious plot revealed — I'd say you warrant the reputation you are gaining, without a doubt. In fact, I want you to stick around. We have another mission for you . . . but more about that later. For now, you deserve some relaxation. We'll see you at the feast in your honor tonight, shall we?"*

XP: Each surviving party member is awarded 2,000 XP, along with XP for beings killed (if applicable, plus XP for any Unique Items found. Also, XP are awarded for any actions detailed following. The PCs also receive a pay bonus of 500 gp apiece.

6) *"Congratulations are also in order for your stepping into the place of the late Lt. Halithwe," says Cpt. Toreignor. "You conducted yourself well, [scout's name]. I am promoting you to the rank of Lieutenant. Congratulations."*

XP: The PC who is promoted to Lieutenant may be awarded an additional 500 XP if the GM deems s/he did well in his position of leadership. The PC also receives a pay bonus of 100 gp, and is entitled to wear a red-and-gold Gryphon Rider uniform if s/he wishes. Also add XP for beings killed (if applicable).

7) *For several days, you are wracked with pain as the gesh you have consumed slowly works its way out of your body. Rest and recuperation are in order before you are fit to travel again.*

Gesh withdrawal inflicts physical damage on its victim. Unless the PCs can be magically helped, they suffer damage as detailed under Unique Items. It is possible for a Character to die in this process, but, if the mission has been successful, the Gryphon Rider command may be willing to help get the deceased resurrected. Also, clerical help may be obtained to cure affected PCs who are still alive.

XP: Each victim of gesh withdrawal receives 50 XP to reflect growing "older and wiser." Also, PCs get XP for beings killed (if applicable).

XPs for actions accomplished:

- Did not become addicted to gesh.
200 XP per PC.
- Discovered nature of the drug being added to food.
200 XP per PC.
- Discovered doppelganger impostor(s).
200 XP per PC.
- Interrogated doppelgangers or goblins.
200 XP per PC.
- Discovered nature of gold theft plot.
200 XP per PC.
- Found way into Faerie mound when it was not already open.
200 XP per PC.

HOW TO USE THIS BOOK

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

With the notation 1D2, a 4-sided die is used; 1-2 has a value of 1, and 3-4 has a value of 2. With 1D3, a 6-sided die is used; 1-2 has a value of 1, 3-4 has a value of 2, and 5-6 has a value of 3.

Value assumes that the value of one gold piece is about \$20 in current U.S. dollars.

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 unless statistical and/or racial bonuses apply. 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 (see standard rule book).

Monsters always use 8-sided dice to determine how many HTK they have.

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).

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know a Character's or monster's THACO, 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 THACO to obtain the required die roll on 1D20.

For example, if a Character's THACO 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% ($11 \times 5\% = 55\%$).

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 a 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 candelabras. 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.

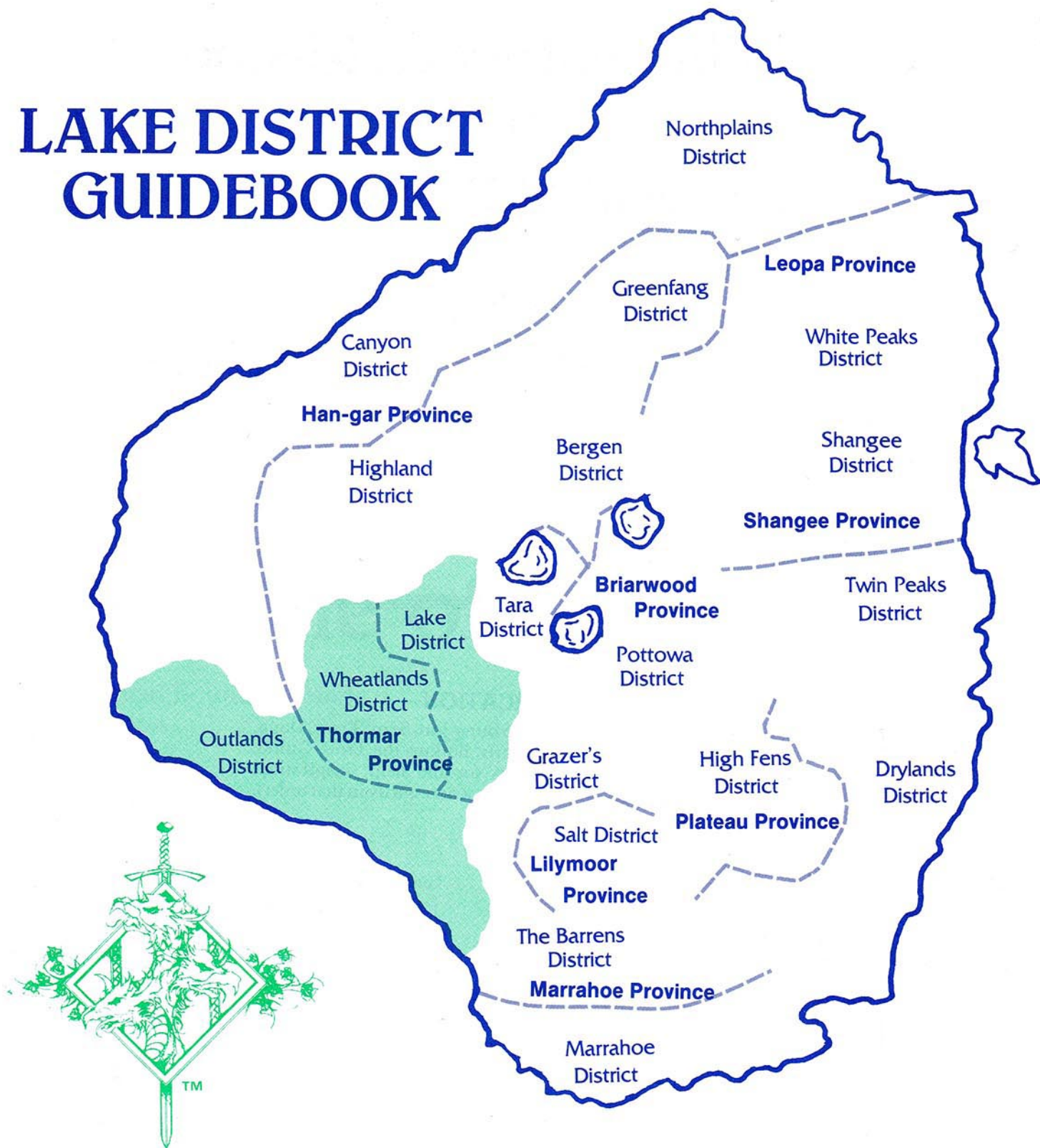
Any L. Good cleric or paladin who remains in this chapel for more than two rounds will see all other party members transform into hideous humanoid vampires. The GM should secretly confer this information to any cleric or paladin Player.

This transformation is an illusion and only occurs in the mind of the aforementioned Character(s). Once an affected Character leaves the chapel, the effect is broken. The room and its contents are otherwise normal.

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
THACO.....	To Hit Armor Class 0
SZ.....	Size
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 or 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

LAKE DISTRICT GUIDEBOOK



The Lake District in Thormar Province covers a territory roughly 180 miles by 300 miles in size. This warm, fertile region of lakes and rolling hills is the breadbasket of Calandia and is the single most heavily cultivated district in the Overlord's domain. A languid rural lifestyle prevails in this peaceful countryside, home to farmers, shirelings, nagas, and merchant traders. Even more than prosperous burghers, the stalwart dwarves of Thormar's Peak are the richest residents of the Lake District. Reclusive in their mountain preserve, the descendants and relatives of the dwarf king Atrabiloran continue to wield power and political influence in Calandian affairs. (See the *Background and Encounter Book* from the basic set for more details on Atrabiloran.)

The quiet Lake District is deceptively calm. Dark creatures stir at night, and travelers must not be lulled by the appearance of security around them. The hazards of this district are subtle: a burrowing ankhkeg, a mesmerizing vampire, an infiltrating doppelganger — these and other threats spring upon the unwary when it is too late for defense. Adventurers must beware, for they traverse the roads of the Lake District at their own risk!

The Lake District Guidebook & Betrayal at Bogwater

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Author: Terry Randall
Editor: Jackie Leeper

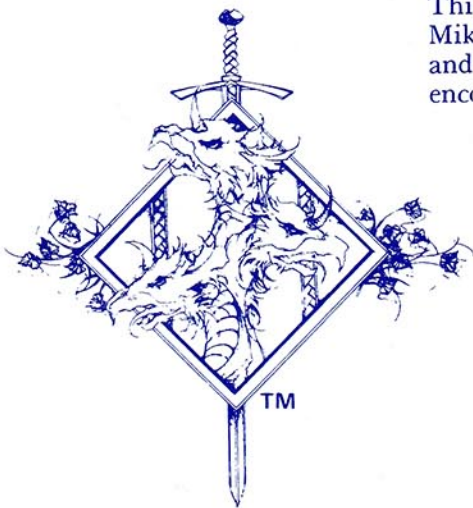
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Maps: Jerry O'Malley

DEDICATION

This is for Old John, Ph.D, Young Jon, Sean, Tracy, Doug, Mike, Teri-Shotz, Renly, Bails, Botkins the Troll, Guido, and Jon Heimstra. Thanks for the help, inspiration, encouragement, and support (not necessarily in that order).



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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 Lake District of Thormar Province, where Thormar's Peak and numerous lakes are found. More information on Calandia's districts and provinces accompanies each module in this campaign series. The forthcoming facts and background apply to the entire continent of Calandia.

Language

The language of the City-State is by no means the same as English. In this guidebook, many Calandian words and place names have been anglicized for ease of use or pronunciation. In some cases, the Calandian word or name is used instead, especially when that word best expresses a foreign concept, or when the information may be of special interest to GMs. Such phrases are introduced with italics the first time they are used, and appear in normal print thereafter. In some cases, parenthesis are used to separate a Calandian phrase from its anglicized equivalent.

Political Boundaries

The provinces and districts of the City-State are listed in the Provinces and Districts of Calandia sidebar of this section. Districts are further divided into boroughs; these divisions are used primarily for calculating senate representation and taxes.

Governors

A Governor-General (*Aldar*) rules a province as the personal representative of the Overlord. The office of Aldar was created when Lucius II disbanded his great army of unification and dispatched its forces to strategic locations around Calandia. The Aldari are 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 (*Den-Aldari*) rule the various districts in a province. These authorities hold varying personal ranks, but in each case come from a trusted and influential clan which has historically been involved in the governance of its district. In addition to other duties, Den-Aldari frequently command elements of the provincial army stationed in their districts.

The Aldar of Thormar Province is the dwarvish Prince (*Bevmor*) Darzig of Loran, a cousin of the late king Atrabiloran. The three administrative districts of Thormar Province are the Lake District, governed by Earl (*Praudhar*) Baukros Varlurios; the Wheatlands District, governed by Count (*Beldhar*) Firis Drunaros na'Urici; and the Outlands District, overseen by Baron (*Gedhar*) Shibun Bailauri na'Deriusi.

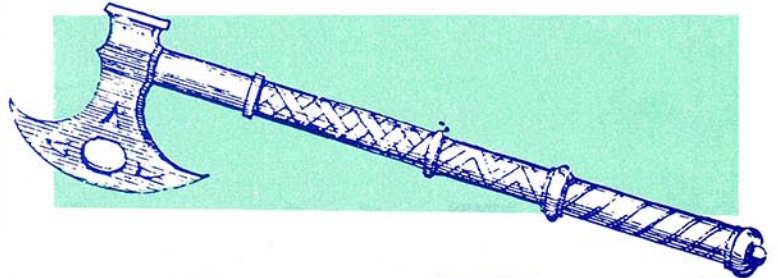
(Note that native Calandians have from one to four names: personal, signifier, tribal, and/or nickname. Types of names and examples of their use are given in Naming Conventions (Nomenclature), following.)

Religion and Deities

Citizens drawn to Calandia from other continents equated the Calandian deities with gods already familiar to them; they began calling the Calandian gods by the names of their own deities or

religious factions. Those foreign names are given in the index of the *Map and Population Book* for Briarwood. The traditional names for Calandian gods, used more often in the countryside than in the cities and towns of Calandia, are given in the Native and Foreign Gods/Demigods table in this section.

In Calandia, fighter-class Characters known as *avantari* dedicate themselves to the services of a particular deity or demigod. The avantari are the equivalent of paladins, but without the alignment restrictions that paladins have. (For more information on this Character class, see New Character Class: the Avantar under the Populations section.)



Provinces and Districts of Calandia

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



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, prophecy</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	—	NE	<i>death (finds souls for Bragla)</i>
Hunter	—	CN	<i>berserkers, combat, werebears</i>
Gadnor	—	LN	<i>oaths, justice</i>
Vikkar Tornor	—	LN	
Barcus	—	CE	<i>lies, deceit</i>
Silvertongue	—	CE	
Derius the Archer	—	NG	<i>hunting</i>
Shau Lin	—	LG	<i>heroic deeds</i>



Naming Conventions

Native Calandians have from one to four names. The higher-ranking or more accomplished person has more names than the low-born one. Names are usually assigned in this order: personal—significator—tribal. A nickname may be acquired at any point.

Personal names are first names. Masculine names end in *-ius*, *-an*, *-ar*, *-ic*, *-un*, or *-os*. Examples are Gauros or Gaurun, Biric or Biros. Feminine names end in *-a*, *-i*, *-it*, *-ot*, *-la*, *-ra*, or *-si*. Examples are Lara or Larit, Marla or Marsi.

Significator names indicate something descriptive or meaningful about the person or his/her family. Significator names do not necessarily refer to a recent event or favorable attribute. Examples are: Gauros "the Fighter" and Marla "the Beggar." In Calandian, these 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. Some names refer to the deity the clan supported in the Uttermost War, such as na'Meldosi or na'Urici. Others are nomadic in origin and translate into names like "Swift-Raider" (*Ludheimis*) or "Hill-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 is mentioned here because it has had a profound impact on the nature of modern Calandia. It is summarized following, and will be covered in greater detail in the *Calandia Guidebook*.

Clan, Kinship, and Government

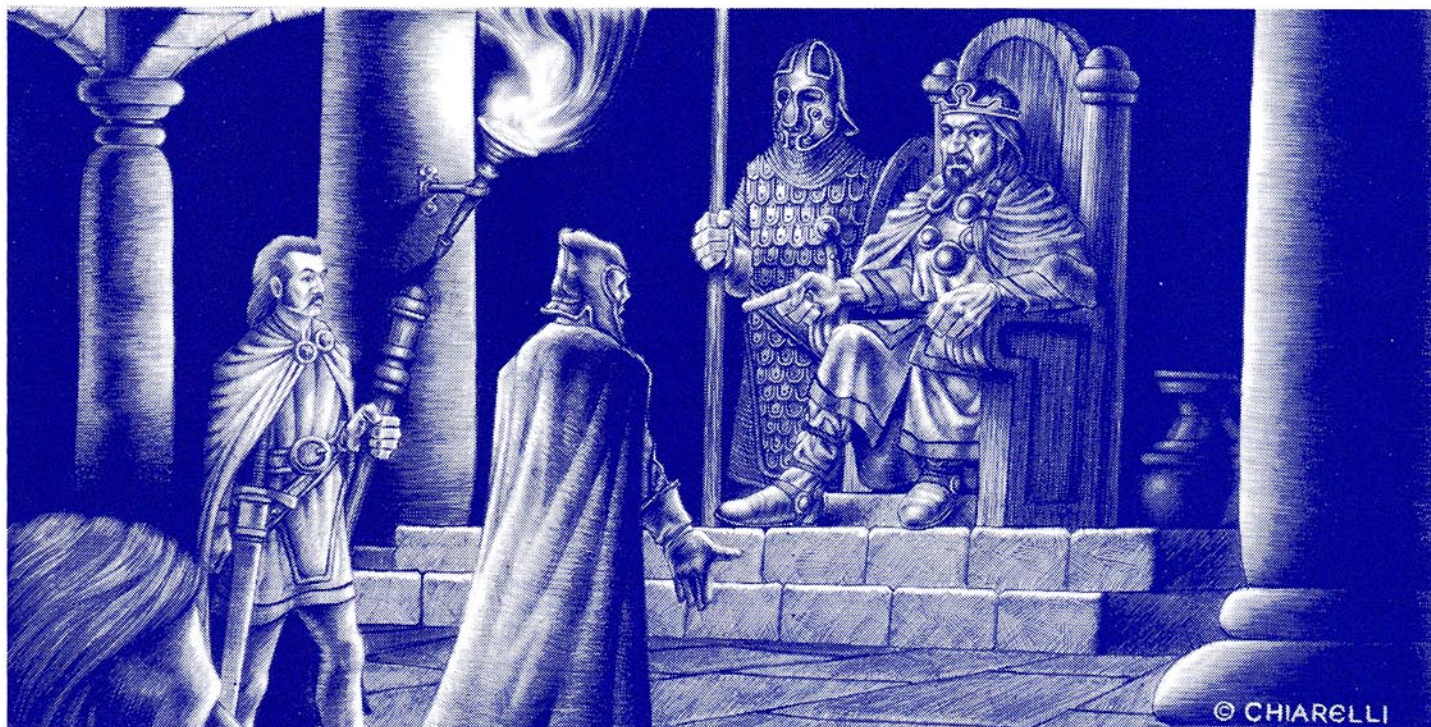
The tribal past of Calandians has dramatically affected the shape of today's government. The nomadic clan culture which evolved during the Great Misery has vastly influenced authority, rank, and government in the City-State.

