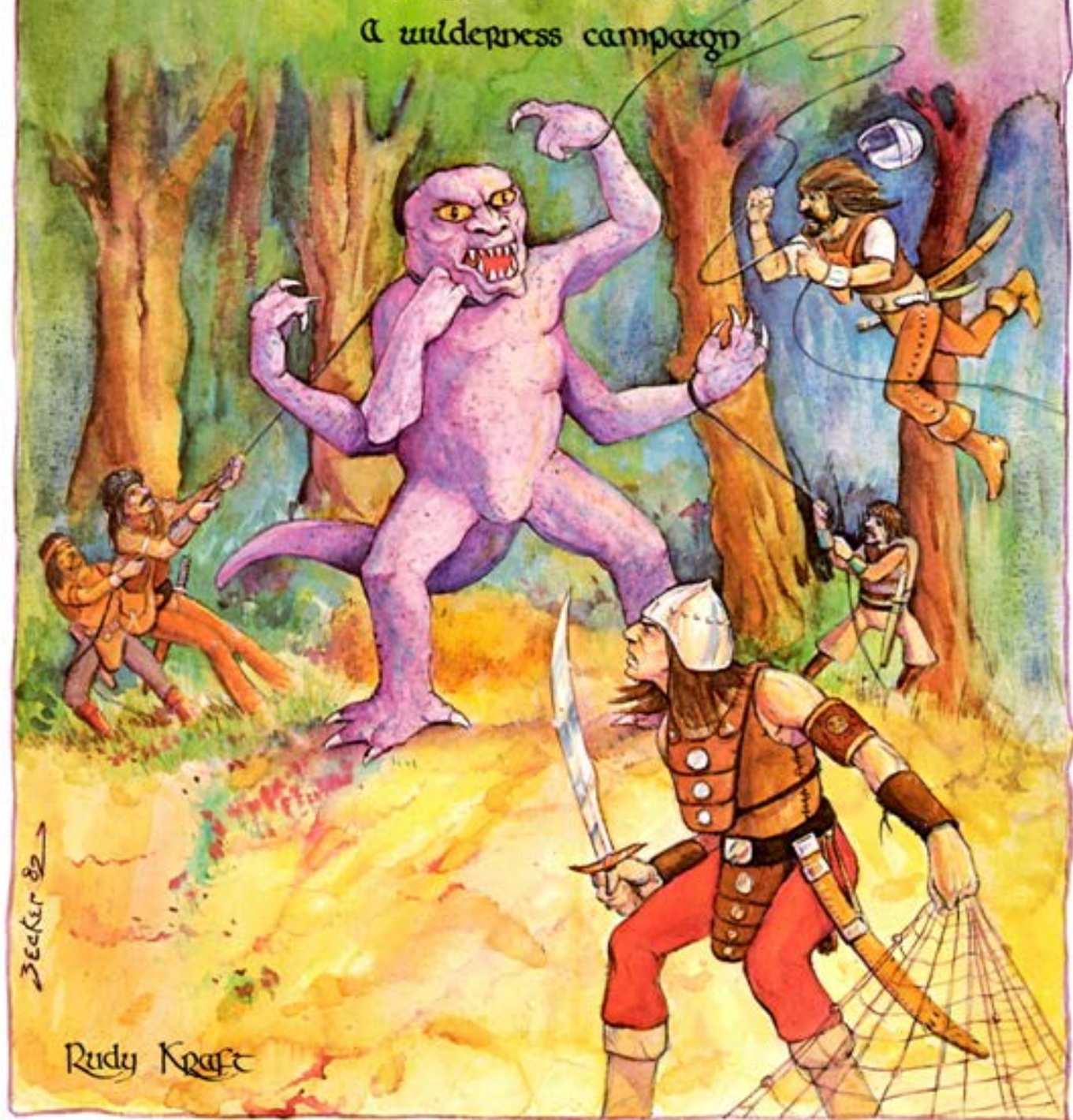


Midkemia Press
**Heart of the
Sunken Lands**

A wilderness campaign



Heart of the



Sunken Lands

A complete wilderness &
underground adventure

By Rudy Kraft

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PREFACE

You're reading the first digital edition of Rudy Kraft's Heart of the Sunken Lands. In keeping with its electronic character (where we don't have to be miserly with paper and ink to keep the costs down) it has been completely 're-set' to make it more readable. Additionally, the many maps and tables have been moved to or duplicated at the rear of the book since they no longer have to be removed from the book to be used.

As always - thanks for purchasing Heart of the Sunken Lands and we'll see you in the Pit...
Steve Abrams

INTRODUCTION

THE HEART OF THE SUNKEN LANDS is a detailed wilderness adventure module designed to be used with most currently available fantasy role playing games and, with more modification, some science fiction role playing games. HEART OF THE SUNKEN LANDS is a companion product to JONRIL: GATEWAY TO THE SUNKEN LANDS, a fully populated city published by MIDKEMIA PRESS, but may be used separately.

The large PLAYER'S MAP provides a bird's-eye view of the Sunken Lands and the surrounding area at a scale of 5 miles per hex. The interior of the Sunken Lands has been left free of terrain details since players will be mapping the area as they travel. Suggestions for best use of this map will be found in the Instructions.

THIS BOOKLET CONTAINS:

Information about the origins, climate, history, and inhabitants of the Sunken Lands.

Encounter charts detailing the creatures, plants, and objects to be found in the Sunken Lands and the relative chances of encountering them.

Detailed descriptions and maps of major encounter areas, including a room by room breakdown of the Ishapian temple and a section by section breakdown of the People of the Pit area.

Gamesmaster's maps of the entire Sunken Lands at the same scale as the Player's map, showing detailed terrain features, major trails and places of interest in the Sunken Lands.

ACKNOWLEDGEMENTS

Editor's Acknowledgement: A special thanks to Steve Alter and Barbara Alter for their invaluable aid.

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GENERAL INFORMATION

- A. Gamesmasters should read through this booklet thoroughly before using it in actual play. A slight familiarity with the module and the location of needed information in this book will speed up play and minimize "flipping back and forth" through the book.

NOTE: The end pages include the Gamesmaster's Terrain Maps, the Quick Reference Sheet of often-used tables, the Movement Form, maps for the Ishapian Enclave and the People of the Pit, Treasure Maps, a Contour Map of the Sunken Lands and a map of a typical native village.

Although we realize (and are happy to note) there is a growing number of women playing and running fantasy role-playing games, we use "he" as a generic term for Gamesmaster, player, character, etc., for reasons of simplicity.

- B. The most frequently used section of the booklet is the Encounter section, and it should be carefully reviewed before play begins. The Gamesmaster should note that some tables are read vertically for results, while some are read horizontally. A brief examination of the table will determine in which direction it should be read.

See the instructions at the beginning of the Encounter Table section for more detailed instructions on their use. It is a good idea to pre-roll a number of encounters in order to have them ready for play, so as to save time during play.

- C. The large Player's Map includes the terrain outside the Sunken Lands, which the characters might be familiar with, but none of the terrain details inside the Lands.

By printing the large player map in sections the Gamesmaster can provide the players with the opportunity to map the Sunken Lands as they travel. This mapping of unknown territory provides the opportunity for getting lost and taking the long way around and is discussed in more detail in the Movement section.

- D. The Gamesmaster's Maps of the Sunken Lands at the end of the book provide details of terrain and location of various points of interest in the Sunken Lands, as well as major trails (see Movement section). The Contour Map will give the Gamesmaster a better feeling for the relative altitudes of various parts of these Lands, as well as providing a quick reference for the regions and major points of interest.
- E. Where **LVLS**, 'levels', are mentioned, they are based on the Midkemian System. For those using this product with other game systems, these levels may tend to be low in comparison to those required by other systems and should be modified as appropriate.
- F. The notation, s#, f#, l#, is used to indicate the relative quality of stables, food, and lodging respectively. The numbers for food and lodging range from 1 to 6, and for stables, from 1 to 4, where 1 equals the worst and 6 or 4, respectively, the best.
- G. One of the most important factors affecting the course of adventuring in the Sunken Lands is a character's Observation ability (Perception if playing the Tome of Midkemian). The Observation roll gives a character's percentage chance of noticing hidden, disguised, or subtle objects, creatures, or occurrences. (This does not include something as purposefully and carefully hidden as a trap or entrance concealed by intelligent beings.) Many game systems will already have some procedure

equivalent in function to an Observation roll. If so, use it. If not, then use the following guideline:

If the characters statistics are rolled on a 3d6 system, the Observation roll is equal to a character's Intelligence (or similar characteristic) multiplied by 4%. Thus a character with an Intelligence of 12 has a 48%.

If the characters statistics are rolled using a d%, the observation roll can be determined by dividing the character's Logic/Intelligence by 2 and adding 15%. So a character with an 80% Intelligence would have a 55% Observation roll.

MONSTERS

Monster Notation: All monsters can be easily converted to any system desirable with a little work by the Gamesmaster. Monster notation is given as follows:

NAME / # APPEARING / AR / HTK(S) / SIZE / ATTACKS / DAMAGE / MOVEMENT RATE / NOTES

so that:

WEREBEAR / 1D4 / 5 / 13 / L / 2CLAW; 1BITE / 1D6; 1D8 / 240 / NO CLAW, NO BITE / *

is read that 1d4 (1 to 4; one four sided die) Werebears will appear, each having skin (or hide, or fur, or whatever) with an armor rating equivalent to scale mail (see **Ratings** beneath Attack Table below), will be unconscious when 13 points of damage are taken, dead at 14, is treated as a LARGE monster (see **Monster Attack Table** that follows), has three attack opportunities: two claws and one bite, each claw doing one six sided die of damage, each bite doing one eight sided die of damage, but that it cannot bite unless there is one successful claw attack. Furthermore, the Werebear can move 240 feet per 30 second combat round. For comparison, a man can move 270 feet per round. Any entry followed by an asterisk (*) means that the Gamesmaster should read the monster description carefully because that monster has some special characteristic(s).

Monster Attack Table: The number given needs to be **equaled or exceeded** on 1d20 for the monster to successfully inflict damage. A '1' always misses.

Target's Armor Rating (AR)	Monster's Size Rating*			
	Small (S)	Normal (N)	Large (L)	Giant/Undead (G or U)
1 Unarmored	5	6	7	12
2 Jack	7	8	8	11
3 Leather	11	10	9	10
4 Chainmail	13	12	10	9
5 Scale	15	14	11	8
6 Plate and Chain	17	16	12	7
7 Full Plate	19	18	13	6
Critical Hits on a roll of xx or better	20	20	19-20	18-20

Note: Magical armor (e.g. Chain +2, AR 4+2) means the armor requires 2 more than normal to hit, not that it's equivalent to AR 6.

* Rational for hit table: The Midkemian combat system uses two variables. 1) The chance a particular type of monster has of successfully hitting a target; 2) what's its chance of causing damage once it hits. These two values have been combined into the single number in the table above. Note: in the Midkemian combat system any block or shield is a separate roll after a blow is successful. If your system doesn't factor the shield block as a separate roll you can emulate the result by adding +2 to the required 'to hit' roll.

Small Monsters: Small monsters will usually be quick and easily hit their foe but unable to penetrate heavier armor. Armor trumps speed and lightly armored opponents are at a greater risk.

Normal Monsters: Normal sized monsters are more capable of penetrating armor but still quick enough that speed is not much of an advantage for lightly armored targets.

Large Monsters: Here there is rough parity between armor and speed. Strong armor will limit damage, but lightly armored individuals will be able to dodge nearly as many blows as the armor will block.

Undead/Giant Monsters: (for Undead that need only touch) These monsters are effectively unconcerned with the target's armor. Here speed and agility are more critical than any amount of armor since either a mere touch is sufficient for the damage to occur, or giants, dragons, etc. that score damage by grabbing opponents, tossing them around the room, tearing off limbs, etc. are unconcerned with the armor worn.

HISTORICAL GLOSSARY

- Bosania:** A kingdom to the southeast of the Sunken Lands, along the northwest coast of the Bitter Sea. The Kingdom of Bosania is composed of the old Free Cities of Natal, and is often referred to as Natal, which is the name of its capital city. Home of the legendary Natalese Rangers.
- Carse:** The major city in the Duchy of Crydee, located to the south west of the Sunken Lands. (The CITY OF CARSE is also published by MIDKEMIA PRESS as a fully populated city game supplement.)
- Crydee:** Once the capital of the Duchy of Crydee, it has declined to a small, unimportant fishing village. It is located to the west of the Sunken Lands, and up the coast to the northwest of Carse.
- Duchy of Crydee:** This Duchy of the Kingdom encompasses the towns of Carse, Tulan, Crydee, and Jonril. It is the westernmost province of the Kingdom and, due to its isolation, is left pretty much on its own.
- Great Upheaval:** A worldwide cataclysm which occurred over 500 years ago, resulting in the creation of the SUNKEN LANDS and other major geographical changes.
- Grey Towers:** A lofty and beautiful range of mountains once located at the current site of the SUNKEN LANDS. They were destroyed during the GREAT UPHEAVAL, with only a small portion of the southern and northern extremities of the range still in existence, now part of the mountains surrounding the SUNKEN LANDS.
- Jonril:** A major city located just to the southwest of the Sunken Lands. It is the primary marketplace for rare and valuable items brought out of the Sunken Lands. (JONRIL: GATEWAY TO THE SUNKEN LANDS is also published by MIDKEMIA PRESS.)
- Kesh:** The Empire of Kesh is found to the south of the Kingdom, across the Straits of Darkness. It is the largest political entity on the continent of Triagia. It was formerly called The Empire of Great Kesh when it included the far southern nations of the Keshian Confederacy. Formal communications have only recently been re-established between the Empire and the Kingdom, although independent traders between the two have existed for years.
- Keshian Confederacy:** An association of nations to the south of the Empire of Kesh that were former tributaries. They have banded together and have fought many wars with the Empire, being reconquered and regaining their freedom several times. At present they are independent of the Empire.
- (The) Kingdom:** Once called the Kingdom of the Isles, the Kingdom now spans the northern section of Triagia from the Sea of Kingdoms to the Endless Sea (see the continental map in the appendix). Its ancient capital is the city of Rillanon, on the island of the same name. The Kingdom is bordered on the north by the Northlands, the east by the Eastern Kingdoms, the west by the Endless Sea, and on the south by the Empire of Kesh.
- LaMut:** The home of the notorious LaMutian traders ("To trade with a LaMutian is to throw away your money"), LaMut is a Kingdom city on the eastern side of the Sunken Lands, located in Yabon Valley. Several families of LaMutians have settled in Jonril to take advantage of the goods brought out of the Sunken Lands there. It is rumored that LaMut controls its own pass into the Sunken Lands, but that it leads with great difficulty into a dreary, hot jungle and swamp, not yielding the variety of goods available in Jonril.
- Midkemia:** The name of the planet, MIDKEMIA. It is composed of three major continents, Triagia, Winet, and Novindus, as well as several significant island chains.
- Natal:** The capital city of the Kingdom of Bosania and one of the old Free Cities. See Bosania above.

Northlands: The uncharted region north of the Kingdom, on the other side of the Teeth of the World and the other great mountain ranges. It is reputed to be the home of the majority of the clans of the Moredhel and their goblin allies.

Old Tulan: This was the original town of Tulan, founded nearer the mouth of the River Wyndermeer. Abandoned after the Night of Terror some 100 years ago, it is little but ruins and The Black Tower, the old keep of Tulan. The tower is said to now be inhabited by monsters and is avoided by the locals. (See THE BLACK TOWER, published by MIDKEMIA PRESS, for this 'dungeon' adventure.)

Straits of Darkness: The straits separate the northern and southern halves of the main Midkemian continent, Triagia. They form the inlet that separates the Endless Sea (Western, Great Ocean) from the Bitter Sea (Eastern, Inland Sea). Due to weather and tides, the Straits are nearly impassable during winter. The Sunken Lands lie due north of the Straits.

Triagia: : The largest continental mass on Midkemia, containing The KINGDOM, the EMPIRE OF KESH, and the KESHIAN CONFEDERACY, as well as several minor Kingdoms in the far east.

Tsurani: The name for the people, language, and culture from the Empire of Tsuranuanni on the planet Kelewan. Artifacts from this other world are occasionally found in the west. They are legacies of the Kingdom-Tsurani Rift Wars, which were fought between 500 and 650 years ago. This culture and time is vividly portrayed in the novel, MAGICIAN and other books, by Raymond E. Feist.

Tulan: The new town of Tulan occupies five islands in the River Wyndermeer. Due to shoaling in the river, which prevents large ships from continuing much further upstream, Tulan has become an important trading center for ship and barge traffic on the river, handling commerce between Jonril and the rest of the Kingdom.

ABBREVIATIONS

used throughout the text:

GP = gold coin or gold piece

SP = silver coin or silver piece

CP = copper coin or piece

PP = platinum coin or platinum piece

MP = mithril coin or mithril piece

50 CP = 10 SP = 1 GP

100 GP = 10 PP = 1 MP

YdX or dX = roll a die of type X, where X = 4, 6, 8, 10, 20, 100, or %, and Y is the number of die to roll (if no Y is provided assume '1').

So, d6 = roll of one six-sided die; 2d8 = sum of two eight-sided dice; d% = percentage dice, etc.

HTK = Hits required to kill.

LVL = Equivalent level using d8 per level HTK

DESCRIPTION OF THE SUNKEN LANDS

HISTORY

About six hundred and fifty years ago, invaders from the Empire of Tsuranuanni, on the planet Kelewan, used powerful magic to open a "rift" through space and time to Midkemia. The invaders were repulsed but only after a long, hard and bloody nine-year struggle (the First Rift War). One of the more significant disruptions of that war was the wholesale retreat of the Moredhel, called the Brotherhood of the Dark Path, from their long time homelands in the Grey Towers mountains and the great forest called The Green Heart, as they were driven before the invading Tsurani. Almost all the surviving Moredhel fled to the Northlands, to join with their brethren in safety behind the great mountain ranges to the north of the Kingdom.

Over the following century and a half, several more rift invasions occurred, though much of what causes lay behind these other rift wars is unknown, due to the events that followed. The last rift war involved a group of spirit invaders. Little is remembered of the leaders, save the human name for them, the Dread. So powerful and evil were the Dread that everyone quickly recognized the threat they represented. No human army could withstand them, so magicians and priests throughout the world put aside petty differences and banded together to deal with this threat. They cast a mighty but hastily fashioned spell which would completely and permanently seal off Midkemia from the Dread. The spell worked as planned, sealing off Midkemia from further invasion by the Dread realm, but only at a terrible price, as the ill-fashioned spell had a disastrous side effect. The fabric of space and time suffered tremendous stress, and the backlash of the spell caused entire regions to collapse and new mountain ranges to be formed. Earthquakes of incredible magnitude went on for hours and entire cities were wiped out to the last inhabitant. Mad energies unequaled since the time of the Chaos Wars ran amok and nearly every magician and priest involved with the final battle died or was driven insane. Remnants of the lesser ranks of the Dread, called the Children of the Void, still wander Midkemia, often called wraiths or spectres by the humans. One of the regions which suffered the most during that time, now known as the "Great Upheaval", was the region of the Grey Towers mountains where the rifts were open. These mountains were the home of one of major groups of Dwarven clans in the west as well as one of the three major tribes of Llarna on the entire planet. This entire region collapsed from the strain of the powerful magical backlash. Every living creature within this region of magical backlash suffered horribly. Most died. A few somehow survived, though in terribly changed form. This area became known thereafter as the Sunken Lands.

Despite, or more likely because of, its spectacular birth few outsiders were eager to investigate the Sunken Lands. For over two centuries no humans ventured into the Sunken Lands. During this period, the ecology of the Sunken Lands stabilized. The hundreds of thousands of mutated plants and animals formed by the Great Upheaval came under the influence of natural selection. While many species died out, those that did not began to breed, though the continued residue of the magical backlash caused more mutations.

Even today there are many "one of a kind" plants and animals in the Sunken Lands. During this time the Sunken Lands was inhabited by two groups of intelligent creatures. The first is what are now known as the Xalu. The Xalu are the changed remnants of the Llarna who inhabited the region before the Great Upheaval. The second group is the Hairy Ones. The origins of the Hairy Ones are uncertain but the best guess is that they are descended from human stock. These two races developed their own peaceful societies and cultures which have endured more or less unchanged up to the present day. They are discussed in more detail below.

Over a hundred years ago, humans began to enter the Sunken Lands. The first two groups to enter were the People of the Pit and the Ishapian clerics. Both groups entered the area for specific reasons and as each stayed in a limited area they did not affect the Sunken Lands as a whole. Others to enter the Sunken Lands included a small tribe of Llarna, survivors of a journey of over a thousand miles across dangerous and hostile terrain. Their story is discussed in more detail in the section on Llarna below. Since that time the Llarna of the Sunken Lands have lived in peace with their Xalu kin, usually acting as their go-betweens with the outside world.

The final incursion into the Sunken Lands was by marauding Moredhel. After centuries of exile, the Brotherhood of the Dark Path began drifting south into their traditional home range, avoiding the Elves at Elvendar. Finding the Dwarves of the Grey Towers extinct, the Moredhel reclaimed some dells and meadows in the mountains north of the Sunken Lands. From there they conduct raids into the Sunken Lands, slaughtering Llarna, Xalu, and Hairy Ones when possible, then fleeing north when opposition becomes organized. The Moredhel tend to be limited in their activity to the northeastern regions (the North Swamp and the Deep Jungle) of the Sunken Lands.

This is how the situation remained until 60 years ago when the now famous Kilrane/Zolan expedition occurred. Anir Kilrane and young Gregor Zolan (See JONRIL: GATEWAY TO THE SUNKEN LANDS by MIDKEMIA PRESS) ventured into the Sunken Lands with only a small group of bodyguards. They ran into a hostile group of Hairy Ones who killed all the bodyguards and left Anir and Gregor for dead. After winning the battle, the Hairy Ones looted the bodies of their victims, taking everything of value including all weapons, coins, tools, and other metal objects. As it turned out this was a blessing in disguise for Kilrane and Zolan. Within an hour or two after the Hairy Ones departed, Anir and Gregor were found by a family of Xalu. Normally Xalu would have ignored the humans and left them to die, but the total absence of metal made these humans interesting and their presence tolerable. So the Xalu bandaged their wounds and carried the two humans home where they nursed them back to health. By the time they were healthy again, friendships had formed, particularly between Gregor and one of the younger Xalu. It wasn't long before the two humans were exploring the Sunken Lands with the assistance of their Xalu friends. They were impressed by how easily and safely the Xalu were able to move about the Sunken Lands. Where the humans saw only threats and dangers, the Xalu saw wonders and beauty. Of particular interest to the humans were the numerous gems and exotic plants found by their Xalu friends. After several months Gregor and Anir were ready to leave the Sunken Lands. They gathered together as much of the treasures as they could easily carry and departed. They were guided (and guarded) to the edge of the Sunken Lands by the Xalu and there made arrangements to rendezvous with them again in a year. During that year Gregor and Anir were very busy. Using the treasures obtained on the first trip they bought land in Jonril (the city nearest the Sunken Lands) and hired porters and guards for the second journey.

As history records, the second expedition was a rousing success and they returned from it as two of the wealthiest men in the entire Duchy of Crydee. They established their respective houses and settled down to live a life of luxury. (Gregor returned to the Sunken Lands several more times because he enjoyed it and liked spending time with the Xalu. Anir never had to return to the Sunken Lands again.)

Fifteen years later, Harmen Weral made a venture into the Sunken Lands, finding many valuable woods and resins in the trees of the High Meadows. In more recent years the Werals have established a more or less permanent presence in the High Meadows region of the Sunken Lands. This presence consists of numerous transient lumberjacks, porters, log handlers, and guards who move about the region cutting down valuable trees and carting them out of the Sunken Lands.

REGIONS

The Sunken Lands are an isolated region entirely surrounded by forbidding mountains. Their interior is jungle- and swamp-filled, the home of numerous dangerous and weird creatures and plants. Simply put, the Sunken Lands are foot by foot one of the most dangerous places on Midkemia.

For simplicity the Sunken Lands are divided into nine different regions. In most cases the borders of the regions are purely arbitrary as one kind of terrain usually blends smoothly into the next without obvious borders. Nevertheless each of the nine regions has its own distinct character. The exact location of each region is described on the Quick Reference Sheet, and a quick reference for these regions may be found on the Contour Map shown on the next page.

CLIFF FACE: The Cliff Face region is located at the base of the Great Cliff. Although it is keyed as clear on the Terrain Maps for the sake of simplicity, the area is broken with many rocky gorges. Few plants grow in this broken area and much of the water found here is dirty and poisonous. The other natives of the Sunken Lands tend to avoid this region because it is the home of the People of the Pit.

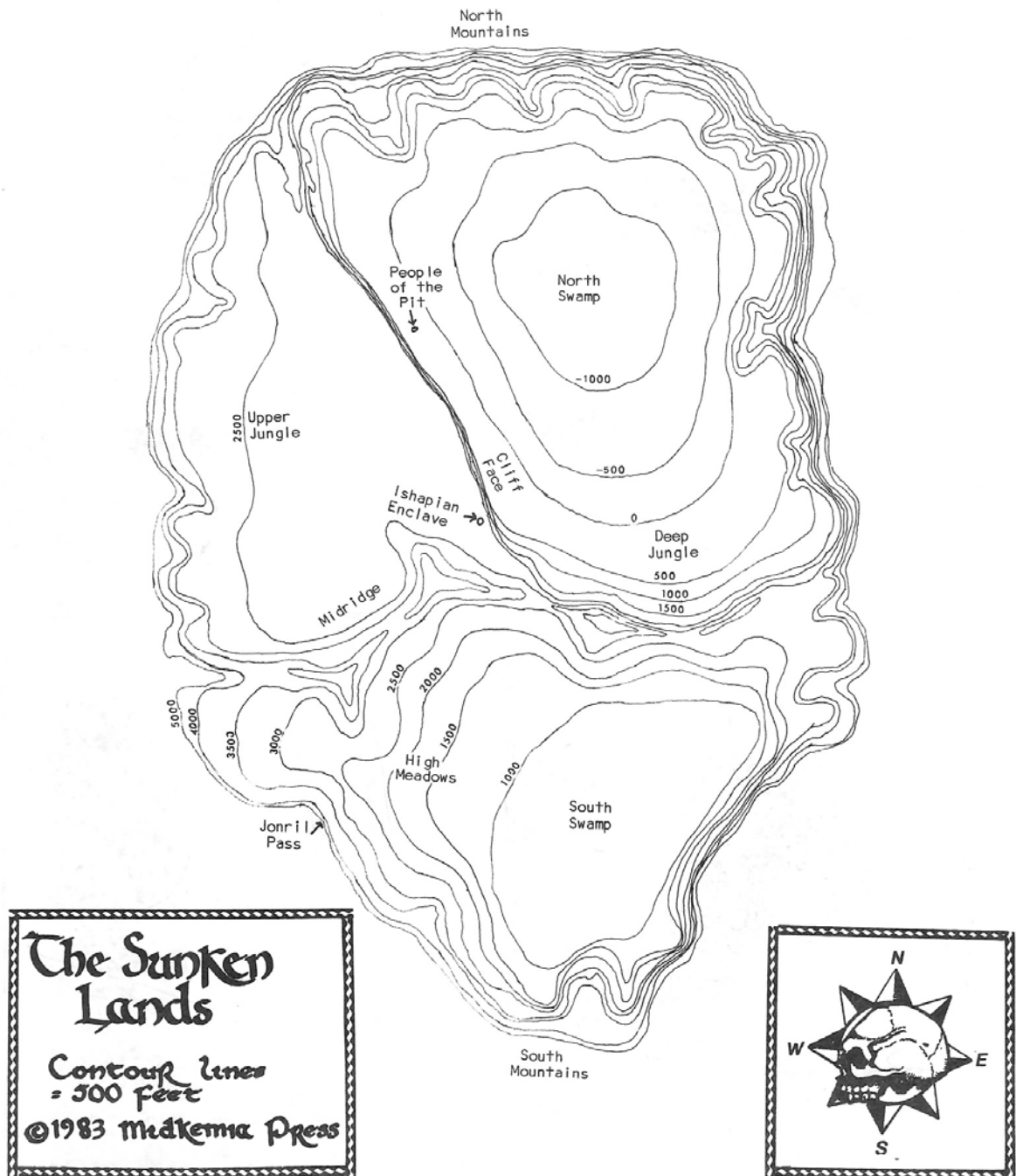
DEEP JUNGLE: This region is entirely composed of dense overgrown jungle. The greatest variety of plants in the entire Sunken Lands grow here. It is also the most dangerous region of the Sunken Lands because of its copious supply of monsters and because it is the area most frequently raided by the Moredhel. Some Xalu also live in this region but no Hairy Ones or Llarna.

HIGH MEADOWS: High Meadows is the least sunken of the Sunken Land regions. It is located to the southwest and the pass from Jonril empties into this region. The terrain is mostly woods with many large, grassy meadows. The region is inhabited by a few tribes of Llarna who either get along with or avoid humans. Lumberjacks are quite common and could be considered the region's primary inhabitants.

MID-RIDGE: Heavy forest, rather than jungle, covers the Mid-ridge region, which stretches across the middle of the Sunken Lands. Mid-ridge is raised well above the surrounding areas and the entire region is hilly and uneven. The region is inhabited by Llarna, Xalu, and Hairy Ones but Moredhel raiders occasionally venture into it as well. The Ishapian Temple Enclave is located just north of the northern edge of this region.

NORTH MOUNTAINS: Although neither of the Mountain regions surrounding these Lands should properly be considered part of the Sunken Lands, they have been included to give the Gamesmaster some guidelines should characters venture into these regions. The North Mountains, those ranges north of the Mid-ridge, contain at least one well-hidden secret pass into the Sunken Lands, used only by the Moredhel. Moredhel villages are located in valleys and meadows north of the pass, which drops into the Deep Jungle about 40 miles east of the Great Cliff. The westernmost ranges of this region contain Elvendar. The mountains bordering the eastern side of the Sunken Lands, called the Westwall by the LaMutians, contains the LaMutian pass into the Sunken Lands. All the mountains are rugged and virtually impassable in many areas.

NORTH SWAMP: The North Swamp is a fetid, unpleasant place where hardly anyone dares to go. The region is covered by a heavy swamp growth of trees and tangled brush broken only by wide expanses of muck and water. The entire region stinks with a strong and unpleasant odor which can daunt even the strongest wills. Although near territory frequently raided by Moredhel, few Moredhel will ever venture here. Although they do not actually live here, Xalu are frequently found here passing through for reasons known only to themselves. This region is almost always covered by a thick cloud layer formed from evaporation of the swampland below.



SOUTH MOUNTAINS: This region is similar to the North Mountain Region, although the mountains tend to be somewhat lower and the region near Jonril does not contain the cliffs so common around the rest of the Sunken Lands. A greater abundance of normal (non-Sunken Lands) flora and fauna live in this region, which also contains the pass to Jonril.

SOUTH SWAMP: This low region is not nearly as unpleasant as the North Swamp. The terrain is covered with mossy trees and tangled underbrush and reeds, with intermittent bogs, but the ground is not nearly as treacherous and there is no overwhelming odor. The South Swamp is inhabited by Llarna and Xalu.

UPPER JUNGLE: This region is actually a heavy rainforest, as it is located 2500 feet above sea level. It lies just west of the Great Cliff. Upper Jungle is the home of most of the Sunken Land's Hairy Ones. Some Llarna and Xalu live here as well.

THE GREAT CLIFF: Aside from the nine terrain regions there is one major terrain feature of note. It is known as "the Great Cliff" (sometimes simply "the Cliff"). It runs from the North Mountains through the center of the Sunken Lands to the center of the Mid-ridge and is 1500 feet high. The cliff acts as the border between the Upper Jungle and the Cliff Face regions and it is all but impassable and unclimbable.

CLIMATE AND WEATHER

The climate of the Sunken Lands can be summed up easily in two words: hot and wet. The typical day in the upper elevations of the Sunken Lands (Mid-ridge, Upper Jungle and High Meadows) begins with a heavy, muggy ground mist which burns off by mid-day into a bright sunny day. However, by late afternoon clouds begin to gather and by nightfall it starts to rain heavily. This rain continues until past midnight. Then the clouds clear away and the night is clear until just before dawn when the mist forms again. This pattern repeats itself day after day throughout the year. Occasionally the mist and even the rain don't appear in the High Meadows. The morning mist lasts longer in the lower regions (the two Swamps, Cliff Face, and the Deep Jungle), often lasting all day. Even if the mist recedes, the Deep Jungle and two Swamps are virtually continuously covered by low clouds. The rain in the two swamp regions is heavier and lasts longer than the rain in upper levels.