Non-Feudal Society

Most of human society in Calandia is not feudal. Allegiance is sworn to the Overlord, but Lucius does not have total control of ancestral lands and rights handed down from tribal days. As Overlord he is chief over all other chiefs who hold their positions by inheritance and the popular support of their clans. Lucius commands these people not because they owe him obedience, but because clansmen are loyal to their chiefs and hence to the Overlord of their chiefs.

Rank and Nobility

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



Leadership and Authority

The early Calandian nomads were war-like and independent pioneers. They valued leadership, courage, shrewdness, and personal ability (people who had these qualities became clan leaders). These positions of authority 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 keep popular support, the clan chose a new war chief. The previous chief was divested of his authority and the accompanying rank and honor.

Lucius II, like lesser chiefs, holds his position by popular support and acclaim. He will remain Overlord unless and until he proves himself unfit for leadership and in the process loses important supporters. For this reason, it was possible for upstart senators to attempt to remove Lucius from authority when they thought the Overlord was insane.

Senators in the City-State should not be confused with democratically-elected representatives. The Calandian word for Senator (*Beldos*) translates into "chief-who-advises." Senators are respected for their good council or significant accomplishments, and are chosen by responsible members of 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 one and the same. To hold an important position in a clan is to hold a military rank, and to do that makes one noble according to the position of leadership held. By the same token, an adventurer who distinguishes him-/herself rises to a position of leadership in his/her own clan, or is adopted into the clan of the person s/he has served and given rank there.

The Calandian titles for different ranks come from this interlocked system of authority, and are given in the Rank and Nobility table with their feudal equivalents. Clans which farmed and were not nomadic used different terms but had a similar structure. The terms used by the nomads came into common useage during the reign of the Dragon Kings.

Political Status

Political status affects the government of and other relationships among a group of people. The folk of the Lake District have the

following types of political status. The definitions are explained in greater detail in the *White Peaks Guidebook*, but are summarized below for quick reference.

- Men — *citizenship through clan allegiances*
- Dwarves — *citizenship through clan allegiances*
- Naga tribes — *treaty nation*
- Shirelings — *client nation*

Citizenship

The Overlord is acknowledged as the ultimate authority over all citizens, and is considered to be, literally, chief of all chiefs. Allegiance is sworn to Lucius II by persons of high clan rank; lesser individuals are assumed to follow the allegiance of their clan chiefs and need not swear publicly.

Most humans and many demi-humans of Calandia are citizens of the City-State. A citizen is obligated to perform military service, pay taxes, and provide miscellaneous aid and assistance whenever requested to do so by representatives of the Overlord (i.e., by government or military officials). Citizens have the privileges of senate representation and can expect to receive the Overlord's protection in time of danger or disaster.

Client nations pay taxes and provide armed levies to the Overlord. They have minimal representation in the Senate and are responsible for their own government within limits set by the government of the City-State.

Treaty nations exist, remnants of old treaty alliances negotiated prior to the unification of the City-State. Treaty nations are allies and protectorates of the City-State, sending troop levies to serve the Overlord, and the government provides them greater military protection than they would have by themselves. These people have no say in the government of Calandia, and have special tariffs applied to their trade goods.





Geography

Terrain

Overview

Thormar Province is the most bountiful agricultural region of Calandia. The Lake District of this province stretches 780 miles from the Han-gar River to the Lilymoor River, and averages 300 miles deep from the Rim Foothills of the Great Plateau to the border of the Wheatlands District. The lush plains and rolling hills of this area are dotted with lakes and drained by numerous streams which flow into two of the country's greatest waterways, the Han-gar and Lilymoor Rivers. The Lake District is known for its farmlands and lake fisheries, for its centers of clerical education, and for the mineral resources of Thormar's Peak.

Thormar's Peak (Thormargeshvu)

Thormar's Peak is the dominant geographical feature of the Lake District. Its base is a series of mountainous ridges spreading over an area 240 miles in diameter, gathering together to culminate in the 14,000' height of the Peak. Home to several glaciers and the source of many of the Lake District's streams, Thormar's Peak carries snow above 10,000' the year round. It is visible from the rim of the Great Plateau, which is less than 100 miles away, and is the loftiest single mountain in Calandia, surpassing even the Twin Peaks in height and rivaling them in area.

The rocks that make up the Peak are mainly basaltic in origin, intermixed with granite and feldspar. The lesser ranges around the Peak share the same composition.

Named after an ancient dwarvish leader, Thormar's Peak has long been synonymous with mountain dwarves, gold, and the dwarf king Atrabiloran, who hailed from here. A large portion of the Peak is surrounded by the forested Loran Preserve.

Highland Rise (Audhcal)

South of Thormar's Peak is elevated terrain known as the Highland Rise. The Rise runs throughout Thormar Province in a northeast-to-southwesterly direction, and serves as a divide for runoff and water flow throughout the province. In the Lake District, the Rise is barely detectable, since it is more of a swelling in the ground than a hill or ridge. It becomes more visible in the Wheatlands and Outlands Districts away from Thormar's Peak. However, throughout its length it has an effect on the distribution of waterways and lakes. Water north of the Rise flows into the Han-gar River, while water to the south flows into the Lilymoor River. The Rise's typical chalk and limestone composition can be found throughout its province-spanning length.

Lakelands (Ehvemi Audh)

The Rim Foothills of the Great Plateau tumble into the gentle hills and shallow valleys that cover the majority of the Lake District. The land lies over a substratum of clay and chalk, and the valley bottoms contain countless lakes. Many are filled by runoff or hidden underground springs; others are the backwaters, sources, or termini of streams and rivers. Bottomland and hillside are heavily cultivated; hilltops host thickly-grown copses, the remnants of once-great forests cleared from this land in ancient times.

Greenlands (Shielnebrosi)

The Greenlands are where the hills of the Lakelands flatten out into lush plains and meadows, interspersed with ponds and streams. Except for a few karst outcroppings, this area has thick topsoil over chalk and limestone. The region blends into the Wheatlands District, where the rolling plain's geography predominates. This area is less heavily cultivated by Lake District folk, who prefer to run livestock on these flatlands away from their valley and hillside crops.

Waterways

Hill Lakes

The Hill Lakes are in the Lakelands part of the district, bordering and intermingling with the Rim Foothills. Some of these lakes are often nothing greater than large ponds, usually the product of trapped runoff. As such, they appear and disappear with the seasonal rainfall. Many of the Hill Lakes exist through all seasons, fed by streams or springs, but the district supports little fishery. Also, these lakes are not reliable water supply sources.

Slope Lakes

The Slope Lakes are those found on either side of the Highland Rise. They are generally interconnected by streams, and hold fresh water all year round. These lakes are seldom stagnant; they support fishery and provide a steady supply of water for use in irrigation and consumption. The larger lakes are navigable, as are many of the interconnecting streams. These streams have been expanded into canal networks in certain areas, notably around Squire's Ferry, and Bansk on the Han-gar River.

Hot Springs

Springs are found throughout the Lake District, and hot springs are particularly common near the Lilymoor River. Many of these springs have been developed for medicinal and mystical purposes, and the so-called Iron Springs area has become an adopted homeland for one of the largest naga communities in Calandia.

Han-gar River

Han-gar means "spirit journey" in Calandian, a reference to funeral rites conducted on the river in ancient times. The Han-gar River is one of the oldest commercially-used waterways in Calandia, and the Lake District supports many waterfront communities that thrive on river trade. The river bank throughout this district is steep, crumbly, and deeply undercut. Waterside communities are sometimes ravaged by floods following heavy rains. Sandbars and snags cause periodic difficulties when navigating this river.

The spectacular Hanliv Falls, at the lip of Lake Tara, is the highest waterfall in Calandia, plunging 2,000 feet off the rim of the Great Plateau. The falls and the difficult terrain distort the upland flow of the river for some distance, making this route through the Rim Foothills an arduous one. The Han-gar River is actually less popular than the Lilymoor trade route, but it is used because of its proximity to Thormar's Peak and the mineral resources exported by the dwarves.

Lilymoor River (Lilabau)

The Lilymoor takes its name from the meadows and grasslands that border much of its length. This river is a popular route for district trade, providing the most convenient access to Briarwood. This river, too, is subject to flooding, but most of the time it sets only the sloping grasslands of Lilymoor Province awash.

Many hot springs and streams flow from the Lake District into the Lilymoor, providing easy transportation from the interior of the district to the river. The majority of the newer ports and modern river shipping facilities are located in the southern portion of the Lake District along the Lilymoor.

The fishing in the Lilymoor River has never been especially good. This fact is attributed by some to the abnormal mineral content of the water as a result of hot springs run-off.

Forests

Loran Preserve (Loran Harvus)

The Loran Preserve is a vast forest and game preserve surrounding Thormar's Peak. This area was set aside for the House of Loran, the dominant clan of the Thormar's Peak dwarves. The woods are deciduous oak and ash in the lower elevations, mixing with digger pine and lodgepole pine in the heights.

The preserve was established not because the dwarves had any great need for a game preserve, but because Atrabiloran wished to halt the encroachment of men and shirelings on ancestral dwarvish lands. When Atrabiloran became king in Briarwood, he accomplished this by the expedience of a royal decree, creating, in effect, a wilderness buffer zone between the dwarves of Thormar's Peak and the woodsmen and farmers of the rest of the Lake District. Today, the boundaries of Loran Preserve are not strictly respected, but neither men nor shirelings trespass too far beyond its borders.

Minerals

Thormar's Peak

Thormar's Peak is the great mineral repository of Thormar Province. The Peak (as it is sometimes called) has, at different times, produced a smattering of several useful or valuable minerals, but it contains one thing in abundance: gold. The gold-bearing quartz mines of Thormar's Peak have enriched the dwarf clans that live there, and the entire province as well. These are the primary gold reserves relied upon by the Overlord, and account for fully 80% of the mining done under the mountain.

Besides gold, the Peak has significant deposits of amethyst, sapphire, and tin. Certain outlying ranges are also quarried for semi-precious stones, especially chalcedony, jade, and alabaster.

Highland Rise

The spine of the Highland Rise is quarried in places for chalk, gypsum, and limestone. These common minerals are more accessible along the Rise than in any other location in Calandia.

Climate

Calandia's typical temperature gradient (hot in the center, colder toward the coast) is found in Thormar Province as it is in all others. Because the Lake District does not extend to the sea, the temperatures experienced in this district is not as extreme as those in other regions. Temperatures range from the mid-80s in the Hill Lakes area to the low 70s near the Wheatlands District border. Temperatures on the slopes of Thormar's Peak vary from temperate to freezing. The Lake District shelters the greatest population of any hot-weather location in Calandia.

As elevation increases, temperature drops five degrees for every 1,000' rise above sea-level. Elevations and representative tempera-

tures for important locations in the Lake District are given in the Temperatures and Elevations table, following. These are an annual average, typical perhaps of spring or fall, but susceptible to great variation with seasonal and weather extremes. They do not take into account factors which may have a noticeable effect on the ambient temperature, such as humidity in hot climates.

Weather

Predominant weather fronts move across Calandia from northeast to southwest. This means that these fronts break first on the Leopa Mountains, pass over the Great Plateau, and exhaust themselves over agricultural Thormar Province. The Lake District is the first area in this province to receive the precipitation and other phenomena associated with weather fronts. The Lake District experiences cool, rainy winters, and hot, humid summers with thundershowers common in the late afternoon.

Precipitation

Except for brief cloudbursts, most rainfall here is gentle and steady. Run-off from the Great Plateau is channeled through the Rim Foothills; much of it fills the Hill Lakes, while the rest drains off towards the Han-gar or Lilymoor Rivers. The water table is close to the ground surface in most places, and the district has never lacked water for as long as men or demi-humans can recall.

Storms

The most violent storms here are grand thunderstorms and forceful winter winds, which sweep down from the Great Plateau. Storms of this magnitude seem awesome to Lake District residents, who are used to the tail-end of blown-out weather fronts. The worst problem here is the short-term flooding which occurs on the heels of these outpourings of nature's fury. Crops have been ruined by these incidents, and fatalities have been reported in flooded shireling burrows. Nevertheless, such occurrences are not the norm; the storms are usually nuisances, not disasters.

Unusual Weather

Windstorms are sometimes the precursors of storm fronts approaching over the Great Plateau. They usually begin gently and build up in force, but occasionally arrive in full fury. These unexpected blows are hazardous to roofing and old trees, and make boating extremely dangerous for those caught out on lakes and rivers. When a windstorm arrives, smart folk tie things down and disappear indoors to wait it out. Gale force winds gusting to 50 mph may occur between fall and spring.

Temperatures and Elevations

Locale*	Elevation (in feet)	Avg. Temp. (Annually)
Ardrunaeya	2,200	79
Bansk	1,100	85
Bogwater	1,500	83
Brownfield	4,000	75
Goblin Ridge	5,300	59
Iron Springs	1,400	90
Lakeside	2,500	75
Perris	1,200	89
Reidar's Hold	2,000	80
Squire's Ferry	1,700	82
Thormarsten	5,800	61

*Since the majority of this district's population lives in small freeholds and villages of under 1,000 inhabitants, only towns of significant size are listed in this table. The places named have populations of at least 3,000.



Flora and Fauna

Vegetation

Grasses, shrubs, deciduous trees, wetland vegetation, and field crops are predominant among the plant life of the Lake District. Because the region is so heavily populated and cultivated, the distribution of this vegetation has been drastically affected by the presence of men or demi-humans and their agricultural pursuits.

Trees

When this territory was first explored by men 7,000 years ago, it was covered by great expanses of native forest, called the Yellow Wood (*Nuhkdohvi*) for the yellow-green leaves of the aspen trees within it. As the region became populated and was agriculturally developed, the forest fell before accidental fires and the axes of men and shirelings. Today all that remains of the once-great Yellow Wood are private park-like woodlands, copses on hilltops, and land not suited for cultivation. The exception to this is the Loran Preserve (covered separately, following).

Woods native to this area include the aspen, myrtle, mulberry, and spreading cypress. The aspen in particular has fragile branches and is subject to storm damage; the floor of copses containing this tree are littered with fallen wood. The cypress is a variety with silver-green leaves and wide, spreading branches. It favors rocky places near water. A tall, columnar variety of cypress is used for decorative and wind-break purposes on estates, and is seldom found in the wild.

Where there is a permanent water supply in the Hill Lakes area, tree ferns and fan palms are found in certain moist and shady places, often accompanied by an undergrowth of white-flowing cyclamen. Cinnamon and camphor trees have been found to grow well in the dryer, sandy terrain west of Brownfield and are cultivated there along with olives. The Reidar's Hold area is known for its citrus orchards and avocados, and peaches are popular crops farther west.

Native undergrowth includes the hazelnut shrub, cultivated for its edible nuts, and the privet shrub, a favorite for hedges. Flowering clematis, wisteria, wild rose, and other viney ramblers are common woodland growths. They are also used for decorative purposes in arbors and pergolas. Lantana, rhododendron, crocus, and primrose grow in gardens and grow wild near roadsides.

Grasses

Along with vines and shrubs, leaf grass and clump grass grow where ancient forest land has been cleared but not recently cultivated. In the Greenlands, this uncertain ground cover resolves itself into wild oats, feather grass, wild clover, berry bushes, and other plants which thrive on the rich loam of a prairie environment. Hay, clover, and alfalfa are found in fallow fields.

Waterways

Watery places share an assortment of aquatic plants and wetland vegetation. Around ponds, lakes, and streams can be found mosses, ferns, watercress, lotus, and waterlilies. Reedy grasses and cattails border waterways, and thornberry (*isvahn*), a hallucinogenic fruit used in certain clerical practices, grows wild near remote backwaters.

Field Crops

Although not part of the natural vegetation, much of the Lake District land is grown in field crops. The most common crops in this region are fruits and vegetables for local sustenance, some grain crops for export, and spices and other products that can be processed and exported. A traveler passing through the region can see orchards growing cherries, pears, avocados, peaches, olives, and nut trees, especially almonds and hazelnuts. Grain and vegetable crops include millet, rice, kale, onions, peppers, peas, tomatoes, squash, melons, and yams — plants which grow well in hot weather and drained or moist soil.

Loran Preserve

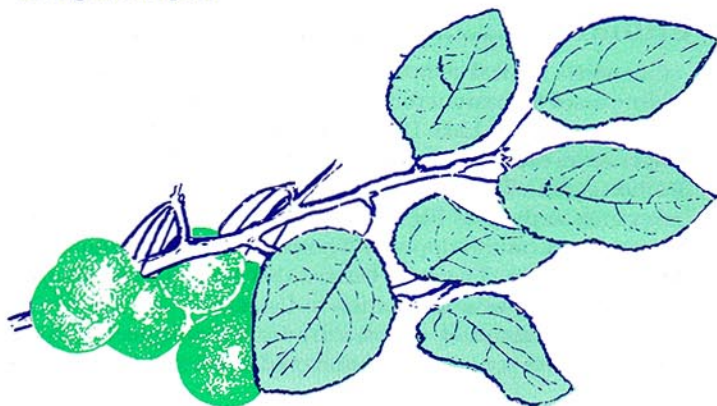
The deciduous forests of the Yellow Wood grow among the mountain ridges of the Loran Preserve. At higher elevations, the aspen, cypress, and myrtle blend in with evergreen, larch, and cedar, ending in stunted pine growths at the treeline. Undergrowth below 3,000' resembles that of the hilltop copses elsewhere in the district. Above 3,000' undergrowth shifts to seed grasses, wild grape and other flowering vines, and woody-stemmed shrubs.

Unusual Plants

Except for the hallucinogenic thornberry, there are no unusual plants to be found in the Lake District. Although it is still possible to stumble upon the unexpected in the Loran Preserve, the orderly hand of farmers have mostly eliminated dangerous plants and the habitats which favored the growth of unusual vegetation. Thornberry is mentioned previously and described in greater detail in the *High Fens Guidebook*, which accompanies the adventure module *The Wraith of Derric's Deep*.

Wildlife

Copses and hedgebanks shelter a number of birds and types of small game. Though adapted to these limited environments, they feed on croplands when possible and are often seen in nearby fields. Common birds are crows, starlings, titwillows, robins, redbirds, chickadees, and wrens. Grouse and partridge are found in remote grassy areas. Small game and mammal populations include otters, rabbits, racoons, moles, squirrels, and field mice. Deer have been hunted out of most of the Lake District; those that remain are found in the Loran Preserve, along with bear, boar, and the sloth-like, tree-dwelling selovahr. At high elevations are found mountain goats and leaping sheep. Trout are found in many streams, but the lakes of the district are best known for bass, blue-gill, and pike.



Loran Preserve Encounters

Roll 1D20 every other round to determine encounter type. Statistics for these encounters are under Exotic Creatures.

1D20 Roll	Result
1	NO ENCOUNTER
2	Yeti
3	Dragon (90% Bronze, 10% Silver)
4	Water Hag
5	Nymph
6	Beaked Bear
7	Nixie
8	Goblin
9	Selovahr
10	Bear, Black
11	Boar, Wild
12	Dwarf (70%) or Brownie (30%)
13	Lammasu
14	Giant Frog
15	Boring Beetle
16	Chimera
17	Stone Giant
18	Water Weird
19	Gas Spore
20	Doppelganger

Exotic Creatures

The Lake District is one of the most civilized regions of Calandia. The countryside is safe for travelers, and the woodland copses seldom harbor anything more dangerous than wild boar. However, in the Loran Preserve is found woodland life which remains much as it once was in the Yellow Wood. Although foresters and Warders* are on the lookout for these, such creatures sometimes leave the forested preserve and roam the countryside nearby. Also, certain exotic beasts live in remote lakes, and a few humanoid folk make their home in obscure corners of the district.

* Warder: a neutral-aligned cleric of Lenoris, gifted with druidical powers, whose task it is to ward and protect forests and woodlands.

(1D6) Anhkheg

HTK: 3D8 — 8D8

AC: overall 2/underside 4

MV: 12" (6"), AL: Neutral

AT: 1, DM: 3D6 (+1D4)

INT: Non-

THACO: 16-12, SZ: L

Specials: Secretes a digestive enzyme which causes an additional 1D4 HTK of damage per turn.

Can squirt its digestive acids 30' once per six hours. This causes 8D4 HTK of damage to its target (half the amount if a save vs. Poison is made).

Anhkheg appear periodically in the farmlands of the Lake District, destroying crops and endangering lives before they are dispatched. Months and years may go by without any anhkheg encounters, then suddenly several may appear in the same general area in a short time span. It is believed that this cycle is related to the nesting and hatching patterns of the anhkheg, but not enough is known about the insect to put a permanent end to these threats.

(1D3) Beaked Bear

HTK: 5D8+2, AC: 5

MV: 12", AL: Neutral

AT: 3

DM: 1D6/1D6/2D6 (claw/claw/bite)

INT: Low

THACO: 15, SZ: L

Specials: If both paws hit, the victim is pulled into the beaked bear, which then hugs for 2D8 HTK of damage that round and each one following, until the victim escapes, is dead, or the bear is dead.

Beaked bears (*eknaruhbi*) are the mutant result of magical experimentation. These beasts are the size of adult black bears, with raking claws, a bird-beaked face, and odd fur resembling coarse, hairy feathers. Beaked bears are capable of reproducing, and have hunted and been hunted near Thormar's Peak for the last 1,000 years. They lair in remote and solitary areas, and are most dangerous in the late summer and fall, when they range far and wide, feeding voraciously to prepare for their winter hibernation.

(1D3) Black Bear

HTK: 3D8+3, AC: 7

MV: 12", AL: Neutral

AT: 3

DM: 1D4/1D4/1D8 (claw/claw/bite)

INT: Semi-

THACO: 16, SZ: M

Specials: If a bear's "to hit" roll is 18 or better, it also hugs for an additional 2D4 HTK of damage.

Black bears live on the forested slopes of Thormar's Peak. They are hunted for sport, and they sometimes wander into other woods far from the Loran Preserve.

(1D12) Wild Boar

HTK: 3D8+3, AC: 7

MV: 15", AL: Neutral

AT: 1, DM: 3D4

INT: Semi-

THACO: 16, SZ: M

Specials: Will fight for 1D4+1 melee rounds after reaching 0 to -6 HTK, but dies immediately at -7 HTK.

Wild boars are not uncommon throughout the Lake District. They favor wooded areas where hazelnuts and similar forage grow. Wild boars are as ill-tempered as any of their kind, and may attack travelers with no provocation.

(3D6) Boring Beetle

HTK: 5D8, AC: 3

MV: 6", AL: Neutral

AT: 1, DM: 5D4

INT: Animal

THACO: 15, SZ: L

Boring beetle inhabit downed trees and rotten wood in the Loran Preserve. They attack if their habitats are disturbed.

(4D4) Brownie

HTK: 1D8-4, AC: 3

MV: 12", AL: L. Good

AT: 1, DM: 1D3

INT: High

THACO: 20, SZ: S

Specials: Can use the following spells once per day: Protection from Evil, Ventriloquism, Dancing Lights, Continual Light, Mirror Image (3 images), Confusion, and Dimension Door.
Can never be surprised.
Can blend in with their surroundings.

Brownies are found near shireling-settled areas of this district. Brownies keep to themselves, but they conduct trade in delicate handicrafts with shirelings and others who are friendly with them. At times, brownies have been prevailed upon to help look for lost children or fight a common threat in cooperation with shirelings. Except for such instances, brownies do not welcome intrusion into their homelands, and the exact location of their dwelling places are well-kept secrets.

There is a 50% chance that brownies will help Good Characters.

(1D20) Bull

HTK: 4D8, AC: 7

MV: 15", AL: Neutral

AT: 2, DM: 1D6/1D6 (kick/gore)

INT: Semi-

THACO: 15, SZ: L

Specials: There is a 75% chance that it will attack if approached within eight feet.

A charging bull will do 3D4 HTK of damage upon impact, with an additional 1D4 HTK of trampling damage.

A charge will cover at least thirty feet.

In the Greenlands, livestock are left to wander free, and ditches and streams are relied upon to limit their straying. Unwary travelers moving off the beaten path have sometimes been surprised by an encounter with a bull, anxious to defend its grazing ground from intruding wayfarers. These aggressive animals can be dangerous, but their slaughter — even in self-defense — is not looked upon kindly by locals.

(1D4) Chimera

HTK: 9D8, AC: 6/5/2

MV: 9"/18", AL: C. Evil

AT: 6

DM: 1D3/1D3/1D4/1D4/2D4/3D4

(claw/claw/bite/bite/gore/kick)

INT: Semi-

THACO: 12, SZ: L

Specials: There is a 50% chance that its dragon head will breath fire with a range of five feet, causing 3D8 HTK of damage (save vs. Breath Weapon applicable).

Chimeras speak a very limited form of red dragon language.

Chimeras have three large heads: one of a dragon, one of a lion, and one of a goat. They have dragon wings, the hind quarters of a large goat, and the foreparts of a lion.

A small number of chimeras are known to lair somewhere on Thormar's Peak. Their activities have gone unnoticed as long as they remain in the Loran Preserve, but they occasionally leave the area and roam far through the Lake and Wheatlands Districts in

search of prey. Nowadays, chimeras may be encountered anywhere in the region. No serious effort has yet been made to eradicate these monsters, but that may become a priority soon, since the creatures have begun raiding on a regular and systematic basis.

(1D4) Giant Crayfish

HTK: 4D8+4, AC: 4

MV: 6"/12", AL: Neutral

AT: 2, DM: 2D6/2D6 (claw/claw)

INT: Non-

THACO: 15, SZ: L

Specials: They surprise their target on 1-3 on 1D6.

Giant crayfish are found almost exclusively where hot springs join the cooler waters of the Lilymoor River, near the settlements of Iron Springs and Perris. The naga who live there are cautious of these aggressive scavengers, and men are openly invited to hunt them for food.

DEER**(1D4) Deer**

HTK: 3D8, AC: 7

MV: 24", AL: Neutral

AT: 2, DM: 1D3/1D3 (buck/buck)

INT: Animal

THACO: 16, SZ: L

(1D8) Stags

HTK: 3D8, AC: 7

MV: 24", AL: Neutral

AT: 3

DM: 1D3/1D3/1D6 (buck/buck/gore)

INT: Animal

THACO: 16, SZ: L

There are few herds of deer which live around Thormar's Peak. Perhaps because their numbers are so small, the stags associated with these herds are especially assertive. If they do not flee outright from a threat, they attack anything they perceive as dangerous to the herd or themselves. This erratic behavior has made the stags popular with nobility who hunt in the Loran Preserve, but common folk and poachers avoid them whenever possible.

DINOSAURS**(1D4) Dinichtys**

HTK: 10D8, AC: 7

MV: 21", AL: Neutral

AT: 1, DM: 5D4

INT: Non-

THACO: 10, SZ: L

Specials: It can swallow a man-sized or smaller prey on a "to hit" roll of 20.

(1D3) Mosasaurus

HTK: 12D8, AC: 7

MV: 3"/15", AL: Neutral

AT: 1, DM: 4D8

INT: Non-

THACO: 9, SZ: L

(1D3) Plesiosaurus

HTK: 20D8, AC: 7

MV: 15", AL: Neutral

AT: 1, DM: 5D4

INT: Non-

THACO: 7, SZ: L

Specials: In a marine battle, the plesiosaurus strikes with its fore flippers; it does 2D6 HTK of damage per flipper.

In the Hill Lakes, a few ancient lakebeds are known to contain equally ancient lifeforms. In particular, beasts sited have matched the description of the dinichtys, the mosasaurus, and the plesiosaurus. The dinichtys is sometimes mistaken for the giant pike, which it resembles, and has accounted for a few vanished swimmers and fishermen in near Reidar's Hold. Witnesses claim to have seen a mosasaurus in Lake Ardrunaeya; a plesiosaurus near Bogwater is believed to account for the serpentine undulations sighted in the water there, and is thought to have sunk at least one boat.

(3D4) *Doppleganger*

HTK: 4D8, AC: 5

MV: 9", AL: Neutral

AT: 1, DM: 1D12

INT: Very

THACO: 15, SZ: M

Specials: use ESP and imitate its subject with 90% accuracy.

Immune to Sleep and Charm.

Saves as a Skill 10 fighter.

Surprises on 1-4 on 1D6.

Although no one is quite certain where they are living, dopplegangers have been encountered several times by parties roaming the Hill Lakes near Brownfield. In recent times they have more than once infiltrated into towns, including Bansk, the district capital, under a humanoid guise. The purpose of these infiltrations remains unclear, but they have been sighted more frequently as the evil increases in Calandia.

(1) *Dragon Turtle*

HTK: 12D8, AC: 0

MV: 3"/9", AL: Neutral

AT: 3

DM: 2D6/2D6/4D8 (claw/claw/bite)

INT: Very

THACO: 9, SZ: L

Specials: Belches forth a cloud of scalding steam which covers an area 6" long, 4" wide, and 4" high. This steam causes damage equal to the number of HTK the dragon turtle has, reduced by ½ if the victim saves vs. Breath Weapon.

A small species of dragon turtle, averaging fifteen feet in diameter, haunts the deep waterways of the Crickle River, and sometimes slips up its tributaries and into the Squire's Ferry canal system. The ones trapped in the canals are soon dispatched, but the river-faring dragon turtles remain a hazard to boating, barges, and swimmers. Expeditions travel the river periodically in search of these troublesome creatures, but the species has not yet been eliminated from the Lake District.

If a dragon turtle moves up under even a large ship, it can capsize the vessel (95% chance for a small ship, 50% for a large one (GM's discretion)).



(1D4) *Bronze Dragons*

HTK: 8D8 — 10D8, AC: 0

MV: 9"/24", AL: L. Good

AT: 4

DM: 1D8/1D8/4D6 (claw/claw/bite)

INT: Exceptional

THACO: 12-10, SZ: L

Specials: The attack of a bronze dragon is either claw/claw/bite or one of two breath weapons: a bolt of lightning 10" long and ½" wide, or a repulsion gas cloud 2" long by 3" wide by 3" high which affects those within it as a Repulsion spell (save vs. Breath Weapon applicable).

Magic-using bronze dragons gain a Skill 1 spell at their first and second growth stages, an additional Skill 2 spell at their third and fourth growth stages, and very old to ancient dragons gain additional spells at Skill 4. Thus, an ancient bronze dragon would know two of each of first through fourth Skill levels.

Bronze dragons once laired throughout the Lake District. The encroachment of humanoids has caused many of them to leave the region, but several still remain in secluded spots. The location of these dragon lairs is not well known, and district natives rarely trouble to search the dragons out. The bronze dragons confine their hunting to Loran Preserve and isolated livestock in neighboring districts. The Aldar and his administrators share a concern about this feeding habit, but Lake District residents are content to leave well enough alone.

(1) *Silver Dragon*

HTK: 10D8, AC: -1

MV: 9"/24", AL: L. Good

AT: 3

DM: 1D6/1D6/5D6 (claw/claw/bite)

INT: Exceptional

THACO: 10, SZ: L

Specials: When in combat, a silver dragon is able to attack with claw and fang or use either of two breath weapons: a cone of frost (cold) 8" long with a 3" base, or a cloud of paralyzing gas 5" long by 4" wide by 2" high (save vs. Breath Weapon applicable).

Magic-using silver dragons can employ a maximum of ten spells. At each of the first two ages they gain two Skill 1 and Skill 2 spells respectively. At each age thereafter they gain an additional spell — Skill 3 at subadult and young adult, Skill 4 at adult and old, and Skill 5 if very old or ancient. Furthermore, 25% of magic-using silver dragons have spells books, so they may select spells for use rather than knowing a limited number of spells.

At least one silver dragon is known to live above the snow line of Thormar's Peak. It is on cordial terms with the dwarves of that mountain, and is the subject of local legends and folk tales (see History: Legends).

(5D8) *Giant Frog*

HTK: 2D8, AC: 7

MV: (see following)/9"

AL: Neutral

AT: 1, DM: 2D4

INT: Non-

THACO: 16, SZ: S/M

Specials: Its sticky tongue, which is equal to three times its body length, strikes at +4 "to hit" but does no damage. Any creature hit by the tongue gets the opportunity to hit it, and, if it does, the frog will withdraw its tongue and not use it against that creature again. If the tongue is not struck, the victim is drawn to the frog next turn and takes maximum damage.

Giant frogs may be encountered along quiet streams and tributaries. They especially favor places with gently flowing water, closely overgrown by trees or surrounded by high reeds. These amphibians have been killed or driven out of populated areas and are now found only in undeveloped parts of the district.

A giant frog's leaping distance depends on its weight. Giant frogs weigh from 50 to 250 pounds. A 50-pound giant frog leaps a distance of 18". For each additional 50 pounds that a giant frog weighs, subtract 2" from 18"; the result is that giant frog's leaping distance. For example, a 150-pound giant frog can leap 12". Giant frogs can jump up to 30' high, regardless of weight.

The giant frogs here frequently do damage by jumping onto their victims and crushing the hapless target, doing 2D8 HTK of damage. They can also swallow small humans, elves, or shirelings on a "to hit" roll of 20. If a giant frog swallows an opponent whole, there is a chance for its victim to cut its way out on a "to hit" roll of 18 or better if s/he has an edged weapon (this also kills the frog). The victim has three chances to escape. Hits upon giant frogs with whole prey inside have a one-third probability of hitting the victim inside, thus inflicting whatever damage scored on the giant frog on the victim also.

Giant frogs will retreat if severely wounded (sustaining 12 or more HTK of damage). Also, giant frogs fear fire.

(1D3) *Gas Spore*

HTK: 1 HTK, AC: 9

MV: 3", AL: Neutral

AT: 1, DM: (see *Specials*)

INT: Non-

THACO: 20, SZ: L

Specials: If struck for even 1 HTK of damage, it will explode. Every creature within a 20' radius takes 6D6 HTK of damage (3D6 if a save vs. Wands is made). If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the flesh. The rhizomes grow throughout the victim's system in one round. The victim must obtain a Cure Disease spell within 24 hours or die, sprouting 2D4 gas spores.

Gas spores have been encountered in damp and moldy caverns near Thormar's Peak; the gas spores are found mostly in ridge caverns on the north slope. Why the spores favor that environment is not known, but their presence there has curtailed recent exploration of the cavern complex.

(2D12) *Ghoul*

HTK: 2D8, AC: 6

MV: 29", AL: C. Evil

AT: 3

DM: 1D3/1D3/1D6 (claw/claw/bite)

INT: Low

THACO: 16, SZ: M

Specials: A ghoul's touch causes humans, dwarves, gnomes, half-elves, and shirelings to become rigid (paralysis) unless a save vs. Paralyzation is made.