The temperature is another decisive factor in the Sunken Lands climate. Although the entire Sunken Lands is unpleasantly hot and humid, certain regions are much worse than others. The High Meadows region, for example, usually ranges from a high in the upper 80's (degrees Fahrenheit) to a nighttime low in the 50's and 60's. At the other extreme is the North Swamp region which occasionally can get as hot as 115 degrees, usually averages around 100-105, and rarely ever drops below 90 degrees even at night.

NOTE: The possible effects of the climate on play are numerous and it is left to the Gamesmaster to decide exactly how much trouble heat is for his players, although some effects are included on the **Mishap Table** in the appendix. Certainly characters might be limited in the armor they can wear. A character who wears full plate armor day after day risks death by heat prostration. Leather armor is usually the heaviest armor which can be worn on a regular basis without ill effects and even that will be uncomfortable. A second significant effect is the persistent loss of body fluids which occurs in hot weather. This shouldn't be too much of a problem in the Sunken Lands because water is quite common, but the players should be aware of their characters' thirst. The water encounters become more critical in light of the risk of accidentally drinking poisoned water.

INTERACTION WITH JONRIL

HEART OF THE SUNKEN LANDS is designed as a companion to JONRIL: GATEWAY TO THE SUNKEN LANDS. Although either product can be used separately, the campaign atmosphere is greatly improved by using them in combination. For this reason we have provided below some general and specific comments on various aspects of Jonril and how they relate to the Sunken Lands. If you are using this product independently this section may be ignored completely.

JONRIL PERSONALITIES

Some of the people of Jonril might involve themselves either directly or indirectly with ventures into the Sunken Lands. These personalities are discussed below. In parentheses are included any appropriate skills and statistics, as well as their location in Jonril, if known. GL = Geologist rating; BT = Botanist rating; BL = Biologist rating; G = Guide rating; Jonril *. = code for location of their business or home in Jonril.

Amber, Bradley (GL=60) (Jonril L9): Bradley is not for hire. Instead he wishes to hire a troop of guards to protect him while he investigates interesting geological features of the Sunken Lands. His interest in gems is minimal but he might locate some and point them out to the characters.

Asundura, Gottfried (BL=85)(Jonril H1): Gottfried is an expert on the animals of the Sunken Lands. He will provide a general briefing on the more famous and dangerous animals of the Sunken Land for 5 GP. (The Gamesmaster should describe four or five of the Monsters.) He will pay 50 GP for first look at any **new** creatures brought out of the Sunken Lands. This requires that the animal be left in his possession for 24 hours after which it can be sold elsewhere.

Crawly, Huburt (FIGHTER, LVL 3, 14 HTK) (G=60) (Jonril L34): Huburt is an expert on Sunken Lands languages. He can speak the languages of the Llarna, the Moredhel, and the Hairy Ones. He can even get his point across in Xalu. He can be hired for a share of the profits but requires a guarantee of 100 GP a week. Huburt owns his own chain armor, long bow, broadsword, shield, horse, and mule.

Delmore, Hale (G=20) (Jonril H8): Hale is an artist best known for his strange and bizarre Sunken Lands scenes. He is always willing to hire guards to protect him from the dangers of the Sunken Lands while he paints.

Elvaradies the Sage (Jonril L31): Elvaradies is employed by the Weral House to research and discover interesting facts about the Sunken Lands. In particular he looks through old journals of early explorers to find references to potentially valuable objects or places. Although employed by Weral House, Elvaradies will share information with anyone who asks. For this reason his house is guarded by the Werals and strangers are kept away. Assume that at any particular time Elvaradies can provide general directions to any one interesting encounter.

Gilstrap, Tobias (Jonril G8): Tobias has no desire to venture into the Sunken Lands himself but he is interested in learning about the place. He will pay 10 GP for the opportunity to debrief survivors of any significant Sunken Lands expeditions (those that venture out of the High Meadows region). He will also buy journals and diaries from Sunken Lands adventurers. Tobias will allow people to read from his collection (for 2 GP) but he will not sell or loan out his books.

Hergomathon, Jan (FIGHTER, LVL 4, 30 HTK) (G=47) (Jonril H4): Unlike most guides, Jan does not reduce the chances of getting lost, although he is useful for his knowledge of the dangers found in the Sunken Lands, and his ability to forage. Jan will join any party into the Sunken Lands for no fee, if they are willing to have him and he is granted exclusive mapping rights. He owns chain armor, a shield, broadsword, horse bow, a light war horse, and a mule. He is always accompanied by a servant, Remolds (FIGHTER, LVL 1, 6 HTK), who uses a broadsword and wears leather.

Kilrane, Anir (Jonril L4): Anir will buy any living new and exotic animals brought out of the Sunken Lands, particularly if they seem to have any useful characteristics.

Kroger, Jal (G=55) (Jonril L33): Jal is employed by the Kilrane house as its map maker. Unfortunately for the Kilranes, Jal is not at all happy with his job. In particular he dislikes risking his life, yet his job requires frequent trips into the Sunken Lands. Jal is planning to quit his job soon but for the present he is willing to sell maps to the Sunken Lands (10% chance he will sell for each 50 GP over 500 GP offered). These maps are guaranteed to show Kilrane discovered riches. (Note: It is left to the Gamesmaster to devise and locate these riches in the Sunken Lands. However, every location should either be guarded, fully exploited, or very hard to get to safely.) Jal might be willing to guide a party into the Sunken Lands, but he will demand an outrageously high fee (5,000 GP in advance against 100 GP a day). Also the Kilranes will not be willing to let him go, so he must be snuck out of town.

Merton, Mad Markam (G=45) (Jonril E29): Markam used to be one of the best map makers and guides to the Sunken Lands before a serious injury to his head left him slightly mad. He is still willing to sell maps to the Sunken Lands, but he sometimes draws them from memory (25% chance of being inaccurate). He also is willing to babble on and on about the dangers and thrills of the Sunken Lands. Despite making many mistakes, he is still very knowledgeable about the Sunken Lands and adventurers may find listening to him well worth their while.

Pilard, Ashmet (FIGHTER, LVL 4, 25 HTK) (G=65, BT=40, BL=75): Of all the guides who might be hired out of Jonril, Ashmet has the least loyalty to the Jonril status quo. He refuses to use the Jonril hiring hall. He encourages his employers to ship their goods downriver past Jonril to Tulan (or even beyond) to benefit from higher prices available there, and he gladly assists in the process. Ashmet owns chain armor, broadsword, shield, long bow, a horse, and a mule.

The Seskaldroon Brothers:

Seskaldroon, Annok (FIGHTER, LVL 2, 14 HTK) (G=40)

Seskaldroon, Ashire (FIGHTER, LVL 3, 20 HTK) (G=45, BT=60)

Seskaldroon, Flint (Flint knows the languages of the Llarna, Hairy Ones, and the Moredhel)

Seskaldroon, Jarsac (FIGHTER, LVL 6, 44 HTK) (G=58, BL=70)

Seskaldroon, Larm (FIGHTER, LVL 4 29 HTK) (G=54) (Larm knows the language of the Llarna and is friends with several Llarna villages) (All Jonril D5): The Seskaldroons all use broadswords, shields, short bows, and wear leather armor except for Ashire who throws daggers instead of using a bow and Flint, who uses no weapons. The Seskaldroons organize frequent ventures into the Sunken Lands and they are also willing to be hired either individually or as a group. However, all five will never be away from home at the same time. They charge 60 GP per week for one brother, or 50 GP per week per brother for more than one.

Sulianus, Octavian (Jonril H27): Octavian is in the market for wood from the Sunken Lands. He rarely gets it in quantity because of the Weral's monopoly. On those occasions when he does get offered valuable wood, he will pay twice the nominal value for it.

Wraggle, Sherman (Jonril H21): Sherman is a butcher who will buy the carcasses of animals from the Sunken Lands if they are fresh (killed within 3 days if properly butchered and hung, or preserved in some fashion) and if they meet his standards of taste (50% chance for any give type). He pays 1 GP per pound.

Zolan, Gregor (G=50, GL=50, BT=10) (Jonril M2): Gregor is not likely to venture into the Sunken Lands again at his age but he might be of some assistance to a party of adventurers if approached properly. This is entirely up to the Gamesmaster.

Zolan, Natala (GL=70) (Jonril H3): Natala is not available for hiring but she often accompanies family supported ventures to assist in the search for new and valuable gems. Characters may be hired as guards for such ventures.

Zolan, Sophia (Jonril H7, BL=75): Sophia is an expert on the exotic animals of the Sunken Lands and will be grateful for any chance to examine new specimens. She is also adept at healing such animals, having a 65% chance of being able to help even the strangest creature.

THE JONRIL EXPEDITION HIRING HALL

In the LaMutian quarter of Jonril stands the Hiring Hall. We have repeated this section from the Jonril book because of its importance.

HIRING HALL, The Expedition Hiring Hall. The Expedition Hiring Hall is the hub of the LaMutian community in Jonril. Here adventuresome souls can organize expeditions to the Sunken Lands or sign on to already organized expeditions. The only prohibition for employment is no Quegan will be allowed to use the facilities of the Hiring Hall. A large, open, crudely furnished room, dominated by a single large counter, is the scene for all transactions. Over the counter, serviced by six clerks, hangs a large sign displaying information on expeditions, including departure date, positions open, pay rates, and expedition leaders. This information will be read aloud every half-hour for the illiterate. At one end of the counter, veterans of returning expeditions can be seen getting paid off in carefully measured amounts of gold, while another line is reserved for those seeking to sign on for new expeditions. For those wishing to head up their own expedition, the standard fee is 250 GP plus 2% of the take, paid to the Hiring Hall. Overseeing this hall is Wolfgang the Grim der LaMut, a former explorer who was the first LaMutian to enter the Sunken Lands from Jonril. A tall soft spoken man, he is still a powerful figure despite his age. Wolfgang is aided in running the hall by Gandorf, Huglin, and Sherwyn, all der LaMut, and Rolf Wriggins, Harry Oscarson, and William Smithson.

EXPEDITION TABLE

1d4 expeditions will be outfitting each week. Roll for number of expeditions, then roll d% on table below for each type.

ROLL	TYPE OF EXPEDITION	DESCRIPTION	HIRING
01-30	Caravan	Carting goods along established routes from Jonril to Kingdom Cities (not high pay, but a safe way to travel). Those interested are referred to the Caravanserai south of the city.	Guards (20-40 GP /week) Wagoneers (5-15 GP /week)
31-50	Rare Wood	Finding, felling, then hauling and rafting rare and exotic trees from the fringes of the Sunken Lands (a relatively gentle, if backbreaking introduction to the area).	Combined Guards /Laborers 30-50 GP/week + bonuses
51-70	Exotic Herbs, Spices, Perfumes and Stones	Expedition requires deeper penetration into the Sunken Lands (more dangerous than above. Much work is done by Giant Trained Rats, who can roust the local animals).	Guards (30-50 GP /week) Special animal handlers: Rat Wranglers (40-70 GP / week plus share of take: e.g., 10% distributed among the Wranglers).
71-80	Giant Spider Silk, Giant Crocodile Hides, etc.	Deeper penetration still into Sunken Lands. High risk and pay.	Guards, Hunters, Magic users, Physicians, Clerics (pay varies, 30-100 GP /week)
81-86	Trading	The deepest normal penetration the Sunken Lands. Trading with natives (very dangerous, but potentially high rewards).	Merchants, Linguists, Skilled Guards (pay varies, 75 GP/week or more, + share of take).
87-90	Exploration	A rare and dangerous undertaking to explore and map the inner reaches of the Sunken Lands. Tracking down rumors, myths, and legends. (Extreme risk, unknown profits).	Cartographer, Guards (pay varies, 100 GP /week or more, plus share of take)
91-00	Special/ Purple Hunt	Either a special developed by the GM, or from the Expedition Tables in CITIES. or a hunt for the dreaded Purple.	As appropriate

Some comments are necessary to clarify the purposes and goals of the various types of expeditions.

Caravans do not concern us because they do not involve travel into the Sunken Lands.

Rare Wood ventures involve accompanying a Weral party into the High Meadows region. There is almost no chance of an employee making any special profit on this type of job as there is no free time to explore or hunt. It is comparatively safe, however, and pays 10 GP a week, plus food. (Standard wages for a skilled worker average are about 30 GP/month)

Exotic Herbs, Spices, Perfumes, and Stones involves venturing further into the Sunken Lands (usually to the Upper Jungle or Midridge regions). These parties will be accompanied by either a geologist or a botanist (or both). Rat Wranglers frequently accompany these groups.

Giant Spider Silk, Giant Crocodile Hides, etc. does not require any additional penetration into the Sunken Lands (although such ventures usually head for the South Swamp region) but they are much more dangerous than the previous type of expedition because, unlike herbs and spices, Giant Spiders and Crocodiles fight back. A skillful fighter can usually negotiate a percentage of the gross in addition to the offered pay rate.

Trading involves travelling to a native village, usually Llarna. This job is dangerous because the biggest profits are to be gained by travelling to villages far from Jonril where the value of your trade goods has not been diminished by repeated trading. Such isolated villages are difficult to locate. Some trading, almost entirely run by the Zolan, Weral, and Kilrane houses, is done with the Xalu. Such ventures are rare.

Exploration involves travelling to areas far from Jonril, often into the territory of the Moredhel and the People of the Pit. These ventures are the most dangerous and entire exploration parties have been known not to return. They pay well, however.

Special expeditions often involve following up some clue discovered by a scholar looking through an old adventurer's journal (see Elvaradies the Sage). They can be very profitable and very dangerous but not necessarily either.

Purple Hunts are dangerous and time consuming (because Purples are so rare). Purples are often hunted in the mountains surrounding the Sunken Lands rather than in the Sunken Lands proper. (The reported appearance of a Purple is shown on the cover).

RUMORS

The Sunken Lands are one of the most talked about geographical features in the entire world. Everyone within 500 miles of the Sunken Lands knows or thinks he knows something about them. Most of what is known about the Sunken Lands is either self-evident or wrong but that doesn't stop anyone from sharing their knowledge as if it were unique and valuable.

This section contains a supply of Sunken Land rumors which the Gamesmaster should use as seems appropriate. The first set of rumors is fairly general and probably useless except to provide atmosphere. The second set of rumors is basically true while the third set is basically false. Where necessary or helpful some discussion of the rumors is included in parentheses. This information is for the Gamesmaster's use only and is not part of the rumor.

GENERAL

- 1) The Sunken Lands are inhabited by primitive natives who are hostile to humans.
- 2) Great wealth is to be found in the Sunken Lands.
- 3) Many people enter the Sunken Lands never to be seen again.

- 4) It rains a lot in the Sunken Lands.
- 5) There are many strange and exotic animals living in the Sunken Lands which can be sold for a great profit to animal collectors and trainers.
- 6) The only known safe pass into the Sunken Lands is near Jonril.
- 7) The climate of the Sunken Lands is hot and humid.
- 8) It isn't necessary to load up with food before going into the Sunken Lands because there are plenty of animals and plants to eat there if you have a knowledgeable guide or the necessary skills yourself.
- 9) If you can protect yourself with powerful magic you are far more likely to survive the dangers of the Sunken Lands.

TRUE

- 1) The four houses of Jonril are very protective of the wealth they gain from the Sunken Lands and they will take whatever steps are necessary to hold on to their monopoly. (Different versions of this rumor should include gruesome stories about different individuals who tried to break the monopoly. Most of these stories will be greatly exaggerated or outright lies.)
- 2) The safest way to get rich in the Sunken Lands is to make friends with one of the tribes of natives in the Sunken Lands. (Note that this rumor does not distinguish between the four types of natives.)
- 3) In the Sunken Lands valuable gems can be found lying on the ground in plain sight. (This can be true but it is somewhat misleading as they are only occasionally on the ground and rarely in plain sight.)
- 4) There are four different types of intelligent non-humans living in the Sunken Lands.
- 5) The tales of a large Dragon's Breath mine guarded by retainers of the Zolan family is a myth. (The guarded Zolan map leads to a rendezvous point with the Xalu who provide the Dragon's Breath Stones in return for various trade goods--these are descendants of the Xalu whom Gregor made friends with years ago and are very loyal to his family.)
- 6) Some natives of the Sunken Lands use blow guns with poison darts.
- 7) In the middle of the Sunken Lands is a place of safety and refuge open to all. (The Ishapian Temple Enclave.)
- 8) There is a group of human religious fanatics living in the Sunken Lands. (Two actually, the People of the Pit and the Ishapians.)
- 9) Most of the gems in the Sunken Lands will be found only with the help of a geologist.
- 10) Lots of jobs are available in the Weral lumber camps.
- 11) There is a market for slaves in the Sunken Lands. (The People of the Pit will occasionally buy slaves but it is not easy to find them. There is no other market for slaves in the Sunken Lands.)
- 12) The LaMutians have their own secret pass into the Sunken Lands, located somewhere in the mountains on the eastern border of the area. (This pass leads into the Deep Jungle near the North Swamp and therefore has never been profitable because of the extreme danger, noxious area, and the difficulty of getting up and down the cliffs. The LaMutians prefer to benefit from the established trade in Jonril.)

FALSE

- 1) The Sunken Lands is inhabited by dinosaurs who have lived there since the dawn of time. (They have existed for only 500 years--no-one has lived in the Sunken Lands since the dawn of time.)
- 2) The most valuable product commonly brought out of the Sunken Lands is the pelts of the humanoid natives who live there. (Wrong on several counts: Only the pelts of Xalu would be particularly valuable and they are never brought out. All those who have tried died in the attempt. Hairy One pelts might be attainable but they are ugly and not worth much.)
- 3) Gifts of iron weapons are a good way to gain the favor of the natives of the Sunken Lands. (Xalu and Llarna don't like iron. The Moredhel are unlikely to be friendly in any case and the favor of Hairy Ones is not worth much.)
- 4) The Sunken Lands is a magical place and anyone who enters it runs the risk of being permanently

changed in some bizarre and magical fashion. (This used to be true but the effect has worn off so that it almost never happens anymore.)

- 5) There is a type of tree in the Sunken Lands which grows golden leaves.
- 6) There is a tribe of intelligent amphibians who live in the swamps of the Sunken Lands. They are not friendly.
- 7) Somewhere in the Sunken Lands is a very large tree. It is so big that an entire city of natives live in its branches. (Some natives do live in trees but not on this scale).
- 8) There is a gang of bandits preying on adventurers leaving the Sunken Lands. (Not true unless you count the Kilrane, Zolan, and Weral families. Actually some bandits do this from time to time but it isn't any one regular group.)
- 9) Someone once brought a huge, giant butterfly out of the Sunken Lands and sold it for 100,000 GP. (No truth to this one at all.)
- 10) There is a race of people living in the Sunken Lands who worship frogs and feed their enemies to a giant frog who lives in a large pond. (Untrue although this might be a distorted story about the People of the Pit.)

TREASURE MAPS

The four maps on one page at the end of the book represent hand-drawn maps that might be found or bought by characters as the Gamesmaster sees fit. These maps show the Mid-Ridge mountains three-dimensionally and so may take some study to decipher. The Gamesmaster may locate the trails shown on these maps on the Terrain Maps where they appear among the trails shown. It is up to the Gamesmaster to give the players appropriate help in deciphering the maps.

Map A leads to the Ishapian Temple

Map B leads to the People of the Pit

Map C may be used to lead to a native village or to the rendezvous point for the Zolan House with the Xalu (see Jonril, page 49, room 9).

Map D leads to an opening in the jungle with a semi-permanent shelter. From here, a relatively obvious trail leads to the pass up to LaMut. Although the map shows the trail going over a small outcropping of the Westwall Mountains, the trail actually leads around this small ridge. A faint trail can be found leading up the cliff, across the mountains and down again, but it is not often used. It does provide, however, a nice location for a cavern with treasure, an underground adventure area, etc.

ENTERING AND LEAVING THE SUNKEN LANDS

Although more exotic methods are possible, most characters will enter and leave the Sunken Lands through the Jonril Pass. This is a fairly easy process as the pass is only sparsely forested and not very steep. Because the relatively frequent travel on the early part of the trail has kept it in fine condition, travelers on foot are able to reach a small inn located about 13 or 14 miles inland along the trail. The inn provides primitive sleeping conditions and average food for average prices. The trail splits at the inn, with the more traveled route leading north and a steeper trail leading east. The northern fork leads to a lake fed by a 200 foot waterfall. Over this falls are sent the logs taken out of the Sunken Lands by the Weral House lumberers, since the trail from the top of the cliff into the High Meadows is relatively gentle. Not being able to scale the cliff, however, adventurers must use the eastern fork, which winds through the mountains. A second day's travel will bring the characters to the top of the pass, where most parties spend the night before descending into the Sunken Lands. Here stands a guard post consisting of a small circular tower manned by 20 soldiers. They rarely leave the immediate area, as their job is to prevent any hostiles from using the pass to come up out of the Sunken Lands. Next to the guard post stands a fair sized building which houses a combination general store and warehousing space. The

store is run by Odanga House, who provides space for the other three families to store goods bought from returning travelers. See the section below on selling goods brought from the Sunken Lands. Only during the descent into the Sunken Lands proper does the terrain present any real problems. Here the pass becomes a narrow set of switchbacks down a series of steep slopes. This path is not dangerous per se, but it is time consuming to traverse and it's rocky, irregular surface frequently causes horses and mules to go lame.

FLYING AND TELEPORTING

It is possible to fly or teleport into or out of the Sunken Lands, though flying is extremely difficult and dangerous due to the cloud and fog shrouded mountains. Normal limits on the range of common teleportation spells makes it difficult for any but the most powerful magicians to teleport into the Sunken Lands without aid of special magic devices. Also, it is entirely possible to teleport into the midst of any number of hostile and aggressive monsters or natives. Due to the warped magic in the region there is a 20% chance of a teleport going wrong.

SELLING YOUR GOODS

All four Jonril Houses maintain prospective buyers at the general store at the top of the pass into the Sunken Lands. These men, identifiable by their House badges, will speak with any adventurers returning from the Sunken Lands, offering to look at any goods and make an offer for them. Kilrane House will be interested in herbs, spices and other plant products. Weral House will be interested in resins, lumber or other lumber-related products, and Zolan House will be interested in stones of various types. These representatives will offer to purchase the goods at (2d10)% less than the listed value, since they will be transporting the goods into Jonril. They will hint broadly of the dangers of bandits in the pass and on the trail to Jonril if the adventurers have anything of value and seem reluctant to sell. There is a 10% chance that any party refusing to sell will be attacked somewhere in the pass or on the trail by a number of men equal to one and a half times the party's size, armed with swords and 20% with bows. These attackers will range from 1st to 3rd level unless the cargo is particularly valuable, in which case better fighters will be hired. The attackers will have no identifying badges or markings and all Houses will deny knowledge of the attack or any involvement.

RUNNING THE ADVENTURE

MOVEMENT

The system of movement presented here represents a specialized version of the complete wilderness movement system to be included in the forthcoming WILDERNESS supplement from MIDKEMIA PRESS. Although the system included here is sufficient for adventuring in the Sunken Lands, those interested in a more detailed system are referred to WILDERNESS.

The Midkemian system describes travel in terms of hours required to travel through a 5-mile hex. The number of hours required per hex is listed on the following tables for the various terrain types found in the Sunken Lands and for horses and mules as well as those on foot. As included on the tables, travelling on a trail rather than overland increases the distance travelled significantly, and in many instances makes travel possible at all. Because of the rugged terrain in the Sunken Lands, cart and wagon rates are not included. The rate of travel will also be affected by whether the party is travelling Cautiously, Exploring, travelling Normally, or Quickly. This choice of speed can affect a party's opportunity to observe and find objects of value, notice dangers, etc. (See Geologist, etc., above and the Encounter section).

A party moving normally on foot travels 10 hours per day. This includes time for a mid-day meal and rest stops. Because the system considers hours travelled, it allows convenient calculation of any delays due to mishaps, extended Encounters, etc.--anything that takes more than an hour can be subtracted from the day's movement.

Because of unforeseen delays, or combinations of terrain types travelled through, a party may find itself partway through a hex when it stops for the night. The Gamesmaster simply notes how many hours into the hex the party has travelled, and begins with the remainder needing to be travelled the next day. A form is provided on the Quick Reference Sheet in the back of the book for conveniently keeping track of hours travelled, hexes travelled, time spent on encounters, etc. An explanation of the form is included on that page.

To determine how far a party may travel in a day, use the following guidelines:

- 1) Determine if the party is traveling at human speed (Table 1) or horse/mule speed (Table 2). If the party has both those on foot and on horseback, the party travels at the **slowest** speed for that terrain type.
For example: If anyone in the party is walking, the party (to stay together) must travel at human speed. If horse speed is slower, the mixed party will move at this speed. If all members are mounted, the party will move at horse/mule speed.
- 2) Note which type of terrain predominantly fills the hex through which the party is travelling.
- 3) Determine whether the party is travelling on a trail or overland. If a major trail noted on the Gamesmaster's maps (in the end of the book) travels in the direction desired by the characters, they will find and use it. If the party has a guide who successfully finds a trail (see Guides below), they may use it. If the party is lost (see Lost below), or the Guide loses a trail or fails to find one, the party is assumed to be travelling overland unless they accidentally find a trail travelling in the correct direction (see the Event table below).
- 4) Decide in which mode the party is travelling:

Travel Mode	Travel Time per Day
Exploring	6 hours travel per day
Cautiously	8 hours travel per day
Normally	10 hours travel per day
Quickly	12 hours travel per day

Under this system, a normal travelling day involves 12 hours of movement or exploration. Moving Quickly involves using all 12 hours for travel, which maximizes the distance travelled, but reduces the number of encounters and increases the chance of a mishap. Conversely, a party travelling in the Exploring mode spends only a **net** 6 hours travelling--the other six are spent trying out side trails, examining objects of interest, watching for hazards, resting, etc. This increases the chance of encounters as well as decreasing the chance of mishaps. Cautious movement also decreases the chance of encounters, since the party is purposely being careful, and decreases mishaps as well.

- 5) Determine if the party has a mishap or finds a trail accidentally on the **Event Tables**. If an **Event** occurs and the Gamesmaster wishes, a roll of a d12 will determine at which hour during the day the event occurred. Otherwise, the Gamesmaster may decide arbitrarily. Usually a **Mishap** will occur at the beginning of the day (see **Mishap** definitions).
- 6) Move through the first hex, if possible, and note the remaining hours. Move through a second hex if possible, noting a terrain change if appropriate, and again note the remaining hours. If not enough hours remain to move completely through a hex, note the hours necessary to complete movement through the hex. These will be expended in the following day's travel before the party can move into the next hex. The Movement form will greatly simplify this process. The Gamesmaster can note on the Movement form which hours are spent travelling and which essentially exploring, etc. if important for encounters; usually it will not be necessary (see explanation of Movement Form following Tables below).

Human Movement		
	Hours per hex	
Terrain	Trail	Overland
Foothills, clear	3.0	4.0
Foothills, forested	3.5	5.0
Foothills, wooded	3.5	4.5
Jungle	5.0	10.0 + 2d8
Level, clear	2.0	2.5
Level, forested	3.0	5.0
Level, woods	2.5	4.0
Mountain	7.5+1d4	15.0+1d20
Swamp	4.0	5.0+1d6

Foothills are substantial hills that may still, with effort, be climbed over, rather than having to go around. **Mountains** cannot be climbed directly without special gear and skills. **Level** ground includes slopes either up or down, or rolling hills not substantial enough to be considered foothills. **Forested** land is covered by a dense growth of large trees and medium to heavy underbrush, making travel extremely difficult. **Woods** indicate land covered by small to medium-diameter trees with light underbrush. **Jungles** are covered in trees, but they are also full of vines, bogs, fungi and a vast array of animal and insect life.

Humans normally travel 10 hours per day and may carry 50 lbs of weight in a pack, as well as armor actually worn, one weapon, shield, helm, and a water skin. The Gamesmaster may wish to adjust this for particularly strong or weak characters. A person carrying 25 lb. or less in a pack is considered unladen, and may travel an extra 2 hours a day.

Horse/Mule Movement		
	Hours per 5 mile hex	
Terrain	Trail	Overland
Foothills, clear	2.5	5.0
Foothills, forested	5.0	*
Foothills, wooded	4.0	7.0
Jungle	3.5	*
Level, clear	1.5	2.5
Level, forested	5.0	*
Level, woods	2.0	3.5
Mountain	5.0 + 1d6	*
Swamp	4.0	5.0 + 2d6

- * Horses or mules will not be able to find enough open land or substantial trails in the correct direction to travel across an entire hex in the direction desired. Therefore, mechanically, travel without a trail is prohibited.

Characters with a "**Rider**" skill may ride at any pace and lead two other horses or pack animals. Non-riders may ride (sit) on a horse, but risk falling off at any pace greater than a walk, and cannot fight from a horse. A non-rider may lead one pack animal, but will lose it or risk falling off in an Encounter in which either the animal is spooked or shies. A character with a "**Muleskinner**" skill may lead up to 20 mules with the proper equipment. Good feed is common enough in the Sunken Lands so as not to be a problem for animals. A pack horse can carry 250 lbs plus pack frame, a mule can carry 300 lbs plus pack frame.

Basic Event Chance Table		
Area Traveled	Event Occurs	Modifiers (cumulative)
Cliff Face	20%	Moving Quickly +10%
Deep Jungle	40%	Moving Cautiously -10%
High Meadows	25%	Guide Loses Trail +10%
Mid-ridge	35%	Exploring +20%
North Swamp	40%	
South Swamp	40%	
Upper Jungle	40%	

All modifiers are to the die roll--the modifier is added to the die roll and if the sum is **less than** the **Event Occurs** value, an event occurs then consult **Chance Event is a Mishap Table** below.

Chance Event is a Mishap		
Area	Mishap*%	Modifiers (cumulative)
Cliff Face	55%	Moving Quickly +20%
Deep Jungle	75%	Moving Cautiously -05%
High Meadows	45%	Guide Loses Trail +15%
Mid-ridge	60%	Exploring -40%
North Swamp	85%	
South Swamp	70%	
Upper Jungle	70%	

*If no Mishap occurs, the party has found a trail.

If the sum of the roll plus any modifiers (cumulative) is **less** than or equal to the value given under Mishap on this table, a mishap has occurred, and the Gamesmaster should consult **Mishap Table** below.

If the sum of the roll plus modifiers is **greater** than the value given under the Mishap column, then the party has found a trail or series of trails leading in the direction they wish to travel. These trails will generally lead in the direction they wish to go for the remainder of the day, allowing use of the Trail movement rates. If the party finds a Trail on the same day their Guide loses his trail, it is assumed the Trail was found by the party an hour after travel began.

Mishap Table							
Area	Lost	Beetles in food	Bow String broken	Horse lame	Jungle rot	Heat prostration	Quicksand
Cliff Face	01-20	21-30	31-35	36-75	76-80	81-00	----
Deep Jungle	01-50	51-55	56-65	66-70	71-80	81-00	----
High Meadows	01-75	76-90	----	91-00	----	----	----
Mid-ridge	01-70	71-85	----	86-00	----	----	----
North Swamp	01-30	31-35	36-45	46-50	51-60	61-80	81-00
South Swamp	01-50	51-55	56-60	61-65	66-75	76-85	86-00
Upper Jungle	01-50	51-65	65-75	75-80	81-90	91-00	----

Definitions of Mishaps:

Lost: The party moves that day in a random direction determined by the Gamesmaster, unless some direction-finding ability or spell is used. They will regain their sense of direction the next day unless they roll another Lost result on the Mishap Table.

Beetles in Food: At the morning meal, small beetles are found in the food. 1d4 weeks of rations for the party are spoiled.

Bow String Breaks: Each strung bow in the party has a 75% chance of breaking once during the day when the bow is used. If the string does break while in use, there is a 5% chance it puts the character's eye out.