Any one killed by a ghoul will become a ghoul unless blessed (or blessed and then resurrected).

Ghoul packs always attack without fear.

Immune to Sleep and Charm spells.

The dead are cremated in many places in Calandia, so that the presence of undead is seldom a problem in those locations. Throughout the Lake District, however, worship of Ardruna prevails. Both shirelings and the followers of this sect bury their dead in cemeteries, but recently, those places have been raided more and more frequently by ghouls. Watch is kept where possible, and the ghouls have taken to wandering about at night in search of prey. The problem is increasing in severity, and people are starting to stay off the streets at night.

(10D20) *Goblin*

HTK: 1D8-1, AC: 6

MV: 6", AL: L. Evil

AT: 1, DM: 1D6 or by weapon

INT: Average (Low)

THACO: 20, SZ: S

Specials: Infravision (60' range)

Attacks at -1 when in sunlight.

Languages: Goblin, alignment language, Kobold, Orcish, and Hobgoblin.

Goblins of the Gnawed Bone and Handcrusher tribes once controlled the triangle of territory between the Han-gar River, Goblin Ridge, and the district border. The goblins were content to fight between themselves, but banded together to hold their territory against dwarves and men during the nomad expansion years. Pushed back by these alien populations, the goblins gave ground slowly, and the dwarves of Thormar's Peak have effectively kept them bottled up in their warrens around Goblin Ridge for the last 300 years. Things remain at a standoff, with the Thormar dwarves unable to eliminate the goblins, and the goblins unable to break out of the stalemate.

The Gnawed Bone tribe makes occasional forays into the countryside, and may be encountered by travelers at night.

(2D4) *Lammasu*

HTK: 7D8+7, AC: 6

MV: 12"/24", AL: L. Good

AT: 2, DM: 1D6/1D6 (claw/claw)

INT: genius

THACO: 12, SZ: L

Specials: Can become Invisible and/or Dimension Door at will.

Radiates Protection from Evil in a 10' radius, which has double strength (-2 on evil attacks, +2 on saving throws against evil attacks).

Able to use clerical spells up to Skill 4 at a Skill 5 proficiency. It can employ four spells of Skill 1, three of Skill 2, two of Skill 3, and one of Skill 4.

A lammasu has Cure Wounds spells of double effect (2D6+2 and 4D5+4 HTK).

10% can speak a Holy Word.

Languages: Lammasu and alignment language.

A few lammasu spend time with the silver dragon on Thormar's Peak and have been seen throughout the Lake District. They are believed to lair either in the Rim Foothills or somewhere in the Wheatlands District. Lately they have combated goblin marauders and aided clerics of Ardruna in the fight against undead.

Lammasu are able to communicate through a limited form of Telepathy.

(1D2) Lamprey

HTK: 1D8+2, *AC:* 7

MV: 12", *AL:* Neutral

AT: 1, *DM:* 1D2

INT: Non-

THACO: 18, *SZ:* S

Specials: Feeds by biting its victim, fastening itself to its target with sphincter-like mouths with teeth. Once attached, the lamprey will begin to drain blood on the next and each successive melee round. This variety of lamprey drains blood at a rate of 2 HTK per melee round.

The deep waters of several Slope Lakes are home to normal- and giant-sized lamprey. These scavenging blood-suckers usually prey on fish, but pose a hazard to swimmers or unwary fishermen.

LEAPING SHEEP

(1) Ram

HTK: 6D8, *AC:* 6

MV: 15", *AL:* Neutral

AT: 1, *DM:* 2D6 (charge and head butt)

INT: Animal

THACO: 13, *SZ:* L

(1D4) Ewe

HTK: 4D8, *AC:* 6

MV: 12", *AL:* Neutral

AT: 1, *DM:* 1D6 (head butt)

INT: Animal

THACO: 15, *SZ:* M

The big-horned sheep of Thormar's Peak are known as leaping sheep, named for their skill in traversing rocky crags above the timberline. They are a popular game animal, although hard to reach and kill, and a favorite prey of dragons. The ram of the species grows to a large size, and behaves aggressively if it believes the flock is threatened. A flock of leaping sheep generally consists of a ram, four ewes, and 2D4 lambs.

(1) Lemmraut

AC: 3, *HTK:* 6D8

MV: 18, *AL:* C. Evil

AT: 1, *DM:* 1D10

INT: High

THACO: 13, *SZ:* M

Specials: Attacks with hypnosis.

Can reflect spells cast at it.



The lemmraut, or "deep-dweller," is a humanoid creature that inhabits the dark, deep waters near Lakeside. It lairs in a series of tunnels small enough to prevent larger-than-man-sized creatures from entering; there are eight tunnels in its lair. Any man-sized or smaller creature passing within sight of one of these tunnel entrances must save vs. Spells at -4 or be drawn hypnotically towards the entrance so that when a victim is within the passages, s/he approaches the lemmraut without realizing it. The victim will then be drawn to the lemmraut, killed, then devoured at the lemmraut's leisure.

The lemmraut remains almost exclusively in its lair and defends itself with a biting attack if necessary. A charmed creature is oblivious to this attack, enabling the lemmraut to consume it unawares. Spell attacks of any kind are reflected by the lemmraut, affecting the caster and possibly others nearby. Spells cast simultaneously with a Dispel Magic spell have a 50% chance of affecting the lemmraut.

(1D10) Nendhovar

HTK: 12D8, *AC:* 0

MV: up to 12" (usually 6")

AL: C. Good

AT: 2, *DM:* 4D6

INT: Very

THACO: 9, *SZ:* L

Specials: Fire attacks against a nendhovar are at +4 "to hit," and +1 to damage; a nendhovar saves at -4

Can rouse normal trees within 6" radius to move at a rate of 3" and attack as a normal nendhovar.

The nendhovari, or tree-men, are a race of tree-like beings living in the Loran Preserve. These slow-moving and long-deliberating folk blend into the woodlands, where they tend the trees they regard as their slower-paced brethren. They are related to the tree-men of the Greenfang forest, and speak the same language. They are difficult (10% chance) to distinguish from actual trees by those unfamiliar with their kind. Nendhovari are on friendly terms with rangers and Warders, but are leery of fire and are hostile to woodcutters, charcoal burners, and goblins.

(2D4x10) Nixie

HTK: 1D8-4, *AC:* 7

MV: 6"/12", *AL:* Neutral

AT: 1; *DM:* by weapon

INT: Very

THACO: 20, *SZ:* S

Specials: Charm spell attack; victim saves at -2

Magic Resistance: 25%

Can summon 10D10 small fish.

Languages: Nixie, Common

Several lakes in the district are home to colonies of nixies. These water sprites weave dwellings of aquatic weeds; it is 90% unlikely that their lair can be noticed at any distance greater than thirty feet. Nixies generally keep giant pike as pets, and two to five will guard their lair, obeying simple commands given by the nixies.

Nixies have no scruples against enslaving humans, and they do so using their Charm spells. Nixies have been hunted and found in the most heavily-traveled bodies of water, but their well-hidden dwellings have kept them safe in a surprising number of lakes.

(1D4) Nymph

HTK: 3D8, AC: 9

MV: 12", AL: Neutral (Good)

AT: 0, DM: none

INT: Exceptional

THACO: 16, SZ: M

Specials: Can Dimension Door once per day.

A nymph is able to use druidical cleric spells at Skill 7 (i.e. four Skill 1, two Skill 2, two Skill 3, and one Skill 4) once per day.

Looking at one will cause permanent blindness unless the onlooker saves vs. Magic. If a nymph is nude or disrobes, an onlooker will die unless a save vs. Magic is made.

Languages: Nymph, Common

Nymphs live in the wild along deserted stretches of streams, and are left to themselves in the river grotto of the Lakeside shrine to the water goddess Seidrun. Those nymphs sometimes assist the clerics of Seidrun in oracular divination, but most of them in the wilds lead an isolated and mysterious life.

There is a 10% chance that the nymph will be friendly if approached by a good creature without the latter first glimpsing the nymph (i.e. by calling or other prior notice). Similarly, if a nymph sees a human male Character with an APL of 18 or better and a Good alignment before he sees her, there is a 90% chance that the nymph will be favorably inclined toward the Character.

(1D4+1) Giant Otter

HTK: 5D8, AC: 5

MV: 9"/18", AL: Neutral

AT: 1, DM: 3D6

INT: Semi-

THACO: 15, SZ: L

Giant otters have been hunted out of the streams of most of the Lake District. They still play in large numbers in the waterways of the Loran Preserve, and are a favorite target of trappers and poachers. They have been known to steal shiny objects from campsites, but are non-aggressive unless threatened or trapped.

(1D8) Giant Pike

HTK: 4D8, AC: 5

MV: 36", AL: Neutral

AT: 1, DM: 4D4

INT: Non-

THACO: 15, SZ: L

Specials: Surprises on 1-4 on 1D6.

Giant pike flourish in the deeper lakes of the district. They are especially dangerous to boating in the middle of winter, when they near the surface in search of food and pursue any intriguing disturbance on the surface of the water. Giant pike are often found near colonies of nixies.

(1D10) Selovahri

HTK: 6D8, AC: 6

MV: 6", AL: C. Neutral

AT: 5

DM: 1D4/1D4/1D4/1D4/2D4

(claw/claw/kick/kick/bite)

INT: Semi-

THACO: 13, SZ: M

Specials: Psionic Blast

The selovahri, a type of tree-sloth, once lived in great numbers in the Yellow Wood bordering the Rim Foothills. However, today

they are found only in the low foothills of Thormar's Peak. Selovahri live among the aspen trees, eating their leaves and bark. Selovahri rarely travel on the ground. These marsupials use their prehensile tails to help them maintain a grip on branches.

Selovahri are valued for their fur (250 gp/pelt), and as components in magical items and potions involving psionics or mental powers. In self-defense, a selovahri can deliver a psionic attack in the form of a mind-numbing blast which stuns its victim within sixty feet. (If psionics are not used by the GM, this attack can be treated as a spell; a victim who fails to save vs. Spell is unconscious for 10D6 minutes, during which time the selovahri leaves the area.)

(1D8) Stone Giant

HTK: 9D8+1 to +3, AC: 0

MV: 12", AL: Neutral

AT: 1, DM: 3D6

INT: Average

THACO: 12, SZ: L

Specials: An adult hurls rocks from 1" to 30" distances for sport. These rocks cause 3D10 HTK of damage when striking a creature, and stone giants are 90% likely to catch similar types of missiles hurled at them.

The stone giants of Thormar's Peak are seldom encountered below 5,000' in elevation. They dwell in high, rocky passes of the surrounding ridges, where they keep to themselves, but often assess tolls for passage through their territory. They have sided with the Thormar dwarves against the wantonly destructive goblins of the area, and have friendly trade agreements with the Loran clans. Travelers who come in conflict with the stone giants may have to deal with provoked dwarves afterwards.

(1D4) Strangle Weed

HTK: 2D8, AC: 6

MV: none, AL: Neutral

AT: 1, DM: (see Specials)

INT: Non-

THACO: 16, SZ: S

Specials: Each plant has 3D4 fronds, which vary from 7' to 12' in length; any creature within the grasp of these fronds is attacked. A victim hit by a strangle weed is entwined. Each frond has a STR of 4D4.

To find out if a victim has a chance to escape or if s/he takes damage, compare the victim's STR against the STR of the frond or fronds which have entwined the victim. A difference in the victim's favor is the victim's chance of escaping times 10% (a difference of 1 equals 10%, a difference of 2 equals 20%, etc.). (For example, a victim with a STR of 16 that is entangled by one frond with a STR of 11 has a 50% chance of escaping.) A difference in favor of the weed indicates the number of HTK of crushing damage the victim sustains. (For example, if a victim with a STR of 18 has 3 fronds holding him with a combined STR of 30, that victim takes 12 HTK of damage.) An entwined creature or Character fights at -2 on his/her/its "to hit" rolls.

These ubiquitous aquatic weeds grow throughout the district in quiet backwaters and still lakesides. It is difficult to distinguish strangle weeds from other non-threatening plants. Strangle weeds have caused the deaths of many unwary individuals.

(1D4) Vampire

HTK: 8D8+3, *AC:* 1

MV: 12"/18", *AL:* C. Evil

AT: 1, *DM:* 1D6+4

INT: Exceptional

THACO: 12, *SZ:* M

Specials: Vampires have a STR of 18/76.

If a vampire scores a hit on an opponent, its powerful blow causes 1D6+4 HTK of damage and drains two energy levels from its victim.

Only affected by magical weapons.

Holy water does 1D6+1 HTK of damage per vial-full.

Regenerate damage at 3 HTK per melee round.

If brought to 0 HTK it goes into Gaseous Form. It must then return to its coffin within 12 turns, rest 8 hours, and reform into a corporeal body.

Can assume Gaseous Form and Shape Change into a large bat or wolf at will.

Not affected by Sleep, Charm, or Hold spells, or by poison or paralysis. Only take ½ damage from cold- or electricity-based spells.

If a vampire gazes into a Character's eyes, that Character subtracts 2 from his/her save vs. Magic due to the vampire's charming.

Along with the increasing numbers of ghouls stalking the nighttime of the Lake District, vampires have begun to make their appearance. One has been killed by a priestess of Ardruna, and one remains at large near Perris. Clerics believe there are more vampires in the region.

(1D4) Water Hag

HTK: 3D8, *AC:* -2

MV: 12"/12", *AL:* C. Evil

AT: 2, *DM:* 1D4+4/1D4+4

INT: Average to High

THACO: 16, *SZ:* M

Specials: Mimics voices and cries to lure victims.

Can use the following spells once per round: Audible Glamer, Dancing Lights, Entangle, Invisibility, Pass Without a Trace, Change Self, Speak With Monsters, Waterbreathing, Weakness.

Languages: Water Hag, Goblin, Shireling, and Calandian.

These foul, green-skinned hags live in shallows along the Hangar River and its tributaries. Water hags are omnivorous, but they enjoy the flesh of humanoids immensely. They use spells and the ability to mimic humanoid voices to lure victims to them.

The water hags in this district have learned the local languages.



(1D3) Water Weird

HTK: 3D8+3, *AC:* 4

MV: 12", *AL:* C. Evil

AT: (see *Specials*), *DM:* none

INT: Very

THACO: 16, *SZ:* L

Specials: A water weird forms in water in two melee rounds, appearing as a serpent, and lashes out, striking as a 6D8 HTK monster. Any creature struck must save vs. Paralyzation or be dragged beneath the water.

Sharp weapons cause 1 HTK of damage to the water weird; blunt weapons cause normal damage.

Damage equal to its total HTK disrupts the water weird; it then reforms again in two melee rounds.

Cold-based spells slow it, fire-based spells do half or no damage, and a Purify Water spell kills it. All other attacks do not effect the creature.

A water weird can control a water elemental on a roll of 11 or higher on 1D20.

Certain bodies of water have become infested with these evil-natured water creatures. Clerics of Seidrun are doing what they can to purify such places, but travelers may be fatally surprised by ponds and streams which harbor water weirds.

(1D6) Yeti

HTK: 4D8+4, *AC:* 6

MV: 15", *AL:* Neutral

AT: 2, *DM:* 1D6/1D6 (claw/claw)

INT: Average

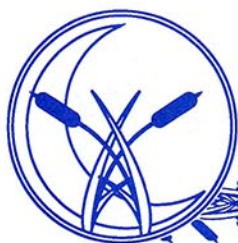
THACO: 15, *SZ:* L

Specials: If a yeti gets a 20 on its "to hit" roll, it has grabbed and squeezed its opponent for 2D8 HTK of additional damage from the chill of the creature. Also, if the yeti has surprised its victim, the victim must save vs. Paralyzation or become rigid with fright for three melee rounds. A frightened victim can be automatically struck twice and squeezed.

The yeti is immune to cold-based attacks; heat-based attacks do 50% additional damage to it.

Yeti live high above the snow-line atop Thormar's Peak. Even stone giants avoid their territory. However, the silver dragon of the Peak lives in the same area, and travelers in quest of that dragon are certain to encounter the yeti first. Only in the deepest winter do the yeti prowl the lower elevations, and then may be encountered in high mountain passes far from their normal habitats.

Yeti cannot be seen until they are within 10' to 30' of their prey. For each Skill level of the searching Character, add 5% to the chance of spotting a yeti from the normal distance. (For example, a Skill 2 Character has a 5% chance of spotting a yeti.)



Populations



The Lake District is home to a total population of approximately 326,300 citizens or residents of the City-State. Dwarves, men, nagas, and shirelings live in harmony in the district, which is one of the most peaceful and completely settled in the country.

Mountain Dwarves

Vital Statistics

Geographical Area:	<i>Thormar's Peak</i>
Number of Dwarves:	<i>64,800</i>
% of District Population:	<i>20%</i>
% of Total Race:	<i>30%</i>
Languages:	<i>Dwarvish, Calandian, Goblin, Stone Giant, Shireling, Merchant</i>
Ability Score Adjustments:	<i>+1 STA, -1 APL</i>
Height:	<i>per standard rule book</i>
Description:	<i>Curly light-brown or blonde hair; brown or hazel eyes</i>
Average Life Span:	<i>380 years</i>
Arms & Armor:	<i>chain mail, heavy crossbow, short sword 20% splint mail, med. shield, battle axe 60% plate mail, two-handed battle axe 20%</i>

When men pushed into the Thormar's Peak area over 5,000 years ago, they discovered that the mountain and its surroundings had already been claimed by a clan of dwarves known as the Drehndar, meaning "Feuders" in Dwarvish. Throughout the Great Misery, the Drehndar defended their territory fiercely, forcing men to look elsewhere in the region for places to settle.