Horse Lane: Roll a d% and consult below:

Horse Lane	
d%	Result
01-60	A random horse is found lame in the morning and may not carry any weight until healed, although it may travel at human speed. If it does not travel, it will heal in 1d4 days. It can keep moving as noted but will not heal until it can rest the indicated number of days.
61-80	As above, but 1d6 horses are affected.
81-00	During the day's travel, a random horse stumbles and goes lame with the above results for the horse. If the character riding has a "Rider" skill, a roll under his d% skill level will save him from injury. A non-rider, or a rider who does not roll under his skill, will take 1-3 (1d6/2) points of damage

Jungle rot: This is a fungus which can infect any open wounds but can also be caught at any time. Any character contracting the rot should note it on his sheet. If unwounded, he will only notice a slimy feel to his skin, some itching and an odd smell. Any wound contracted will not heal normally in either Swamp, the Deep Jungle or the Cliff Face. Characters moving to the Mid-ridge, Upper Jungle or High Meadows will notice their wounds healing. The Jungle rot, however, remains, and any further wounds contracted in the lower elevations will still not heal. A magical curative spell will heal the wounds but not take care of the Jungle rot. Only treatment by a physician outside of the Sunken Lands for 1d4 weeks will take care of that.

Heat prostration: All characters must roll **under** their Stamina (or constitution or similar characteristic) if they wish to travel this day. An unsuccessful roll results in collapse requiring 1d4 days for recovery. The following modifiers apply to the die roll made, and are cumulative:

Modifiers to Heat Prostration Roll	
Action	Die Roll Modifier (cumulative)
if riding	-30%
if moving Cautiously	-10%
if moving Quickly	+10%
if wearing metal armor	+20%
if heavily loaded	+30%
if unladen	-10%

Quicksand: 1d4 of the leading members of the party fall into quicksand. They will sink over their heads in 1d8 minutes unless pulled out. With **metal** armor or packs, they will sink in 1d6 minutes and cannot get out by themselves. A person without a pack or metal armor has a 10% chance of swimming/pulling himself to safety.



USING THE MOVEMENT FORM

The form on the Quick Reference Sheet at the end of the book may be photocopied by the Gamesmaster to provide him with copies to use in each adventure. Below, the first three days of a sample adventure have been filled in as an example of how the form may be used.

KEY

 # hours remaining to exit hex

 encounter will occur this hour

 "Hunting" encounter will occur this hour

 encounter will occur this hour that will surprise the party

 unused travel hour

 something other than travel consumed this hour--usually an encounter requiring the hour to resolve

 a hex was exited this hour

These symbols may occur in combination.

	HOURS												
	1	2	3	4	5	6	7	8	9	10	11	12	ov
1													
2													
3													
4													

The first day, the party is moving Normally, so after determining this, the Gamesmaster has drawn short horizontal lines through two of the hour boxes--these represent hours accumulated during the day during which no net travel occurred. The characters may not use these hours to travel if they are in the Normal mode.

The Gamesmaster has next marked small "E's" in the corner of the hour boxes in which the day's encounters will occur. In this case, four encounters were rolled, and placed in the 3rd, 6th, 8th and 10th hours. Since the party is specifically Hunting slimes, and the characters successfully rolled the Hunting roll, the encounter in the 8th hour is marked with an "H"; it represents an encounter

with the hunted creature, rather than a random encounter. Encounters should not be noted in boxes containing horizontal dashes (to keep things simple). Encounters may occur twice in one hour, if necessary.

Consulting the proper tables, the Gamesmaster determines the party will need 4 hours to travel through the hex. He puts a diagonal line through the first hour square and writes the number of hours required to finish travelling through the hex (3 in this case) below (right of) the line.

Similarly, hour 2 and 3 are filled in, since the encounter in hour three took only a few minutes to resolve. Hour 4 is one of those representing time not included in net travel, so it is skipped. Hour 5 is used to complete movement through the first hex, indicated by an X through the box.

Hour 6 is entirely used resolving the encounter occurring in that time period and is thus marked with an 0; Hour 7 sees the party moving into a new hex--one requiring 3 hours to pass through entirely. After the first hour of travel, however, the party encounters one of the slimes they are hunting and spend two hours capturing it, marking each hour so spent with an 0 on the Movement Form. The remaining two hours of net travel time (one box has a dash through it) see the party to the end of that hex.

*The second day indicates the party travelled in the Exploring mode (six dashes, rather than two), and had five encounters during the **day**. The Hunting roll was unsuccessful, and none of the encounters took appreciable time (relatively), so no boxes have an 0. The first hex travelled through required 3 hours, and the second required five. Since they ran out of travel time that day, the remaining hours were travelled the following day, indicated by the numbers below the diagonal lines in each hour box. The one possible **nighttime** encounter did occur on this night, indicated by the "E" in the "ov" hour box.*

The third day, the party was again Exploring. The first two hours saw them out of the hex in which they spent the night, with an encounter in the first hour that did not require significant time. The fifth hour they again found a slime (the Hunting roll was successful this day), and the remainder of the travelling day was required to resolve this and other encounters.

Another nighttime encounter interrupted their sleep. At the beginning of the fourth day, they had only left the hex they had entered the end of the second day.

This system allows the Gamesmaster to easily keep track of where the party is, even after encounters and other distractions. It also allows him, by simply counting "X's", to double-check how many hexes they have travelled at any time. Time taken up by encounters or other extraneous matters can easily be accounted for, without confusing travel time left for moving through a hex.

GUIDES

The safest way to travel in the Sunken Lands is with a guide. Guides may be hired in Jonril, sometimes at the Midpoint Inn, or characters may attempt to hire a native guide in the Sunken Lands. Each guide will have a rating (either listed in the Jonril section, or rolled by the Gamesmaster on 3d20) listed as a percentage. Any **native** guide is +20% to his rating only in the Region (Upper Jungle, South Swamp, etc.) in which he was hired.

A guide attempting to find a trail (assumed to be a trail or series of trails travelling in the direction desired by the characters) must roll under his rating to be successful.

Each day, a guide must roll under double his rating in order **not** to lose a trail he is already on, to a maximum chance of 90% he won't lose the trail. Losing the trail indicates that the trail followed by the characters has petered out and the guide was unable to find a trail going in the correct direction, even by backtracking. The guide does, however, retain his sense of direction (unless "Lost" is rolled on the Mishap Table above); the party will be travelling overland instead of by trail. If the guide loses the trail, the party faces an increased chance of a Mishap--see **MISHAP Table** above.

Native guides can be hired for goods appropriate to their species (See Natives section following Encounter Tables). Human guides not listed in the Jonril section can be hired for the equivalent of their rating in gold pieces per week (6 days of travel, one day of rest), plus food.

VALUABLE ITEMS

Scattered through HEART OF THE SUNKEN LANDS are references to and details about various items of potential value. Such items include gemstones, monster eggs, fruit, honey, rare animals and plants, and numerous other unique items. These items are the treasures found in the Sunken Lands. Unlike many other Fantasy Role Playing products, HEART OF THE SUNKEN LANDS is not full of monsters sitting on piles of gold and silver. Gold and silver are not common in the Sunken Lands and even if they were, the monsters of the Sunken Lands have no reason to gather and guard it.

Only characters who think (or are very lucky) are going to come out of the Sunken Lands richer than they went in. In the Sunken Lands treasures are not plainly labeled as such and it will take some luck and cleverness to decide what items are valuable and worth carrying out of the Sunken Lands and what items are not.

The Gamesmaster is cautioned not to assist the characters overly much in this process. If the characters find a weird object they must decide on their own whether to keep it. Only if the object is well known or if an appropriate non-player character is available to advise the characters should the Gamesmaster directly intervene. Certain skills will aid players in knowing which items are of value, but first timers may wander past valuable items and carry out junk.

NOTE: No valuable items will be found within 25 miles of the Jonril pass due to constant harvesting.

SPECIALIZED SKILLS

GEOLOGISTS (Rating = GL = d%)

Geologists can play an important part in any expedition into the Sunken Lands. They are the only people likely to notice the telltale signs on the surface which indicate the presence below of valuable gems if an Encounter with Gems and Stones occurs.

The Geology skill functions as a kind of specialized Observation roll. Each Geologist is rated on a scale of 1 to 100. The rating is his base percentage chance of finding clues indicating the presence of gems during a Gems and Stones Encounter. (If the Geologist rolls under his rating, he recognizes the clues. See the Gems and Stones Encounters for more information.) The percentage is unmodified if the characters are Exploring. The chance is divided by 10 in all other travel modes.

BOTANISTS (Rating = BT = d%)

Botanists function in more or less the same fashion as Geologists except that they notice plants and trees of value. In particular, a skilled Botanist will be able to find and collect useful resins, herbs, and spices which can add greatly to the profitability of a venture.

Botanists are rated from 1 to 100. These ratings are used and modified in the same fashion as the Geology skill if an Encounter on the Plants or Trees Table occurs. (See the Plants and the Trees encounters for more information on individual types of plants and trees.)

In **addition**, the Botanist skill represents the percentage **chance per day** of locating valuable herbs, spices, or resins apart from Encounters. A single Botanist may look for only one of the three types per day. As for Geologists, this percentage applies to those Exploring, while those travelling in any other mode have only 1/10 of this value as their chance of locating valuable items.

Resins will not be found in the Cliff Face or either mountain region. In order to obtain resins the Botanist must carry special equipment which automatically makes him heavily loaded (laden) for movement purposes (although a horse or mule will change this). Each day resins are found they will be worth 1d100 GP for the amount found during the day's travel. This represents the entire amount located that day--extra hours spent gathering will not increase the yield.

Herbs cannot be found in the Cliff Face or either mountain region. Each day herbs are found they will be worth 1d20 gold pieces.

Spices cannot be found in the High Meadows, Cliff Face, or Mountain regions. Each day spices are found they will be worth 3d20 GP.

Obviously this system of obtaining herbs, spices, and resins is abstract and unrealistic, but it is playable. The Gamesmaster may add atmosphere to the system by informing the Botanist frequently that he recognizes an interesting plant or tree although not of commercial value.

BIOLOGIST (Rating = BI = d%)

Trained Biologists will normally recognize all Midkemian animals and monsters, as well as their capabilities, types of attack, etc. Because the Sunken Lands supports so many unique creatures, this skill is somewhat reduced. In an Encounter with an Animal or Monster, or in sighting one close enough to notice details, the Biologist must roll under his rating to recognize the creature if it is unique to the Sunken Lands. A relatively normal Midkemian creature requires no roll.

As with a Botanist, a Biologist has one chance equal to his rating of noticing a commercially valuable creature during a day's travel. The Biologist skill depends on movement in the same fashion as the Botanist skill. Unlike the Botanist's plants, however, the creature must be stalked as well as captured, requiring some amount of time and quite possibly resulting in failure. Regardless of the number of Biologists in the party, one or more successful rolls will result in **one** extra encounter sometime during the day with an animal rolled on the Animal Encounter Table.

Any party that does capture one or more creatures to be taken out of the Sunken Lands needs a Biologist to decide what the animal eats and any other requirements for its health. This also applies to animals being held magically. A successful initial roll by the Biologist to recognize the creature indicates knowledge of its eating habits. If the initial roll was unsuccessful, the Biologist is only guessing.

RAT WRANGLERS

Another specialized skill useful in the exploration of the Sunken Lands is that of Rat Wrangler. A Rat Wrangler is an animal trainer who specializes in the training and control of Giant LaMutian Rats.

Giant rats are rare in the area around Jonril. In fact the only wild ones found there are those descended from escapees. Most trained Giant Rats are imported from breeders in the area around LaMut and Yabon (North and East of the Sunken Lands). Some Giant Rats live in the Sunken Lands but they are rarely suitable for training. For this reason, the best Rat Wranglers in Jonril are LaMutians.

Although an individual Wrangler may own as many as 20 or 30 rats he will only take 4 or 5 with him on an expedition. These rats are used to scout out ahead of the party with the intention of disturbing and distracting any hostile creatures which might be waiting for the characters. Highly trained rats may be used for gathering valuable plants from trees and inaccessible areas when directed by a Botanist.

The presence of rats in a party makes it all but impossible to sneak up on or surprise an opponent but they also make it very difficult to surprise the party itself. Sometimes the rats will startle a potentially dangerous creature into moving away from the party, thereby completely avoiding an encounter.

Giant Rats will fight if so ordered but they prefer to hide behind their trainer. If their trainer dies and no other Wrangler is in the party the rats will run off and not return.

GIANT RATS/AR 3 /1d6 HTK /S /2 CLAWS; 1 BITE /1d2; 1d3 /240 -/-.

For the purposes of locating herbs and spices (but not resins) outside of Encounters or when

directed by a Botanist, each Giant Rat has a Botanist rating of 5%. All the Giant Rats in a party are added together to get one total Botanist rating. This sum represents the chance that the rats have located a valuable herb or spice on their own--it will be one they have been trained to gather. A party with Giant Rats running around loose can only travel Cautiously.

HUNTING

If a party has decided to hunt one animal in particular, there is an increased chance that one of the rolled encounters each day actually represents encountering the animal the party is hunting. This chance is represented by half of the rating of a Guide **specifically** hired to hunt the animal, or half of the Hunting skill of a party member (if the member has hunted this animal before). Appropriate Guides may be hired at the Expedition Hiring Hall in Jonril and will have a Guide rating of 3d20%. This only applies if the party is Exploring in an area in which the creature may be found (see the appropriate Encounter table) with more than a 2% chance, and does not apply within 50 miles of the Jonril pass--this area has been hunted out. Parties may also choose to "hunt" special plants or trees, in which case a Botanist or Guide with a Botanist rating may be hired as above, again with a rating of 3d20.

***For example:** A party has decided to hunt Slimes and has hired a Guide who specializes in hunting these creatures. His rating is 38%. The party travels towards the South Swamp, as the Guide knows slimes enjoy the damp. When the party has travelled over 50 miles (10 hexes) from the pass, the Gamesmaster begins checking for encounters with slimes. At the start of each day, the potential encounters for that day are rolled (See DAILY SEQUENCE OF EVENTS, p. 15), to determine how many encounters actually occur. The Gamesmaster makes one additional roll at this time. If this roll is less than the Guide's rating, one of the day's encounters is with a slime, rather than randomly generated on the ENCOUNTER CHART. Which encounter of the day is actually with a slime can be decided arbitrarily by the Gamesmaster, or rolled randomly. Any encounters determined from the ENCOUNTER CHART which involve slimes are in addition to the encounter due to the Guide.*

The Guide will also know any details necessary for the feeding, care and capture of the animals he is hunting.

FORAGING

A party may decide to try and forage for food and fodder for any animals to save on rations, or may be forced to forage if they run out of food. If the party decides to forage, they must travel in the Exploring mode. The chance of foraging successfully is represented by the Rating of their Guide, or the Skill Rating (d% roll) of any Hunter, Forester (in the Mid-ridge or High Meadows), Jungleman, Swampman or other appropriate skill in the appropriate regions. If no-one in the party has a required skill, the party has a 20% chance of foraging successfully.

If the party forages successfully, the Gamesmaster rolls 1d6 and consults the following table to determine how much food/fodder was found:

Roll d6	Amount of Food Foraged
1-3	Enough for the entire party for 1 day
4-6	Enough for the entire party for 2 days

DAILY SEQUENCE OF EVENTS

Each day the characters are adventuring in the Sunken Lands they have a chance to encounter one or more creatures, places, or items of interest. To simulate this we have provided a "Daily Sequence of Events" which takes into account the various factors which might influence the particular encounters which a group of characters undergoes. To avoid confusion this sequence should be closely followed by the Gamesmaster. An explanation of each line follows this outline. The page numbers following each entry refer the Gamesmaster to more complete explanations of the items listed.

Although the following list looks long and complicated, many of the items apply only to some parties and not others. As the Gamesmaster becomes familiar with the necessary rolls, only a few minutes are needed for movement and these rolls.

I. Preparing Encounters

- A. Determine in which Region the characters are travelling (p.15, contour map p.16)
- B. Determine travel mode (Exploring, Cautiously, Normally, Quickly)
- C. Determine actual number of encounters (p.39)
- D. Assign times for encounters
 - 1) Planned encounters
 - 2) Roll for Hunting (p.35)
 - 3) Random encounters
- E. Roll for Botanists, Biologists or Geologists (p. 33-34)--**Players** roll for each of their characters who qualify.
- F. Roll for Guide staying on trail (p. 32)
- G. Roll for Mishaps (p. 27-28)

II. Movement

- A. Note hours to be travelled (p. 26-27)
- B. Move into first hex (p. 26)
- C. Resolve any encounters noted on form (p. 40)
- D. If possible, move into next hex (p. 26)
- E. Repeat IIB, IIC and IID until hours are used up
- F. Note hours remaining to leave hex

III. End of Day Routine

- A. Check various time limits
- B. Roll for successful Foraging--Rolled by a player in the party. (p.35)
- C. Resolve overnight encounters

Explanation of Daily Sequence

Preparing Encounters: Included in this product is a collection of wilderness Encounter Tables. As mentioned in the explanation for these tables, we suggest the Gamesmaster pre-roll the encounters for each day, since this smoothes and quickens the play for the Characters, and often suggests interaction between encounters to the Gamesmaster.

- A. Determine in which Region the characters are travelling: The Gamesmaster determines in which of the Sunken Lands' nine Regions the characters will be spending most or all of the upcoming game day. For location of the Regions, consult the Quick Reference Sheet Key or the Contour Map in the back of the book.

- B. Determine the travel mode: The travel mode chosen by the characters will affect both the chance of mishaps and finding trails on the **Basic Event Chance Table** and **Chance Event is a Mishap Table** and the number of possible encounters during the day.
- C. Determine the actual number of encounters: The Gamesmaster consults the chart (p. 39) to determine how many possible encounters may occur--this depends on the mode of travel. For each possible encounter, the Gamesmaster rolls d%. If the rolled result is less than or equal to the value listed under "**Chance**" for that region on the Encounter Chart (p. 40), an encounter has occurred.
- D. Assign times for encounters: The Gamesmaster notes a small "E" or appropriate symbol in the hour box on the Movement Form in which he wishes the encounter to occur. This will remind him during Movement phase to run the encounter.
 - 1) Planned encounters: The Gamesmaster may have planned specific encounters to occur on this day, or under specific conditions which have been met. Such encounters may be used to introduce or guide scenarios, but should not unnecessarily hamper the characters. Planned encounters are rare.
 - 2) Roll for Hunting: If the party is hunting a specific animal, tree, etc., the Gamesmaster rolls d%. If the roll is under one half of the Guide's, Hunter's or Botanist's skill (as appropriate), one of the scheduled encounters of the day will be with the searched for animal or plant.
 - 3) Random encounters: For each remaining encounter, the Gamesmaster rolls d% and consults the Encounter Chart (p. 40). The result will indicate that the encounter is of one of the following nine types: Animals, Gems and Stones, Humans, Insects, Monsters, Non-humans, Plants, Trees, or Water. The Gamesmaster then consults the chart appropriate to that type and determines the specific encounter.
- E. Roll for Botanists or Biologists: Any characters in the party with a botanist or biologist skill have a chance of finding something of value during the day's travel if the party is Exploring, and a reduced chance if the party is travelling Normally. There is no chance in Quick or Cautious travel modes, and no chance within 25 miles of Jonril pass. Each player rolls for his own characters.
- F. Roll for Guide staying on trail: If the party has a Guide, the Gamesmaster rolls d% to determine if the Guide has continued to find trails leading in the direction the party wishes to travel. If the d% roll is less than or equal to double the Guide's rating, the Guide is successful in finding such trails. If not, the party must travel overland for the day unless the party stumbles across an appropriate trail as in G., below. The overland travel applies for the entire day unless a trail marked on the Gamesmaster's Terrain Maps is crossed.
- G. Roll for Mishaps: Each day the Gamesmaster rolls d% to determine if the party has a mishap or finds a trail leading in their direction of travel. Roll on **Basic Event Chance Table** and **Chance Event is a Mishap Table**.

II. Movement: For a complete explanation and the **Movement Form**, see p. 30.

- A. Note hours to be travelled: Consult the Travel Mode chart to determine how many net hours of travel.
- B. Move into first hex: Note the appropriate number of hours on the **Movement Form**.
- C. Resolve any encounters noted on form: Preferably, the Gamesmaster has pre-rolled the type of encounter. In general, each encounter should be completely resolved before the next encounter occurs. There are some exceptions, however. If the characters are in the midst of a long-lasting encounter (such as chopping down trees or digging for gems), they may still encounter such things as hostile monsters.
- D. If possible, move into the next hex: Again note the movement out of the first hex and the hours needed to travel out of this hex on the **Movement Form**.

- E. Repeat steps IIB, IIC and IID until the day's allotment of net hours travelled is used up.
- F. Note hours remaining to leave hex on **Movement Form**, if necessary.

III. End of Day Routine: At the end of each day the Gamesmaster should take care of various bookkeeping matters.

- A. Check various time limits: The Gamesmaster should determine such things as which characters are eligible to heal, what long term spells are due to expire, whether any diseases or other illnesses will occur or subside, and if there are any poisons due to take effect. Also, eggs may hatch or dead animals may have rotted to the point of uselessness. In addition, guides, particularly native ones, and other employees may find their term of duty expiring.
- B. Roll for successful **Foraging**: If the party is attempting to forage for their food, the roll to determine their success (see chart on p.35) should be made at this time.
- C. Resolve overnight encounters: As explained at the beginning of the Encounter Tables, there **is normally one chance of a night encounter**. If the Gamesmaster's roll indicates such an encounter occurred, the night encounter should be resolved at this time.

SUGGESTIONS

Pre-rolling a series of encounters before the game starts will enhance the smoothness of the game for the players. If the Gamesmaster rolls up 10 or 15 encounters in each of the Regions he expects the party to be travelling through, he can simply use them in order as encounters arise. For a long game, more encounters might be needed.

Photocopying the **Player's Map** in sections or, preferably, covering it with a piece of plastic and using washable felt pens will allow the players to map their characters' route as they travel, and allows the Gamesmaster to make notes for his own use.

Similarly, photocopying the **Movement Form** can simplify the game. The Form makes keeping track of the movement much easier.

The Terrain Maps and the Quick Reference Pages located in the rear of the book can be printed as needed. With these Tables and Maps in hand, the Gamesmaster will find himself doing much less flipping of pages and play will progress more smoothly.

In any case, a large dose of imagination and ability to improvise helps any game!

SUNKEN LAND ENCOUNTERS

The **Encounter Tables** on the following pages will generate encounters specific to the Sunken Lands. We strongly recommend that the Gamesmaster roll up a dozen or more encounters for each of the regions through which he expects the Characters to travel (in the current gaming session). These need only be notes of the type of encounter, and any details useful in running it. As the characters have encounters during the day, the Gamesmaster may simply use them in order.

Pre-Rolling Encounters

- 1) Roll d% and consult the appropriate column for the Region you wish to prepare for. Read horizontally to the left to determine which of the basic encounter types this encounter will involve. The page number following each basic encounter type heading refers the Gamesmaster to the page containing the appropriate Encounter Table.
- 2) Proceeding to the indicated page and Encounter Table, again roll d%. Reading down the column headed by the correct Region, again read horizontally to the left to determine the specific creature or item involved in the encounter.
- 3) Following the Encounter Tables are listed details concerning each of the specific creatures or items listed in the Table. These are listed in alphabetical order. Some of the Tables, such as the Gems and Stones Encounter Chart, require one or more rolls to clarify the encounter before reading the details of the specific encounter. In all such cases, this information is given directly below the Encounter Table, and before the details concerning the creatures or items listed in the Table. Statistics for creatures are given in the format explained in the Introduction, p. 2.

To use the Tables in preparing a day's encounters during the game, follow the steps listed below:

Using the Pre-Rolled Encounters

- 1) Determine the Mode in which the characters are travelling. From the chart below, note how frequent the possible encounters will be.

Mode of Travel	Hours Travelled (Net)	Number of Possible Encounters	Chance Party is Surprised
Exploring	6	1/hour = 6	40%
Cautiously	8	1/2 hours = 4	35%
Normally	10	1/2 hours = 5	50%
Quickly	12	1/2 hours = 6	75%

- 2) Note in which Region the characters are travelling. On the **Basic Encounter Chart** below, each Region is listed horizontally, while the basic encounter types are listed vertically. At the top of the basic encounter types is a row labeled "Chance". This represents the probability that each of the possible encounters will occur in a particular Region. The Gamesmaster rolls d% for each possible encounter--if the result is less than the listed Chance for that region, the encounter will occur, and the Gamesmaster should note it on his Movement Form in an hour of the Gamesmaster's choosing. There is always one chance for an encounter occurring during the night--if this encounter occurs, the Gamesmaster should mark it in the box in the "ov" (overnight) column. At this time, the Gamesmaster makes one additional d% roll for each of the encounters that did occur to determine if the party will be surprised (this may not be possible

with some encounters, such as Gems). Those encounters involving surprise should be marked on the Movement Form by a circle around the "E".

- 3) As the characters proceed into an hour containing an encounter, the Gamesmaster, hopefully, consults his pre-rolled encounters for that region. Otherwise, follow the steps listed in the above section on pre-rolling encounters, but at the time of the encounter.

BASIC ENCOUNTER TABLE									
ENCOUNTERS	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Chance:	20%	85%	40%	55%	20%	65%	20%	80%	55%
Animals	01-10	01-15	01-16	01-15	01-35	01-15	01-20	01-15	01-15
Gems	11-25	16-17	17-21	16-17	36-40	16-17	21-24	16-17	16-17
Humans	26-40	18-19	22-31	18-23	----	----	25-32	18-22	18-20
Insects	41-70	20-31	32-44	24-35	41-50	18-45	33-40	23-47	21-33
Monsters	71-80	32-43	45-54	36-47	51-70	46-62	41-61	48-62	34-45
Non-humans	81-90	44-54	55-58	48-55	71-72	----	63-70	63-70	46-50
Plants	91-95	55-71	59-69	56-75	73-80	71-90	62-75	71-90	51-70
Trees	----	72-90	70-83	76-90	----	91-00	----	91-00	71-90
Water	96-00	91-00	84-00	91-00	81-00	----	76-00	----	91-00

ANIMAL ENCOUNTER CHART (roll d% for type by area)									
ANIMAL	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Bombing Bird	01-06	01-04	01-03	01-02	01-03	01-05	01-08	01-02	01-04
Bounder	---	05-08	04-12	03-10	04-09	---	09-25	03-09	05-09
Bug Sucker	---	09-10	13	11	---	06-10	---	10-13	10-13
Chameleon Cat	07-08	11-15	14-16	12-14	10-14	11	26-30	14-15	14-17
Cowardly Beast	09-10	16-18	17-19	15-17	---	12	---	16-18	18-21
Crocodile, Giant	---	---	---	---	---	13-24	---	19	---
Fanged Crawler	11-20	19-24	20-22	18-19	15-19	25	31-35	20-23	22-23
Fighting Fish	---	---	---	---	---	26-35	---	24-30	---
Friendly Beast	21-26	25-30	23	20-21	20-24	---	36-40	31-33	24-29
Giant Rats	---	---	24-30	22-29	25-34	---	41-55	---	---
Great Egg Layer	27-34	31-35	31-36	30-33	35-44	36-38	56-70	34-36	30-35
Heat Snakes	35-45	36-42	37-39	34-36	---	---	---	37-38	36-38
Iron Cat	46-48	43-45	40-43	37-38	45-50	39-40	71-75	39	39-40
Leaf Wiggler	---	46-51	44-47	39-45	---	41-42	---	40-44	41-50
Lingering Stinker	49-54	52-53	48-50	46-48	---	43-48	---	45	51-52
Magic Eel	---	---	---	---	---	49-62	---	46-53	---
Mimic Bird	55-60	54-55	51-54	49-55	---	63-66	---	54-57	53-55
Monkey	---	56-63	55-60	56-63	---	---	---	58-63	56-63
Monkey Eater	---	64	61	64	---	---	---	64	64
Normal Animals	61-67	65-79	62-88	65-72	51-70	67-79	76-00	65-79	65-78
Red Runner	68-78	80	89-91	73-74	---	---	---	80-81	79-80
Red Tipped Splendor	79-80	81-84	92-94	75-76	---	80-81	---	82-83	81-84
Strange Variations	81-86	85-95	---	77-92	71-00	82-94	---	84-91	85-92
Tiny Snakes	87-94	96-98	95-98	93-96	---	95-97	---	92	93-95
Tree Wolf	---	99	99-00	97-98	---	---	---	93-94	96-99
Yolan's Helpful Tortoise	95-00	00	---	99-00	---	98-00	---	95-00	00

ANIMAL DESCRIPTIONS

The Sunken Lands are crawling with animals of all types. In particular it is noted for its wide variety of strange and exotic animals found nowhere else on Midkemia. Of course, the Sunken Lands also contain a large number of normal, more common animals.

This section contains details and descriptions of 26 different types of animal encounters. 24 of the encounters are with specific types of exotic animals while the remaining are more generalized to provide the Gamesmaster with additional flexibility.

All of these encounters are explained in more detail below.

NOTE: The encounters given here are by no means the only encounters with animals which will occur in the Sunken Lands. Characters will frequently see birds fly overhead or ground animals scampering through the brush. In most cases these "encounters" are of no significance. The animals have come and gone much too quickly to allow the characters to take any action.

This section deals only with those animal encounters which present a serious danger or opportunity to the characters. The Gamesmaster is encouraged to add atmosphere to the adventure by describing additional encounters with harmless, unimportant animals.

NAME/# APPEARING /AR /HTK(S) /SIZE /ATTACKS /DAMAGE /MOVEMENT RATE /NOTES

Bombing Bird: 1d4 /1 /1d6 /S /DROPPING /POISON /540 /- /*

Bombing Birds are ugly brown colored birds. They were originally found only in the Sunken Lands but, due to the irresponsible behavior of a few animal collectors, they have established themselves in other parts of the world.

Bombing Birds are of interest primarily because of the threat they represent. The droppings of these birds are a strong acidic poison. Anyone hit by a dropping must save versus poison or die in 1d20 minutes. The birds make one attack each (at -4 to hit) when flying over. If an attack hits, the birds will circle back to later feed on their victim's body. Otherwise they will fly on. If provoked Bombing Birds are able to attack up to 10 times a day and they will attack any creatures dog size or larger. Should the characters manage to trap one or more Bombing Birds they can be sold in Jonril for 200 GP each.

Bounder: 1d6 /3 /2d8 /N /BUTT /1d3 /450 /- /

Bounders are deer-like creatures with six muscular legs and shaggy brown fur. Their heads do not have antlers but are instead covered with a ball of fuzzy black hair. Bounders get their name from their unusual mode of travel. Instead of running or walking they bound along in a kind of bouncing motion. Bounders are not hostile and will never fight except in self-defense. When threatened they will usually run (or, rather, bound) away. They can be sold in Jonril for 100 GP each.

Bug Sucker: 1d4 /4 /2d8 /S /BITE /1d6 /540 /- /

Bug Suckers are weird flying creatures resembling a cross between an anteater, a weasel, and a large bat. They have a tough grey leathery hide and when excited they emit a distinctive "eek, eek" sound. Bug Suckers eat only insects and other small creatures. They completely ignore larger creatures and feel safe in doing so because their flesh is mildly poisonous and intensely bad tasting.

Bug Suckers can be domesticated fairly easily (although they can never be trained) and are

often found on the estates of wealthy people, particularly if they live in a warm climate where insects are a common problem. Bug Suckers can be sold in Jonril for 500 GP each.

Chameleon Cat: 1d2 /6 /2d8 /M /2 CLAWS; 1 BITE /1d4; 2d6 /360 /If no claw hits then no bite attack is possible/

The Chameleon Cat is a bobcat size creature which has the remarkable ability to change colors to blend into its background. This ability is very finely tuned. Different parts of the body can turn into different colors. In fact, the skin of a Chameleon Cat can be several dozen different colors at once, if necessary.

When Chameleon Cats are encountered, the characters will frequently not even notice them (roll an Observation roll to spot them). If the cats are unnoticed they will mind their own business. However, if the characters seem to threaten them they will either flee (40% chance) or attack (60% chance). IF a cat is seriously wounded (more than half damaged) it will run away, if possible. Living Chameleon Cats can be sold in Jonril for 500 GP each. Their skins are worth 100 GP apiece.

Cowardly Beast: 1 /6 /5d8 /L /2 CLAWS /3d6 /270 /-/

The Cowardly Beast is a huge, ferocious creature about the size of a large bear. It has bright red fur and two huge muscular arms ending in enormous, sharp claws. Cowardly Beasts travel throughout the Sunken Lands emitting terrifying roars and slashing at anything that gets in their way. Despite all these appearances the Cowardly Beast does not represent a serious threat to the characters primarily because it is really a cowardly bully. The Cowardly Beast will only attack those creatures who are much smaller and weaker than itself. At the slightest hint of trouble or resistance the beast will turn tail and run, yelping in fear all the way.

Cowardly Beasts will only fight if cornered and wounded and even then they will still look for the slightest opening for escape. They can be sold in Jonril for as much as 1000 GP but few people will have the patience to listen to the horrible moans and groans the beast will make if captured and held prisoner.

Crocodile, Giant: 1d4 /7 /6d8 /L /BITE /4d6 /270/-

Giant Crocodiles are found only in the swamp regions of the Sunken Lands. They are a tough and nasty lot but they rarely leave the water so they can usually be avoided. Furthermore, Giant Crocodiles will only attack if they are disturbed or provoked. Giant Crocodiles range in length up to 50 feet. They are protected by a thick, tough hide which can be grey, brown, or olive green in color. This hide is highly valued by humans both for its beauty and its durability. Hunting Giant Crocodiles is a dangerous business. The hunters have to wade into the water and fight the creatures in their own environment. Obviously this gives the Crocodiles a major advantage. It is not unusual for even the best-led hunting parties to lose a couple of members. Nevertheless Giant Crocodiles continue to be hunted because many people believe the gains to be worth the risks. Giant Crocodile hide can be sold for 100 GP per HTK. A living Crocodile could be sold for 300 GP per HTK but no one has ever managed to bring one back.

Fanged Crawler: 1d6 /6 /3d8 /S /2 CLAWS /1d4 /180/-

The Fanged Crawler is a grey skinned armadillo-like creature. (See the cover of JONRIL for a couple of examples.) It is omnivorous but it will rarely attack anything larger than itself. It is particularly fond of insects, berries, moss, and other low growing plants. Although they are difficult to train, Fanged Crawlers are easy to domesticate. In fact, wild Fanged Crawlers can easily be led around on a leash if they are fed properly. They can be sold in Jonril for 100 GP each.

Fighting Fish: 1d20 /6 /1d8 /S /BITE /1d6 /330 /2 strikes per round /

The Fighting Fish of the Sunken Lands average over 2 feet long and come in a variety of shapes and colors. For game purposes they are all considered to be one type of fish. To adventurers these fish are a threat only when they are wading through the swamps of the Sunken Lands. Even when a number of potential targets are present these fish will usually only attack one individual until he escapes or is completely devoured. Only then will the fish proceed to attack another target (and only then if they are still hungry). Therefore, if one member of a party is attacked, the other party members are perfectly safe so long as they do not get in the way or attempt to attack the fish. The best way to deal with the fish is not to fight back but to get out of the water and then pull your comrades to safety. Fighting Fish are valued in certain quarters because they are used in the "sport" of fish fighting. Each living, healthy fish brought back to JONRIL can be sold to Alexi Carje (Jonril D4) for 2d% GP. It is not possible to keep more than one fish in a small container, however, as they will fight each other.

Friendly Beast: 1d6 /2 /1d8 /s /2 HORNS /1d4 /270/-/

The Friendly Beast is a grey-skinned monkey-like humanoid. It has bright red eyes, three fingered hands and feet, a forked tail, and two long sharp ear horns. (An example of this creature can be seen on the cover of JONRIL in the foreground.) Friendly Beasts are omnivores but they rarely eat meat unless they find it lying around or it is fed to them. They get their name from their unusual behavior. When they encounter humans or other humanoids they swarm all around them chattering happily. Unless harmed or deliberately and persistently driven off they will follow the humans around indefinitely. They are very playful and always trying to be helpful. They will frequently dash off into the jungle only to return minutes later with twigs, stones, or live bugs which they will then present as a gift to one of the humans. Friendly Beasts can be quite a nuisance particularly if the party is trying to move quickly and quietly. On the other hand they make good pets and can be sold for 50 GP each in Jonril.

Giant Rats: 2d6 /2 /1d6 /S /2 CLAWS; 1 BITE /1d2; 1d3/360 /- /

These rats are a wild and smaller version of the trained rats used by Rat Wranglers. They are scavengers who will rarely attack anything. Humans will usually encounter Giant Rats while they (the humans) are eating. The rats will scamper about in an attempt to get hold of a few scraps of food. They will only fight if cornered or hurt. There is no market for these rats as the ones bred in captivity are far larger and more suitable for training.

Great Egg Layer: 1d3 /3 /10d8 /L /BEAK /1d10 /450 /- /

The Great Egg Layer is a giant fuzzy blue bird which lives in the mountains surrounding the Sunken Lands. It gets its name from its large (4 foot long) eggs. Unfortunately, Great Egg Layers are quite absent-minded and have a tendency to lay their eggs all over the landscape and then completely forget about them. For this reason most Great Egg Layer encounters will be with one of their eggs rather than with the birds themselves.

Great Egg Layer Encounter Chart	
d%	Type of Encounter
01-70	Old Egg
71-80	Fresh Egg
81-00	Great Egg Layer

Old Egg: The players have found an old Great Egg Layer egg. It is no longer alive and if

opened it will stink. 10% of these eggs will already be open and stinking. Anyone exposed to a stinking egg will have some minor problems. His clothes, hair, and possessions will absorb the smell and will continue to stink until washed thoroughly. In the middle of the Sunken Lands this might present some problems. If intact an egg could be sold for 20 GP in Jonril, but anyone responsible for breaking an old egg in Jonril is likely to be heavily fined.

Fresh Egg: This egg was laid quite recently and it still might hatch at some point in the future (25% chance of hatching in 1d6 months). If the characters break the egg open it will be gooey, edible, and will not stink. If they keep it intact they can sell it in Jonril for 500 GP. There is no normal way (other than by opening it) for the characters to tell a fresh egg from an old one. If the characters take an egg into Jonril, they will only receive the lowest price, until it can be proved (by hatching or opening it) that the egg is fresh.

Great Egg layer: 1d3 Great Egg layers are spotted flying overhead. There is a 5% chance that the characters will see one land and lay a fresh egg. Otherwise the birds will keep on flying until they are out of sight. If the characters attack or otherwise draw the attention of the birds there is a 40% chance they will turn and fight.

Heat Snake: 1d2 /3 /1D8 /S /BITE /1D3 /240 /- /

The Heat Snake is a small inoffensive green snake ranging from three to five feet in length. They will completely ignore humans unless attacked and cornered. They are of interest only because of their unusually high body temperature. Their normal temperature is 150 degrees Fahrenheit. Heat Snakes can be sold for 50 GP each in Jonril.

Iron Cat: 1d2 /7 /3d8 /N /2 CLAWS; 1 BITE /1d6; 1d8 /300/ - /

The Iron Cat is a hard-skinned yellow-green feline (a picture of one can be seen at the top left of page 42 of JONRIL) about the size of cougar. Iron Cats are nearly fearless as they rely on their thick, iron-like skin to protect themselves from injury. If an Iron Cat is hungry (50% chance of this) it will always attack. The cat will break off the attack if it suffers significant damage or after killing one victim (which they carry off to eat). Iron Cats are difficult to capture but they can be sold in Jonril for 125 GP.

Leaf Wiggler: 1d20 /1 /1d4 /S /TOUCH /1d4 /60 /- /

Leaf Wrighglers are smallblobs of living jelly which exactly resemble leaves. They are capable of altering their shape and color to resemble almost any type of leaf, living or dead. Leaf Wrighglers are slow moving and will only attack if a target settles down within easy reach. The touch of Leaf Wrighglers is acidic and does damage equally effectively if the victim is accidentally touched instead of being deliberately attacked. Up to 10 Leaf Wrighglers can be sold in Jonril for 10 GP each. After that the market dries up. Leaf Wrighglers can only be kept safely in a clay or stone container as they will slowly eat their way through metal or wood.

Lingering Stinker: 1d3 /8 /2d8 /S /BITE; SPRAY /1d3; STINK /150 /- /

The Lingering Stinker is a brownish, balloon shaped creature with a tiny cone shaped head and a pair of clawed feet. It is very light and it travels around by hopping and floating on the wind. However, it is not light enough to remain airborne for very long. Lingering Stinkers will rarely attack anyone but if they are attacked they will fight back. Their primary weapon is their spray which emits a stinking odor worse than that of a skunk. The spray has a range of up to ten feet and one use of it is usually enough to discourage any attacker. This smell is also released if their balloon body is punctured. There is no market for Lingering Stinkers. Any character hit by the spray must roll under his Stamina (constitution, health, etc.) or be immobilized due to vomiting for 1d6 minutes.

Magic Eel: 1d6 /2 /1d8 /S /JOLT /1d3 /360/*

The Magic Eel resembles an Electric Eel in nearly all respects. It is a mottled grey color and

ranges in length from one to two feet. The only major difference is that the Magic Eel emits a jolt of magical energy instead of electricity. The effect of this magic jolt varies depending on the target. Characters with no magical powers or possessions will be unaffected (except for the 1d3 points of damage) while people with magical powers will find one, some, or all of them set off or temporarily neutralized. It is left to the Gamesmaster to determine which magical powers will be affected. A live Magical Eel is of great value to wizards and magicians and could be sold for 2,000 GP in Jonril. There is no advertised market for them, however, because their existence is kept a secret.

Mimic Bird: 1d3 /1 /1d4 /S /BITE /1d2 /510 /- /

The Mimic Bird resembles your normal tropical parrot except for its much larger head. The Mimic Bird is capable of imitating and repeating any sound it hears. It is particularly adept at picking up speech patterns and playing around with them so as to get Jabberwocky-type nonsense utterances. They join parties of humans and accompany them for days at a time. This does, of course, become a pain in the neck. Mimic Birds can be sold for 50 GP each.

Monkey: 3d6 /2 /2d8 /S /BITE /1d4 /300

These are typical monkeys very similar to those found on Earth. They are black-haired creatures who are most at home in the trees. Monkeys will never attack humans, although they might playfully throw fruits or small stones at them. If attacked first they will attempt to escape, fighting only as long as is necessary to insure the safety of the rest of the tribe. 10% of all Monkey tribes have one Monkey Eater (see below) in their midst.

Monkey Eater: 1 /3 /4d8 /S /BITE /1d8 /300 /- /

The Monkey Eater is a bizarre monkey-like animal found only in the Sunken Lands. To an unbiased outside observer Monkey Eaters only vaguely resemble real monkeys. However, they have the ability to imitate the smell and behavior of real monkeys and thereby are able to convince other monkeys that they belong. The Monkey Eater spends its time hanging out as part of a monkey tribe doing what monkeys do. Only when things are going badly does it reveal its true identity by attacking and eating real monkeys. The Monkey Eater is rarely encountered on its own. Instead, it is usually found as part of a monkey tribe (see above). Monkey Eaters can be sold in Jonril for 400 GP.

Normal Animals: This is a general category for all sorts of different animals which might be encountered in the Sunken Lands. It is left to the Gamesmaster to make up an appropriate encounter each time it is necessary. Such encounters could include almost any type of "normal" tropical animals.

Red Runner: 1d6 /3 /4d8 /L /PECK /1d10 /420 /- /

Red Runners are large red-feathered birds who have nearly lost the ability to fly. They stand about seven feet high and usually travel by running in a distinctive awkward fashion. In emergencies they can fly, but only after a long running start and only for a short time to a low altitude. Red Runners are omnivores, but they are usually too awkward to hunt much of their own meat. Groups of Red Runners do sometimes work together on a hunt by surrounding and pecking to death some unfortunate creature. Humans are the preferred size for such tactics, so groups of four or more Red Runners will frequently attack small groups of people. Red Runners do not survive well in captivity, as they refuse to eat. However, should someone manage to deliver a live Red Runner to Jonril, along with instructions on how to keep it alive, they could probably sell one for 500 GP. After the first the price will drop.

Red Tipped Splendors: 1d4 /1 /1d8 /S /CLAWS /1d3 /540 /- /

Red Tipped Splendors are yellow birds with red tipped feathers. They are the most desirable animal from the Sunken Lands because they sing most beautifully. (A Red Tipped Splendor can

be seen on the cover of JONRIL.) Unfortunately they are difficult to capture because they pay no attention to humans and, in fact, avoid them as they would any other large and potentially hostile animal. A Red Tipped Splendor can be sold for 1,000 GP and a mated pair would bring 10,000 GP.

Strange Variations: This is a general category for all the as yet undiscovered weird creatures living in the Sunken Lands. When it comes up the Gamesmaster should create some exotic creature with bizarre and unusual characteristics. In general such a creature will be valuable to the characters only because it is new and different. Sometimes it will also have a beneficial characteristic. Such creatures can be sold for 1d6 x 100 GP.

Tiny Snakes: 4d6 /3 /1d2 /S /BITE /1d2 /270 /- /

Tiny Snakes are no more than five inches in length. They are usually brown or green in color but some have been known to be yellow, red, and orange. They are generally found in a pile or swarm crawling all over each other. They will rarely attack anything as large as a human but they will try to eat anything in their midst (except each other) so they can be dangerous if someone steps in them or if one is picked up. They can be sold in Jonril for 2 GP each.

Tree Wolf: 1d3 /2 /3d8 /N /BITE /1d8 /360 /- /

The Tree Wolf is a dog-like creature covered with dark green fur. It has sharp, strong claws which enable it to climb trees as quickly and easily as a cat. Furthermore, it has tough flaps of skin stretching between its legs which allow it to glide from tree to tree or to the ground. The Tree Wolf is a carnivore who usually hunts by dropping silently onto its victims. It prefers to attack weak or solitary creatures, so a party of humans will only rarely (25% chance) be attacked. Tree Wolves can be sold in Jonril for 100 GP each.

Yolan's Helpful Tortoise: 1 /7+1 /2d8 / N /BITE /1d6 /60 /- /

Yolan's Helpful Tortoise was originally named by a friend of Jil Yolan, the discoverer of the tortoise. The tortoise is a large green creature whose shell is incredibly hard and tough. The tortoises are considered valuable because it is very easy to tip one over, kill it, and scrape out their insides. The result is an easily carried shell which can be made into a shield as tough as steel but much lighter. These shells can be sold in Jonril for 250 GP each. If left alone the tortoises will ignore humans. If attacked they will fight back but very ineffectively.

GEMS AND STONES ENCOUNTER TABLE									
GEM/STONE	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Amber	---	01-21	01-10	01-16	--	01-15	---	01-20	01-15
Dragon's Breath	01-04	22-33	---	17-24	---	16-35	---	21-35	16-35
Exotic Gems	05-12	34-42	---	25-32	---	36-45	---	36-45	36-45
Hot Rocks	13-56	43-51	---	33-48	---	---	---	---	46-50
Jora	57-60	52-57	11-20	49-56	01-17	46-50	01-20	46-55	51-55
Karale	61-64	58-63	21-30	57-64	18-34	51-55	21-40	56-65	56-60
Obsidian	65-92	64-85	31-90	65-92	35-67	56-90	41-80	66-95	61-95
Shimmer Stone	93-00	86-88	91-00	93-00	68-00	91-00	81-00	96-00	96-00
Zolan Stone	---	89-00	---	---	---	---	---	---	---

Gems are never common or easily obtained, even in the Sunken Lands. However, knowledgeable or lucky folks often find Gems comparatively easy to obtain in the Sunken Lands. An encounter with "Gems and Stones" is unlike any of the other encounters in the Sunken Lands. It is very obvious when an animal is encountered and, while an encounter with a plant may pass unnoticed, the existence of the plant itself usually will not. This is not the case with Gems.

Gems are frequently buried well beneath the surface of the ground where they will only be noticed by chance or by an expert in geology or gem hunting. The general procedure for Gem and Stone encounters is as follows: Roll d% and consult the Gem and Stone Encounter Chart. It will refer to a particular gem or stone whose description may refer to other charts (usually the Gem Status Chart or the Gem Number Chart). These charts are all explained in detail below.

GEM STATUS CHART	
d%	Status
01	Surface, Group
02-20	Surface, Scattered
21-30	Buried with clue
31-50	Buried without clue
51-65	Buried deep with clue
66-80	Buried deep without clue
81-00	False Clue

The **Gem Status Chart** reveals where a particular group of gems can be found. This chart is only used for gems. It does not apply to stones such as Hot Rocks and Obsidian. For the location of these stones, see their descriptions below.

Surface, Group: All the gems in this encounter will be found lying quite close together on the surface. This is not likely to be the result of natural processes (even in the Sunken

Lands). More likely the gems were found by some previous explorer who, subsequently, lost them. If the Gamesmaster wishes to add some color to the encounter he can have the gems found near an old skeleton, in a rotting backpack, or some other similar event.

Surface, Scattered: These gems are all found on the surface but they are scattered about over an area of up to 2,000 square meters.

Buried with clue: These gems are buried beneath the surface but not too deeply. Digging them up requires the appropriate equipment (picks, shovels, etc.) and 2d10 man-hours of solid work. Individual gems will be found at irregular intervals throughout the digging time. The characters will, of course, have no way of knowing when they have found all the gems and the Gamesmaster should give them no indication. The clue referred to above is discussed below in the **Gem Clue Chart**.

Buried without clue: This encounter is the same as the previous one except that there is no clue. This makes it very likely that gems in this category will never be found (unless the party has some magical means of finding gems).

Buried deep with clue: These gems are buried in such a fashion that it will require 5d10 man-hours to find and uncover them all. Even then there is a 25% chance that 3d10% of the gems will only be found if an additional 5d10 man-hours are spent digging. Gems are found at irregular intervals throughout the digging time. Consult the **Gem Clue Chart** to determine what clue is present.

Buried deep without clue: This encounter is the same as the previous encounter except that there is no clue.

False Clue: This encounter indicates that, although there is a clue which indicates the presence of gems (consult the **Gem Clue Chart** to determine which clue), there are actually no gems present. If the **Gem Clue Chart** indicates the presence of a gem or gems on the surface only one of those gems will actually be found.

GEM CLUE CHART	
d%	Clue
01-20	Visible Gem
21-40	Multiple Visible Gems
41-60	Ground Feature
61-00	Indicative Ground Feature

Visible Gem: A single gem (of the appropriate type) is laying around on the surface of the ground.

Multiple Visible Gems: 10% of all the gems to be found in this encounter are on the surface scattered about over an area of 2000 square meters (two-thirds the size of a football field).

Ground Feature: The presence of a ground feature indicates to knowledgeable people that there are very likely to be gems in the area. A ground feature can be any number of things including a variance in the soil color, the presence of certain plants or minerals, or, in the

case of magical gems, a magical aura. The exact nature of the ground feature doesn't really matter, only its presence. If necessary it is left to the Gamesmaster to determine the nature of a ground feature. Ground features will not be noticed by your typical adventurer. An average geologist with little or no experience in the Sunken Lands will notice them 25% of the time while an expert geologist or an experienced Sunken Lands gem hunter will notice this clue 75% of the time.

Indicative Ground Feature: This is the same as the above clue except that anyone who notices this feature would also know what type of gem is to be found here. If he has never heard of or seen the gem in question treat this as a normal ground feature.

Gems on the Surface: Characters will usually spot gems lying around in plain sight without difficulty. However, gems are not always in plain sight. They can be buried by leaves, hidden under a bush, or simply just out of sight behind a rock or a tree. To determine whether a particular gem is noticed, each character should make an Observation roll in whatever fashion is appropriate to the game system in use. A successful roll indicates that the gem was spotted.

GEM NUMBER CHART	
d%	Number of Gems
01-20	1
21-50	1d6
51-90	2d10
91-98	4d20
99-00	10d%*

*This many gems will never be found entirely on the surface. If the Gem Status Chart indicates such a find, re-roll.

Notes on Gem Values: The Values of the gems listed in this section are given as a range of values (100 + 10d10 gold pieces, for example). This is done to reflect the fact that no two gems are exactly the same. They vary in size, color, strength, quality, and purity. In general those gems which fall at the upper range of their possible values tend to be large with fewer defects or impurities while those at the lower end of the range tend to be smaller with more defects. It is left to the individual Gamesmaster to determine the actual characteristics of an individual gem should it become necessary. One aspect of gem values which has been entirely overlooked is the fact that gems which are the biggest and best of their type will have values exceeding the typical gem by several orders of magnitude. If the Gamesmaster wishes to allow the characters some chance of finding such a gem he should feel free. Remember that such gems are exceedingly rare. Allowing only one chance in 10,000 would not be out of order.

Amber: Although Amber is not, strictly speaking, a gemstone, it is treated as such in this product because amber is found in the same way and used in the same fashion. There are three major types of Amber to be found in the Sunken Lands. To determine which kind is found, roll d% and consult the Amber Chart. To determine how many are found and where, consult the Gem Number Chart and the Gem Status Chart respectively.

AMBER CHART	
d%	Type
01-60	Amber
60-90	Black Amber
91-00	Insect Amber

Amber: This is the standard and most common type of Amber. It is a translucent yellow brown in color with occasional flecks or impurities. They are worth $20 + 5d20$ GP.

Black Amber: Black Ambers are a dark, almost opaque black in color. They don't look much like normal Ambers even under a close examination. This is not surprising because these gems have an unusual origin. They were once true Ambers which were changed in the upheaval that formed the Sunken Lands. The heat of the event took otherwise normal Ambers and compressed and burnt them into Black Ambers. Black Ambers are harder than normal Ambers and, surprisingly considering their origin, they have a pleasant smell. They are used both as gems and as a key ingredient in some expensive perfumes. Black Ambers are worth $d\% \times 10$ GP.

Insect Ambers: Insect Ambers are rare and valuable. When an Insect Amber encounter is indicated only 1 Insect Amber will actually be found. All the other Ambers called for by the **Gem Number Chart** will be normal Ambers. Insect Ambers are the same color as normal Ambers, but in their center is a whole, intact insect. The type of insect varies. The insect is not alive, but it does seem to move slowly at times. Insect Ambers have one very useful magical power. If an Insect Amber is held or worn touching the skin, it grants its bearer complete immunity to all insects, including giant or magical ones. In other words no insect can touch, see, hear, or attack such a person. Insect Ambers are highly prized by knowledgeable Sunken Lands adventurers, but their existence is something of a secret. An Insect Amber is worth 5,000 GP to someone who knows what it can do but usually much less will be offered.

Dragon's Breath: Dragon's Breath is one of the gemstones first discovered by the Zolan family of Jonril. In fact, the sale of Dragon's Breath is one of the foundations of the Zolan fortune. It is widely believed that the Zolans know of a vast Dragon's Breath mine to which they periodically return to extract more gems. They actually maintain trading with a tribe of Xalu who have access to apparently innumerable stones. Dragon's Breaths are a glowing, clear stone which, at irregular intervals, radiates flames of color from deep within. Dragon's Breaths are magical, but they have no magical powers other than their glowing and flaming nature. Dragon's Breaths flame in a variety of colors. To determine the color of a given strike, roll d% and consult the **Dragon's Breath Chart**. To determine the number of Dragon's Breaths found in a particular strike, consult the **Gem Number Chart**.

DRAGON'S BREATH CHART		
d%	Color	Value
01-40	Red	500 + 5d% gold pieces
41-55	Yellow	700 + 5d% gold pieces
56-65	Green	1,000 + 5d% gold pieces
66-75	Orange	1,000 + 5d% gold pieces
76-80	Variable	4,000 + 10d% gold pieces
81-00	Mixed	varies

The color of a Dragon's Breath refers to the color of its "flames". A variable Dragon's Breath flames in all sorts of different colors not limited to red, yellow, green, and orange. A mixed encounter indicates that all different types of Dragon's Breaths are found together and each gem's color must be rolled individually.

Exotic Gems: This is a catch-all category covering all those strange and exotic gems of the Sunken Lands which have not yet been discovered by humans. When this encounter occurs the Gamesmaster should make up a completely new type of gem and assign it a value. The Gem Status Chart and the Gem Number Chart should be consulted as necessary. New gems will always be quite valuable, if only as curiosities. If they are extremely beautiful or magical they could be worth a fortune. Remember the discovery of a large supply of a new gemstone is, and should be, enough to set a character up for life. The Zolan House considers the discovery and sale of new types of gems to be its province and it will not be pleased if an outsider tries to set up shop on his own.

Hot Rocks: Hot Rocks are not gemstones. They do not have "clues" and they are either found on the surface or not at all. Do not consult the **Gem Number Chart** or the **Gem Status Chart**. Hot Rocks are normal appearing stones with one unique characteristic, they are very warm. They generate about as much heat as a small campfire. However, they are not too hot to touch or carry in their un-invoked state, and they cannot be used to start a fire, even accidentally. They are primarily used in place of campfires and are particularly valuable when a real fire is dangerous or impossible. One can start or invoke a hot rock by rubbing it briskly for about a minute or exposing it to the direct sunlight for 1d6 minutes. It will then heat up and stay hot for d% minutes, after which it will cool to a temperature that can be handled in 1d10 minutes. When Hot Rocks are encountered, 1d6 will be found in the same general area. As Hot Rocks look just like any other rock, they can only be noticed by their heat. It is left to the Gamesmaster to determine whether the characters will notice an out of place heat source. They are more likely to do so at night or in cold weather. Hot Rocks range from the size of a fist to the size of a large boulder. No matter what size they are they emit the same amount of heat. Obviously this makes the smaller rocks more valuable. To determine what size rock is found roll d% and consult the Hot Rock Chart for each rock found.

HOT ROCK CHART		
d%	Size	Value
01-15	Fist	1000 gold pieces
16-40	Bowling Ball	400 gold pieces
41-80	Beach Ball	150 Gold pieces
81-00	Boulder	10 gold pieces

Of course, it is awkward, to say the least, to carry any but the smallest rock out of the Sunken

Lands. It is not possible to break a larger Hot Rock into several smaller ones. Doing so disrupts the magic and all the energy is released at once in a large and deadly explosion.

Jora: Jora is another of the gemstones found only in the Sunken Lands. Jora is a semi-translucent red stone with golden flecks scattered throughout. 5% of the Joras found are so full of golden flecks that they are more or less half red and half gold. To determine how many Jora are found, consult the **Gem Number Chart**. To determine how they are found, consult the **Gem Status Chart**. Normal Jora are worth $50 + 2d\%$ gold pieces each while the half red and half gold ones are worth $500 + 4d\%$ gold pieces.

Karale: Karales are yet another of the gems unique to the Sunken Lands. Karales seem to come in two different colors, purple and black, but in reality they cover a range of colors starting with a light purple and deepening in color until the purple is so dark that it looks black. To determine the color of each individual Karale consult the Karale Color Chart. To determine the number and location of a group of Karales consult the **Gem Number Chart** and the **Gem Status Chart**, respectively.

KARALE COLOR CHART	
d%	Color
01-10	light purple
11-30	purple
31-80	dark purple
81-00	black

Although the colors are divided into four distinct categories, the Gamesmaster is advised to have each Karale within a category vary slightly from the others. Most Karale (75%) are pure opaque purple, but some have streaks of silver. If a Karale has silver streaks, it will have 1d6 of them all running parallel to each other. These streaks are composed of pure silver which could, in theory, be extracted from the gem. However, the process will inevitably destroy the gem which is worth more intact than its silver composition. Karales are valued as follows (all values in gold pieces).

KARALE VALUE TABLE		
Color	Without Streaks	With Streaks
Light Purple	$50 + 2d20$	$100 + d\%$
Purple	$50 + d\%$	$100 + d\%$
Dark Purple	$100 + d\%$	$300 + 3d\%$
Black	$100 + d\%$	$200 + 2d\%$

Unlike most gems, the most common variety, dark purple, is also the most valuable, for a variety of obscure reasons.

Obsidian: Obsidian is a glassy, volcanic rock. It is quite common in the Sunken Lands as there was a great deal of volcanic activity subsequent to the formation of the Sunken Lands. The volcanic activity has since subsided but the Obsidian remains. An Obsidian encounter indicates the presence of a great deal of Obsidian lying around in plain sight. Characters are able to pick up and take as much of this obsidian as they wish, limited only by what they can carry. In general, large pieces of Obsidian are worth more than smaller pieces, but for the sake of simplicity, we will assume a constant price of 1 gold piece per pound for all Obsidian brought

out of the Sunken Lands. Obsidian is not a gem so the **Gem Number Chart** and the **Gem Status Chart** are not used in an Obsidian encounter.

Shimmering Stone: Shimmering Stones are, perhaps, the strangest of the Sunken Land gems. They seem to have no fixed color, texture, or size. Instead these characteristics seem to be constantly changing in unpredictable and indescribable ways. Careful study has revealed that Shimmering Stones do not change their mass even while their size and density fluctuates. To determine how many Shimmering Stones are found in a particular encounter, consult the **Gem Number Chart** and the **Gem Status Chart**. However, if any Shimmering Stones are located on the surface, they will automatically be noticed as their constant color changes make them quite visible. Shimmering Stones are worth $400 + 2d\%$ gold pieces.

Zolan Stones: Zolan Stones are magical, opaque, blue/green stones highly valued by magicians throughout the world. The stones are named after the Zolan family of Jonril, the world's only major distributor of the gems. Aside from their beauty Zolan Stones are valued for their magical powers. Zolan Stones are sensitive to the presence of strong evil--the stone will darken to a dusky purple (exactly what qualifies as strong evil is left to the Gamesmaster). This sensitivity can be used by knowledgeable wizards to determine when such a presence is nearby. Zolan Stones are worth up to 1,000 gold pieces each to a wizard who does not already possess one. This price will vary depending on what the wizard can afford to pay. However, the Zolan family considers itself to have a monopoly on the stones and its representatives will be particularly forceful in trying to purchase the stones. The further one gets from Jonril the less likely this monopoly will be enforced. To determine the number and condition of these stones, consult the **Gem Number Chart** and the **Gem Status Chart**.

HUMAN ENCOUNTER TABLE									
	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Adventurers	01-15	01-40	01-10	01-40	-----	-----	01-05	01-40	01-30
Ishapians	-----	-----	11-12	41-50	-----	-----	-----	-----	-----
Kilrane	-----	-----	13-22	51-60	-----	-----	06-35	41-60	31-40
Loggers	-----	-----	23-77	-----	-----	-----	36-40	-----	41-45
People of the Pit	16-90	41-00	78-80	61-80	-----	-----	-----	-----	46-70
Weral	-----	-----	81-90	81-90	-----	-----	41-70	61-80	71-90
Zolan	91-00	-----	91-00	91-00	-----	-----	71-00	81-00	91-00

In general humans encountered in the Sunken Lands will be friendly toward each other. They will offer assistance and supplies freely. If a group is heading out of the Sunken Lands they will usually offer to band together for mutual protection. Only if one group has an exceedingly valuable treasure to protect will suspicion be the rule. There are exceptions which are discussed in more detail in the descriptions of each type of encounter.

Constructing human encounters is rather more complicated than constructing animal, plant, or monster encounters. Humans have a far greater range of backgrounds, powers, and modes of behavior. There is simply no way to construct useful groups of humans which will be suitable for all (or even most) of the possible types of encounters.

Instead we will just include a set of descriptions and guidelines for each type of human encounter. It is left to the Gamesmaster to flesh out the encounters as necessary.

The Gamesmaster should take the information we have provided and construct a group appropriate to the fantasy role playing system in use. In most cases detailed descriptions and statistics for each human encountered will be unnecessary as only rarely will the characters be forced to fight with other humans. (Unless you have a bloodthirsty bunch of players.)

Under certain circumstances the Gamesmaster may decide that a group of encountered humans is in the possession of some valuable item or items which they have found during their stay in the Sunken Lands. If so, he should determine what they have found by rolling on the appropriate encounter chart. (*Example: A group of Zolan gem hunters have found some gems. Roll on the **Gem and Stone Encounter Chart** for the appropriate region and assume the Zolans have found whatever result is indicated.*)

Adventurers: Number = 3d6

Adventurer is a general category covering all humans venturing into the Sunken Lands who are not in the employ of one of the Jonril houses. Technically speaking, the characters will usually fall into this category. Adventurers can be in the Sunken Lands for a number of different reasons. To determine which reason(s) applies to a particular group, consult the **Human Motivation Chart** below. Parties of Adventurers can be very well equipped with a horse and mule for each member or they can be poorly equipped, barely possessing enough weapons to fight off an angry dog. Small parties of Adventurers (less than eight) may have been decimated by some unfortunate encounter. If so, they will usually be interested in banding together with

the characters for mutual protection. They may even be willing to hire the characters to escort them out of the Sunken Lands.

Ishapians: Number = 5d6

This encounter represents a group of Ishapians who have left their enclave for some unknown reason. Most likely they are travelling out of the Sunken Lands to obtain supplies. They may also be a group of pilgrims who do not actually live at the enclave. A final possibility is that the players have encountered the Ishapians' major supply caravan which enters the Sunken Lands only once every seven years. It is left to the Gamesmaster to determine exactly what type of Ishapian group has been encountered (using the **Human Motivation Chart** if he wishes). All Ishapians encountered in the Sunken Lands will be cautious, but not hostile. They will offer aid if requested but they will not go out of their way to do so. In constructing a party of Ishapians the Gamesmaster should select clerics and fighters from those given in the description of the Ishapian Enclave, changing the names and personalities as necessary to fit non-resident Ishapians.