These dwarves were hard-rock miners with an ancient history of battling adversities from the Underdark. Eventually these dwarves secured the deep ways beneath Thormar's Peak, but their tradition of hating evil continues unabated today. In fact, their original clan

name, "feuders," refers to their abiding antagonism towards the evil creatures of the Underdark.

Well-established in Thormar's Peak, the mountain dwarves discovered an abundance of gold-bearing quartz beneath the mountain — too much of it, to their mind. Although it was a beautiful metal, there was a dearth of other minerals in this place. In later, more peaceful times, the Drehndar traded gold for the items produced by men and shirelings. The supplies of dwarvish gold at Thormar's Peak attracted trade from afar. The Peak has since remained the foremost producer of gold in Calandia.

By human standards, gold production has brought great wealth, power, and influence to the dwarves of Thormar's Peak. Eventually, these dwarves even became known by a different name as humans began calling them Loran, meaning "those-with-gold." This remains as the Calandian name by which Thormar dwarves are most widely known, as reflected in the name of the dwarvish king, Atrabiloran.

Atrabiloran's folk represent the single greatest economic power in Calandia. This support enabled the dwarvish king to unite the country and bring to a close the time of Chaos over 400 years ago. The current Overlord of the City-State relies on the considerable financial support of the Loran dwarves to fund the maintenance of his empire. Indeed, only Thormar's Peak is authorized to mint gold coins for Briarwood. It is this economic clout, as much as Atrabiloran's former kingship, that has guaranteed these dwarves their status as citizens of the City-State. They are led today by Prince Darzig (see Important Persons) and Erviloran, cousins of Atrabiloran who serve as clan leaders.

Traits

These dwarves are industrious workers who are practical-minded and cautious in any "risky" endeavors. They are used to gaining a consensus of opinion and support before major decisions are made. This method of arbitration carries over into their dealings with other races.

The Loran dwarves are talented miners, and have all the underground skills explained in the standard rule books. These dwarves are particularly knowledgeable about gold and are adept at working with gold. Many of the best goldsmiths in Calandia are Loran dwarves. However, they are considerably less familiar with other metals and minerals.

Loran dwarves are more skilled as traders than the typical mountain dwarf. They are shrewd in their business dealings, but are far less frugal than most of their race, being fond of material items.

As for their appearance, these dwarves wear their beards braided in a distinctive forked style (sometimes with gold thread and sometimes oiling their braids). Their clothes are practical, but are fancied up with small refinements such as fur trim. Ornate gold earrings or finger rings indicate clan rank and accomplishments.

Characters

A Non-Player Character Loran dwarf tends to be Lawful or Neutral Good in alignment. S/He is curious about minerals and non-precious metals, and may adorn him-/herself with iron, bronze, or other plain metals as a change of pace from gold. This Character has good business sense, but is less inclined to haggle over prices than most dwarves would be. S/He is an especially fine judge of worked gold (+20% modifier to judge value).

Men

Vital Statistics

Geographical Area:	<i>Lake District</i>
Number of Men:	<i>61,000</i>
% of District Population:	<i>19%</i>
% of Total Race:	<i>4%</i>
Languages:	<i>Calandian, 20% Naga, plus additional languages based on INT as per standard rule books</i>
Height:	<i>as per standard rule books, -2"</i>
Description:	<i>wavy or curly, dark brown or black hair; brown or amber eyes</i>
Average Life Span:	<i>75 years</i>
Arms & Armor:	<i>no armor, lt. crossbow 30%</i> <i>no armor, halberd 30%</i> <i>no armor, quarterstaff 15%</i> <i>no armor, sling, short sword 10%</i> <i>leather armor, halberd, short sword 15%</i>

Men who moved into the Lake District initially came along the Han-gar and Lilymoor Rivers. Those who moved down the Han-gar River soon encountered the dwarves of Thormar's Peak. When these men were pushed back by the dwarves, they were content to settle along the river bank. Those who moved down the Lilymoor River found that shirelings had claimed much of the country before them, and they too remained confined to the countryside bordering the river. The clearest mix of men and shirelings occurred in the Rim Foothills, but the largest human communities in the district are still found throughout the river corridors.

Shirelings were already developing this area successfully when men moved into it, and nomads avoided it in favor of less wooded lands. With river access to Briarwood, and a network of streams to aid transportation from the interior of the district, development and trade prospered. Men cleared much of the interior in cooperation with shirelings, and founded almost all major trade towns in the region. As a result, men have long dominated the trade and transportation businesses of the Lake District.

When farming clans moved into the area, they worked their lands communally. The leader responsible for decisions about the land came to have considerable power and responsibility as trade grew in the region. The clan leader was also bound to protect the villages and townships which grew up on these large tracts of land. Today, these clan seniors are accorded titles and privileges, similar to those of nobility. Minor landholders are known as Squires, a term borrowed from the shirelings, while major landholders — the clan leaders — are called by more traditional titles (see the Rank and Nobility table). This country nobility controls most of the fishing and river trade in the Lake District, and collects the revenues from bridges, ferries, canal traffic, and trade fairs. With the prosperity of the last few hundred years has come increased support for charity and learning. Wealthy citizens have contributed to many shrines, schools, orphanages, and hospitals in the region (detailed under Lake District Institutions).

The common people of the Lake District live close to the land, with extended families in sprawling freeholds and wide-spread villages. Most farmers in this district are from the na'Ardruni clan; as their name implies, their link with the harvest deity Ardruna gives them a respect and appreciation of the land that is exceptional even among farmers. Folk engaged in trade go about their business with gusto, whether behind the counter of a store or on board a river barge. Many traders, notably the bargemen of the na'Seidruni clan, have a special bond with the waterways and are more at home afloat than on land.

Traits

Both farmers and traders in this district are a warm, optimistic folk. They are generous and impulsive, and they sing and display emotions easily. While townsfolk appreciate the arts, people throughout the area are great patrons of troubadours and actors, enjoying stories about tragic heroes, lovers, and buffoons. Gambling and games are favorite pastimes. A stranger is made to feel welcome among these people, but if invited into someone's home he is expected to return the hospitality in some way: by cutting firewood, perhaps, or singing a song after dinner.

Lake District humans value play as much as they do hard work. They like to laugh at themselves and others; companions are expected to share this well-developed sense of humor. Almost all (95%) of the humans from this region can swim, and they take to the water at a moment's notice for both cleanliness and recreation. A two-hour break is commonly taken from work in the heat of the day, a habit that goes with the Lakeman wherever he travels.

The style of dress common to these people is considered odd in other parts of Calandia, influenced as it is by the practice of shirelings. Men wear stockings, knee-length breeches, and baggy shirts tucked in at the waist; the breeches sport pockets, eliminating the need to carry valuables in a purse or pouch. Women wear colorful calf-length skirts and wide-necked blouses, sometimes with a lace-up bodice over them in cold weather. Cloaks are seldom seen. Instead, people wear over-shirts or jackets of heavier cloth, which sometimes have pockets and hoods. Both men and women wear low-crowned, broad-brimmed hats of dyed felt or woven straw when outdoors. Rivermen wear similar hats with shorter brims and more pronounced bills. Footwear is generally hard-soled, ankle-high boots or shoes of stiff leather. Men keep their hair collar-length or shorter, and most wear moustaches. Women let their hair grow to shoulder length; married women pin it up, while single women leave it loose.

Characters

A Non-Player Character Lakeman is usually Neutral Good in alignment. This Character always looks on the bright side of things and attempts to cheer others with songs, jokes, and tales. S/He is impulsive and generous. A Lakeman knows much about farming, trading, fishing, or boating, depending on his/her personal background. Also, both gambling and storytelling are common arts and pastimes in this district. Any human who grows up here gains a +10% modifier to reaction rolls when telling a tale.

The Lake District has seldom had to protect itself militarily. There is no strong military tradition here, and the Lakeman makes an indifferent and undisciplined fighter. Those who have combat skills were generally trained in a town's militia. Such a Character is adept in the use of the halberd or the light crossbow, and occasionally the short sword. Some have learned the use of the sling from shirelings, and rivermen are often skilled with the quarterstaff. The Lakeman does not care to use a shield, and even leather armor is uncomfortable and alien to most Lakemen. Not surprisingly, few of these Characters become fighters. They gravitate instead to a religious calling, becoming clerics of Ardruna, Seidrun, or Lenoris, or follow the demanding studies of magic among the nags of Iron Springs. There is opportunity for thieving in the larger trade towns, and a few rangers and bards can be found in Bansk.



Shirelings

Vital Statistics

Geographical Area:	<i>Lake District</i>
Number of Shirelings:	<i>184,000</i>
% of District Population:	<i>56%</i>
% of Total Race:	<i>51%</i>
Languages:	<i>Shireling, Calandian, Dwarfish, Elvish, Goblin, Brownie, 20% Merchant, 20% Alurian</i>
Infravision:	<i>30'</i>
Ability Score Adjustments:	<i>-1 STR, +1 DEX +1 STA</i>
Height:	<i>as per standard rule books</i>
Description:	<i>curly brown or blonde hair; brown, green, or hazel eyes</i>
Average Life Span:	<i>140 years</i>
Arms & Armor:	<i>no armor, short bow 28% no armor, spear 27% no armor, sling 10% leather armor, spear 20% studded leather, short sword 15%</i>

The Lake District is the original homeland of most shirelings in Calandia, and holds the largest number of these folk found in any single location. These industrious people have changed the face of the once-wooded district, influenced their human neighbors, and have made this one of the most productive regions in the country.

Shirelings were the first to recognize the quality of the Lake District land, and the first to cultivate its fertile land. As is their custom, they cut trees to make room for planting, started communities by burrowing into hillsides and ridges, and built villages with the surfeit of lumber from their land-clearing. Orchards and fields were clearly delineated by neat plank fences, which were replaced in later centuries by hedgerows when timber grew scarcer. A three-field system of agriculture keeps the land vital, and contributes to a surplus of food and population growth.

While humans have been content to pursue fishery and river travel as well as agriculture, the shirelings of the district have continued their village life and farming customs with little change over the years. As human trade towns grew into centers of commerce, the shireling villages increased their participation in fairs, markets, and the exchange of services. Humans are concerned with trade, transportation, and subsistence agriculture, but it is the shirelings of the district who are processing natural products into goods for market. For example, members of the Underleaf, Mudwallow, and Furryfoot families have especially distinguished themselves in trade with humans. They own and operate, respectively, fruit presses and wineries, cotton mills, and pipeweed and herb processing sheds (the latter for medicinal concoctions). Their products are traded throughout the country, and are in high demand in Briarwood and the Great Plateau.

Nagas

Vital Statistics

Geographical Area:	<i>Iron Springs hotsprings</i>
Number of Nagas:	<i>16,500</i>
% of District Population:	<i>5%</i>
% of Total Race:	<i>30%</i>
Languages:	<i>Alurian, Calandian, plus additional languages based on INT as per standard rule books</i>
Ability Score Adjustments:	<i>as per Character Race booklet</i>
Average Life Span:	<i>80 years</i>
Arms & Armor:	<i>none; natural or magical defenses only</i>

The Thormar Province shirelings are considered to be a client nation of the City-State, an uncomfortable resolution to an awkward problem. When Lucius I began to create the greater City-State, he found there was no coherent nation of shirelings with which he could deal. These demi-humans organized their communities into shires, and exercised a democratic system of government where landowners voted for the mayor of their shire. Each shire was a separate entity, sometimes allied with others, but each with its own voice. In this democratic society, clan lines have little to do with government, and shirelings are accustomed to participating politically in community decision making. This system was so alien to that of the humans, that Lucius I saw no way to win allegiance from these independent-minded demi-humans.

The shirelings resented the Overlord's efforts to tax them on land that they regarded as their own, and armed clashes resulted when he tried to intimidate them with military force. Lucius II solved the problem by declaring shirelings folk of a client nation, even though there was no national body with which to negotiate. Today, minimal taxes are paid by each shireling community in exchange for military protection and considerable trade concessions. The taxes are still a bone of contention, but the shirelings were forced to bow before the uncontested might of the Overlord's army of unification.

Traits

Shirelings take things at their own pace: neither quickly nor slowly. They take breaks when they are tired, work when they don't want to be idle, and get a surprising amount accomplished. They are, of course, fond of their food; they set the best tables and run the best restaurants in the Lake District. They make a big to-do about holidays and special occasions; during birthdays they expect to receive presents from the one with the birthday, and continue their time-honored custom of giving away useful but unneeded things to others. These good-natured folk get on well with their human neighbors and often assist them in projects for the common welfare, such as bridge-building.

Characters

A Non-Player Character shireling is usually Chaotic Good in alignment. The Calandian shireling has all the racial abilities described in the standard rule book; in addition, s/he has Infravision to thirty feet. Besides being knowledgeable about agriculture, a shireling is usually skilled in at least one handicraft (woodworking, weaving, etc.).

The shireling is sociable, fun-loving, and loyal to family and friends. Although a large number of shirelings are cowardly fighters, a similar number are amazingly fierce when pushed to it. Many shirelings are familiar with the sling, and militias commonly train with the shortbow or the spear. They do not care for armor more encumbering than leather, but they will wear other armor if available. Few shirelings leave their comfortable lives to go adventuring; those who do so are most often fighters or thieves.

Nagas have made their home in the Iron Springs area since they first appeared in Calandia over 300 years ago. Not all have stayed there, but more nagas reside in that place than in any other naga community in the country. Comfortable in hot weather and fond of the water, nagas are at home in the idyllic Iron Springs setting.

Nagas are not readily apparent in the hot springs area, for most of them nest out of sight in riverbank burrows. These nests are large enough to accommodate a small family group of five plus three visitors from that family's "relatives." (Those who share the same scale pattern assume, rightly or not, that they are probably distantly related. A naga prefers to draw its friendships from this circle of adopted "relatives.") A typical warren consists of several interlocking tunnels and burrows, maintains a constant tempera-



ture even in weather extremes, and provides drainage, storage space, and air circulation.

In their native Aluria, nagas lived a physically primitive yet intellectual life, with little call for handicrafts and hand-made goods. Since they have settled in Calandia, they have been fascinated by the useful and decorative items produced by man and demi-humans. Many of these goods have caught the fancy of nagas, who have become patrons of many humanoid arts, and who have incorporated handicrafts in their lifestyle. For example, passageways in naga warrens are often hung with beaded curtains; where packed moss once served as nesting material, many burrows now employ cushions or cotton batting, and products such as shirling wines and pipeweed have been readily accepted by nagas.

In exchange, humanoids have benefited by the nagas' learning and counsel. Scholars, mages, and others who interact frequently with these reptilian folk live in human communities nearby. Because of the different living requirements of the two species, it is more convenient for the nagas to spend time in the human towns than vice versa. These towns have become centers of education and higher learning, where nagas can teach, study, and further their quest for knowledge. The most famous of these settlements is Scrollum, the site of the Collegium Magisterium and the Coram Temple Library. The Collegium is the most sophisticated school of magic in Calandia, and the library, subsidized by nagas, houses one of the largest book collections in the country. (These places are described under Lake District Institutions.)

Nagas traditionally have very little conventional government. Their "communities" often consist of several family nests located in the same general area, rather than a structured group of cooperative and interacting families. This extremely loose-knit society is conducive to the nagas' pursuit of intellectual advancement. Naga "government" consists of periodic community meetings akin to the clan counsel among humans, where intellectual pursuits and accomplishments are discussed, philosophy is debated, and ideas are exchanged. This counsel rarely makes decisions by consensus that affect the naga population as a whole.

The last such decision made by the nagas came about during Lucius II's war of unification, when the Iron Springs nagas agreed

to become part of the City-State as a separate treaty nation. Since these folk do virtually no manufacturing or trade in the traditional sense, they are exempted from taxation; because of their physical differences from humanoids, they are also exempted from military service as soldiers. However, under the terms of this agreement, nagas provide mages, teachers, and counselors to the government of the Overlord, and a certain level of free instruction to mages in the Overlord's service. In exchange, they receive protection from Lucius II, and participate as advisors in Calandian affairs.

Traits

Some attributes of nagas are outlined in the *Naga Character Race* booklet. Nagas' enjoy disciplined, highly-organized thought, and make excellent engineers, teachers, mages, and philosophers. They are careful to assess all the facts before making judgments and decisions; they are quick to admit if they have gaps in their knowledge, and readily point this out when others leap to hasty or false conclusions.

Not all nagas are wise. Their exceptionally inquisitive nature leads many of these folk to foolhardy actions when good judgment is lacking. Frustratingly for his/her companions, a naga is often capable of marshalling an elaborate and well-reasoned rationale about why such an action should be undertaken. Persons who are persuaded by a naga's logical arguments sometimes regret it.

Nagas are susceptible to extremes in environment, and are cautious about physical conditions in their surroundings. They avoid extremes of cold, and are particularly careful in unknown waters.

Characters

A Non-Player Character naga is usually Lawful Neutral in alignment. S/He is curious, gregarious, and an excellent communicator. This Character prefers intellectual to spiritual pursuits. As an adventurer, s/he is almost always encountered as a magic user. A few nagas become clerics; these are usually converts to the worship of the Calandian deity Coram. Some unscrupulous nagas are thieves, usually "con-men" posing as magic users or government officials to effect their scam.