Kilranes: Number = 3d6

The Kilranes are one the three Jonril houses with a strong vested economic interest in the Sunken Lands. The Kilranes specialize in the production of spices, dyes, perfumes, and herbs. They frequently send well-guarded parties of botanists into the Sunken Lands to seek out these valuable substances. They also support exploratory ventures of a more general nature. A party of Kilranes encountered by the characters will be friendly and happy to exchange helpful advice with the characters. If there is a botanist in the character's party the Kilrane botanist(s) will be happy to talk shop. In reality the Kilranes are not as friendly as their appearance leads you to believe. Their primary reason for appearing as friendly as they do is to ascertain what the characters are up to. In particular they want to find out how much the character's Botanist knows about the plants of the Sunken Lands. The Kilranes may actually be of some help to the characters but only incidentally.

Loggers: Number = 5d6

Loggers are found almost exclusively in the High Meadows region where they are hard at work locating and chopping down valuable trees. Although only half the Loggers encountered will be directly employed by the Weral house, all Loggers will be working for them indirectly as the Werals are the eventually buyers of nearly all Sunken Lands timber (smuggling timber out of the Sunken Lands is all but impossible). Loggers will be suspicious of other groups of people if they seem to be equipped to fell and haul trees. (They fear that the characters might be out to misappropriate their stand of trees.) Otherwise Loggers will be friendly and co-operative. Loggers will always be accompanied by a plentiful supply of horses and mules which they use to transport logs out of the Sunken Lands. In an emergency they might even be persuaded to sell a couple.



People of the Pit: Number = 4d6

As already discussed, the People of the Pit are a bizarre bunch with strange powers and unusual slaves. Normally, the People of the Pit venture away from their pit only to hunt for food or to capture natives (Moredhel, Llarna, and Hairy Ones only, they leave the Xalu alone) to sacrifice to their god. When they encounter other humans they will be cautiously friendly. They will cooperate, exchange information, and even trade if the strangers wish. (They always carry a supply of Helden stones as trade goods). Under certain circumstances the People of the Pit will initiate combat. The most frequent circumstance is when strangers insult or mock their religion. This includes all derogatory comments about the headless slaves or the missing fingers, arms, and legs. It should be noted that Llarna guides are quite unreliable when it comes to dealing with the People of the Pit. A Llarna guide will inform the characters that the People of the Pit are real nasty types who must be attacked on sight. If necessary the guide will initiate combat on his own counting on the characters to back him up once things get started.

Werals: Number = 3d6

Weral parties used to enter the Sunken Lands only in search of new types of trees and resins. However, in recent years the Werals' financial instability and the declining mentality of the family leadership has led to an increase in the numbers and types of Weral financed ventures. These days, Weral parties can be found on all sorts of missions. It is commonly thought in Jonril that anyone with a crackpot idea relating to the Sunken Lands can get Weral assistance in outfitting an expedition. As the Sunken Lands is a pretty crackpot place, this policy may yet work out alright. Weral parties will react to the characters in a variety of different ways depending on who is in charge of the Weral party and why they are in the Sunken Lands. Weral parties looking for trees and resins will usually be friendly, but reserved. Other groups might do anything from attacking the characters as spies to attempting to recruit them with a long, fanatical speech.

Zolans: Number = 3d6

The Zolan groups are the most tightly controlled and organized of the house sponsored Sunken Lands expeditions. Each Zolan party has a specific purpose and destination (except for exploration parties which do not, of course, have a specific destination). Zolan parties will be businesslike in all respects. They will not give the characters any useful information (although they may sell them information) nor will they go out of their way to cooperate with them. They will, of course, render emergency assistance. Some Zolan parties (5%) will be on their way out of the Sunken Lands with a significant number of valuable gems. These groups will be extremely leery of strangers. They will try to avoid them and, if that is not possible, they will get rid of them as soon as possible. It should be noted that the Zolans have recently started including magicians in many of their Sunken Land ventures.

Human Motivation Chart	
d%	Motivation
01-06	Animal Trapping
07-08	Banditry
09-11	Crocodile Hides
12-20	Exploration
21-33	Gems
34-38	Herbs
39	Hiding Out
40-41	Purple Hunt
42-44	Quest
45-47	Resins
48-55	Spices
56-60	Spider Silk
61-63	Trade with the Ishapians
64-73	Trade with the Llarna
74-75	Trade with the People of the Pit
76-90	Tree Hunting
91-00	Roll Twice

Whenever a party of humans is encountered (other than the Ishapians, the People of the Pit, or Loggers) the Gamesmaster may elect to use this chart to determine why these people are in the Sunken Lands.

These motivations are intended only as guidelines for the Gamesmaster. Also, they are not entirely deterministic. A group of people looking for Giant Spider Silk will certainly not ignore a large deposit of valuable gems. Additionally, sometimes the chart will yield a result which the Gamesmaster doesn't think is at all logical. When that happens the Gamesmaster should re-roll (ignoring rolls above 90) until he comes up with a valid motivation. Optionally, the Gamesmaster can simply pick a mission.

Some encounters have Guide (G=?), Geologist (GL=?), or Botanist (BT=?) ratings in the descriptions. These are rough estimates of the particular skill which should be present in such a party. The Gamesmaster should modify them as he sees fit.

Explanation of Motivations:

Animal Trapping: This group is in search of rare and exotic animals. They will be accompanied by several mules loaded down with animal cages. ($G=3d20\%$)

Banditry: These folks are in the Sunken Lands to take what they can get from other humans. They will always attack from ambush. Kilranes and Zolans will never have this occupation. Bandits will only be found in the High Meadows, Upper Jungle, South Mountains, Mid-ridge, and South Swamp regions.

Crocodile Hides: These people are out to get Giant Crocodile hides. These groups will tend to include a goodly number of tough fighting men. Crocodile hide parties will not be found in the mountains, Cliff Face, or Upper Jungle regions. ($G=3d20\%$)

Exploration: This group is out to map and explore the Sunken Lands. They are not looking for anything in particular. ($G=3d20\%$)

Gems: These folks are looking for gems. Kilrane parties will never have this motivation. ($G=3d20\%$, $GL=d\%/2+20$)

Herbs: These people are looking for valuable herbs. They will never be found in the Cliff Face region nor will Weral or Zolan parties have this motivation. ($G=3d20\%$, $BT=d\%/2+25$)

Hiding Out: This group is on the lam from the authorities. Which authorities and why they have chosen to hide out in the Sunken Lands is left to the Gamesmaster to determine. This group is more likely than most to attack without provocation.

Purple Hunt: These brave people are hunting the dreaded purple. Purple hunting parties usually consist of at least ten well-armed fighters. ($G=3d20+10\%$)

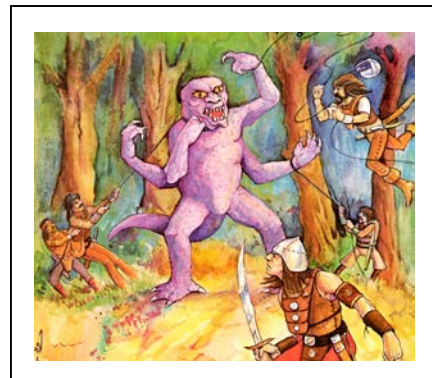
Quest: These misguided fools are on some sort of quest. Whether the quest is self-imposed, religious, or magically compelled and whether the quest is the slightest bit rational or attainable is left to the Gamesmaster. Kilrane and Zolan parties will never have this motivation.

Resins: The group is looking for the valuable resins which can be found in some of the trees of the Sunken lands. They will not be found in the Cliff Face region and Kilrane and Zolan groups will never have this motivation. ($G=3d20$, $BT=d\%/2+30$)

Spices: These people are looking for spices. They will not be found in the Cliff Face region and Zolan and Weral groups will never have this motivation. ($BT=d\%/2+40$)

Spider Silk: This party is looking for Giant Spider webs. They will not be found in the Cliff Face region.

Trade with the Ishapians: This group is planning to travel to the Ishapian Enclave and trade. They will have several horses and mules to carry their trade goods. If they are on their way to the Ishapians they will be carrying exotic foods, some books, steel weapons, and other stuff of possible interest to the Ishapians. If they are on their way home they could be carrying almost anything but a few Midel stones are almost inevitable. Kilrane groups will never have this motivation. ($GL=d\%/2+20$)



Trade with the Llarna: These people are planning to trade with the Llarna. They will usually be accompanied by mules and horses carrying bronze weapons and other trade goods. The members of the group will be equipped with bronze weapons and will carry little, if any, iron or steel. At least one member of this party will speak the Llarna's language. These groups are not found in the Cliff Face or Deep Jungle regions.

Trade with the People of the Pit: This group is hoping to locate and trade with the People of the Pit. They will be well armed and fairly powerful. Their primary trade goods will be slaves but they will also have weapons, exotic foods, cloth and clothes, and other human comforts not normally available in the Sunken Lands. These groups will not be found in the Upper Jungle, South Swamp, or Deep Jungle regions.

Tree Hunters: Tree Hunters can only be found in the High Meadow or the Upper Jungle regions. They are always on the lookout for valuable stands of trees whose location they can sell to the Werals. Zolan and Kilrane groups will never have this motivation.
($B = d\%/2 + 30$)

Roll Twice: The Gamesmaster should roll twice more (ignoring any further rolls of 91-00). This party has two major motivations.

INSECTS ENCOUNTER TABLE									
INSECT	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Ants	-----	01-12	01-04	01-12	-----	01-02	-----	01-02	01-09
Bees	-----	13-20	05-32	13-24	01-18	03-10	01-18	03-05	10-21
Butterfly	-----	21-33	33-56	25-45	-----	11-18	-----	06-25	22-36
Centipede	01-12	34-46	57-60	46-54	19-36	19-20	19-37	26-30	37-42
Flies	13-38	47-66	61-72	55-69	37-63	21-32	38-64	31-40	43-70
Gnats	-----	67-68	73-76	70-72	-----	33-52	-----	41-50	71-73
Mosquitoes	-----	69-74	77-80	73-78	-----	53-72	-----	51-75	74-79
Moths	39-76	75-82	81-92	79-87	64-00	73-78	65-00	76-82	80-91
Wasps	77-00	83-94	93-00	88-96	-----	79-84	-----	83-98	92-97
Worms	-----	95-00	-----	97-00	-----	85-00	-----	99-00	98-00

Like any other hot and wet region the Sunken Lands swarm with insects. Most encounters with insects are basically meaningless and will be ignored; only those insect encounters which can, for better or worse, significantly affect the characters are included. The Gamesmaster should frequently remind players of the presence of the harmless insects.

Insects present a significant problem for the GM. The vast numbers of insects are all but impossible to deal with on an individual basis. For example, a bee hive contains thousands of bees which could attack a character. Instead of attempting to account for each bee attack it is assumed that there will be an upper limit of damage a character can suffer each combat round. This damage is given in the descriptions of the appropriate encounters.

Ants: There are two major varieties of ants in the Sunken Lands: Army Ants and Stinging Yellow Ants. The former are found in many parts of the world while the latter are unique to the Sunken Lands. To determine which type of ant has been encountered and in what sort of situation, roll on the Ant Encounter Chart.

ANT ENCOUNTER CHART	
d%	Situation
01-50	Army Ants on the march
51-65	Army Ant Nest
66-90	Stinging Yellow Ants
91-00	Stinging Yellow Ant nest

Army Ants on the March: Number Appearing = 10,000 x 1d10; MV=90; Max Dmg/Rnd = 2d6

Army Ants cannot be combated effectively by normal means, though a wall of fire (lit brush, poured petroleum, etc.) can slow them down until 1d6 minutes after the fire is out. They travel as a group in a five foot wide column. Each 1,000 ants occupies a 1 by 5 foot stretch of ground. They do not deviate from the column for any non-lethal obstacle. They will even

form ant bridges to cross water if distance and water flow do not make this impossible. They usually even ignore food only a few feet to the side of the column. However, anyone foolish or unfortunate enough to find themselves in the midst of an Army Ant column will be attacked and overwhelmed 60% of the time. Such victims will be completely devoured in 1d6 minutes (suffering 2d6 points of damage each combat round) unless dragged to safety. Once dragged clear of the column, some ants will remain on the body and continue to attack doing 1d6 points of damage each round. This damage will continue until all the ants are removed. Removing the ants requires the assistance of the character's friends who may each attempt to remove ants once per combat round. Each has a 25% chance of successfully removing ants and it requires two successful removals to eliminate all the ants. No more than four characters may attempt to remove ants from one person at the same time.

Army Ant Nest: 100,000 x 2d20 ants. Max Dmg/Rnd= 2d6

An Army Ant nest is a large mound up to six feet in height and 12 to 20 feet across. Only a small number of ants are outside the nest under normal circumstances between "marches". For every five minutes a character remains near the nest there is a 10% cumulative chance that the ants will be alarmed and attack (10% the first five minutes, 20% the second, 30% the third, etc. to a max of 80%). The ants will always attack if the nest is disturbed. If the ants do attack they will do so by emitting a column of ants (see above). This column will pursue the characters (or one particular character if they split up) for 3d6 hours or until the character has been caught and consumed. Army Ant nests do not contain any treasure.

Stinging Yellow Ants: Number = 20 x 1d10; MV=80; Max Dmg/Rnd=5d6

Stinging Yellow Ants are large (one inch long), bright yellow ants. They are constantly hungry and always looking for food which from their point of view includes anything organic, large or small, dead or alive. These ants attack by crawling onto their victim's body and into his or her clothes. Once on the body, **each** ant automatically bites for 1 point of damage per combat round. They will continue to bite until they or their victim dies. The ants are easy to kill simply by crushing them but it does take time. Each person will be able to kill only 1d6 ants per combat round. They may be more quickly burned off with candles or torches (with the victim taking appropriate flame damage) or washed away by submersing the ants in water (Victim must dive under waterfall, pond, lake, etc., not just wash with water from water skins, canteens, jugs, etc.). Note that Stinging Yellow Ants are misnamed. They have no sting, only their painful bite.

Stinging Yellow Ant Nest: Max Dmg/Rnd=5d6

A Stinging Yellow Ant nest is similar in size and shape to that of the Army Ants. There will always be 30 x 1d6 ants wandering around outside the nest. There is an effectively unlimited number of ants inside. The ants outside the nest will attack anyone who comes within 25 feet. The ants inside will only attack if the nest is disturbed. The nests of Stinging Yellow Ants are rumored to contain gold, which, in fact, they do. Unfortunately, the gold is mixed in with dirt and other debris and separating it out is not easy. In case the characters wish to cart the dirt out of the Sunken Lands each pound of dirt contains 4 gold pieces worth of gold. Each nest contains 20d10 pounds of worthwhile dirt, which can only be collected after some clever method of disposing of the ants is employed.

Bees: Max Dmg/Rnd=2d10

There are two major types of bees found in the Sunken Lands: Honey bees and Devil bees. To determine which type of bee is encountered and in what situation, roll d% and consult the **Bee Encounter Chart**.

BEE ENCOUNTER CHART	
d%	Encounter Type
01-44	Honey Bee Group
45-60	Honey Bee Swarm
61-68	Honey Bee Hive
69-88	Devil Bee Group
89-93	Devil Bee Swarm
94-00	Devil Bee Hive

Honey Bees is a catchall category for the various common bees found throughout the world. They are not hostile if left alone, but if attacked can do 1 point of damage for each 10 stings.

Devil Bees are a completely different species. They are unusually aggressive and they always attack if they are bothered or threatened. Each bee is able to sting once for one point of damage. Large numbers of bees will divide their attacks among those enemies present more or less equally. The maximum damage per round from bees is 2d10. In addition to the points of damage, Devil Bees inject a dangerous venom into their victims. For each Devil Bee sting a person suffers there is a 2% chance of dying after 1 hour of intense pain. *Example: Kolton is stung by 14 Devil Bees. He has a 28% chance of dying from these stings.*

Honey Bee Groups consist of 1d20 bees. These bees will ignore the characters unless they attack or frighten the bees, in which case they will attack individually.

Honey Bee Swarms consist of 10 x d% bees. They will also ignore the characters unless they blunder right into the midst of the swarm. There is generally a 10% chance of this happening inadvertently.

Honey Bee Hive represents just what it sounds like. There will always be 10d10 bees flying about outside the hive and practically an unlimited number of bees inside. They will attack if the hive is touched or disturbed. Otherwise they will only attack on an individual basis if bothered. Honey can be robbed from a regular bee hive by smoking the hive and rendering the bees dormant (see below).

Devil Bee Groups consist of 1d20 bees. There is a 75% probability they will attack any creature, dog size or larger.

Devil Bee Swarms consist of 20 x 1d10 bees. They will nearly always attack (90% probability).

Devil Bee Hives will have 10 X 1d10 bees buzzing around outside and an effectively unlimited number inside. The bees outside will attack 90% of the time. The ones inside will emerge and attack if the hive is disturbed.

Running Away: When a character is attacked by bees there is no obligation to stand still and be stung to death. Running away is always a viable option. If a character chooses to run, he will continue to be stung by bees for 1d6 combat rounds but at only half the maximum rate of damage (1d10 stings per round).

Bee Honey: One of the more valuable resources of the Sunken Lands is the honey made by Devil Bees. Unfortunately, the bees do not appreciate the popularity of their honey and will attack anyone who tries to obtain it. Normally this will result in the intruder being

stung 2d10 times per combat round until he gives up or dies. Smoking the hive using properly oil-soaked rags will not render the bees dormant, but will make them sluggish, reducing the attacks to 1d4 per round. Anyone having grown up on a farm, or in a forested area (FORESTERS, Forest Hunters, Farmers, etc.) will know with some certainty (roll under LOGIC) how to smoke a hive correctly. Improperly smoking a hive can fire the hive, destroying all the bees and honey, or enrage the bees to a swarming attack frenzy. The proper clothing will reduce the damage somewhat but the best way to safely obtain the honey is by possessing an "Insect Amber" (see "Gems and Stones"). Each hive contains 12d6 pounds of honey. Devil Bee honey is worth 50 gold pieces per pound in Jonril. Regular bees also produce honey but it has no special value and is not worth the trouble to remove it from the Sunken Lands.

Butterflies: The Sunken Lands are the home of many varieties of butterflies, most of which are found nowhere else in the world. None of these butterflies represent any sort of threat or danger to the characters. Instead, a butterfly encounter indicates that the characters have seen one or more butterflies which appear interesting. The characters may attempt to capture one or more specimens. If they possess nets or other equipment, this will be no problem, otherwise it is up to the Gamesmaster to determine if they succeed. On capturing a butterfly, the characters may preserve it for later sale to a collector, for which collectors will pay 1 GP per butterfly. Improperly preserved butterflies may still be sold for any intrinsic value in perfumes, spices, etc. To determine the number of butterflies captured, roll on the chart below. To add atmosphere, the Gamesmaster should create distinctive descriptions for each type of butterfly.

NUMBER OF BUTTERFLIES CAPTURED CHART	
d%	Number of butterflies
01-20	1
21-80	1d6
81-95	5d6
96-00	d%

The above numbers represent the maximum number the characters may capture with the proper equipment. If the characters wish to locate the same type of butterfly a second time, they must return to the location of the first sighting and begin a search. The search has a base 25% chance of success, but the chance rises to 50% if a guide is present who knows the area.

BUTTERFLY VALUE CHART	
d%	Value of butterflies
01-80	None
81-95	Maybe, with enough samples
96-00	Valuable

To determine the value of a butterfly, the characters must take at least one specimen to an expert for evaluation. The charge is 2 GP per butterfly examined, and the process destroys the butterfly.

None: This type of butterfly is of no special value.

Maybe: This type of butterfly may have useful properties, but two more specimens are needed to be sure. If the characters can produce the additional specimens, they should re-roll on the Value Chart, adding 30% to the die roll. Results greater than 100 are treated as 00. The characters must provide another two specimens if another Maybe is rolled--but

remember to add in the 30%. If the characters have no extra specimens, they must return to the Sunken Lands to obtain them.

Valuable: This type of butterfly is of some value. Each specimen (not including those tested) may be sold for 3c10 GP. The price remains constant for all butterflies of a given type.

Centipedes: There are a number of centipede and centipede-like creatures in the Sunken Lands. Only one is of interest, the Spotted Green centipede. 50% of all centipede encounters are with Spotted Green centipedes. The rest are with harmless centipedes. An encounter with a Spotted Green centipede indicates that one character (selected at random) in the party has been unfortunate enough to have one of these centipedes crawl onto his body. The chance of noticing the centipede before it bites is the character's Observation Roll (unless your game system has a more relevant characteristic). If the character is sleeping the centipede will not be noticed. The bite is painless but it injects a deadly poison. The chance of surviving the bite is the character's Stamina as a percentage. The only symptom of the bite is a fever which gradually increases until it reaches its peak 2d6 hours after the bite. At that time the character dies (or the fever breaks leading to a rapid recovery -- depending on if the Stamina roll was made successfully). **Note:** The effects of a centipede bite are sometimes confused with the dreaded Sunken Land fever. They are not the same thing.

Flies: Flies are a nuisance encounter only. They carry no disease. They do not attack and they are not poisonous or useful. They are included on the encounter chart only because they are widely suspected of carrying the dread Sunken Land Fever. They don't. Investigators studying the problem will pay 1 copper per fly (preferably living) for up to 100 flies.

Gnats: The Gnats of the Sunken Land are the unsuspected carriers of the dreaded Sunken Land Fever. 25% of all Gnat groups encountered will be infected with the disease. When encountered, Gnats will cluster around the characters, flying into their eyes, noses, and mouths, etc. They do not actually attack so Gnats which are not infected are completely harmless. The dreaded Sunken Land Fever is transmitted though the mouth. Characters contract the disease by swallowing one or more infected Gnats. If a character attempts to spit out any Gnats which get into his mouth he will have a 75% chance of successfully doing so and thereby avoiding exposure to the disease. Otherwise any character who swallows infected Gnats will contract the disease. The disease comes in two forms. The mild form is more common and occurs 60% of the time. It involves a fever of up to 105 degrees within 4 hours. The fever lasts 1d6 days. During that time the victim is totally exhausted and unable to do anything but rest and sleep. At the end of the period the victim recovers almost immediately and shows no further ill effects. The more serious form of the disease, which occurs 40% of the time, is usually fatal. Its fever is milder (reaching only 102 degrees, within 6 hours) and it lasts for only 1d6/2 days. However, a victim of this form of the disease must roll less than or equal to half his Stamina, to a maximum of 85%, (or Constitution x 2% on d% if using 3d6 system) or he will die during the course of the disease. Furthermore, should he survive he will usually (80% chance) suffer relapses at intervals of 1d10 years. The relapses are of equal intensity to the original infection except that the chance of surviving increases to his Stamina.

The various authorities in Jonril are eager to discover the cause and cure for the dreaded Sunken Land Fever. Anyone who proves conclusively that it is carried by Gnats will be rewarded with 5,000 gold pieces. Anyone who discovers a cure will receive 10,000 gold pieces.

Mosquitoes: There are three types of Mosquitoes commonly found in the Sunken Lands: small, large, and giant. To determine which has been encountered roll d% and consult the Mosquito Encounter Chart.

MOSQUITO ENCOUNTER CHART	
d%	Type
01-60	Small
61-90	Large
91-00	Giant

Small Mosquitoes are commonly found throughout the world anytime there is a warm, wet climate. They will always attack any warm blooded living creature. They attack in large clouds which land and begin biting and sucking blood. Although on an individual basis their bites are negligible, a large number of bites can hurt a lot. It is assumed that the characters will be smart enough not to stand still and allow themselves to be eaten alive by the mosquitoes. When small mosquitoes attack the characters should keep moving, slap at the bugs, and get out of the infested region as quickly as possible. If they do so promptly they will each take only 1 point of damage.

Large Mosquitoes: Number Appearing=2d10; DMG=1d6/2; HTK=1; LVL=1

Large Mosquitoes are found only in the Sunken Lands. They are fist sized and always hungry. They will attack any animal or creature larger than a small dog. Once they have successfully hit a victim they attach themselves and continue to drain blood at a rate of 1-2 points of damage per round for two additional rounds. They are then sated and fly off.

Giant Mosquitoes: Number Appearing=2d6; DMG=1d10; HTK=18; LVL=3

Giant Mosquitoes stand nearly 5 feet tall with a wingspan of over 20 feet. They are one of the most feared menaces of the Sunken Lands. The very sight of a flock of these creatures hovering in the distance is enough to frighten even the bravest of adventurers. This reputation is undeserved. Giant Mosquitoes will rarely attack anything as small as a human being. Even when attacked themselves they will usually fly away rather than fight back.

Moths: 95% of all Moth encounters should be treated in the same fashion as Butterfly encounters. The remaining encounters are with a special breed of Moth which is attracted to iron. If the players encounter this type of Moth and if they are carrying anything with a high proportion of iron (including steel weapons) they will find themselves swarmed over by these moths. Once this happens the players are more or less unable to do anything except flail about until they manage to get rid of the moths. The only two logical methods which suggest themselves are:

1. Get rid of the iron. The problem with this method is that it may leave the characters unarmed and unarmored in the midst of the Sunken Lands. Furthermore, the characters may never figure out that it is their iron which is attracting the Moths.
2. Hide from the Moths. This might be done by going underwater or by standing out in the middle of a rain storm. In the Sunken Lands rain storms occur often enough so that this method might be adopted by chance.

While beset by Moths, the characters operate at a severe disadvantage. They fight at -3 to hit and all their Observation skills are reduced to **5%**. The Gamesmaster may wish to add additional penalties.

Wasps: To the casual observer, the Wasps of the Sunken Lands are indistinguishable from Devil Bees (see above). However, Wasps are less likely to attack without provocation. To determine how Wasps are encountered consult the **Wasp Encounter Chart**.

WASP ENCOUNTER CHART	
d%	Encounter
01-85	Group
86-90	Swarm
91-00	Nest

A **group** of wasps contains 1d20 wasps. They will not attack unless disturbed.

A **swarm** of wasps contains 10d% wasps. These swarms **will** attack intruders only 25% of the time. They will always attack if they are disturbed.

Wasps **nests** have 10d10 wasps buzzing around outside and an effectively unlimited number inside. There is a 15% chance the wasps outside will attack anyone who approaches the nest. Otherwise they will only attack if the nest is disturbed. Wasp nests contain no useful honey. However, they are made of a paper which is valued by wizards. Each nest can be sold for 500 gold pieces in Jonril. It is, of course, all but impossible for anyone not equipped with an Insect Amber (see Gems and Stones) to successfully remove a wasp nest. Note that most of the rules and instructions concerning bees also apply to wasps.

Worms: Number Appearing=2d6; DMG=1d6; HTK=3; LVL=3

Worms are, of course, not insects. They are included with the Insect encounters because they seem to fit here better than anywhere else. The worms covered by this encounter are not the standard harmless earthworms found throughout the world. They are, instead, a dangerous variety found only in the Sunken Lands, the **Sunken Lands Blood Worms**. These worms live only in damp moist region, particularly in pools of dirty water. They appear harmless enough until they come into contact with living flesh. They then attack. Once a worm successfully hits its victim it will attach itself and continue to do 2 points of damage each combat round. Once attached it is impossible to remove a blood worm except by killing it. Unfortunately, Blood Worms attach themselves so closely that any damage done to them is also done to their victim. Unlike mosquitoes Blood Worms will never be sated except by the death of their victim.

MONSTER ENCOUNTER TABLE									
MONSTER	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Cliff Horror	01-32	01-02	-----	-----	01-15	-----	-----	-----	-----
Dread Red Feeder	33-36	03-14	01-10	01-08	16-20	01-14	01-05	01-10	01-10
Enemy Beast	-----	15-24	-----	-----	-----	15-26	-----	-----	-----
Giant Spiders	-----	25-36	-----	09-20	21-25	27-32	-----	11-15	11-30
Giant Spitting Cobra	37-48	37-40	11-20	21-28	26-30	33-38	-----	16-25	31-38
Gorbles	49-52	41-48	21-30	29-36	31-35	39-40	06-10	26-35	39-48
Goroulyas	53-56	49-56	31-40	37-44	36-40	41-42	11-20	36-45	49-58
Marsh Manglers	-----	-----	-----	-----	-----	43-62	-----	46-55	-----
Purple	57	57	41	45	41-50	63	21-32	56	59
Slimes	58-64	58-70	42-55	46-56	-----	64-77	-----	57-75	60-68
Starge's Moles	65-76	71-74	56-69	57-68	51-73	78-79	33-64	76-77	69-72
Stingwing	77-92	75-82	70-89	69-84	74-94	80-87	65-94	78-87	73-82
Thunderhoof	-----	-----	90-98	85-88	-----	-----	-----	-----	83-84
Woodsmasher	93-96	83-88	99-00	89-92	95	88-90	95	88-90	85-90
Zene Beast	97-00	89-00	-----	93-00	96-00	91-00	96-00	91-00	91-00

Monsters are a specific category of creature which is not particularly distinct from animals except in terms of their generally larger size and more hostile behavior. This is not to say that monsters will always attack, just that they are very likely to do so. Under certain circumstances some Monsters will refrain from attacking in order to pursue other more pressing motivations. Such factors are discussed in more detail in the various Monster descriptions below.

Cliff Horrors: 1-2 /7 /6d8 /N /6 CLAWS; 1 BITE /1d4; 1d6 /210 /- /*

The Cliff Horror is a rock-colored lizard-like creature with numerous legs, each ending in extraordinarily sharp claws. Cliff Horrors reside primarily in the Cliff Face region of the Sunken Lands. Cliff Horrors are carnivores who will attack and eat anything that moves. They will retreat if badly wounded but once they taste blood they will almost always (75% chance) fight to the death. When two Cliff Horrors are encountered they will be a mated pair. If one is killed the other will automatically fight to the death with a +4 to hit due to its anger and ferocity. If the area around a Cliff Horror encounter is searched carefully there is a 5% chance of finding 1d6 Cliff Horror eggs. These eggs are 4 inches long and weight two pounds each. They are edible but the characters would be better off selling them in Jonril. The first egg can be sold for 500 GP while each of the others will bring only 100 GP. If kept in a warm environment the eggs will hatch in 1d10 weeks and miniature, but vicious, Cliff Horrors will emerge.

Dread Red Feeder: 1-2 /2 /8d8 /L /1 BITE /2d6 /150 /- /

Dread Red Feeders are a very large rat-like creature covered by a thick coat of mangy red hair. They are invariably hostile and will attack anything dog size or larger. However, they will

usually (90% chance) be satisfied with one victim if the victim's friends leave the body behind to be eaten. Whenever possible Dread Red Feeders attack by dropping on their victims from above. Once their bite hits they fasten on, ripping and chewing until the victim dies. This means that after they once hit successfully, they will automatically score 2d6 points of damage each combat round until they or their victim is dead. The victim is -4 to attacks and others of the party will be +2 to attacks against an attached Feeder with a 20% chance each hit also hits the victim.

Enemy Beast: 1 /6 /10d8 /L / 2 CLAWS /2d10 /270 /+4 to hit /

On an individual basis the Enemy Beast is the most feared monster of the Sunken Lands. It is humanoid in shape and stands up to 20 feet tall. They are covered with a crusty brown skin, pieces of which are constantly flaking off. Enemy Beasts have a rudimentary intelligence which manifests itself primarily in their unrelenting hatred for all other humanoid forms of life. The very sight of such a being drives them into a murderous fury. In combat Enemy Beasts wade into their enemies swinging their huge fists. They are +4 to hit due to their strength and ferocity. Enemy Beasts are rare for two very good reasons: they are hunted by the Xalu and they frequently attack each other.

Giant Spiders: varies /6 /3d8 /N /1 BITE /1d8 /270/save versus poison or be paralyzed /* Giant Spiders are one of the most sought after monsters of the Sunken Lands. Although they are fairly dangerous, they are also quite useful. The silken thread they use to spin their webs and tie up their food is used by humans to make high quality cloth, rope, as a foundation for specialized armor, etc. Each web contains 5d20 pounds of thread (but never less than 20). Each pound of thread is worth 100 GP. When Giant Spiders tie up a human-sized victim they use 3-5 pounds of thread. Giant Spiders will always attack unless they are outnumbered. If they are defending their web they will attack even then. Their normal combat strategy is to select one or two targets from among their opponents and swarm around them while ignoring the others. When the target succumbs to the effects of the poison one spider remains to wrap up and cart off the victim while the others move on to attack other targets. As a result adventurers sometimes find themselves in the position of having defeated the spiders but having lost (literally) several members of the party in the process. Giant Spider poison is a powerful paralyzing agent. Anyone bitten by a Giant Spider must make two saving throws versus poison. If he fails both, he falls into a deep coma from which he will never emerge without magical or expert healing assistance. If he fails only once, he will be paralyzed for 1d6 days. Should the character make both saving throws he suffers only a temporary nausea lasting 1d6 hours during which time he is -1 to hit in combat. These effects occur within 1d6-3 minutes (0=immediately).

GIANT SPIDER ENCOUNTER CHART	
d%	Encounter Type
01-10	Old Web
11-20	Empty Web
21-30	Occupied Web
31-80	Small Group
81-00	Large Group

Encounter Chart Explanations

Old Web (0 Giant Spiders): This is an old web which is no longer in use. The spider thread may be gathered up freely without danger.

Empty Web (2d8 Giant Spiders): An empty web appears to be much the same as an old web but it is not. It is still in use, but the Giant Spiders using it are simply not in plain sight. Unless they are spotted first (which requires a successful Observation Roll by a character who has announced that he is looking around carefully for spiders) they will attack with surprise. Each of the spiders drops onto a different target (doubling up only if necessary) and bites. The spiders get one free round of attacks before normal combat starts.

Occupied Web (5d8 Giant Spiders): This is a web much like the others except that it is occupied by numerous Giant Spiders in plain sight. When the characters come into view the spiders will attack (no surprise).

Small Group (2d8 Giant Spiders): This is a small group of spiders away from their web. They will attack only if they outnumber their opposition and they will be satisfied with bringing back only one or two victims. As soon as two victims have been bound and carried off, the remaining spiders will scatter in all directions.

Large Group (5d8 Giant Spiders): This group of Giant Spiders is out to bring back all the food they can. They will fight until the remaining spiders are outnumbered.

Finding a Spider's Web: If, for some reason the characters want to locate a Giant Spiders' web after encountering a group of spiders they may attempt to do so. The attempt requires a search of the surrounding area which can last up to four or five days. The first day the chance of finding the web is 40%, but the chance drops 10% each day. The presence of a guide allows an additional roll each day. If the d% is less than the Guide's rating, the web was found. Victims carried off by Giant Spiders will be dead and eaten in 1d8 days.

Giant Spitting Cobras: 1-2 /2 /5d8 /L /1 BITE; 1 SPIT /1d6; Blindness /180 /- /*

The Giant Spitting Cobra ranges in length from 15 to 25 feet. When angered or threatened it can spit its poisonous venom up to a range of 40 feet and as often as 20 times a day. The hit probability for this spitting attack is (on a 20-sided die) 12 or better at up to 15 feet, 15 or better from 16 to 30 feet, and 18 or better from 31 to 40 feet. A successful hit requires the target to save versus poison or go permanently blind. If the target saves, he will take 1d8 damage. If pressed, Giant Spitting Cobras will also bite their enemies. The bites do 1d6 damage and also inject poison. Failure to make the saving throw here results in death (40% chance) or paralysis (60% chance) in 1d8-3 minutes.

Gorbles: 4d6 /3 /1d4 /S /4 CLAWS; 1 BITE /1d4; 1d6 /360 /If no claw, no bite /
Gorbles are small four-armed (2 legs) semi-simian creatures with long talons and fangs. They are about the size of a earth chimpanzee and about as intelligent as well. They can have green, brown, or yellow skin, but their hair is invariably a light sandy color. Gorbles are carnivorous and usually very hungry. Normally they attack only smaller creatures but they will go after humans if they outnumber them by at least 2 to 1. Trapping Gorbles is difficult because they tend to chew through any ropes or cables used to bind them. However, they are quite valuable if brought out of the Sunken Lands alive and healthy. Each can be sold for 500 GP in Jonril.

Goroulyas: 1d4 /4 /5d8 it /2 CLAWS; 1 BITE /1d8;2d6 /270 /If no claw, no bite /
Goroulyas are basically large Gorbles. They are also four-armed (with 2 legs) but they are about the size of a large bear. Goroulyas are extremely vicious. They attack on sight and fight to the death. Like Gorbles, Goroulyas have light sandy fur and their skin can be green, yellow, or brown. However, unlike Gorbles there is no market for them as they are far too dangerous to keep safely in even the strongest cage.

Marsh Mangler: 1d4 /7 /10d8 /L /4 TENTACLES /1d8 /150 /constriction on a hit of 19-20 /
Marsh Manglers live under brackish water in swamps and marshes. They are believed to have originated in the Sunken Lands at the time of the Great Upheaval but they can now be found all over Midkemia. No one is sure how they managed to spread as they are not migratory. Manglers generally lurk just below the surface of the water attacking those creatures who come within 20 feet of the shore. Although Marsh Manglers are invariably hungry and hostile, they do have to sleep, so they only attack 60% of the time, unless their water is disturbed. While attacking, Marsh Manglers grab and constrict on a roll of 19 or better doing an additional 2d8 points of damage. Once they have hold of someone they drag them into the water. This occurs on the same round as the hit, and the victim will drown in 1d4+2 minutes thereafter. Once a victim has been grabbed by a tentacle, the only way to free him is by severing the tentacle. Each tentacle takes 10 points of damage (and this damage is not subtracted from the creature's overall HTK) from edged weapons only. The bodies of Marsh Manglers are large and baglike and usually kept out of sight below the surface of the water. This makes them difficult to fight. The best way to deal with Marsh Manglers is to avoid them by running away from the water.

Purples: 1-2 /4 /7d8 /L /4 CLAWS; 1 BITE /1d6; 1d10/360 /If no claw, no bite /
Purples are large bluish-purple creatures. They have four arms and long, sharp fangs. (One can be seen on the cover of this product.) They are extremely dangerous and hostile but they will rarely (10% chance) willingly fight to the death. Instead they will try to run away once they have suffered more than 50% damage. In combat Purples usually wade in swinging their four arms but if the opportunity presents itself Purples will toss small boulders (doing 3d6 damage) at their enemies. They can throw one boulder per round as per a crossbow at -2 to hit. When two Purples are encountered they represent a mated pair. If one of the pair is killed the other will fight to the death with +4 to hit on all attacks due to its anger and ferocity. 25% of the mated pairs will be accompanied by a cub who will not fight. However, the mere presence of a cub will cause the parents to fight at +4 to hit. If the parents are killed and the cub is captured alive it could be sold in Jonril for 500 GP. If, after examination, the purple turns out to be female, it can be sold for 5,000 GP. Purples are valued because they are the only known source of permanent, non-fading purple dye. An extremely concentrated substance is extracted from a pair of glands in the mature, female Purple. Humans, even experts, cannot tell a female Purple from a male without a close examination, possibly only after the creature is dead or unconscious. With the proper manipulation, one pair of glands will produce enough concentrated purple dye to color about 10 hooded cloaks. Believe it or not, this tiny amount sells for 10,000 GP.

Slimes: 1 /7 /see **Slime Size Chart** /see **Slime Size Chart** /ENVELOP /see individual descriptions /60 /-

Perhaps the strangest of the valuable resources of the Sunken Lands are the Slimes. These slimes are amorphous blobs of living flesh which live only in the wet areas of the Sunken Lands. These slimes are valuable because they have a tendency to concentrate valuable chemicals and minerals in their bodies. With the proper technique these substances can be extracted from the slime. Although they look very different, especially in size and color, the various Slimes are actually quite similar. Slimes start out their life as small blobs of flesh which split off from their

parent Slime. These small blobs weigh about twenty pounds each while the parent slimes weigh as much as 120 pounds. Slimes grow throughout their lives until they reach a maximum weight of 100 to 120 pounds. From then on all growth is transferred into producing new baby Slimes.

Slime Attacks: Slimes are carnivores who eat any and all flesh they can find. Their normal attack procedure is to flow along the ground until they find flesh, living or not. When they do they promptly envelope and digest it. Most of their nourishment comes from worms, insects, or the remains of other animals' kills but they are also willing to go after something alive and large if the chance presents itself. However, their slow rate of movement usually makes this difficult. Generally speaking Slimes only present a direct threat to humans if they are not noticed and a human accidentally steps in one or a slime encounters a human while they are sleeping. A Slime attacks by secreting an acidic corrosive which eats away at any flesh it comes into contact with. Their normal way to attack humans is by enveloping their legs and, if they are lucky, eating one away causing the human to collapse. In game terms, a Slime is considered to have eaten off a leg if it scores 6 or more points of damage in a single attack. As Slimes do 1d6 damage, they have a 1 in 6 chance of getting a leg each time they score a hit. Slimes are not intelligent and they will show no fear. Once a Slime senses flesh it will keep after it until it is all eaten or the Slime is dead or trapped.

Capturing Slimes: Capturing Slimes is not an easy task but with the proper technique it can be done fairly safely. In order to capture a Slime it is necessary to have a "Slime Pot". Slime Pots are large, clay pots equipped with handles for easy carrying and a secure, air tight lid. Their interior surface is coated with slick, nearly frictionless glaze. They are designed to securely hold Slimes for transport out of the Sunken Lands and back to Jonril. Slime Pots come in three sizes, each representing the maximum weight slime this size will hold: 40, 80 and 120 pounds, and are sold for 50 GP, 100 GP, and 300 GP each. Trapping Slimes is a fairly straightforward process. A hole is dug in the ground and a Slime Pot is placed in the hole. The Slime is lured into the pot and, voila, it is trapped. The problem is that this technique requires the presence of a Slime and Slimes are not all that common. Digging a hole in advance is not too practical because a Slime many never show up while digging one on the spur of the moment may take too long. Furthermore, in order to lure the Slime into the pot some sort of flesh bait has to be used. Frequently, the only bait able to keep the Slime busy while the hole is being dug and then to lure it into the hole is a living human being. Needless to say this is a dangerous job.

SLIME ENCOUNTER CHART	
d%	Range
01-30	Stepped In
31-65	Close
66-00	Far

Slime Encounter Chart Explanations:

Stepped In: A character, selected at random, attempts his Observation roll. If he fails he has stepped into a Slime. This gives the Slime an automatic hit on the character in the first round of combat (roll damage normally). If the character makes the Observation roll, treat this as a **Close** encounter.

Close: The characters have spotted a Slime moving about in their midst. It attacks.

Far: The characters spot a Slime in the distance. They can evade it easily if they wish and

the Slime is currently unaware of the characters.

SLIME SIZE CHART			
d%	Size	Weight (lbs)	HTK
01-25	S	20	2d6
26-30	S	30	3d6
31-35	S	40	4d6
36-40	S	50	5d6
41-45	M	60	6d6
46-50	M	70	7d6
51-55	M	80	8d6
56-60	M	90	9d6
61-65	M	100	10d6
66-70	M	110	11d6
71-100	L	120	12d6

:

SLIME TYPE CHART	
d%	Type
01-10	Green (with yellow)
11-20	Brown (dark)
21-40	Green (with brown)
41-55	Brown (light)
56-65	Olive Green
66-75	Yellow
76-90	Red
91-00	Other Slimes--used at Gamesmaster's discretion

Individual Slime Type Descriptions: Although a number of other types of Slimes probably exist these seven varieties are the best known and most frequently encountered.

Green with yellow splotches (DMG: 1d6): This Slime has a pungent sour taste which is considered a delicacy in Jonril. It is used in cooking as a flavor additive by many of Midkemia's best cooks. It is worth 20 GP per pound.

Dark brown--the color of dirt (DMG: 1d8): This is the most dangerous of the Slimes. It moves faster (MV: 130) and does more damage than any of the other common Slimes. This Slime is very acidic and, given time, it will eat through anything but gold and certain types of clay. This Slime is used in the making of certain powerful cleansing agents. It is worth 10 GP per pound.

Green with brown streaks (DMG: 1d6): This Slime is useless and is worth no more than 5 GP (total) as a curiosity.

Light brown with tiny black specks (DMG: 1d6): This Slime is used in the preparation of certain medicines which prevent or reduce bleeding. It is worth 20 GP per pound.

Olive Green (DMG: 1d6): This Slime is a major ingredient in one of the Weral family's best wood polishes. It is worth 15 GP per pound.

Yellow with brown spots (DMG: 1d8): This Slime is used as a food preservative. It is worth 5 GP per pound.

Light Red with brown and orange streaks (DMG: 1d6): This Slime is an important part of

the process of making easily enchanted steel. It is worth 30 GP per pound.

Starge's Moles: Adults: 1-2 /3 /3d8 /N /2 CLAWS; 1 BITE /2d6; 1d10 /150 /- / **Young:** 1d8-1 /2 /1d8 /S /2 CLAWS; 1 BITE /1d2; 1d3 /150 /Young are present only if there are two adults / Starge's Moles were first discovered and named by Jickil Starge, a famous early explorer of the Kingdom. The moles are semi-intelligent giant carnivores who can be found burrowing practically anywhere, even in rock. Their favorite hunting trick while near the surface is to burrow under a game trail waiting for a victim to appear (sensed by vibrations). When one of the middle members of a party steps on the weakened ground, the moles quickly collapse the remaining ground and the entire family of moles attacks. A family of Starge's Moles will be quite satisfied after killing one human if they can drag him off. They will not continue fighting, unless pressed, but will attempt to bury their victim so they may eat him at their leisure.

Stingwing: 1d4 /6 /(2d4/2)=1-4) /S /PECK /1 PLUS POISON /360 /* /

Stingwings appear to be small birds (5" body) with blood-red body and jet black wings, tail and beak. The eyes are bright blue. These birds have an extremely limited teleport ability (2 feet), accounting for their ability to pass doors and their apparent armor rating. They will not normally attack (90%) if unmolested, but if attacked first, they will immediately attack any creatures attacking them--leaving any others alone. This includes magical attacks. A successful attack scores 1 point of damage and injects a random poison into the victim. After one attack, the stingwing will leave that victim alone. They can be domesticated if captured very young, but due to their teleport ability, they are very hard to keep in captivity.

Sweet Beast: 2d6 /3 /2d8 /N /1 BITE /1d10 /360 /- /

Sweet Beasts are chocolate colored, warm blooded, pig-sized creatures who resemble giant caterpillars. They tend to travel in packs and hunt in an organized mutually supportive fashion. They use their speed to dart in and out among their foes in an effort to cut off, surround, and overwhelm one. Sweet Beasts are best known for the sweet pleasant taste of their meat. A live Sweet Beast can be sold for 20 GP per HTK while a dead one will bring half that if it is well preserved.

Thunderhoof: 1D6 /7 /6D8 it /HORN; TRAMPLE /1D10; 4D6 /270 or 420 when charging /- /*

The Thunderhoof is a large omnivore which resembles the Terran rhinoceros. It is feared because of its size, ferocity, and terrible charge. Thunderhoofs have very poor eyesight and can hardly see more than 40 yards, but they have an excellent sense of smell and extraordinary hearing. Thunderhoofs attack by angrily charging their enemies. Due to their solid build, massive head, and powerful, short legs, the charge is +4 to hit. If the charge attack hits, the character(s) are trampled underfoot for 4d6 damage. After passing by or over its target, the Thunderhoof will continue its charge a ways, turn around, and charge again. It will repeat this process as often as possible. Eventually, when forced to engage in melee, it will fight with its single, long horn. Thunderhoofs have a tough, thick skull which has the effect, in game terms, of cutting in half all damage scored on them from the front. Thunderhoofs are not innately vicious, but they are quick-tempered and will attack 80% of the time. If their first attack misses, there is a 75% chance they will break off the attack and keep right on going. If a group of Thunderhoofs attack, the chance of each one breaking off the attack is reduced to 50%.

Woodsmasher: 1 /5 /100+2d% /G /CRUSH /10d8 /300

The Woodsmasher is a large, amorphous blob resembling nothing more than a monstrously overgrown Slime. There are no more than a couple dozen Woodsmashers in the entire Sunken Lands. Some experts theorize that they are Slimes which continued to grow rather than producing offspring. Woodsmashers are not hostile so much as they are oblivious and unaware of smaller creatures. They do not out of their way to attack their victims, instead hitting them

only in passing. For more information see the Chart below.

WOODSMASHER ENCOUNTER CHART	
d%	Encounter Type
01-40	Path
41-60	Distance
61-85	Near
86-00	Attack

Path: The characters have come across a path left by a Woodsmasher. It is 10 yards wide and stretches off in the distance in both directions. The path itself is littered with broken branches, plants, and trees.

Distance: The characters hear signs of a Woodsmasher in the distance (although they may not know what they are hearing). It sounds like lots of twigs snapping combined with a strange slurping noise.

Near: A Woodsmasher is passing nearby. It sounds the same as in the distance encounter except that the noise is much louder. The characters might also catch glimpses of the creature.

Attack: A Woodsmasher is bearing down on the characters. The first sign is the distinctive noise which is growing louder and louder. If a character reacts promptly by running in the right direction (off to the side rather than towards or away from the noise) he will avoid trouble. Otherwise each character must roll less than or equal to his QUICKNESS (to a maximum of 85%) (or dexterity or equivalent x 5% on d% if using 3D6 system). A successful roll indicates that the character has dodged the Woodsmasher. A failure indicates that the character takes the full 10d8 damage. If the damage kills the character, he is assumed to be absorbed into the Woodsmasher's body and eaten.

Zene Beast: 1d6 /5 /4d8 /BITE; SPLAT /1d10; 3d6/270 /- /

The Zene Beast is a large frog-like lizard with pale blue skin. The Zene Beast gets around primarily by making long, low, quick leaps. If the Zene Beast finds itself in a position where it has to walk or swim its speed is reduced to 140. The Zene Beast will always attack humanoids on sight. If more than one Zene Beast is present they will pick out one (or two) victims upon which to concentrate their attack. The splat attack refers to the Zene Beast habit of jumping onto their opponents to initiate combat. If the attack hits, the victim takes the damage and is knocked to the ground. Zene Beasts cannot abide the touch of gold. Gold tipped or alloyed weapons do +2 points of damage per hit. Furthermore, the surest way to rout a Zene Beast is to toss a couple of gold coins down its throat. Under such circumstances the beast will yelp in pain and run off to die.



NON-HUMAN ENCOUNTER TABLE

NON-HUMAN	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Hairy Ones	01-40	01-15	01-45	01-10	-----	-----	-----	01-10	01-70
Llarna	-----	-----	46-90	11-60	01-20	-----	-----	11-80	71-80
Moredhel	41-80	16-90	-----	61-80	21-00	01-20	-----	-----	-----
Xalu	81-00	91-00	91-00	81-00	-----	21-00	-----	81-00	81-00

Hairy Ones: Hairy one encounters are hard to describe in a few words as the behavior of Hairy Ones is so unpredictable. In general, groups of Hairy Ones will be going about their business with no interest or concern for the characters. They will usually stop and talk if the characters wish, but where things will go from there no one can say. Large Hairy One encounters consist of 100 + d% members. These groups are serving some grandiose purpose and will usually ignore the characters unless they interfere with that purpose.

Llarna: Small groups of Llarna are usually travelers away from home for some reason. They will be cautious and timid. In fact, they will usually avoid humans completely. Large group encounters with Llarna indicate that the characters have found a Llarna village. These villages will only be located in the South Swamp, High Meadows, or Mid-ridge regions. For more information see the section on Native Villages below.

Moredhel: Moredhel parties will usually be hostile to the characters. If they are strong enough they will usually attack. If not, they will probably hide and avoid the characters. However, if the encounter occurs in or near the North Mountains region the Moredhel will consider the characters to be spies or invaders and they will take whatever actions are necessary to capture or get rid of them. Large encounters with the Moredhel are encounters with Moredhel villages. These villages are located only in the North Mountain region. The Moredhel want to keep the locations of their villages a secret, so they will make every effort to eliminate those characters who have stumbled across a village. For more information see the section on Native Villages below.

Xalu: Usually the Xalu remain hidden in the jungle, watching the characters while remaining unseen. Only under special circumstances will they allow themselves to be seen--obviously this encounter is such a case. It is left to the Gamesmaster to determine why the Xalu have shown themselves. If no sensible reason comes to mind, he may assume it is a mistake on the part of the Xalu. The Gamesmaster should be wary of permitting too much contact between the characters and the Xalu. If they get too friendly, Sunken Land adventures may become too easy, while if they become enemies, the characters are doomed. The Xalu are never encountered in large groups.

This section will cover only the information needed to prepare non-human encounters. To determine the size of a non-human encounter, consult the **Non-human Encounter Size Chart**. Most of the information and statistics dealing with Sunken Land non-humans will be presented in the section on **Natives and Inhabitants**, which follows this one.

NON-HUMAN ENCOUNTER SIZE CHART	
d%	Size of Group
01-20	1
21-60	1D6
61-95	3D6
96-00	Large

Native Villages: Depending on the type of non-human encountered, the encounter may be with a native village as described in the description section for each non-human. An encounter with a native village indicates that the characters have inadvertently discovered the residences of a large number of Llarna, or, only in the North Mountains, Moredhel. This situation presents numerous role-playing opportunities. If the village is a Llarna village there exists the chance for trade (assuming the characters know what to do with their iron tools and weapons) while a Moredhel village gives the characters a chance to try to escape from a very dangerous situation.

All Sunken Lands native villages have guards and lookouts, so it is unlikely that the characters will catch a village unawares. Most likely the humans will be met outside the village by a group of the inhabitants who will attempt to deal with the situation. This could involve combat. As each native village is distinctly different from all the others, it is left to the Gamesmaster to do whatever mapping is necessary. To assist, we have provided a generic village map in the end pages which the Gamesmaster should use or modify as he sees fit. We have also provided the location of a couple of villages, marked on the Gamesmaster's Terrain maps (at the end of the book). Whenever a village is encountered, the Gamesmaster should mark the village's location on his Terrain maps. This will allow the characters to attempt to find the village again. This

process of native village generation may result in the placement of a village in a hex which has previously been explored without the discovery of a village. This is okay. These villages are hidden and it is only a matter of chance when one is found. It is possible for characters to pass within 100 meters of a village without noticing it.

Trading: For those characters who wish to trade with the natives, a simple chart is provided below. Characters may buy "generic" trade goods in Jonril simply by informing the Gamesmaster they are purchasing so many gold pieces worth of trade goods. The chart below simply gives a return in terms of the value of the trade goods. For example, if the return is 1.5 and the characters spent 200 GP, they received items that will bring 300 GP after being sold in Jonril. If the characters specifically buy items of interest to the natives they are dealing with (mentioned in the Descriptions in the following section), +10% is added to the die roll. The Gamesmaster may also use the table simply as a guide, if he wishes to add more detail to the trading.

Value Received From Natives				
d%	Llarna	Xalu	Hairy Ones	Moredhel
01-10	no value	0.5	no value	0.5
11-20	0.1	0.75	0.1	0.75
21-30	0.5	1	0.1	1
31-40	1	1.5	0.5	1.5
41-50	1.5	1.5	1	1.5
51-60	1.5	2	1	2
61-70	2	5	2	2
71-80	5	10	2	5
81-90	10	20	5	5
91-95	20	50	100	10
96-00	50	100	100	50

NATIVES AND INHABITANTS

The Sunken Lands are inhabited by a variety of different tribes and groups. Some, like the Xalu and Hairy Ones, have been around ever since the Sunken Lands were formed. Others, like the Llarna and the Ishapian clerics, arrived later in a peaceful fashion and were welcomed by the other residents. A third group, the Moredhel, arrived as raiders and have earned the right to pass through by force of arms. In recent years another group, the transient human, has moved in. Although few individual humans (aside from the Ishapians and the People of the Pit) remain in the Sunken Lands for very long there is now a small but permanent human presence, especially in the High Meadow region. Although the various groups have some similarities to each other they are distinctly different. Each group is discussed below in some detail.

LLARNA: AR =2 (+ armor); LVL=1+; MV=270; (G=d%/2+25; GL=4d20; BT=5d20; B1=5d20)

The Llarna are an ancient race who came to Midkemia during the Chaos wars, arriving at the same time as humanity, but being far fewer in number. At first the Llarna wandered throughout Midkemia, doing their best to avoid the wars of that chaotic period. Eventually they split up into three large bands who settled in different areas. The most important of those first settlements, and the only one still in existence, is located in the Green Reaches of Kesh. The second settlement was located in the far northeast between the Blackwood Forest and the High Fastness Mountains. The third settlement was located just to the east of the Grey Tower mountains.

At the time of the Great Upheaval the Grey Tower mountain settlement was wiped out. The few survivors were warped and changed by the magical backlash and they are now known as the Xalu (see below). The northeast settlement remained intact for another 150 years until a Moredhel expansion into the area. The Llarna were defeated by the Moredhel and fled, heading for the only havens they knew, the other two Llarna settlements. Most headed south to the Keshian settlement but some turned towards the Grey Tower mountains. To the shock and surprise of those who reached the Grey Towers, they arrived and found the entire region changed. They were even more astounded when they entered the Sunken Lands and learned what had happened to their kin, now the Xalu. Despite these surprises the Llarna decided to settle in the Sunken Lands. They had no desire to travel any further and they felt that, with the help of their kin, they could survive in the dangerous Sunken Lands.

As the years went by the Llarna grew to like the Sunken Lands. They got along well with their neighbors (except for the People of the Pit). Food was plentiful and the dangers of the region seemed minor to these hunters. This pleasant situation has lasted to this day, excepting the occasional minor skirmishes with the Moredhel and the People of the Pit. When human explorers began to enter the Sunken Lands in significant numbers the Llarna were the first native race contacted. At first there were problems as many humans attacked Llarna without cause or warning. This resulted in the Llarna being very cautious with strangers. They will trade with those they judge peaceful as they are eager to trade seemingly worthless leaves and stones for valuable items, especially bronze weapons (they are burned by iron and steel). Presently there are close to 10,000 Llarna in the Sunken Lands. Most live in small villages while others have no fixed residence, wandering the wilds, and a few live with their kin, the Xalu.

Description and Statistics:

Llarna are thin, short humanoids covered by a light layer of green fur. They have large bright eyes (usually green or yellow in color) which permit them to see nearly as well in the dark as in the light. Llarna have long dexterous fingers but no fingernails and are most adept in the use of missile weapons such as short bows, javelins, and slings (+5 to hit). They are also quite agile and difficult to hit in combat (-4 to hit except when surprised). Llarna are not very strong, however, and do -1 damage with non-missile weapons.

Llarna suffer greatly from the contact with iron. When touched by iron they feel great pain and take 1 point of damage per combat round. Iron weapons will do +1 damage every time they hit a Llarna.

The preferred Llarna combat strategy is not to close with their enemies but to remain hidden within short-bow range, allowing them to riddle their enemies without ever exposing themselves to danger. This strategy doesn't work well against the Moredhel who are equally adept at jungle combat, often resulting in heavy casualties on both sides.

Many Llarna, especially leaders, are higher than first level. In addition, the typical Llarna village has two or three Lesser Path Magicians, more for larger settlements.

Tribal Structure:

The typical Llarna village contains 20 to 150 members. 25% of these are children. Llarna villages are led by a small group of elders consisting primarily of the village's Lesser Path Magicians, elder warriors, and a few females of proven wisdom. They make all decisions concerning village defense, food supplies, and relations with outsiders. Their power is not absolute, however, as individual Llarna are always free to leave the village to live on their own or to join another village. Furthermore, the Llarna get along well with each other so they rarely have problems serious enough to bring before their leaders.

The various Llarna villages have no formal relations with each other but none are needed. Unlike humans, Llarna do not fight each other, even between different villages. Llarna will assist and cooperate with each other as necessary. If they disagree they will resolve their differences rationally and peacefully. If that is not possible they will appeal to a group of uninvolved Llarna who will render binding arbitration.

Typical Village:

The typical Llarna village is a cluster of huts located in a small, jungle clearing. Sometimes the clearing is too small to hold the entire village so some of the huts are actually under the trees. A few villages are located entirely within the jungle. The huts are made of wood with roofs of thatched leaves. Usually they are constructed from dead wood found lying on the ground. Only rarely do the Llarna resort to chopping down trees. The average hut is circular and large enough for 8 to 12 Llarna to live comfortably.

Although the huts vary in size there is not firm pattern to the ownership. The most important and powerful Llarna may live in an overcrowded hut with 15 others while an unimportant Llarna may have a hut all his own. Or the reverse may be true. In any case the situation can change frequently as Llarna often move out of one hut and into another at whim.

Dealing with the Llarna:

The Llarna are the easiest of the Sunken Lands non-humans to deal with, though that is a relative statement, for getting along with the Llarna is not an easy task. While not as hostile as

the Moredhel, as unpredictable as the Hairy Ones, or as timid as the Xalu, the Llarna are suspicious of strangers and will usually avoid being contacted by humans.

The best way to approach the Llarna is with a reliable guide who has dealt with them before, able to locate a Llarna village and guide the characters in the avoidance of Llarna taboos. At the very least a guide must be able to translate some words of the Llarna language.

An experienced guide will provide the following information: there are certain rules which must be followed if contact with the Llarna is to be safe and successful.

1. The most important rule is to avoid killing any Llarna, even in so-called self defense. A group which kills a Llarna, for whatever reason, has lost all chance of making peaceful contact. In fact, they will probably be killed themselves, being attacked by Llarna bowmen who will try to herd the party towards some peril, a bog, the People of the Pit, a band of Moredhel raiders, etc.
2. Although they recognize its value to others, Llarna are hurt by the touch of iron and prefer not to be confronted with it. Visitors who leave their iron possessions safely away from the Llarna village gain great favor while those who don't are unpopular, at best, and viewed with suspicion. The Llarna will make no direct request that the characters dispose of their iron but they will constantly snub and insult iron bearers. Should a character accidentally touch a Llarna with iron there will be trouble. The offending character will be captured and brought before the village elders. In all probability they will decide to execute him. Anyone who attempts to interfere will suffer the same fate.
3. The final major rule in dealing with the Llarna is to avoid giving them the impression that you like the Moredhel. The Llarna of the Sunken Lands hate the Moredhel and will ruthlessly slaughter anyone thought to be friendly with them. While human contact with Moredhel is rare, it is widely known some human brigands and weapons-runners have dealt with the Brotherhood of the Dark Path before.

Languages:

The Llarna speak their own language which is closely related to the language of the Xalu. This language can be spoken by humans but it is difficult to learn and pronounce. Only a few human linguists and guides have taken the trouble to do so. Some Llarna know other languages, usually that of the Xalu. In all of the Sunken Lands there are no more than 100 Llarna who speak human languages (either the King's Tongue or Natalese as a rule) well enough to get by without significant problems. If the characters don't speak the Llarna language and aren't lucky enough to run across a Llarna who speaks theirs, the only possible method of communication is through grunts and gestures, not a reliable technique.

Trade:

Trading with the Llarna can be quite profitable. The Llarna are able to find many of the valuable plants and animals of the Sunken Lands as well as some of the gems. In exchange they desire bronze tools and weapons. For a basic value received, see the **Value Received From Natives** Chart.

Trading with the Llarna usually follows a fairly straightforward procedure. After finding a village the traders attempt to communicate. If they have brought a translator with them or if the village has a citizen who can speak an appropriate human language (25% chance of this) there is no problem. The traders must start by showing the Llarna what they are offering. Then

they must carefully explain what they want in return. It is often helpful to have a sample available to insure that there will be no mistake. After inspecting the merchandise the Llarna then send out one or more exploration parties to look for the desired items, the number usually dependent on how valuable the Llarna perceive the offered trade goods to be.

The Llarna do not perceive value in the same way humans do. They look upon trade goods as an offer to them to perform a service, to go out and look for the designated items. They do not promise that they will be able to find what is asked for. Instead they search for a given period of time at the end of which they return with whatever they have found. This means that the human traders may find themselves in the position of exchanging their valuables for almost nothing. On the other hand, they could get lucky and receive a fortune in return. In either case the Llarna consider the deal final and will not look kindly humans who attempt to take back their trade goods when they see what the Llarna have brought in exchange. Thought must be given to how difficult it is to find the requested goods in the particular area where the trade is being made, and how long the Llarna will be willing to search. Usually some sort of exchange is made, at least a trace of the requested goods being gathered, for over the years the Llarna have learned that giving something for nothing tends to irritate humans.