New Character Class: The Avantar

Avantar (*pl. avantari*): from the Calandian, meaning "champion of god"; i.e., a native 'paladin'.

The avantar is a fighter-class Character dedicated to the service of a deity or demigod. This champion is the Calandian equivalent of a paladin, but without the alignment restrictions of that non-native profession. The avantar is normally a single-class Character, but, in a few instances (explained following), may be dual-classed. This Character fights primarily on foot, specializes in a weapon favored by his/her deity, and gains spell-like abilities which vary with the god s/he serves.

History

During the turmoil of the Uttermost War, religious factions banded together to wage holy war upon one another. The clergy of most sects led cloistered lives and thus were not well-suited to warfare. There were not enough fighting clerics to carry the day in combat, so fanatic brotherhoods or sisterhoods of warriors were recruited for their cause. These religious fighting groups championed their respective deities, from which arose their name of avantar, "champion-of-god." Avantari were originally foot soldiers. Depending on when and where in history they were encountered, avantari have been no more threatening than a pack of ill-organized raiders, or have fought with devastating effectiveness against seasoned armies.

In the millenia following the Uttermost War, the avantari have remained in Calandian culture. Although not often found in military bands any more, individual warriors sometimes chose to dedicate themselves to the service of a particular deity. Such a champion is seldom regarded with neutrality, since s/he is expected to behave as the embodiment of his/her deity's principles. While most avantari are respected, those of evil or chaotic gods are often feared or hated, and those representing good or lawful deities are loved and honored. Avantari are relied upon by Calandian temples as their champions, much as paladins serve their out-world gods.

Avantari and Paladins

Paladins are a relatively recent arrival on the Calandian scene. Although many have chosen to serve native gods, only the L. Good deities Riegin, Uric, Melios, and the demigod Shau Lin can be championed by them.

Avantari, on the other hand, have no alignment restrictions in the gods they serve. Too, paladins are mounted fighters and avantari are not. Besides these obvious facts, the avantar is a unique outgrowth of the Calandian culture, and differs from the paladin in many other ways.

The Avantar

A Character of any race may be an avantar as long as s/he is of the same alignment as the deity s/he wishes to represent and as long as s/he meets the following qualifications:

- STR of at least 15,
- INT of at least 9,
- INS of at least 15,
- STA of at least 14, and
- APL of at least 12.

If the Character has both STR and INS of 17 or greater, s/he gains a +10% bonus to experience points awarded. The Character uses ten-sided dice for HTK, modified as explained in the Avantari table, following.

Some benefits of being an avantar vary with the deity served, and are detailed in the Avantar Abilities by Deity table. Other class skills are shared by all. The abilities avantari have in common are as follows:

1. Make all saving throws at +1 to the roll.
2. Immunity to disease and fear.
3. At Skill 10, the avantar gains the ability to cast clerical spells as a Skill 1 cleric of his/her deity. This ability improves as s/he increases in Skill level. For each Skill attained above Skill 10, s/he increases his/her clerical spell abilities one Skill level. For example, a Skill 12 avantar will have the clerical spells of a Skill 3 cleric.

Avantari begin with four weapon proficiencies and gain one every three Skill levels. They may specialize in a weapon of their choice, although this is almost always the weapon held in favor by their deity. Former keitari (see following) may continue to use the lance as their primary weapon of choice.

Avantari are expected to actively contribute to the welfare of their temple. They tithe up to 30% of their treasure and material gains to the church, and may not accumulate or keep more than the following magical items:

- one suit of armor
- one shield
- four weapons
- any other four magic items.

Avantari have a reputation for picking fights with other avantari of conflicting alignments. Indeed, the outcome of such a challenge has much to do with a particular temple's degree of influence in Calandia. An avantar goes easy on those whose alignment is one step removed, is argumentative to those who are two steps removed, and outright belligerent to those three steps removed. For example, a Chaotic Evil avantar will be tolerant toward a Lawful Evil avantar, argumentative toward a Neutral avantar, and belligerent toward a Lawful Good avantar.

Single- and Dual-Class Characters

Most avantari have always been that class of Character. However, a keitar may become an avantar upon reaching Skill 4 or greater, providing s/he has remained loyal to his/her particular deity and s/he has unswervingly followed his/her professed alignment. The keitar then becomes an avantar of Skill 1, and can progress no farther in the ranks of the keitari. S/He retains all skills mastered as a keitar, but gains future HTK and abilities as an avantar of the appropriate Skill level. Former keitari in command of other avantar/keitar troops sometimes continue to use keitar rank titles, as in the case of Pali Rendaeyos, Horse Master of the Seidrun Guard.

In a similar manner, a ranger of Neutral Good alignment may become an avantar dedicated to the demigod Derius at Skill 4 or higher. These are the only two Character classes which can switch professions in this way.



Alignment Behavior

It is vital for the avantar to behave in a manner strictly adhering to his/her alignment. Deviation from alignment results in the loss of some or all of the avantar's special abilities. The loss is permanent or temporary (GM's discretion) until atoned for by penance or a quest for the temple. For this reason, it is helpful for the GM and Player to agree on a definition of proper alignment-related conduct before play begins. For instance, a Character serving the Lawful Neutral demigod Vikkar Tornor, deity of oaths and justice, may agree that s/he will:

1. Stay absolutely true to his/her word, once given.
2. Show no mercy to those who have broken their word, and extract justice from them.
3. Remain loyal to friends, unless they are foresworn.
4. Use only justifiable force when dealing with enemies.
5. Aid the helpless if it seems fair and reasonable to do so.

If the Character knowingly and willingly performs an act which is contrary to his/her alignment (if, for example, a Chaotic Evil avantar rescues an old lady), the Character immediately loses his/her status as avantar and becomes an ordinary fighter of equivalent Skill level and HTK. If formerly a ranger or keitar, s/he resumes that class at the level at which s/he left it. However, s/he keeps HTK gained as an avantar.

Avantari use the Avantari table following to determine HTK and experience progression.

Avantari are rewarded for their service by the temple they serve. Those who especially distinguish themselves may end up in command of temple troops, or in possession of lands gifted to them by the church hierarchy. Although it is not common, it is acceptable for avantari of Skill 10 and greater to retire from temple service and become lords of their own domains.

Avantari

XP	Skill	# of D10 for HTK	Skill Title (Calandian)
0-2,800	1	1+2	Warrior (Prauvar)
2,801-5,750	2	2+2	Raider (Dolvar)
5,751-12,000	3	3+1	Dedicant (Demnik)
12,001-24,000	4	4	Hero (Kemlos)
24,001-45,000	5	5	Gallant (Tarvin)
45,001-95,000	6	6	Victor (Reobaur)
95,001-175,000	7	7	Protector (Kesvar)
175,001-350,000	8	8	Defender (Orenvar)
350,001-700,000	9	9	Champion (Avantar)
700,001-1,050,000	10	10+2	Champion (Avantar)
1,050,001-1,400,000	11	11+2	Champion (Avantar)



Avantar Abilities by Demigod

DEMIGOD		ABILITY				
	DETECT	LAYING ON OF HANDS	AFFECT DISEASE	PROTECT. AURA 1" RADIUS	FAVORED WEAPON(S)	OTHER
BARCUS (CE)	Good	Cure +1 or Inflict -1 1x/day	—	Good	thrown dagger	—
DERIUS (NG)	Evil	Cure +1 1x/day	—	Evil	longbow	—
ERIN (NE)	Good	Inflict -1 1x/day	Cause 1x/week	Good	barbed, hooked net	Infravision 60', 1x/week per Skill level
GADNOR (CN)	Law	Cure self +2 1x/day	Cure self 1x/week	Law	bear spear (8', 1D10 HTK of damage)	—
SHAU LIN (LG)	Evil	Cure +2 1x/day	Cure 1x/week per 6 Skill lvls.	Law	long sword	—
VIKKAR TORNOR (LN)	Chaos	Cure +1 1x/day	Cure 1x/week per 6 Skill lvls.	Chaos	bastard sword	—



Avantar Abilities by Deity

DEITY	DETECT	LAYING ON OF HANDS	ABILITY AFFECT DISEASE	PROTECT. AURA 1" RADIUS	FAVORED WEAPON(S)	OTHER
ARDRUNA (NG)	Evil	Cure +3 1x/day	Cure 1x/week per 3 Skill lvls.	Evil	staff, flail quarterstaff	+10% to Resurrection survival rolls
BRAGLA (LN)	Chaos	—	slow progress by ½ 1x/week	Chaos	bo stick, sling	additional +1 to saving throws
BRELIG (CE)	Good	Cure +2 or inflict -2	Cure or cause, 1x/month	Good	wire whip*, bo stick	—
CORAM (LN)	Chaos	—	recognize and cure, if possible 1x/week	Chaos	quarterstaff, sling	+10% to reaction rolls
DHURIS (NE)	Law	Cure +2 1x/day	Cures only those resulting from dissipation (1x/week)	Law	blowgun	+5% to reaction rolls
GAMBROS (CE)	Good	Inflict -3 or Cure self +2 1x/day	Cause disease or cure self 1x/week	Good	falchion (1D8 HTK of damage)	wither limb by touch 1x/yr per 5 Skill lvls.
LAN LOROS (CN)	Law	Cure +2 1x/day	Cure 1x/week	Law	crossbow	move silently 5%/Skill level
LENORIS (N)	Evil	Cure +2 1x/day	Cure 1x/week	Evil/ Good	shortbow	—
LOVIANIS (LE)	Good	Inflict -2 or Cure +2 1x/day	Cure self 1x/week	Good	dagger, two-handed axe	additional +1 on cure self 1x/week
MELIOS (LG)	Evil	Cure +3 1x/day	Cure 1x/week per 3 Skill lvls.	Evil	quarterstaff (to stun, but not kill)	additional +1 to cure 1x/week
NALAGAR (CG)	Evil	Cure +2 1x/day	Cure 1x/week	Evil	long sword	—
PEREN (NG)	Evil	Cure +1 1x/day	Cure 1x/week	Evil	spear	war dogs are frequent pets
RIEGIN (LG)	Evil	Cure +2 1x/day	Cure 1x/week per 4 Skill lvls.	Evil	mace	+2 to hit during Bless spell
SEIDRUN (CN)	Law	Cure +2 1x/day	Cure 1x/week per 6 Skill lvls.	Law	trident	—
URIC (LG)	Evil	Cure +2 1x/day	Cure 1x/week	Evil	broad sword	+1 to saves vs. INS

* The wire whip is leather interwoven with metal. It does 1D4+2 HTK of damage to S- and M-sized opponents, and 1D4 to L-sized.



History



Men

Farmers from the Great Plateau settled in the Rim Foothills during the first outward expansion over 8,000 years ago. These humans encountered shirelings and dwarves in the years following the Great Misery, when they moved farther south and west into the Yellow Wood and spread out along the Han-gar and Lilymoor Rivers.

Men clashed with the dwarves of Thormar's Peak off and on for a few hundred years, until the men were finally repelled from that area and looked to settle elsewhere in the region. The shirelings, although protective of their own claimed land, were willing to live with men in peace as neighbors. As the Lake District became more settled and trade increased, men occupied themselves with farming, trade, and river traffic.

The history of men in the Lake District has been a peaceful and prosperous one. Even during the hard times of the Great Misery, the district remained largely unravaged by nomads and marauders. Unfortunately, this peaceful background seems to have left Lakemen unprepared for the problems of contemporary Calandia. They react with horror and panic at the depredations of evil entities in this district, and are at a loss about what to do to help themselves. One of the loudest cries for help in the Senate has come from representatives of the Lake District, where farmfolk and merchants are slow to arm themselves in self-defense.

Demi-Humans

The true history of the dwarves of Thormar's Peak goes back for thousands of years and chronicles their constant war under the mountain against the creatures of the Underdark. This history is too long to relate here, but deserves mention. After Thormar's Peak was secured against that threat, the Loran dwarves had only to repel intrusions of shirelings and men, and confine marauding goblins to a finite area. This they have successfully done, buying centuries of time in which to exploit the mountain's resources, growing rich and powerful in their trade with humans. Unlike the men of the Lake District, however, Loran dwarves have remained vigilant and combative, and are ready to deal with any unnatural, evil threat that may face them.

The shirelings have had a quiet — some would say boring — history in the Lake District. Their day-to-day life is pastoral, their pursuits mundane; their problems have seldom been more pressing than drought, leaf rot, or a village fire. Nevertheless, the few clashes in their history — twice with residing goblins, and seven times with men — have usually concluded favorably for the shirelings. Since those epic events are remembered as if they took place only yesterday, some shirelings welcome Calandia's current problems as a chance to prove their mettle.

Nagas

The nagas of the Lake District settled in the Iron Springs over 300 years ago; this is the first recorded appearance of nagas in Calandia. The nagas have no recollection of their migration from their native Aluria, nor do they remember how to return.

Aside from being hunted for their hide, the nagas have had no conflicts with other races. Their race is the most tolerant in Calandia; in spite of the fact that some humanoids have hunted them, they bear no hatred for the humanoid races as a whole. In fact, because of their sociability and love of intellectual pursuits,

nagas seek out interaction with those of other races. Both nagas and humanoids have benefitted greatly from the nagas' quest for knowledge and cultural enrichment.

Legends

The following are legends which are noteworthy in the mythos and history of Calandia.

The Bottomless Beer Keg of Hardcrook Figbetter.

The shireling Hardcrook Figbetter was a seller of medicines and condiments who first toured the district 100 years ago. He is thought to have been on extremely good terms with the brownies, trading with them as much or more than he did with men and shirelings. As the result of a complicated deal, Figbetter once received a constantly-full keg of beer from the brownies. Waylaid by goblins, the medicine-seller was saved when they drank themselves into oblivion from the bottomless keg. Relieved at his narrow escape, Figbetter boasted of his keg in the town of Squire's Ferry. He was soon dogged through the countryside by bravos — both men and shirelings — in quest of free beer. He finally gave them the slip in Bogwater, where both Hardcrook and the keg disappeared. Bogwater and the surrounding area was turned upside-down by people searching for the ever-full keg. It was never found, but shirelings claim it is still in Bogwater, awaiting discovery by some worthy beer-imbibor or tavern owner.

Petri's Cave.

Petri, a teenage poacher in the Loran Preserve, once took shelter from a storm in a high mountain cave. In the back of the cavern was a passageway; after hours of exploration, he found that it gave entrance to the lair of the silver dragon of Thormar's Peak. However, once Petri left it, he was never able to find his way back to that exact cavern. Since then, adventurers have searched for Petri's Cave and its passageway to the dragon's hoard of wealth, but it remains undiscovered to this day.

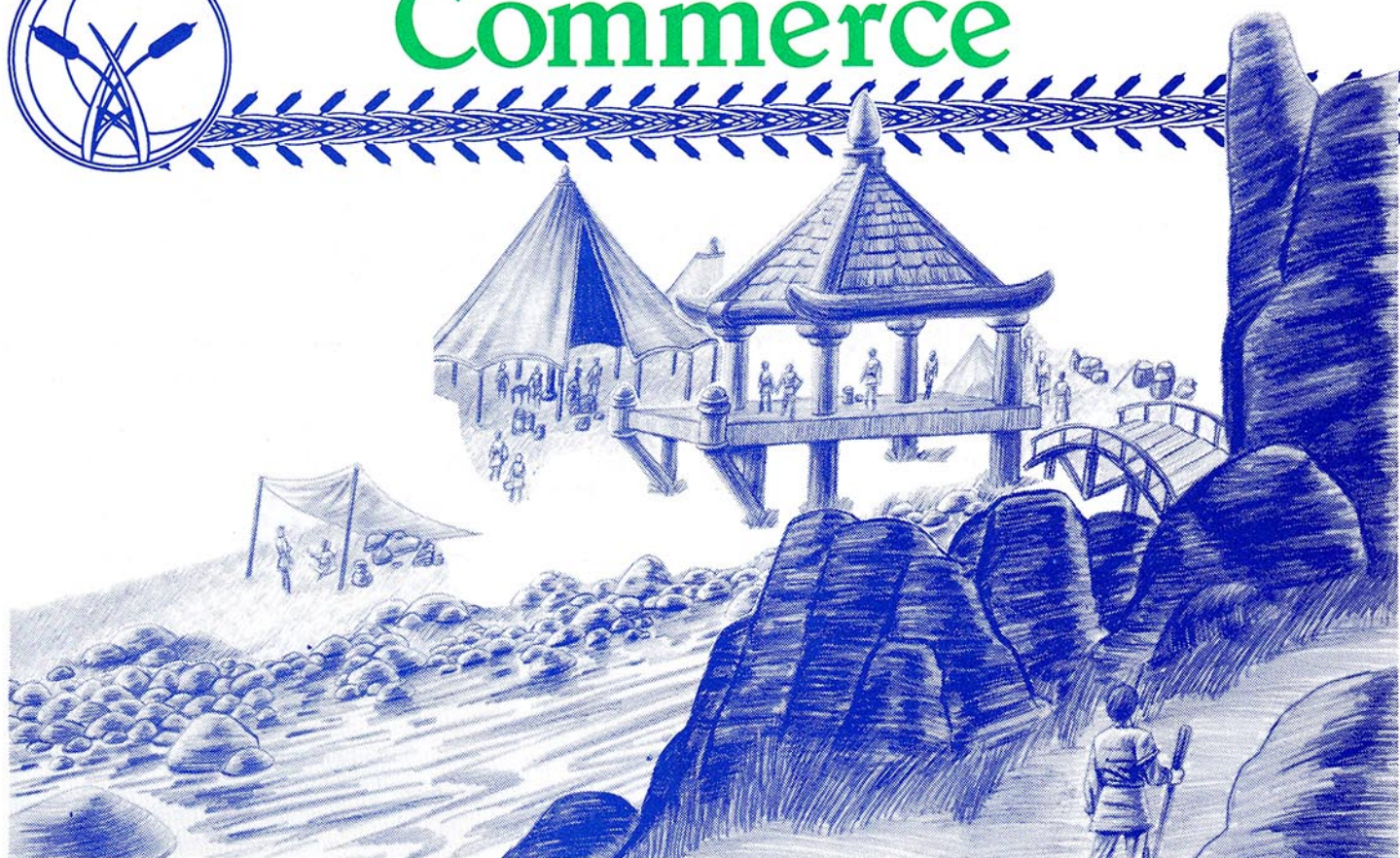
The Quest of Ruhlan na'Seidruni.