XALU: AR=2 ;LVL=2+; MV=360; (G=d%/2+40; GL=5d20; BT=5d10; BI=5d20)

The Xalu are a humanoid race which originated during the Great Upheaval 700 years ago. As discussed in the Llarna section above, the magical backlash of the incident transformed a number of Llarna into Xalu. Not all of the Xalu were able to withstand the shock of the transformation and remain sane in their new forms. A few committed suicide while many others ran amok. Fortunately, enough were able to endure and survive for the race to continue. In the next 100 years the Xalu settled down from the shock of their transformation and formed a stable, but loosely knit, society. They ignored outsiders and concerned themselves only with their own lives and families. During this time they discovered a remarkable poison which they named **Intirl**.

Intirl is made from the berries of three different exotic plants found only in the Sunken Lands. (Exactly which three plants is a secret the Xalu have never revealed to outsiders, even their Llarna kin.) This poison made the Xalu a fearsome opponent, as even the smallest dose of **Intirl** has a 95% chance of killing its victim while causing incurable insanity in the remaining 5% (If no SAVE VS POISON is made, 01-95 = death, 96-100 = madness; if a SAVE is made, a roll under STAMINA must be made or victim is bed-ridden for 1d6 weeks. There is a 30% probability of madness either way). These effects occur within 1d4 minutes; there is no known antidote. Furthermore, **Intirl** breaks down rapidly once inside a body so that the meat of its victim is not contaminated.

Intirl served the Xalu quite well when the first humans entered the Sunken Lands. Although the Xalu usually avoided the humans it didn't take very long for a foolish human to attack a Xalu in an attempt to gain its beautiful fur pelt. The Xalu dealt with this threat by peppering the offending human party with **Intirl**-poisoned darts. Not a single member of the party escaped the Sunken Lands. Other groups also tried to obtain Xalu pelts but none have ever been successful. The few survivors of such groups have all suffered permanent and incurable insanity, or have no desire to return. Such happenings are one of the primary source of the legends and rumors concerning the great dangers of the Sunken Lands. It should be noted that not all humans entering into the Sunken Lands fought with the Xalu. Both the People of the Pit and the Ishapians were smart enough to leave the Xalu alone and were therefore not attacked.

The arrival of the Llarna, 250 years after the Great Upheaval, was an event of great significance. The Xalu were happy to greet their legendary long-lost kin and the two groups complimented each other perfectly. The Llarna took over nearly all dealings with the outside world allowing the Xalu to become even more reclusive. In return the Xalu guided and protected the Llarna who were initially ill-prepared to deal with the dangers of the Sunken Lands.

This situation lasted for 50 years until disturbed by the arrival of the Moredhel raiders. At first the Moredhel rampaged through the Sunken Lands slaughtering Hairy Ones and Llarna almost at will, while the Xalu kept out of sight and urged the Llarna to do the same. Eventually the Moredhel were unlucky enough to come across a family of Xalu. The Moredhel won that skirmish, but it brought the rest of the Xalu howling after them. The Xalu's willingness to attack Moredhel on sight is largely responsible for limiting Moredhel activities primarily to the northern section of the Sunken Lands.

The Xalu remained isolated until 60 years ago when Gregor Zolan and Anir Kilrane managed to make friends with a family of Xalu. They managed to favorably impress the Xalu and establish a monopoly over the more obscure and valuable resources of the Sunken Lands. Other humans have since dealt with the Xalu on a friendly basis but not in a way to rival the ongoing relations with the Zolans and the Kilranes.

Description and Statistics:

The Xalu stand only 3 to 4 feet tall. They are covered with a fine coat of lightly mottled fur ranging in color from dun through mahogany. They are tailless humanoids who are naturally at home in the jungles of the Sunken Lands. They are quite strong for their size and very dexterous. They are equally at home on the ground or in the trees. Perhaps their most distinctive feature is their feet. They are relatively long and thin with long, flexible toes. The big toe extends at a 30 degree angle away from the foot and is flexible enough to permit them to use their feet to grasp and hold.

The Xalus' primary weapon is the blow gun with **Intirl** poisoned darts. They also use short bows and javelins each of which can be poisoned as well. They avoid hand to hand combat as much as possible but when forced to, use their javelins as spears. Like the Llarna, the Xalu are allergic to iron with iron or steel weapons doing +1 damage each round they strike a Xalu.

Although most Xalu prefer to wear no armor or clothes of any kind, some have developed the skill of making an exotic form of wooden armor. This process involves the use of an unknown type of wood treated with a variety of unknown resins (no Xalu will reveal the specifics of the process). The result is a lightweight, flexible, but strong armor without compare anywhere in Midkemia. Most of this wooden armor is made for Xalu and is therefore of the wrong shape and size for humans. Upon occasion, however, some Xalu have been persuaded to make some of this armor on a human scale. (The Weral house has been known to sell at least five such suits of armor for at least 5,000 GP each.) This armor provides the protection of plate with the weight and encumbrance of leather.

Tribal Structure:

Despite its origins, Xalu society is significantly different from Llarna society. The Xalu are even more reclusive than the Llarna. They rarely live in villages of more than a couple of dozen members and most Xalu live in small family groups of no more than ten to twelve members. Despite their isolation, the Xalu form a closely knit society which is protective of its members.

The jungles of the Sunken Lands are filled with unseen Xalu who are constantly on the move. When two of them meet up they exchange news. There are few events which occur in the Sunken Lands which are not observed by the Xalu and anything of importance known by one Xalu is soon disseminated widely and known by most others. This system of communication comes into play with particular force when a Xalu is attacked. The event is usually witnessed and word spreads rapidly. The Xalu gather and pounce the offenders (occasionally shooting an **Intirl**-laden dart into their midst to keep them moving) until those being driven are close to exhaustion and enough Xalu are present to overwhelm their enemies.

As might be expected, Xalu society is very individualistic. Each Xalu is allowed to do pretty much as he pleases so long as his actions do not threaten the well-being of the Xalus as a whole. Thus, some Xalu live with Llarna, helping and protecting them. Others have made trade agreements with humans while still others ignore humans, Llarna, and all other groups completely to concentrate on their own affairs (the sole exception is their on-going hatred for the Moredhel). The vast majority of the Xalu, however, elect to have nothing to do with outsiders other than the Llarna.

Trade:

The process of trading with the Xalu bears some resemblance to trading with the Llarna. Consult the Trading Chart on p. 78 for basic values. It is important to keep all iron away from the Xalu so that they will not be discomforted. It is even more important to avoid harming a Xalu as they will attack everyone in the party even if only a single individual causes the problem.

Despite these similarities trading with the Xalu is a more difficult process. Almost every Llarna village is willing to trade if approached properly whereas 85% of the Xalu have no desire to trade with humans no matter how they are approached. Of those who are willing to trade some have already made trade agreements with other humans (particularly the Kilrane and Zolan Houses) while others will only trade for certain exotic or difficult to obtain items. The best way to locate a Xalu willing to trade is to hire a Llarna guide to find one. This process isn't guaranteed to work (as the Llarna never guarantee anything) but it does offer the best chance. In the unlikely event that a willing Xalu is found, trade can proceed on a much more reasonable basis than it does with the Llarna. The Xalu understand the concept of making an even exchange of material. Thus, unlike the Llarna, a Xalu will never take the trade goods until a clear understanding of the conditions of the trade are agreed upon. It is necessary to have an interpreter present during trading, even if it is a Llarna, as the Xalu will usually make no attempt to learn other languages. Xalu generally desire exotic foods (that means anything not found in the Sunken Lands) especially sweets or white wines. They also want brightly colored cloth and anything made of pure gold. In return they will offer anything that can be found in the Sunken Lands. Usually they will not produce the merchandise directly but will instead guide the players to places where valuable items can be found. It is also possible to hire a Xalu to act as a guide for the duration of the characters' stay in the Sunken Lands. Such a deal will be very expensive but, probably, quite profitable as well.

It is possible, though very difficult, for characters to become immensely rich from trade with Sunken Land natives, particularly the Xalu.

NOTE: Due to their very similar appearance to Moredhel, those few elves who come into Xalu territory have a 65% probability of being attacked on sight unless they are in the company of

humans or dwarves.

HAIRY ONES: AR=3 (+ armor, usually leather); LVL=2+; MV=240; Weapons=spears, slings, short bows, all -1 to hit

The Hairy Ones are the second major intelligent non-human race created by the magical backlash from the Great Upheaval, but unlike the Xalu who were created from a homogeneous tribe of Llarna, the Hairy Ones were the descendants of the warped humans. The backlash caused humans to regress physically along the evolutionary line, becoming hairy and ape-like. Mentally the changes were even more significant, for while the Hairy Ones look remotely human, their thinking processes are totally removed from human understanding. Many of their behaviors are inexplicable to human observers, seeming random and unpredictable. For example, thousands of Hairy Ones once spent nearly a full year gathering rocks from the Upper Jungle and tossing them off the Great Cliff. There have been speculations that this might have been some sort of religious undertaking, or some social ritual, but no one really knows why the Hairy Ones behaved this way. Because of their strange behavior patterns, it is difficult to construct a coherent history of the race. The only events of significance after the creation of the race during the Great Upheaval is the year-long stone gathering, and their ongoing providing of food for the Ishapian Enclave (see below). Otherwise the history of the Hairy Ones is nothing more than a series of apocryphal stories about individual cases of strange and bizarre activities.

Description and Statistics:

Hairy Ones are tailless, ape-like humanoids covered by a thick layer of hair, usually brown but sometimes white, black, or red. Their arms are long and powerful, serving them well in the trees, but their legs are short and, while strong, somewhat awkward, being ill-suited for travel over the ground for more than short distances.

Hairy Ones tend to live in and around trees. They do not build villages as such, though they occasionally do fashion rude mud and stick "buildings" to huddle in for a week or more when the mood suits them. Hairy Ones have no formal government. Social organization is loose, to say the least. What appear to be family groups will suddenly break up into smaller bands and individuals who may combine with others, seemingly at random. Hairy Ones seem to co-operate when it suits some Hairy One purpose, and no coercion has ever been observed. Hairy Ones have never been observed fighting among themselves, but they have been observed to work very hard at cross-purposes many times.

Dealing With Hairy Ones:

Relationships with the Hairy Ones are chancy at best. Their unpredictable behavior makes it all but impossible to deal with them on a basis of mutual understanding. Furthermore, it appears they often lose interest in or forget to honor agreements made with outsiders. To make matters more difficult, Hairy One demands are often so bizarre as to offend or infuriate traders. Once a band of Hairy Ones demanded nearly every weapon a party had for an incredible amount of wealth in precious gems and spices. Greed overtook caution and the trade was made, then an hour later the same band of Hairy Ones reappeared demanding to trade back all the weapons and asking for an old cloak in exchange. Once a single Hairy One guided a party of explorers for weeks for free while another refused to act as guide even when offered several valuable metal weapons. One group of Hairy Ones has been gathering food weekly for the Ishapian Enclave (see below) while other bands will attack humans without provocation. Hairy Ones usually try to avoid combat, either by running away or surrendering. Upon occasion they will fight to the death. There is no "normal" Hairy One strategy, but one they use a great deal is to remain hidden then attack from ambush, usually with arrows and stones. They then retreat and repeat

the attack, wearing down their opponents. Occasionally they will charge the enemy. If given time, they can prepare cunning and dangerous traps, which leave their victims hanging by the ankles from a tree, or impaled on short bamboo stakes in a pit.

Language:

No human can speak Hairy One without the aid of magic, so it is often magicians who are required to act as mediators. This is fine with most Hairy Ones, who for some unknown reason find the entire idea of magicians terribly funny. They will often begin conversation with magicians that deteriorate into marathon laughing jags for the Hairy Ones. No one to this day has discovered what the Hairy Ones find so amusing. Otherwise humans will have to find a Hairy One who speaks a human language (30% probability in any given encounter of one who can speak King's Tongue or Natalese).

NOTE: Gamesmasters are advised to carefully determine how much randomness will be involved with a Hairy One encounter. Remember, totally random behavior is counter-survival in such a hostile environment. The key is to remember that Hairy One behaviors is impossible for humans to fathom. Hairy Ones most likely know exactly what they are doing, and probably find human behavior inexplicable. Hiring a single Hairy One to act as a guide would be less likely to produce bizarre results than contracting with an entire band to harvest Flame Plants for two months.

MOREDHEL: (Forester) AR=2 (+ armor, usually leather); LVLS=variable; MV=270; Weapons shortsword, short bow, knives, sling (rare), nets, spears

In the distant past, Midkemia was dominated by a powerful race called the Valheru. The Valheru, or Dragon Lords as human lore came to call them, flew between worlds on the backs of the great dragons, raiding and warring at will. Serving these god-like beings were the elves and the Moredhel, the only intelligent peoples besides the Valheru and Greater Dragons native to Midkemia. Originally of common stock, the elves were bred to be keepers of the wilds, farmers, foresters, and hunters for their Valheru masters. The Moredhel were kept close to their masters, as personal servants, musicians, and pleasure slaves. Ages of breeding and environment changed the Moredhel, so that they became like their masters, twisted and evil in nature, while the elves remained untainted.

Then after centuries of dominion over Midkemia, the Valheru suddenly abandoned their raiding and internecine warfare. They banded together in common cause, something undreamed of, and rose as one, to challenge the very gods of Midkemia. Little is known about that struggle, or of what causes were served and what battles were fought. All that remains are vague legends of that time, now known as the Chaos Wars.

Great changes were wrought upon Midkemia. What became of the Valheru is unknown, though it is thought they were driven from this world by the combined might of the Lesser Gods. But whatever became of them, whether they were destroyed or driven out, from that time to the present the elves and the Moredhel were free peoples. The landscape was changed by the Chaos Wars, and great "rifts" in the fabric of space and time were opened. As the Chaos Wars raged across time and space, refugees from other worlds, goblins, Llarna, dwarves, and humans first arrived on Midkemia.

The elves watched the arrival of the newcomers carefully, for they were now few in number. Over the centuries, they have developed peaceful relations with the other newer races, save the

goblins. The Moredhel claimed the legacy of their lost masters, seeking to become as powerful as the Valheru. They searched out artifacts of the Valheru and became known to humans as the Brotherhood of the Dark Path, or Dark Elves. The Moredhel often utilize the less intelligent goblins as minions. Some historians believe that there were other intelligent races, now forgotten, who were wiped out by the Moredhel, but this is only speculation. One thing has remained constant since the Chaos Wars: the Moredhel are avowed enemies of any who will not bow before them and acknowledge their mastery of Midkemia. They possess a special antipathy for dwarves, which the dwarves return, and the two races take great delight in butchering one another.

With the destruction of the Grey Towers, the presence of the dwarves and humans in the west proved less a factor than in the past in keeping the clans of the Moredhel north of the great mountain ranges. Slowly they moved southward, entering ancestral mountains, or what was left of them after the Great Upheaval. When the Moredhel reached the boundaries of the Sunken Lands, they again confronted their hereditary enemies, the dwarves. Alternately raiding and avoiding Stone Mountain, the Moredhel range through the mountains north of the Sunken Lands, and various clans launch raiding parties and expeditions into the Sunken Lands, seeking out treasure, slaves, and especially, any artifacts of the ancient Valheru.

Description and Statistics:

The Moredhel are elven-kind, though it would be a wise human who refrains from making that observation within earshot of an elf. As such they are one of the long lived races, though their life span seems significantly shorter than the elves, around 200-250 years maximum compared to the elven 800+ years. To the untrained eye, elves and Moredhel appear nearly identical, with the Moredhel having more of a tendency towards dark hair and eyes than their elven cousins. Skilled hunters and trackers, the Moredhel are better trackers and hunters than all but the most skilled humans (Foresters) and are only surpassed by gifted foresters (Natalese Rangers, Imperial Keshian Guides, and Royal Krondorian Pathfinders) and the elves. Moredhel are +1 with shortbows, and can run for up to six hours without stopping. They are generally thought to be without mercy and, if no escape is possible, fight to the death rather than surrender.

Tribal Structure:

The Moredhel band together in extended families and clans, with a family chieftain who meets with other family chieftains to decide clan business. Moredhel culture is totally male dominated and females and males who are not adults have no rights in village matters. Like the elves, Moredhel follow the lead of a Warleader, though due to many years of power-struggles among the Moredhel, this position is at the clan level only. Moredhel clans often fight among themselves, though this warfare is more for establishing prestige, and few casualties result. The abduction of females from another clan during "raids" is a traditional way to prevent inbreeding. Most clans consist of about 100-200 members, about 10% of which are young. Magicians are rare among the Moredhel, though those that practice tend to be powerful Lesser Paths (almost always dedicated to Earth, Darkness, or Death) with one or two apprentices (30% probability per village over 100 population of one 7th CIRCLE L.P. with 1 or 2 apprentices). Any magician will automatically sit on the clan council with the family chieftain. While the elves have a hereditary king and queen, the Moredhel have not banded together in large numbers since the "Great War", the second of the riftwars, when the legendary leader Murmandamus united all the Moredhel of the Northlands into a mighty host. The Moredhel await the return of Murmandamus, who legend tells will lead them in a purging of all the "lesser" races from Midkemia.

Typical Village:

Most Moredhel villages are walled hill forts, often set among trees which form part of the wall structure. The Moredhel will never destroy any more forest than is absolutely necessary to build, so often they will find clearings and build tight clusters of buildings rather than clear additional land and erect more spacious accommodations. Villages are usually inhabited by one clan, though sometimes two or more very small ones may combine, but this is usual only after warfare has depleted the numbers of a clan and the clans will separate when one clan reaches sufficient size to exist as an independent entity. Moredhel villages are always wooden or daub and wattle constructions, and while Moredhel are not nomadic, villages occasionally are moved if hunting and raiding fall off, or if pressure from enemies becomes too great.

Dealing With Moredhel:

Few humans have reason or opportunity to deal with the Moredhel. Those that do take great risk in establishing communications. The only possible way to do so is to place oneself at risk by exposing oneself to a party of Moredhel. If the Moredhel do not kill on sight (only if it's a hunting party and not a war party), and they decide there's a good enough reason not to kill the humans, or turn them into slaves, they may trade. Moredhel will usually trade for weapons, especially magic or special weapons, for they have far fewer accesses than humans. While fairly expressive when in the village, Moredhel are always impassive when dealing with "lesser races". They will always destroy any non-Moredhel caught in possession of any Valheru artifact, as they consider themselves the inheritors of Midkemia from the Valheru and consider non-Moredhel possession of such items as anathema.

Language:

The Moredhel will not speak any language but their own, though they do understand elvish and the trade language of the non-humans, mistakenly called "Tongue of Evil" by humans. A goblin interpreter or a human who speaks Moredhel is required.

PLANTS ENCOUNTER TABLE									
PLANT	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Bent Berry	-----	01-06	01-40	01-29	01-14	01-06	01-14	01-15	01-25
Flame Plant	-----	07-09	41-50	30-32	15-28	07-09	15-28	16-18	26-27
Old Berry	01-12	10-38	51-60	33-38	29-42	10-18	29-44	19-27	28-47
River Iron	-----	39-47	-----	-----	-----	19-42	-----	28-55	48-54
Sea Bush	-----	48-53	-----	39-41	43-56	43-48	45-58	56-61	55-59
Sliver Plant	13-42	54-66	61-80	42-71	57-00	49-59	59-00	62-67	60-69
Swamp Berry	-----	67-75	-----	72-74	-----	60-89	-----	68-88	70-76
Swell Root	43-66	76-86	81-90	75-95	-----	-----	-----	-----	-----
Vampire Vine	67-00	87-00	91-00	96-00	-----	90-00	-----	89-00	91-00

Encounters with plants are, of course, quite common in the Sunken Lands. Everywhere one goes, except the Cliff Face region, heavy undergrowth is the rule, not the exception. Most of these encounters are meaningless. Even in the Sunken Lands the vast majority of the plants are not especially helpful nor harmful to humanity. The Plant encounter section focuses instead on those plants which can be of considerable value or those which represent a serious threat. This section does not, by any means, include all of the plants in either category and the Gamesmaster is encouraged to create more as needed. Furthermore, the entire subject of herbs and spices has been ignored in this section in favor of a more abstract system which is discussed elsewhere in this product. Each plant encounter includes a number which represents the number of that type of plant typically found at one time. This number is usually expressed as a range, such as 1d6.

Finding Plants: Some plants, in particular the Vampire Vines, will find the characters on their own. Most will not. Valuable as some of these plants are they are worth absolutely nothing if the characters fail to notice them. Characters will notice interesting and potentially valuable plants if they roll less than or equal to half of their Observation Roll. Their chance is doubled if they are a Botanist or if they are especially familiar with the Sunken Lands. The chance is modified downward (perhaps to 0%) if the characters are unfamiliar with the plant involved.

Bent Berries: Number=1d6 plants

Bent Berries grow on a short, thorny, dark green bush which is shaped like a flattened beach ball. The berries grow on the interior of the bush so picking Bent Berries is, due to the thorns, a painful experience. The berries are dull orange in color and resemble in size and shape a slightly bent child's pinky. The berries are quite nutritious but, to humans, taste awful. The Xalu, however, consider them a great delicacy and a gift of Bent Berries is a sure way to make a friend of a Xalu. The roots of a Bent Berry bush are brown with streaks of orange. These roots are inedible but they are quite valuable. Wizards use them in several different magical enchantments. Each Bent Berry bush will produce approximately 20 pounds of useful root. The root can be sold in Jonril for 50 gold pieces per pound. Xalu can smell Bent Berry root at a distance of up to 50 yards. They do not appreciate the destruction of Bent Berry bushes and will attack anyone who possesses the roots.

Flame Plant: Number=1d6 plants

Flame Plants are a class of flowering plant found only in the Sunken Lands. Through most of the year a Flame Plant appears as an ugly, stunted, brown-green shrub seemingly in the process of dying. However, for six weeks each year (two weeks each in spring, summer, and fall) the Flame Plant comes to life with a profusion of brightly colored blooms. Each Flame Plant will have 3d6 blossoms all of the same color. The blossoms are large awkward things with six cone shaped petals. The blossoms come in four different colors -- orange/red, yellow, blue, and green. The orange/red blossom is the most common (roll 1d6 for each plant: 1-3=orange/red, 4=yellow, 5=blue, and 6=green). These blossoms give the Flame Plants their name as they resemble the flames which spout from the mouth of a dragon. The petals of the Flame Plant are very valuable because they can be used to make dyes. Each blossom of the orange/red, blue, and green flowers is worth 10 gold pieces. The yellow petals are worth 15 gold pieces each.

Old Berry: Number=1 plant

Old Berry is a ground-growing vine plant. A single plant has numerous twisting offshoots and branches and may be found over an area as large as a football field. Each plant will have a large number of Old Berries but only 2d10 will be ripe at any one time. An Old Berry is a fist sized, shiny, purple berry which, when picked fresh from the vine is delicious but poisonous. However, if the berry is allowed to sit around and ripen for at least four weeks the poison breaks down and the berry is edible. Old Berries are commonly allowed to sit uneaten for as much as a full year during which time they ferment and take on a delicious intoxicating quality. Old Berries can be sold in Jonril for 12 gold pieces each.

River Iron: Number=10d10 plants

River Iron is a water- or mud-growing reed the color of rusty iron. It will rarely be found growing in dry soil. The River Iron plant is valuable because it is one of the components in the making of rust-colored dyes and because River Iron is used by wizards to assist in the conjuring of certain water-dwelling creatures into a dry environment. Each River Iron plant weighs three pounds and is worth 5 gold pieces in Jonril.

Sea Bush: Number=1d3 plants

The Sea Bush gets its name from its bizarre appearance resembling an undersea coral. It has no leaves and its branches are bright coral/pink in color. The typical Sea Bush stands no more than three feet tall and weighs 30 to 40 pounds. Sea Bushes gain their value because they can be used by alchemists and wizards in the creation of water-breathing potions. They are also used in the production of a coral colored dye. Sea Bush is worth 10 gold pieces per pound.

Sliver Plant: Number=1d3 plants

The Sliver Plant is one of the more dangerous plants in the Sunken Lands. Its superficial appearance is very much like one of three common jungle shrubs. (There are three separate varieties of Sliver Plant. The descriptions of these shrubs is left to the individual Gamesmaster.) However, Sliver Plants have numerous magically invisible, razor sharp, six inch long thorns. An encounter with Sliver Plants indicates that one member of the party has blundered into each encountered bush, thereby suffering 2d6 points of damage. The character will suffer additional damage of 1d6 points per combat round unless he or she is smart enough to hold still and allow his or her friends to pull him or her to safety. In general, once someone has been trapped by a Sliver Plant it is all but impossible to get to safety on one's own (5% chance per combat round). The Sliver Plant has no particular value as its thorns become visible when removed from the living plant.

Swamp Berry: Number=1d6 plants

The Swamp Berry bush is a small puffy bush resembling a tumbleweed in size and shape with gray-green leaves. Throughout the summer season the bush blossoms with berries. Each bush will have $5d10 + 30$ berries each the size of a small marble. Swamp Berries are red with gray streaks and they are very tasty. Unfortunately, they are highly perishable and are inedible only one day after being picked. Should someone manage to develop a method of preserving Swamp Berries they could be sold in Jonril for 1 gold piece per 10 berries.

Swell Root: Number=1d6 plants

The Swell Root plant is a twisted ugly plant which can range in height from a couple of feet to as high as ten feet. Its leaves are a drab olive green and its branches are made of a wrinkled soft wood. The only useful part of the Swell Root is its roots. These roots have the amazing property of increasing their volume up to ten times when soaked in water. This makes them very useful in various industries. Each Swell Root plant will produce 1d6 useful roots. Each root can be sold for 50 gold pieces in Jonril.

Vampire Vine: Number=1 plant

The Vampire Vine is another huge ground growing vine. Unlike the Old Berry, it produces no fruit. Instead it grows sharp thorns which are quite painful to step on. Growing just under grass or in low brush, the Vampire Vine will not normally be seen by approaching creatures. An encounter with Vampire Vines indicates that the entire party has wandered into a region where much of the ground is covered by vines. The vine is capable of limited movement, and when a creature (usually the first in the party) disturbs the sensitive area in the center of the plant, the vine extends its thorns upwards to catch any creatures in its field. In the case of a party, the leading rank will be caught, and 1d6 of the remaining characters (probably those closest to the leaders). Each character has a 50% chance each combat round of suffering 1d6 points of damage until he or she succeeds in leaving the area of the vine. Characters can move 10 feet per round in the vine-covered area without increasing the chance of suffering damage. It is left to the Gamesmaster to determine the exact area covered by each vine (it will extend $10+1d20$ feet along the trail) but it should be irregularly shaped so as to make it difficult to find a quick way out.

TREES ENCOUNTER TABLE									
TREE	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Banana	-----	01-07	01-03	01-03	-----	01-03	-----	01-12	01-06
Blackwood	-----	08-10	04-09	04-08	-----	-----	-----	-----	07-08
Brolan	-----	11-16	10-16	09-14	-----	04-06	-----	13-21	09-12
Dryfruit	-----	17-25	-----	15-19	-----	-----	-----	-----	13-22
Dust Tree	-----	26-30	17-27	20-30	-----	-----	-----	-----	23-36
Hardnuts	-----	31-35	28-33	31-43	-----	07-15	-----	-----	37-41
Humming	-----	-----	-----	44-48	-----	-----	-----	-----	-----
Lifewood	-----	36-42	35-40	49-56	-----	-----	-----	-----	42-47
Malarn	-----	43-51	41-51	57-62	-----	16-18	-----	22-30	48-55
Nigril	-----	51-60	52-60	63-67	-----	19-21	-----	31-39	56-61
Radiant Apple	-----	61-64	61-69	68-78	-----	22-27	-----	40-45	62-72
Saman	-----	65-73	70-81	79-84	-----	28-30	-----	46-51	73-78
Spire	-----	74-78	82-84	85-88	-----	31-51	-----	52-79	79-91
Teak	-----	79-87	85-96	89-94	-----	51-54	-----	80-88	92-97
Yum-yum	-----	88-98	97-98	95-98	-----	55-75	-----	89-96	98-99
Zelil	-----	99-00	99-00	99-00	-----	76-00	-----	97-00	00

The trees of the Sunken Lands are valuable for a variety of different reasons. Some provide exotic fruits and nuts which can be found nowhere else. Others are made of good solid wood which is much in demand. Still others contain useful resins. This section deals only with the first two types of tree. The third type is dealt with in a more abstract fashion in the Botanist rules. Also included in this section are a number of trees with little or no value but a strange or exotic appearance. They are included as camouflage so that the characters will not get the unrealistic idea that every tree they notice is of value. Of course, these are only a fraction of the types of trees to be seen in the Sunken Lands--many more common trees can be found there as well.

Cutting Down Trees: For the purposes of the game we will assume that any character who wants to chop down trees knows enough about it to do the job safely and effectively. This may not be a realistic assumption, but it will do. The time it will take a character to chop down a tree will vary depending on the kind of tree, the terrain, and the equipment. In general, assume that one character can chop down and prepare for transporting one tree in a single day. Then modify this time according to the number of characters available and whatever other factors the Gamesmaster thinks are appropriate. The result of all this will be a big log or logs which the characters will want to get back to Jonril. The normal procedure for transporting logs is to have a couple of mules or horses drag them. For our purposes we will assume that each tree produces a log which can be dragged by two mules or horses. This log must be dragged to the

Weral lumber camp, where it can be sold to Weral House for 3/4 of the listed value, or it must be taken up the Jonril pass after being cut into rough lengths and packed on mules. The values for all wood-supplying trees has been provided in the descriptions of the various trees.

Tree Descriptions: Each tree description includes the name of the tree, the number which can normally be found grouped together, and a brief description of the tree, its uses and its value.

Banana: Number=2d6 trees

The Sunken Lands Banana trees are pretty much the same as Banana trees elsewhere. The only major difference is that, due to the magical effects of the Sunken Lands, these trees are constantly bearing fruit. Each Banana tree has a 50% chance of having ripe bananas. The exact number of bananas will vary depending on the size of the tree and whether anyone has been eating them recently. The market for bananas in Jonril is all but non-existent so it is not worthwhile to carry bananas out of the Sunken Lands. However, bananas are perfect as an extra supply of food while in the Sunken Lands.

Blackwood: Number=3d6 trees

Blackwood is one of the most valuable timber trees of the Sunken Lands. It was originally discovered by Harmon Weral of Jonril. Blackwood is used primarily for furniture. It is rarely used in buildings because its structural strength is low and it does not stand up well to wet weather. Each group of Blackwood trees in the High Meadows region has a 50% chance of having been previously located by a representative of the Weral family. If so, the trees will be clearly marked with signs in several languages. Furthermore, 25% of these claimed groups of trees will be guarded by a small group of Weral employees. (FIGHTERS, LVL 2, 9-16-14-11-9-12 HTK). All are armed with broadswords, shields, and leather armor. They are under instructions to confront and warn off human intruders but to hide from and avoid animals, monsters, and Sunken Land natives. Each Blackwood tree produces 100 + 10d% GP worth of wood.

Brolan: Number=4d6 trees

Brolan is another valuable lumber tree found only in the Sunken Lands. The Brolan is a short, squat, ugly looking tree. It yields a very white, easily carved softwood. Unfortunately it takes a very poor finish and is not at all water resistant. Brolan is most commonly used in wooden sculptures and carvings. The typical Brolan tree produces 50 + 2d% GP of wood.

Dryfruit: Number=1d6 trees

The Dryfruit tree is quite strange in its appearance. It has wrinkled green bark and pale white leaves. Yet the tree is best known for its strange fruit. The Dryfruit is a fist-sized, blue, wrinkled fruit. It is very nourishing but not very tasty. One Dryfruit provides all the nourishment needed for a full day of normal activities. Two Dryfruit will provide enough energy for a day of vigorous activities. Unfortunately, the Dryfruit induces an uncontrollable thirst, so it is unwise to eat Dryfruit except when a plentiful supply of water is available. Dryfruit is only in season in the summer, but once picked a Dryfruit will last up to two years without spoiling. Each Dryfruit tree will have 50 + 10d10 fruit. Dryfruit will sell for 1GP each.

Dust Tree: Number =1d6 trees

Dust Trees are irregularly shaped trees with branches jutting out in all directions. They range in height from 10 to 40 feet and their leaves are a bright pleasant green in color. Dust Trees get their name from their bark, which is a crunchy, brown material that breaks off easily into a fine brown dust. This dust is mildly poisonous. Anyone swallowing or inhaling it will suffer 1d3 points of damage per combat round breathed (one breath is enough) or per ingestion. The dust is somewhat useful in the making of poisons so it can be sold for 5 GP per pound. Each tree, when completely stripped of dust will yield 20 + 10d20 pounds of dust.