Ruhlan na'Seidruni was Horse Master of the Seidrun Guard, the cadre responsible for guarding the Great House of the Temple of Seidrun at Lakeside. In a hunting accident, he slew a high priest of the order who could not be resurrected. Vowing to do all he could to restore the priest to life, Ruhlan held vigil upon the waters of Lake Semlith, awaiting a divinely inspired vision about how he should proceed. Witnesses say he must have had his vision, for eventually he stood in the small boat and dove overboard into the waters of the lake, fully armed and armored. One day later, the high priest returned to life, but the Horse Master never surfaced, nor was his body found.

Conflicting legends have grown up about this incident. One account claims that there is a gateway to the sphere of the gods in the waters of Lake Semlith. Another states that the panoply of Ruhlan na'Seidruni lies at the bottom of the lake, blessed with holy powers and awaiting recovery by one brave enough and pious enough to fetch it. At any rate, the Horse Master has become a minor saint to worshippers of Seidrun.



Commerce



The growing season in the Lake District is long, and the climate allows two and sometimes three harvests to be reaped in a year. The district produces a surplus of food and food products which find markets in the Great Plateau and other parts of Calandia. Even the limited manufacturing done in the district is unique, and goods fetch high prices elsewhere.

Trade Patterns

Food surpluses leave the district along water routes and roads, mostly destined for the Great Plateau. Food exports include millet, rice, hard cheeses, spices, wines, nuts, and fruits, many of which are magically preserved for their long journeys to market.

Some large-scale processing and manufacturing is conducted in the district, notably the processing of cane syrup and sugar around Squire's Ferry; the brewing and distillation of fruit wines and brandies in the Rim Foothills around Brownfield; the weaving of cotton in shireling workshops and the dying business in Perris; and the boat building industry centered around Bansk.

Men dominate the transportation industry, owning and operating great numbers of barges, skiffs, and small craft on the lakes and rivers of the district. These craft are in turn used to move foods to market, and return with manufactured goods — ceramics, metals, glassware, and clothes — from the Great Plateau.

With the exception of gold, little of trade value comes out of the Thormar's Peak. Gold coins are shipped from the government mint near Thormarsten at periodic and unannounced intervals. The most diverse array of trade goods in the district can be found in Thormarsten, where items are brought from far and near to be traded for dwarvish gold.

Roads and Waterways

The rivers are this district's primary network of transportation. Roads serve to connect villages and lead to the waterside.

• The Aldar's Road.

The Aldar's Road runs through the Lake District, paralleling the route of the former Market Road, which connected many small country markets and fairs. It cuts through the Loran Preserve, where it runs close to Thormar's Peak; this stretch of road is well-patrolled by dwarves alert to trespassers and poachers. To the north, the road continues across the Han-gar River from Bansk, and, to the south, it cuts through the Wheatlands District before leaving Thormar Province.

• Briarwood Trail.

Briarwood Trail is a well-maintained trade road providing an alternate route to the Great Plateau than the waterways. It winds among the small lakes of the Rim Foothills, and turns towards Lake Pottowa and Briarwood at the plateau summit. This road is favored by Lakeland merchants and folk between the Highland Rise and Thormar's Peak, being equidistant between the two major river systems (the Crickle and the Perris Rivers) in the district.

• Crickle and Perris Rivers.

These two systems are the busiest trade-bearing waterways in the country. The Crickle has developed networks of canals, notably at Squire's Ferry and Bansk. The Perris is navigable for most of its length, with tow roads common north of Ardrunaeya. It is a route preferred over the shoal-filled Scafohl River, its major tributary.

Towns and Cities

• Ardrunaeya (pop. 1,900).

This town is little more than a large village most of the year. It is the site of the Ardruna temple school, a place of learning for clerics of that deity, and seat of Ardruna's High Priestess in this province, Alita Orvanae. When the Peach Market is held in the autumn, the population swells to 5,000 or more.

● **Bansk** (*pop. 18,000*).

Bansk is the center of the trade and commerce for the Lake District. Built on trade revenues and dwarvish gold, it is an orderly city of canals, bridges, and dressed stone mansions. It is the seat of provincial and district government, headquarters of the Lake District Guard (see *Military Units*), and the largest manufacturing city in the district. Its boatyards produce the majority of craft which navigate the Han-gar River and its tributaries, and Bansk is home to a substantial freight and warehouse business, with concerns throughout the district. The Canal Fair is held here in late fall, being a trade fair and religious festival dedicated to the water goddess Seidrun.

● **Bogwater** (*pop. 3,000*).

Bogwater is a shireling town of hillside burrows and half-timbered houses. It is famous as the base of the Underleaf Wineries industry. The fruit wine and brandy business is the underpinning of the local economy, which also profits from trade on The Aldar's Road. Bogwater is the site of a faerie mound and standing stones, and is associated with the legend of Hardcrook Figbetter (see *History: Legends*). This is the official center of the shireling senate elections, the closest thing to a "capital" among the shires of the Lake District.

● **Brownfield** (*pop. 2,800*).

Brownfield hosts a mixed population of humans and shirelings in the heart of hilly orchard country. This is a major supply point along Briarwood Trail, and is famous for its large number of small, excellent inns and taverns. The town trades in cinnamon and olive oil; it is also the site of the annual Wine Market in the fall of each year.

● **Iron Springs** (*pop. 12,000*).

The city of Iron Springs overlooks the hot springs of the same name. Nagas live in waterside nest-burrows, and humans dominate the city proper. Iron Springs is a sprawling settlement of villas, meandering streets, lush flowers, and fountains. Famous for the Collegium Magisterium and the Coram library, Iron Springs is also known for its public baths, decorative tiles, and fine sculptures.

● **Lakeside** (*pop. 3,200*).

The fishing village of Lakeside stands partially on stilts, and is built beside and over the waters of Lake Semlith, thought to be the deepest lake in the district. Lakeside became prominent as the location of the Great House of the Temple of Seidrun, base of the temple administration in Calandia and home of the order's High Patriarch, Calin Gekhor na'Seidruni. A large portion of the town's population is connected to the clergy. Lakeside is a favorite destination for pilgrimages; chapter houses, hospices, shrines, and relic sellers flourish.

● **Reidar's Hold** (*pop. 2,600*).

In the heart of the citrus-producing country, this human town evolved from a single lemon-grower's freehold, and is one of the few fortified towns in the district. The structures within the city walls are high-roofed, single-story buildings of wood; many are interconnected so that entire sections of town are simply one large building with intervening courtyards. This town is at the nexus of The Aldar's Road and Briarwood Trail, and profits from a large service business that caters to travelers, merchants, and pilgrims. Hostelries and artisans are located outside the city walls, and are not numbered among its population.

● **Squire's Ferry** (*pop. 8,000*).

Squire's Ferry is one of the oldest trade towns in the district. Populated by a mix of humanoid races, it is the place where both dwarvish gold and produce from the countryside embark on the Crickle River. A network of canals eases barge traffic over abrupt elevation changes immediately north of town. This is the site of the Hot Market, which is held during midsummer. The dwarves of Thormar's Peak come here to buy goods imported from all over Calandia.

● **Thormarsten** (*pop. 6,000*).

Although the dwarves of Thormar's Peak live for the most part inside the mountain, Thormarsten grew in response to the needs of the humans who traded with the dwarves in their own territory. The main entrance to the dwarves' underground domain is here, as is the government mint, warehouses, hostelries, and merchants' shops and services. At the Gold Market in late spring, dwarves present refined gold, gold wire, jewelry, and other metal crafts in exchange for trade.

Markets

Several special markets and trade fairs are held in the Lake District at different times during the year. Markets stimulate trade between cities, and attract merchants from great distances. The countryside is especially well-patrolled at market times to prevent merchants from being waylaid by brigands and robbers.

The most noteworthy markets in the Lake District are:

- ‡ **Cloth and Dyers Market**
(*Perris Riverfront, Mid Month 23-25*)
- ‡ **Wine Market**
(*Brownfield, Harvest Month 17-19*)
- ‡ **Gold Market**
(*Thormarsten, Spring 23-25*)
- ‡ **Hot Market**
(*Squire's Ferry, Summer 17-19*)
- ‡ **Canal Fair**
(*Bansk, Month of the Bear 24-25*)
- ‡ **Peach Market**
(*Ardrunaeya, Harvest Month 23-25*)

Lake District Institutions

A number of religious establishments, hospices, schools, orphanages, and other institutions have been endowed by wealthy or pious Lake District residents. These organizations serve useful social or religious functions, while those dedicated to learning attract students and scholars from all over Calandia. The more important of these are detailed following.

Great House of the Temple of Seidrun, Lakeside.

During the Great Misery, religious factions and survivors of the Uttermost War wandered about the countryside in search of a new home. The goddess Seidrun appeared in the waters of Lake Semlith to a group of her followers, and bid them settle on the shores of that lake. They did so, and the holy site of Lakeside became home to the Great House of the Temple of Seidrun, the seat of that order's administration and teachings.

The Great House is the dwelling place of the High Patriarch of the Temple of Seidrun, Calin Gekhor na'Seidruni, the most senior of this order. The business of the temple throughout Calandia is administered from this place, and many senior priests and clergymen also make this their home. The Great House consists of the Seidrun temple proper, temple offices, outbuildings, and lodgings for the resident clergy.

A cadre of avantari made up exclusively of keitari (see **NOTE** following) serve the High Patriarch, and have helped keep the

Great House secure throughout its history. Most other order Houses are guarded by fighter-class avantari, but an exceptional number of Lake District keitari worship Seidrun, and have traditionally considered service in this corps a high honor. The 500 keitari of the Seidrun Guard are led by Horse Master Pali Rendaeyos, the first woman to serve in this capacity in 100 years.

Keitari in search of training may apply to the Seidrun Guard for advanced instruction. The common practice is for the trainee to contribute a large tithe in exchange for his/her instruction, or to undertake a mission or quest on behalf of the Temple in payment.

NOTE: Avantari are warriors dedicated to serving a deity (see New Character Class: the Avantari in this book). Keitari are nomadic cavalry warriors; they are described in the *High Fens Guidebook* which accompanies *The Wraith of Derric's Deep* module. If the keitari Character class is not being used, keitari should be considered equivalent to fighters trained in mounted combat.

TEMPLE SCHOOLS

Schools dedicated to the instruction of clergy are not very common. Most clergymen are trained during the years of their apprentice-like service as novices and acolytes, and "higher education" is seldom a concern. However, under the directive of naga advisors, two temple schools have been founded in the Lake District. Both are attended primarily by mid-level and senior clergy in preparation for promotion within the church hierarchy.

TRAINING FOR CHARACTERS

Clerical Characters wishing to advance in Skill levels may receive training at a temple school if s/he is dedicated to the appropriate deity. Adventuring clerics may attend if they can pay their way, or if they will serve the temple in exchange for their education. A Character with an INS of 17 or greater and an INT of 15 or greater may complete his/her training at the school in six months per Skill level instead of one year per Skill level.

Our Lady of the Fields Temple School, Ardrunaeya.

Located in one of the most fertile valleys in Calandia, this school is dedicated to Ardruna, the goddess of farms and fields. Six hundred years ago, the priestess Betla helped end pestilence in the area through divine intervention. Grateful farmers and villagers endowed this school in thanks, and have continued to support it. The school is a place of instruction for herbalists, alchemists, and physicians, as well as for the more conventional clergy of Ardruna. The religious community which has grown up around this institution includes the residence of Arlita Orvanae, Ardruna's High Priestess responsible for the welfare of the Lake District.

Semlith Academy of Divinity, Lakeside.

Under the leadership of High Patriarch Juros, this school was founded over 2,000 years ago to house holy writings and pass on the knowledge in the writings. The institution became important as a place of learning, and eventually became indispensable to the instruction of advancing clergymen. It is part of the complex of buildings which constitute the Great House of Seidrun.

Hospices

Hospices are houses of healing, where medical treatment is provided at no cost to the needy, and a minimal cost to others. Ardruna is the patron goddess of natural healing. It is at these hospices that clerics, as well as physicians, chirurgeons, and apothecaries serve. Hospices of Ardruna may be found throughout Calandia, usually in large cities or near shrines to the goddess. Two hospices in the Lake District bear particular notice.

Bansk Hospice of Ardruna.

The citizens of Bansk have established this hospice to serve those who cannot afford the expense of magical, clerical healing services. Illnesses and injuries are handled here, and chirurgery is done in emergency cases in which clerical help cannot be had. This hospice offers some of the finest medical care available outside of Briarwood, and has a reputation for charitable works.

Venrik Asylum.

The family of the explorer Garin Venrik despaired of restoring his mind when he became insane from the attack of a mind flayer. When he was cured by priestesses of Ardruna, Venrik's family endowed this asylum, where others with mental and psionic disorders could be treated and/or cared for in a gentle environment. The clergy of Ardruna that work there are trusted to keep control of their charges, who are mostly incurable.

Oracle of the Talking Waters, Lakeside.

Oracles are few and far between in Calandia. One that is greatly respected is the Oracle of the Talking Waters at Lakeside. There, a tributary to the Semlith River has worn a natural rock grotto where nymphs live among the cascades of water, communicating with water elementals who are in turn in touch with the goddess Seidrun. The nymphs speak to a chosen few of the priests of Seidrun and deliver predictions and oracular commentary, when willing, in exchange for gems and pearls from the sea.

Riverman's Orphanage, Perris.

Orphans are seldom a problem in Calandia, where extended families exist to care for children. However, the rivermen who move barges along the waterways of the Lake District live in smaller family groups than their countrymen. In addition, certain waterways, such as the Scafohl, are especially treacherous to river traffic. The Riverman's Orphanage is one of these rare institutions which developed over the years to help care for the victims of water disasters. The orphans are usually placed in apprenticeships in Perris by the time they are ten years old, and so leave the home to learn a skill seldom related to river-faring.

Coram Library, Iron Springs.

Scholars have long been attracted to the Iron Springs naga community for the purpose of trading information and knowledge with the nagas. As books and scrolls changed hands and grew into sizeable collections, nagas decided to pool their written resources to facilitate research and the exchange of knowledge. Many scholars worship Coram, the god of learning, and agreed with this concept. Funded by sages and nagas, organized and administered by clerics of Coram, the Coram Library was established in the human enclave of Neven at Iron Springs.

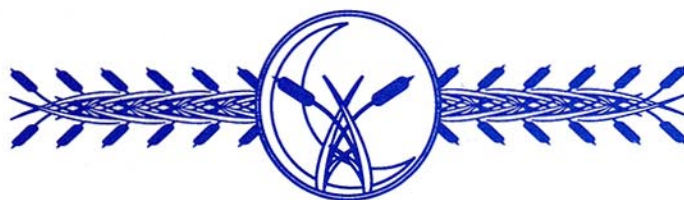
The Coram Library is the largest and most comprehensive in Calandia. Nagas, scholars, and others who are members may enter free of charge. Non-members must pay a fee and hire a librarian to escort and aid them in their researches. A staff of scribes, illustrators, translators, bookbinders, etc. is employed here. Although the building housing the Library appears spacious and decorative, clerics of Coram let visitors know immediately that it is magically protected, and fatal to vandalize or steal tomes from it.

Collegium Magisterium, Iron Springs.

The foremost institute of magical studies in Calandia is the Collegium Magisterium, located in the human enclave of Neven at Iron Springs. The Collegium has attracted magic users, alchemists, and sages from all over the country to study in this planned academic community. Other schools of magic exist in Calandia, and several, such as the ancient Ahkan Chane Academy near Briarwood, are far older than this 250-year old institution.

PERMANENT TEACHING FACULTY OF THE COLLEGIUM MAGISTERIUM (Magic Users)

Mage Skill Level	# of Instructors at Skill level	Teaching Responsibilities
6	2	Basic magical principles
7	2	Cantrips and basic magical principles
8	2	Basic spells of Skill 1-3
10	4	Basic spells of Skill 1-4
12	2	Advanced theory and principles
14	3	Advanced spells of Skill 3-5
28	2	Advanced spells of Skill 4-6
22	1	Spells to Skill 7
25	1	Esoteric theory and spells to Skill 9
27	1	Spells of Skill 10 and above



Nevertheless, the Collegium Magisterium is recognized as offering the best courses of specialized instruction, the most experienced or best-qualified teachers, and the strictest entrance requirements of them all. The quality of education here is aided by use of the nearby Coram Library and its extensive resources. The Collegium is the seat of the most influential faction of the Mages' Guild in Calandia, and has provided the Overlord with his single greatest reserve of magic users with which to fight the evil in the continent.

Staff

The elf wizardess Tori Spericus is Headmistress of the Collegium. She is often in Briarwood on business, both for the institute and as an associate advisor to Dowons, Lucius II's Wizard/Chancellor. Fingol Fingolnor is Assistant Headmaster, Tori's deputy during her absence; this half-elf also administers the courses of instruction offered to students, and teaches many himself. Mandrell Rey is the elvish Craftmaster of the Collegium, overseeing the magical research conducted there.

A faculty of twenty instructors of magic is supported by the Collegium, with a varying number of temporary instructors teaching in partial exchange for their tuition. A breakdown of staff and what they teach can be seen in the Permanent Teaching Faculty of the Collegium Magisterium sidebar. This faculty is not permitted to do outside work or consultation, and can provide advice or spell-casting for a fee only through the office of the Headmistress.

Curriculum

The Collegium instructs only magic users, and has little to do with the craft of illusionist magic. Roughly one-third of the curriculum is dedicated to the instruction of apprentices who have qualified for admission here. Upon graduation, successful appren-

tices become Skill 1 magic users. Another third of the curriculum is dedicated to the instruction of graduates and other mages who wish to study basic or advanced magic in order to improve their Skill level. The final third of the Collegium's resources go to the conduct of magical research; students and mages are accepted into this program on a case-by-case basis. If admitted, the mage learns the principles of magical research and is actively involved in the enchantment of items and the creation of new spells.

A number of alchemists and sages supplement the faculty; they teach students as needed, and aid in the college's research work.

Admission

Entrance exams are given to those who wish to study at the Collegium. For potential apprentices, the exams are usually oral exams; for mages, the exams are a combination of written and oral tests and interviews. Only Characters with an INT of 15 or greater may apply. Such a Character has a 50% chance of passing the tests. Chances for success are modified as follows: INT 15, +0%; INT 16, +5%; INT 17, +10%; INT 18, +20%; INT 19, +30%. Characters may also add their reaction roll adjustment based on APL to their chance of success. Persons of Evil alignments are not admitted.

PCs who want to begin their adventuring career as graduates of the Collegium must roll to see if they are successfully admitted. If so, they must be able to afford the initial 500 gp Mages' Guild membership fee. Characters who meet these requirements may start their career at Skill 1 with one more spell than is normal for a magic user of that Skill level. A Player Character who wants to train at the Collegium in order to advance in Skill level must pass the entrance exam each time s/he wishes to train there. If accepted, this instruction takes twice as long as it normally would and costs twice as much. However, the mage gains two spells instead of one upon achieving his/her new Skill level.



Military Units

Lake District Guard

The Lake District Guard (LDG), headquartered in Bansk, is the old home guard established as a merchant-protection force long before the Overlord united Calandia. It exists today as a unit of the Thormar Provincial Army, but out of tradition is allowed to remain in the Lake District and be responsible for security on trade routes between Thormar's Peak and Bansk.

The LDG is commanded by Colonel (*Gedhar*) Feran Urbellis (see Important Persons, following). These troops are most often encountered in the countryside around the Crickle River, and between Thormar's Peak and the Han-gar River.

Thormar Provincial Army

The Thormar Provincial Army is divided into three Campaign Groups (divisions), one in each district of the province. The 1st Campaign Group is headquartered in Bansk under the command of Major General (*Praudhar*) Vellius Nurdan na'Ardruni (see Important Persons). Only a skeleton staff remains in Bansk, which is otherwise defended by the Lake District Guard. The rest of the campaign group has been dispersed throughout the district to guard commercial routes and help insure continued transit of goods to the Great Plateau. Cavalry troops are stationed near Lakeside, while heavy infantry is at Perris and Ardrunaeya, and medium infantry patrols the Lakelands around Brownfield. Roving cavalry units check security in the Greenlands, and have had the most frequent clashes with unnatural forces to date.

Shireling Militia

Small units of shirelings have sprung up to guard toll roads, ferry crossings, and village bridges. They have not yet had to repel any serious challenge, and their true value cannot yet be judged. They have, however, had the effect of ensuring prompt and full payment of toll fees from travelers in the district.

Gryphon Riders

The Gryphon Riders is an elite mercenary troop led by former Black Lotus Guard commander Cham Morska (see *Betrayal at Bogwater*). Morska is answerable to the Overlord, and is under special orders for his unit 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 in the countryside. Lower-ranking mercenary troopers are highly-qualified scouts in their own right and may be assigned to guide or otherwise work with the Overlord's volunteers.

Small numbers of Gryphon Riders are on detached duty in Thormar Province under the overall command of Major (*Ledhar*) Ern Lemhos (see *Betrayal at Bogwater*). Adventurers working for the Overlord in field scouting assignments are assigned to a liaison unit of Gryphon Riders, receiving instructions from and reporting back to the unit commander. The officer responsible for operations in the Lake District is Captain (*Keitar*) Udo Toreignor (see *Betrayal at Bogwater*), headquartered at Bansk. Scouts in this district will deal either with Keitar Toreignor or one of his aides.



Important Persons



Prince Darzig of Loran

Dwarf, Skill 18 Fighter

STR: 16 (0, +1), INT: 13, INS: 11

DEX: 8, STA: 11, APL: 9

HTK: 76, AC: 3

MV: 12", AL: L. Good

AT: 1, DM: by weapon

THACO: 4

HT: 4'6", WT: 140 lbs.

Armor: plate mail

Weapon Proficiencies: battle axe II (two-handed), bo stick, club, dagger, footman's flail, hammer, quarterstaff, sling

Weapons: +3 battle axe (two-handed), +1 club, dagger

Magic Items: Boots of Striding and Springing

Prince Darzig is the ruler and clan leader of the Loran dwarves of Thormar's Peak. A cousin of the late King Atrabiloran, he is also Governor-General (*Aldar*) of Thormar Province. Darzig travels regularly between Bansk, the district and provincial capital, and Thormarsten, the ruling seat of the Loran dwarves.

Darzig is a quiet, middle-aged, studious dwarf who fills his office because of heredity, not ambition. He has led the dwarves to many tactical victories against the goblins, but views the Overlord's military preparations with mixed feelings, since Darzig is expected to make a major contribution to planning and conducting the diverse war effort.

Fingol Fingolnor

Half-elf, Skill 20 Magic User

STR: 8, INT: 16, INS: 8

DEX: 9, STA: 16 (+3), APL: 15

HTK: 45, AC: 7

MV: 12", AL: L. Neutral

AT: 1, DM: by weapon

THACO: 13

HT: 5', WT: 100 lbs.

Armor: none

Weapon Proficiencies: bo stick, dagger, quarterstaff, throwing dagger

Weapons: +2 dagger, +1 quarterstaff, throwing daggers (x3)

Spells: 5/5/5/5/5/4/3/2

Magic Items: +3 Ring of Protection

This elderly half-elf is the Assistant Headmaster at the Collegium Magisterium, and has spent most of his professional career associated with that institution near Iron Springs. He is steadfast, serious, and very dedicated to his work. Besides his educational duties, Mages' Guild affairs demand a considerable amount of his time and energy. Fingol is past master of the Guild, and has considerable hidden influence with that organization. He is blind to Tori Spercus' political maneuverings and concerned with the current upheaval in Calandia only insofar as it impacts on the work of the Collegium.

Calin Gekhor na'Seidruni

Human, Skill 17 Cleric

Deity: Seidrun

STR: 11, INT: 15, INS: 17

DEX: 11, STA: 7, APL: 11

HTK: 57, AC: 8

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon

THACO: 10

HT: 5'10", WT: 175 lbs.

Armor: leather

Weapon Proficiencies: club, footman's flail I, hammer, footman's mace, morning star

Weapons: footman's flail, hammers (x2)

Spells: 10/10/9/6/5/3

Magic Items: Pearl of Power

This human is the High Patriarch of the Temple of Seidrun, the highest authority of that church in Calandia. In early middle age, Calin's weak constitution has kept him from active crusading for the temple. Nevertheless, coming from an old line of Seidrun-loyal clansmen, he has achieved his fondest ambition by attaining this office, which he has held for eight years.

Calin is personally ambitious and ethically unpredictable, much like the deity he serves. He can be relied upon to support the common good in general, but takes every advantage possible to gain property, monies, and converts for Seidrun. He scorns the temple of Ardruna, Seidrun's greatest competition in this district, as being full of naive do-gooders. Under Calin's leadership, there is usually a hidden price tag attached to services provided by the temple of Seidrun and its clerics.

Calin's main personal goal is to gain one more point of INS so he can gain Skill 7 clerical spells.

Alita Orvanae

Human, Skill 14 Cleric

Deity: Ardruna

STR: 11, INT: 9, INS: 15

DEX: 9, STA: 10, APL: 6

HTK: 55, AC: 5

MV: 12", AL: N. Good

AT: 1, DM: by weapon

THACO: 12

HT: 5'5", WT: 132 lbs.

Armor: none

Weapon Proficiencies: club, morning star II, quarterstaff

Weapons: morning star

Spells: 8/7/6/5/3

Magic Items: Bracers (AC: 5)

Alita is the High Priestess of Ardruna responsible for temple affairs in the Lake District. She makes her home in Ardrunaeya near the temple school. Most believers in the district follow the worship of Ardruna, the goddess of farms and fields, and this assignment is one of the plushest and most influential in Calandia.

Alita is an older woman who is stern, almost humorless, with a perpetually sad expression on her homely face. She is an astute

administrator and an excellent judge of character, and those qualities have elevated her to her current position. She is vitally concerned for the fate of farmfolk and the welfare of the land during this time of unrest in Calandia. She is cautious and wise in her counsels.

Pali Rendaeyos

Human, Skill 5 Avantar

(formerly Skill 9 Keitar)

STR: 15, INT: 12, INS: 15

DEX: 13, STA: 17 (+3), APL: 13

HTK: 87, AC: 4

MV: 12", AL: C. Neutral

AT: 1, DM: by weapon

THACO: 12

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

Armor: +1 chain mail

Weapon Proficiencies: dagger, hand axe, horn bow, javelin, lance, sabre, trident

Weapons: dagger, sabre

Pali is the Horse Master of the 500 avantari of the Seidrun Guard, composed of warriors who are all former keitari. In her 50s, she is the first woman to serve in this capacity in 100 years. Pali is temperamental and dour; she is ready, willing, and able to flaunt her rank to accomplish her ends. She cares little for temple politics; Pali is unshakably loyal, and considers it her duty to be an unquestioning accessory in the hand of the Temple of Seidrun.

Tori Spercus

Elf, Skill 25 Magic User

STR: 10, INT: 18, INS: 8

DEX: 11, STA: 11, APL: 15

HTK: 42, AC: 10

MV: 12", AL: Neutral

AT: 1, DM: by weapon

THACO: 11

HT: 5'5", WT: 130 lbs.

Armor: none

Weapon Proficiencies: dagger, darts, morning star, quarterstaff, sling, arterstaff, sling

Weapons: dagger

Spells: 5/5/5/5/5/5/5/5/5

Magic Items: Philter of Persuasiveness

Headmistress of the Collegium Magisterium, this human wizardess is also a trusted advisor and compatriot of Dowons, the Overlord's Wizard. Apparently in early middle-age, Tori is in reality almost 100 years old. She has governed the Collegium for practically the last third of its history, and established a secure niche for herself in the councils of the high government.

This politicking is intentional and manipulative, however, for Tori is vain and power-hungry. She has no scruples against using quiet blackmail, and even more blatant threats, when necessary to get her way. She is self-centered, and serves the Collegium only as a means to achieve her own ends. Tori fancies herself as a suitable replacement for Dowons in the Overlord's confidences, and is working slowly but surely towards that end. She is a dangerous and vindictive enemy if crossed, with many subtle plots afoot that adventurers may accidentally foil.

Baukros Varlurios

Human, Skill 6 Fighter

STR: 11, INT: 10, INS: 9

DEX: 13, STA: 9, APL: 14

HTK: 38, AC: 3

MV: 12", AL: N. Good

AT: 1, DM: by weapon

THACO: 16

HT: 6', WT: 175 lbs.

Armor: scale mail

Weapon Proficiencies: dagger, short bow, morning star, short sword II

Weapons: dagger, short sword

Magic Items: +3 Ring of Protection

Baukros is the governing Earl of the Lake District, quartered in Bansk. This sedentary, rather average lord achieved his position more on the strength of charm and personality than any real ability. His administration is complicated by the fact that he imagines himself to be a bureaucratic genius; he is unwilling to hear criticisms or advice from his underlings. His mismanagement is only now coming to light as the war effort steps up and the Aldar must look more closely at the Lake District's readiness.

Colonel Feran Urbellis

Human, Skill 9 Fighter

STR: 15, INT: 15, INS: 15

DEX: 14, STA: 18 (+4), APL: 14

HTK: 75, AC: 5

MV: 12", AL: L. Good

AT: 1, DM: by weapon

THACO: 12

HT: 6'2", WT: 180 lbs.

Armor: chain mail

Weapon Proficiencies: dagger, florentine fighting, long bow, long sword, throwing dagger

Weapons: dagger (x2), short sword, long bow

Feran is the commander of the Lake District Guard. He is 35 years old and is in excellent condition. His hair is sun-bleached and his skin is tanned.

In spite of his position, Colonel Urbellis has very little interest in City-State politics. He takes his duties seriously, but he is also congenial and friendly. Unlike many people who are in command, he regularly socializes with many other members of the Lake District Guard, even those of the lower ranks.

Major General Vellius Nurdan na'Ardruni

Human, Skill 10 Fighter

Deity: Ardruna

STR: 15, INT: 14, INS: 16

DEX: 15 (0, -1), STA: 12, APL: 15

HTK: 90, AC: 3

MV: 12", AL: N. Good

AT: 1, DM: by weapon

THACO: 12

HT: 6'0", WT: 170 lbs.

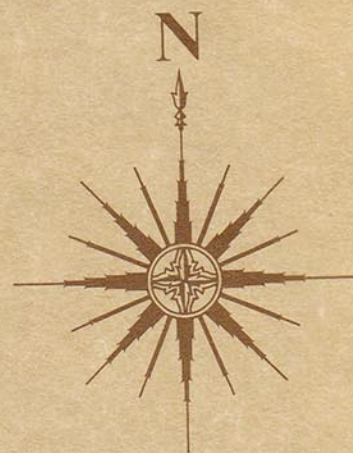
Armor: chain mail, round shield

Weapon Proficiencies: bastard sword, dagger, halberd, long sword, quarterstaff, short sword, spear

Weapons: dagger, long sword, short sword

Major General na'Ardruni commands the 1st Campaign Group of the Thormar Provincial Army; he is stationed in Bansk. Since the Lake District Guard does most of what the 1st Campaign Group used to do in Bansk, Vellius has had very little to do within the past few years. However, his concern about the increasing evil in Calandia is beginning to occupy more of his idle time. He frequently travels to Briarwood to the Temple of Adruna (Ra), and is a good friend of Swain Obed (see the *Map and Population Book*). Vellius frequently discusses his concerns, both personal and political, with his cleric friend.

PLAYERS' MAP



SCALE: = 50 MILES





CARTOGRAPHER'S NOTE:
The area of interest on this map is the Lake District. All other districts/areas are for geographic reference only.

- TOWN — 5-15,000 Pop.
 - CITY — 16,000+ Pop.
- SCALE: 50 MILES



Lake™ Guidebook is a reference book detailing the Lake District, best known for its bountiful farmlands and the great mineral resources of Thormar's Peak™. In the Lake District, mountain dwarves mine gold for the Overlord, nagas engage in intellectual pursuits, and humans and shirelings till the soil.

Lake Guidebook gives you the flexibility to run your game — describing the district broadly and without unnecessary specifics. All important aspects of this district are covered:

- *Provincial and District Boundaries*
- *Religion and Deities*
- *Clans, Kinship, and Government*
- *Minerals*
- *Terrain*
- *Climate*
- *Local Flora and Fauna*
- *Exotic Creatures*
- *History and Legends*
- *Towns and Cities*
- *Trade Patterns*
- *Local Institutions*
- *New Player Character Class: Avantar*
- *Local Military Units*
- *Important Persons*

The third *Guidebook* describing districts ruled from the City-State of the Invincible Overlord, *Lake Guidebook* continues the popular format used in the master set's Map and Population booklet and the other supplements. This is the fourth part of a coordinated fantasy role-playing reference work describing the Invincible Overlord's empire.

This boxed set contains: the *Lake Guidebook*, the adventure *Betrayal At Bogwater*, a full-color poster-sized map of the Lake District and surrounding areas, and a comparable parchment Players' map.



LAKE DISTRICT

“You are dying . . . If you and your friends want to live, you’ll follow my orders”

He speaks to you in a quiet, ominous voice as he stands grimly by your bedside.

“You’ll start with the assignment you’ve been given. . . It stays as ordered”

You feel as if a hot knife has been sunk into your stomach. Your muscles clench and you double over with a gut-wrenching pain.

“If we don’t counteract this substance, you will die, painfully, over a period of a few days”

As waves of nausea wash over you, you break out into a cold sweat. You feel weak all over.

Betrayal at Bogwater™ is the fourth adventure in the Invincible Overlord campaign series. As elite scouts of the Overlord’s army, you are sent to guard the Overlord’s gold shipment on what appears to be a routine assignment. However, the evil spreading throughout Calandia™ has a profound impact on your mission. For 4-6 Characters of Skill levels 3 to 4.



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