Hardnuts: Number=1d6 trees

The Hardnut tree is a walnut-like tree whose nuts are entirely inedible. Instead they are hard, rocklike spheres which are sometimes used as sling bullets. The tree itself is made of a hard strong wood. This wood might be of some value except that it is so hard that it blunts axes and saws with ease. Furthermore, the wood will not float so it is very difficult to get to market.

Humming Tree: Number=1 trees

The Humming Tree is a short squat tree whose branches and leaves grow very close together. As a result, the tree makes a strange humming sound when the wind blows through them. The sound fluctuates and varies as the wind changes direction and speed. The result has a songlike quality which is highly prized. Unfortunately, full grown Humming Trees are impossible to transport live. However, upon occasion (25% chance) a small sapling Humming Tree will be found growing near an adult tree. This sapling can be removed and transported alive. A Botanist must be present and his skill level is the percentage chance of successfully performing this feat. The tree must be replanted within 4 weeks or it will die. Humming Tree saplings can be sold in Jonril for as much as 5,000 GP, but the exact amount will vary depending on how long the tree has been out of the ground.

Lifewood: Number=3d6 trees

The Lifewood is a fairly attractive tree of moderate height. It has the remarkable ability to grow an entire new tree from a single cut or broken branch. The branch will grow even if it has been separated from its parent tree for as long as eight weeks. The branch grows at a normal rate, so it will take several years to become a full-sized tree. Lifewood branches are fairly valuable as they provide an easy way of planting trees. Each separate branch is worth 50 GP. Note, however, that only branches broken directly off the trunk (secondary branches won't work) of Lifewood trees growing in the Sunken Lands have the special re-growth property. Each tree will have 5d10 appropriate branches.

Malarn: Number=2d6 trees

Malarn is a heavy yellowish hardwood. Its leaves are a pale yellow-green which turn to a yellow-orange in the fall. Malarn is highly valued, despite the fact that it is difficult to carve because it takes a beautiful finish. It also has a lightly perfumed smell. Malarn is an important part of the Weral lumber empire and 25% of the Malarn stands in the High Meadows region will be clearly marked as Weral property. Each Malarn tree produces 100 + 10d10 GP worth of wood.

Nigril: Number=2d6 trees

Nigril is a black, hardwood which takes a high finish. It, too, is an important part of the Weral lumber business and 25% of all Nigril stands in the High Meadows Region will be marked as Weral property. Each Nigril tree produces 50 + 5d% GP worth of wood.

Radiant Apples: Number=1d6 trees

Radiant Apples are a mutant apple tree which grows only in the Sunken Lands. It resembles a normal apple tree in all respects except for its fruit which glow a bright red when ripe. Radiant Apples ripen only once a year in the fall. If they are not picked then, they fall to the ground and rot, losing their glow. Properly harvested Radiant Apples are extremely valuable. A Botanist rolling under his skill will have harvested the entire crop properly. Otherwise the party will harvest d% of the available apples properly. They are a delicious fruit in demand throughout the kingdom and are also quite valuable as an ingredient used in some magical potions and rituals. They can also serve as an emergency light source. Each tree produces 20 + 6d10 apples each worth 10 GP.

Saman: Number=2d6 trees

Saman is a red hardwood which takes a high finish. The Saman tree is a tall, almost leafless tree which somewhat resembles a branchless redwood. The Saman tree is one of the few Sunken Lands trees of value which the Werals do not attempt to monopolize. Each Saman produces 50+3d% GP of wood.

Spire: Number=1 tree

The Spire is a tall, pointed tree with no branches and no leaves. It is a light brown in color and resembles nothing so much as a 50 foot tall dusty green thorn. The Spire's heart wood is strong and sturdy but it dries out over several days and turns to dust. Thus, it is useless. This fact is not widely known, however, so many adventurers have wasted a great deal of time and effort carting Spires out of the Sunken Lands.

Teak: Number=2d6 trees

The Teak tree of the Sunken Lands is basically the same as the Teak tree of Earth. It is dark wood and usually used to make furniture and cabinets. Teak is very valuable and each Teak tree provides 400 + 14d% GP worth of wood.

Yum-Yums: Number=1d6 trees

The Yum-Yum tree is a fruit tree upon which grows the best tasting fruit known in the Kingdom. These fruits, also called Yum-Yums, are quite valuable and can be sold for 5 GP each.

Unfortunately they are hard to resist and any character who eats one will have a 50% chance of being unable to avoid eating 1d10 more. Eating 5 or more will result in severe indigestion and diarrhea. Yum-Yums are ripe and on the tree for only three weeks out of the year. If picked during this time they remain remarkably well preserved and will last up to 20 weeks without spoiling. Each Yum-Yum tree produces 3d20 Yum-Yums at a time.

Zelils: Number=1d6 trees

The Zelil tree is a small, bush-like tree upon which grow 4d6 fist-sized shiny orange fruits. These fruits are not edible but they are quite durable and are used by some natives as low quality gems. The fruits are in season all year around and they can be sold for 2 GP each. The leaves of the Zelils tree can be made into tea of a strange, but not unpleasant flavor. This tea is not widely popular but the characters will be able to sell 2 bushes worth for 200 GP per bush. Beyond that the market is saturated and the characters will only receive 50 GP per bush.

WATER ENCOUNTER TABLE									
WATER TYPE	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Geysers	01-30	01-21	01-04	01-05	-----	-----	-----	-----	01-10
Pools:									
Dirty	31-41	22-33	05-20	06-23	01-36	-----	01-10	-----	11-25
Poison	42-52	34-42	21-24	24-35	-----	-----	-----	-----	26-30
Pure	53-54	43-49	25-44	36-60	37-54	-----	11-50	-----	31-50
Springs:									
Cool	55-59	50-60	45-60	61-78	55-70	-----	51-72	-----	51-75
Hot Poison	60-85	61-71	-----	79-84	-----	-----	-----	-----	76-80
Hot Pure	86-00	72-90	61-65	85-90	-----	-----	-----	-----	81-90
Stream	-----	91-00	66-00	91-00	71-00	-----	73-00	-----	91-00

The climate of the Sunken Lands is a wet one. The jungles and swamps are shrouded in near permanent clouds of mist. Thunderstorms are common as are milder rain storms. The result of all this moisture in the air is, not surprisingly, moisture on the ground. Travelers in the Sunken Lands will frequently come upon swiftly flowing streams, pools of dirty water, hot springs, and even geysers.

TYPES OF WATER: For the purposes of this product there are three different types of water found in the Sunken Lands: pure, dirty, and poisonous.

Pure Water is just what it sounds like: Clear and clean water without any significant or noticeable impurities. Pure water is entirely suitable for drinking.

Dirty Water is water which is clouded or noticeably impure. Usually, but not always, the major impurity is dirt. Sometimes dirty water is contaminated with organic matter, exotic chemicals, or other substances. 5% of all dirty water is also poison (see below). Otherwise, 50% of the time, dirty water is drinkable except for an unpleasant taste.

Poison Water is water which is unsuitable for human consumption. 50% of all poison water is also dirty; 25% has an extremely unpleasant taste; the remaining 25% tastes and looks like normal, pure water. Each source of poison water has a lethality rating from 1 to 100 (roll d%). This rating is **the base percentage chance of a character surviving** the consumption of approximately a cup of that water. This base chance is modified as follows:

Action	Base Chance Modification (cumm)
Character drank two or more cups of the water	-25%
Character drank only a mouthful of the water	+10%
Character is wounded	-10%
Character is seriously wounded (more than 1/2 damaged)	-15%
Character's Stamina/2 is added to the base chance of survival.	

EXAMPLE: *Jilgon drinks water with a lethality rating of 47%. Her STAMINA is 73 (+36%) but she is seriously wounded (-25%: -10% for being wounded and -15% for being seriously wounded). However, she only drank a mouthful of the water (+10%). Her **modified chance of survival** is $(47 + 36 - 25 + 10) = 68\%$.*

To determine the results of consumption of poison water roll d%. If the roll is **less** than **half** the modified chance of survival (in Jilgon's case, less than 34%), the character will survive with no significant ill effects. If the roll is less than or equal to the modified chance of survival (in Jilgon's case, from 35% to 68%), the character will survive, but he will be disabled for 1d6 hours from stomach cramps, vomiting, etc. If the roll is higher the modified chance of survival (in Jilgon's case, 69% or more), the character will die: 50% of the time death will occur in 1d20 minutes; 50% of the time death will take 1d20 hours. Dying characters will be in great pain and they can only be saved through the use of appropriate magic or divine intervention.

Poison water with a lethality rating of 91-100 (i.e. 10% chance or less of being lethal), if it is not dirty, is considered to be mineral water and is somewhat sought after in Jonril. It will bring 10 gold pieces per quart.

Water in Swamps: According to the encounter charts it is not possible to encounter water in either of the two swamps. This is, of course, nonsense. Instead, it is assumed that water is very common in the swamps. Characters in the swamps will always be able to find a pool of dirty water within 50 meters of their current location. It is not possible to find geysers, hot springs, or streams in the swamps.

Geysers are eruptions of hot water and steam due to the sudden release of pressure which has built up underground over the course of time. Most geyser eruptions occur at irregular intervals ranging from less than an hour to several days apart. A few geysers erupt on a predictable, semi-regular schedule. For the purposes of this module an encounter with geysers indicates that the characters have entered a region with one or more geysers. To determine the exact nature of the region roll d% and consult the **GEYSER CHART**.

GEYSER CHART	
d%	Number of geysers
01-05	1 geyser
06-15	1d3+1 geysers
16-50	1d6+1 geysers
51-75	2d6 geysers
76-90	3d6 geysers
91-98	4d6 geysers
99-00	10d6 geysers

One out of every six geysers will erupt on a regular schedule (roll 1d6). The rest will erupt irregularly. Each irregular geyser has a 2% chance of erupting each hour. Regular geysers will erupt every 1d20 hours (roll once for each such geyser). Geyser eruptions can be very spectacular sights with water and steam shooting high into the air. As the geysers of the Sunken Lands are powered in part by magic, they can be far more dramatic than Earth geysers. Some Sunken Lands geysers shoot water as much as 300 feet high. To determine the height of a particular geyser, roll d% and consult the **Geyser Height Chart**. Each geyser will erupt to more or less the same height each time.

GEYSER HEIGHT CHART	
d%	Height
01-30	1010 feet
31-60	1D6 x 5 feet
61-85	1D6 x 10 feet
86-95	1D10 x 10 feet
96-00	1D3 x 100 feet

Between eruptions a geyser appears as nothing more than a hole in the ground. The larger geysers, in terms of the volume of water released, tend to have larger holes while the geysers which erupt to greater heights tend to have smaller holes. Geysers emit dirty water 50% of the time; pure water 25% of the time; and poison water the remaining 25%.

DANGERS: The water emitted by geysers is very hot (basically boiling) and would badly burn anyone caught in its spray. However, such an occurrence is extremely unlikely. Geysers do not erupt without warning and, except when there is a strong wind, their water falls on the same spot eruption after eruption. Any character with the slightest bit of common sense will be able to avoid being hit by falling water. If a character should insist upon standing in the wrong place he or she will take 3d6 points of damage per combat round until he or she gets out from under it.

THE ISHAPIAN ENCLAVE

Located almost exactly in the center of the Sunken Lands is the Ishapian Temple Enclave. This religious center was founded over 300 years ago.

To an outsider the Ishapian religion appears to be a rather unimportant minor religion whose members are eccentric and secretive. In reality the Ishapian religion is the most important and powerful on Midkemia.

The Ishapians worship the Greater Gods, sometimes also known as the Controller Gods. The Greater Gods are four powerful beings who watch over and guide the destiny of Midkemia. They are known as Abrem-sev, the Forger of Action; Ev-dem, the Worker from Within; Graff, the Great Poet; and Helbinor, the Abstainer. Their guidance is a subtle thing, however, as they move by suggestion and manipulation rather than by direct action.

The Ishapians are a widespread cult with representatives in every major temple of all major religions, and many minor religions as well. Although lower ranking priests of other religions believe strongly in the power and independence of their own god/goddess and religion, the higher ranking priests know otherwise. The leaders of all major religions are themselves worshipers of the Greater Gods and are under the influence of the Ishapians. While the hierarchy of each religious order is left to run its own affairs, the Ishapians are viewed as the "father temple" by all other temples, and their authority is unquestioned in matters pertaining to relations between temples. Should disputes arise between religions, the Ishapians may move to resolve matters and no one questions their judgment.

Despite their power the Ishapians prefer to remain inconspicuous and unknown. In the presence of outsiders Ishapian priests tend to act humble, naive, or eccentric. They are helpful, if it is not too inconvenient. They discuss religious philosophy and morality freely and at length but only on an abstract and esoteric level. On practical matters they make only the most general and vague pronouncements, and if pressed to offer advice, will likely respond with some tired aphorism, such as "Be true to your heart, for Ishap leads you", "Trust in Ishap for guidance," or "Be patient, for Ishap moves in mysterious ways."

THE HISTORY OF THE ENCLAVE

The Enclave was founded by a large troop of Ishapian clerics who were guided to its location by the legendary Father Philip the Blessed, who claimed to have seen the "Tear of the Gods", a powerful, magical crystal, in a vision. They were advised that it grew in the heart of the Sunken Lands. Father Philip and the other clerics followed the directions of the vision and found the crystal and returned with it to their temple headquarters.

To the surprise of the Ishapians who retrieved it, the "Tear of the Gods" began to lose its potency after only seven years of use. This necessitated another journey into the Sunken Lands. This time the Ishapians set up a permanent, well-defended settlement. In the years since that time the crystal has become important to the Ishapian religion. Every seven years they remove a newly formed "Tear of the Gods" and secretly ship it out of the Sunken Lands. In fact, the very existence of the crystal is a cult secret known to few outsiders, and those are mostly highly placed clerics of other orders.

RELATIONS WITH OUTSIDERS

In the years since its founding the Enclave has gained more fame than the Ishapians would like. It is widely known among adventurers to be the only place of safety in the heart of the Sunken Lands and its location is shown on many maps.

Although they don't like the situation the Ishapians have no choice but to tolerate it. Strangers who arrive at the Enclave are welcomed and given food, medical help, or whatever other reasonable assistance they need. As soon as it is politely possible they are asked to depart. So far no serious problems have arisen and no outsiders have discovered the secret of the "Tear of the Gods".

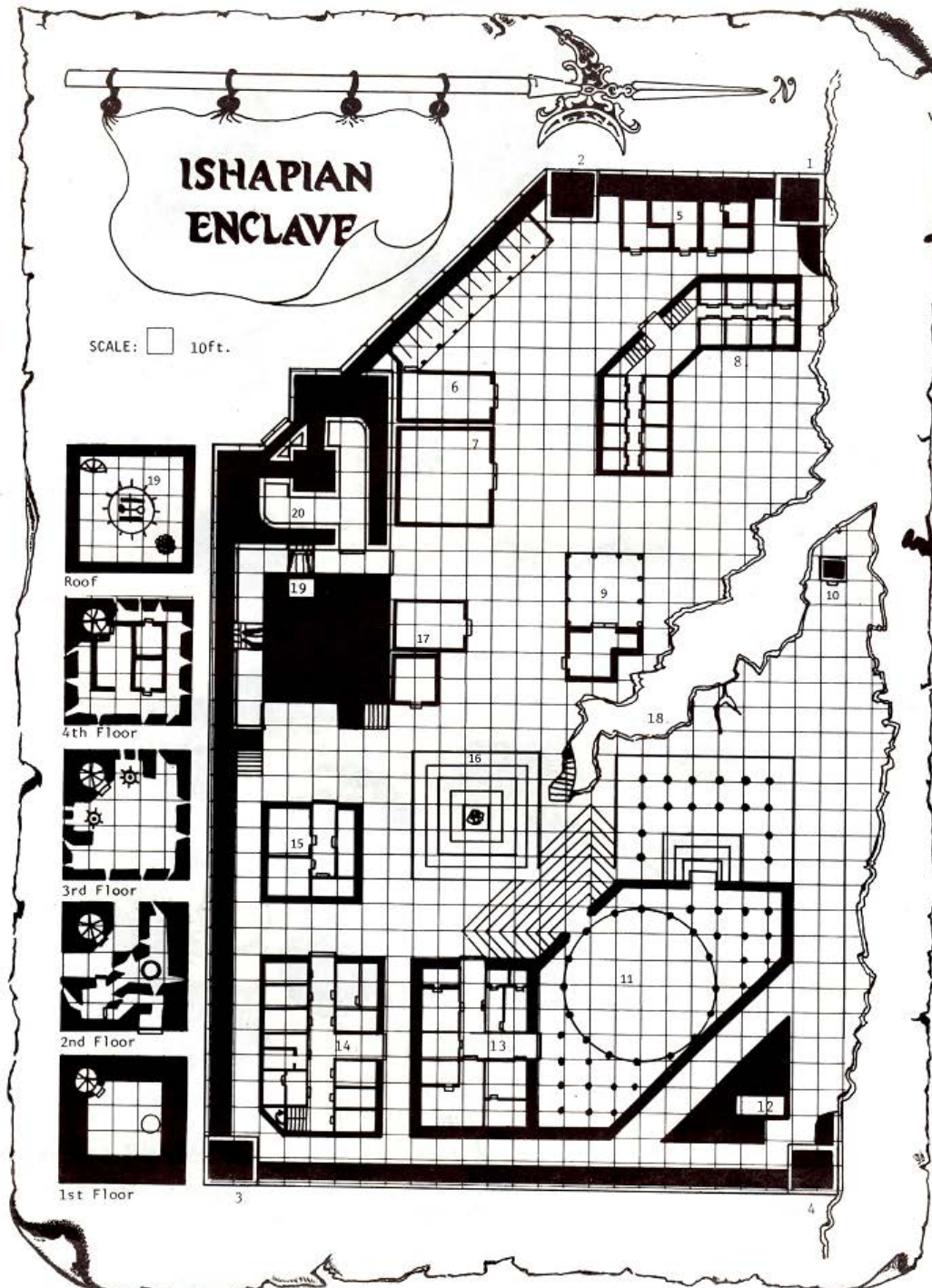
A few outsiders come to the Enclave with the intention of trading with the Ishapians. They will be welcomed and the Ishapians will be happy to trade with them. Unfortunately, the Ishapians have very little to offer and very little they need from outsiders. They will usually make some sort of deal in order to avoid arousing suspicion concerning why the Ishapians maintain the complex. The most common arrangement is a trade of midel gems for foods not available within the Sunken Lands. They occasionally mine midels from the fissure (see E18 on the map) and sometimes the Hairy Ones even gift them with a different type of gem or two. To discourage potential interest in their stones, the Ishapians charge very highly for midels, and 25% over the going rate for other stones. They will always claim to have only a small number of gems, and claim that the large source of these gems are in another part of the Sunken Lands, all to dampen enthusiasm for trading with the Ishapians and the loss of secrecy it would bring.

Shortly after construction began on the Enclave a delegation of Hairy Ones arrived at the camp and sat around watching the Ishapians labor on their temple. After a few days of simply watching the Enclave being built, the Hairy Ones returned one day, bringing with them a large supply of food, more than enough to last everyone in the camp a full week. They delivered the food and departed without giving any coherent explanation of their behavior. The Ishapians were suspicious but they found the food was good, a welcome change from the rations they had carried into the Sunken Lands. One week later the Hairy Ones returned with more food. The deliveries have continued weekly ever since then. The Ishapians do not pay for the food in any way, although they do treat any wounded Hairy Ones who make their way to the Enclave. The most amazing thing about the food deliveries is that the Hairy Ones always manage to deliver exactly the correct amount of food no matter how many visitors show up during the course of the week. In fact, the Ishapians have learned to expect visitors whenever the Hairy Ones deliver an unexpectedly large shipment of food.

ISHAPIAN LOYALTIES

Ishapians in the Enclave tend to fall into one of two groups, those who chose to be there and those who were offered a choice to be there. The first group includes all the priests, who either volunteered for service in the Sunken Lands, or who were assigned by the temple leaders (they chose to be Priests of Ishop and therefore chose to be here). Also many of the guards are Ishapians, by birth or by conversion, and they serve out of religious conviction. Everyone in this group, those who chose to be in the Enclave, are fiercely loyal to the Enclave and the Order of Ishop. The second group, those who were given a choice, are usually those guilty of some crime or another in Jonril just short of being capital in nature, repeated misdemeanors such as public brawling, or felonies such as assault, theft, etc. These people were given a choice by the Commander of Jonril's captains (See *JONRIL: GATEWAY TO THE SUNKEN LANDS*) between a

seven year tour of duty guarding the Enclave or a more extreme punishment (usually the headsman and his chopping block are placed on the docks besides the barge heading up-river towards the Sunken Lands and nothing else needs be said). Those who survive for any length of time in service often become converts, but some remain restive and have little true loyalty to the Enclave. The standing rule is anyone who enters service as an alternative to prison or death is never left in a critical position alone until Samron Gilfor (E15) judges them trustworthy.



DESCRIPTION OF THE ENCLAVE

The Enclave is built on the edge of the Great Cliff. It is surrounded on three sides by a 12 foot wide, 15 foot high wall built of earth and stone. The interior compound is surfaced with hard packed dirt mixed in with a few stones. The various buildings are made of wood, stone, or both. Each building is described in detail below.

1. **GUARD TOWER.** This two level stone tower is manned around the clock by four guards (4 FIGHTERS, 3xLVL 1, 6-7-4 HTK, LVL 2, 12 HTK). They wear leather and carry spears, short swords, short bows, and whistles. In case of attack they will blow the whistles and alert the Enclave. Visitors are never permitted inside the tower.
2. **GUARD TOWER.** See #1 Guards (4 FIGHTERS, 3xLVL 1,3-6-7 HTK, LVL 2, 14 HTK)
3. **GUARD TOWER.** See #1. Guards (4 FIGHTERS, 3xLVL 1, 2-6-5 HTK, LVL 2, 11 HTK)
4. **GUARD TOWER.** See #1. Guards (4 FIGHTERS, 3xLVL 1, 4-4-8 HTK, LVL 2, 9 HTK)
5. **GUARD QUARTERS.** This wooden building is the residence of three guards with the rank of Guard Sergeant (4 FIGHTERS, 3xLVL 6, 25-33-32 HTK). The Guard Sergeants take turns as acting commander of the garrison. They are in charge of insuring that each post is properly manned at all times and that all the guards on duty are alert and ready. Visitors rarely have any direct contact with the Guard Sergeants unless they are arrested for some minor offense, or some matter of Enclave security needs to be discussed.
6. **STABLES (s2*).** This wooden building houses all horses and mules brought into the Enclave including those owned by visitors. Except for the caravan which arrives every seven years to carry away the "Tear of the Gods" the Ishapians themselves keep only a few animals of their own. Besides characters' horses and/or mules only 2d6 horses will be found in the stables. The Ishapians might be willing to sell their horses but only at an outrageously high price (2d6 X 10GP **over** Jonril normal--a horse worth 75 GP in Jonril, they might sell for 145 GP). The stables are run by Jik Stones (FIGHTER, LVL 2, 10 HTK) who wears leather armor and carries a short sword and small shield. Jik was raised on a ranch and is an expert on the care and feeding of horses. Unfortunately, he also hates horses. One of the primary reasons he left home was to get away from horses and the unpleasant work involved in carrying for them. Thus, although he is competent, he doesn't work very hard. *This stable, completely self-contained, would normally be rated at level 4, but Jik is so slovenly in his work the quality of care is discounted. Any competent Journeyman stabler using this facility raises it to level 3, and a Master stabler raises it to level 4.
7. **WAREHOUSE.** This is a wooden building in which the Ishapians store their extra food and non-military equipment and supplies. This includes any valuable plants, animal hides, or other exotic substances they might have found. The warehouse is emptied of all non-useful items every seven years by the "Tear of the Gods" caravan. The western section of the building opens into the stables and is used to hold the grain and hay for the horses. The warehouse is usually unoccupied, unlocked, and unguarded.
8. **BARRACKS.** This two story wood and stone building has the same floor plan on both floors. Each of the 16 rooms of the second floor is the residence of two guards (32 FIGHTERS, all LVL 1, 16 x 7 HTK, 16 x 5 HTK). When found in their own rooms they are usually unarmored with a short sword, small shield, and short bow near to hand. The northern eight rooms of the first floor also hold two guards each (16 FIGHTERS, all LVL 1, 8 x 6 HTK, 8 x 8 HTK) while the remaining eight rooms each hold two corporals (16 FIGHTERS, all LVL 2, 8 x 11 HTK, 8 x 13 HTK).

9. **KITCHEN AND COMMUNAL EATING AREA (f4).** The kitchen is a solidly built stone building which is surprisingly well equipped. There are few meals which could not be prepared here if the proper ingredients are available. The supply of spices is extensive and not limited to those found in the Sunken Lands. The dining area is outside but covered by a wooden roof. The wooden tables and benches rest on a slightly raised wooden platform. There is enough space to feed 50 to 60 people at once. The kitchen is run by Ziler Desdo (#19, Fourth Floor), an excellent cook who is limited by the types of food available and the incompetence of his assistants. The food served here is provided primarily by the Hairy Ones and it is a strange assortment of fruits, leaves, and meat. Often the meat animals are exotic creatures never seen before or since. As a result the quality and taste of the meals is highly irregular (ranging from f2 to f6), and occasionally diners are afflicted with a stomach disorder called by locals "Ishap's Revenge" (02% probability per meal). Ziler Desdo (PRIEST, LVL 4, 15 HTK) is normally unarmored but can use a great mace. He is assisted in his work by six guards (FIGHTERS, 6xLVL 1, 3-4-8-7-5-5 HTK), normally unarmored and unarmed. The particular guards change from day to day and are usually assigned this work as a disciplinary measure. The food here is available without charge to anyone staying at the Enclave, including outsiders.
10. **WATCHTOWER.** This 40 foot tall stone building is manned around the clock by two guards (FIGHTERS, 2xLVL 2, 14-11 HTK) wearing leather and carrying whistles and long bows. Their duty is to keep watch over and down the cliff and especially down into the Fissure. Visitors are not permitted to enter, and if they approach the tower they will be asked to leave the area. Refusal to leave will result in arrest.
11. **TEMPLE OF ISHAP.** This large stone building is the temple at which all members of the Enclave worship every day. Outsiders are welcome to enter the temple and look around but not during worship services. The central section of the Temple is a high ceiled, irregular hexagonal area supported by 35 stone columns. Sixteen of the columns form a circle at the center of which is a large stone altar. Outside the Temple's entrance is a series of broad stone platforms carved out of a single huge stone. Each of the nine platforms rises one foot above the previous one. Outside the western door of the Temple is another series of platforms leading down to a large open area. There are 16 stone pillars here but they are purely decorative and support no ceiling. This area is used for worship during good weather. The Temple is never completely empty. There will always be several Ishapian priests inside praying, working, or cleaning (6 PRIESTS, 3xLVL 1, 3-4-4 HTK; 2xLVL 2, 7-9 HTK; LVL 4, 17 HTK). They normally wear no arms or armor inside the temple.
12. **THE SUNDERED BUILDING.** This stone building has no visible entrance. The means of entering the building is a secret known only the highest ranking Ishapian priests. The building serves no useful purpose and exists only to reflect an obscure aspect of the Ishapian religious philosophy. Often a priest will be seen studying the building, as if meditating upon its significance.
13. **PRIESTS' QUARTERS.** Although properly considered part of the Temple building, this area actually serves a significantly different function. It is the residence of the higher ranking priests.
Bilginj Mcel (PRIEST, LVL 12, 44 HTK) is the leader of the entire Ishapian Enclave. He is a 43 year old man who has methodically worked his way up the Ishapian hierarchy to reach his present post. He is entirely neutral in all internal Ishapian politics, preferring to devote himself exclusively to the service of the Greater Gods. He was given command of the Sunken Lands Enclave because temple authorities recognized he was free of political interests. Bilginj does not get along well with outsiders. He prefers to ignore them as much as possible and he would be much happier if he could just exclude them

from the Enclave completely. Instead he just remains out of sight whenever visitors are present and leaves it up to Cil Nels to deal with them, though if circumstances force him to deal with outsiders, he is civil and patient with them.

Cil Nels is the second ranking priest at the Enclave (PRIEST, LVL 10, 38 HTK). She is a friendly and popular person who is particularly adept at dealing with outsiders. Visitors will have most of the dealings with her, particularly since she is a skilled healer. Cil volunteered for service in the Sunken Lands because she had heard rumors about its interesting natives (in particular the Xalu) and she wanted to study them. She has not yet had a chance to do so. If a visiting party seems friendly, honest, and competent she may ask them to escort her. Cil is 33 years old and she is quite skilled magically, but totally inept with melee weapons (-5 to hit).

Gregory Bitinel (PRIEST, LVL 9, 31 HTK) is charged with the care and defense of the "Tear of the Gods". He must insure that it continues to grow properly and he must decide when it has reached its optimal size and should be removed. Gregory is 67 years old and has been assigned to the Sunken Lands Enclave for 39 years. He has been in charge of the "Tear of the Gods" for the last 32 years. Unbeknownst to his superiors, Gregory has become slightly mad from the long-term exposure to the magic of the "Tear of the Gods". He now considers it to be his own property and may delay overlong in removing it at the end of the current seven year growth period. This will cause only a few minor problems as his assistant knows enough to do the job. The Ishapians have already decided to replace Gregory and he is already unknowingly training his replacement, Til Deran (#18). Gregory will not take replacement peacefully and may go berserk when he finds out.

14. **BARRACKS.** This three story wood and stone building has the same floor plan on all three floors. The first floor is inhabited by 17 priests (PRIESTS, 14xLVL 2, 2D6+1 HTK each; 3xLVL 4, 17-13-14 HTK). The second floor is also inhabited by 17 priests (PRIESTS, 13xLVL 1, 1d6+1 HTK each, 4xLVL 4, 11-10-13-15 HTK). The top floor is inhabited by 14 guards (FIGHTERS, 14xLVL 3, 3d8+2 HTK each) and three priests (PRIESTS, 3xLVL 6, 18-21-22 HTK). All of these folks are normally unarmored in their own quarters but, the guards keep a short sword and a small shield handy.

15. **COMMANDERS' QUARTER.** This stone building is the office and quarters of the commander of the guard and his assistant.

Commander Samron Gilford (FIGHTER, LVL 10, 49 HTK) wears leather armor and carries a large shield and a broadsword. He is 39 years old and has spent the last 12 years of his life in the service of the Ishapians. Before that he was a typical mercenary for hire. On one of his adventures he was badly wounded and left to die. An Ishapian monk found him and nursed him back to health. Samron converted and ever since has served the Ishapians as a temple guard. Samron was assigned to the command of the Sunken Lands Enclave garrison with the last caravan. His tour of duty is scheduled to last 14 years and, as a good soldier, he has no complaints. He obeys the orders of Bilginj Mcel with regard to all matters of policy and religion, but the physical defense of the Enclave is considered to be his responsibility and concerning that he will brook no interference.

Janne Willers (FIGHTER, LVL 8, 38 HTK) is a 28 year old woman who was born into an Ishapian family, her father being an Ishapian priest. She didn't have the talent to become a priestess so she became an Ishapian soldier. Prior to her assignment to the Sunken Lands Enclave her duties involved escorting Ishapian priests through dangerous and wild territories. Janne is devoted to her religion and will do anything it requires of her. She is somewhat suspicious of those who joined the temple later in life (Samron Gilford, for example) but aside from an occasional disparaging remark she conceals this

suspicion.

16. **STATUE.** Atop a 22 foot high series of stone platforms stands an abstract, roughly humanoid statue symbolizing the power and importance of the Greater Gods and the Ishapian religion. This statue is primarily for the benefit of outsiders who will be told that it represents their god, Ishap. If they inquire further they will be told all sorts of misleading and improbable things about the god none of which have any real bearing on reality. Most commonly, strangers are told the fable of how Ishap tricked Lims-Kragma, Goddess of Death, and Guis-Wa, the Red-jawed Hunter God, into sparing the life of a holy man by putting the other gods to sleep with a long speech on social reforms, which the priest will begin to recount word for word, almost certainly driving any strangers off within minutes.
17. **SMITHY AND TOOL SHED.** These two wooden buildings are not very sturdy and can, in fact, be deliberately collapsed from the second floor of The Keep. The smithy is used by Tridle DeBre (#19, Fourth Floor) who serves the entire Enclave as a combination blacksmith, armorer, and all around handyman. He is well liked by everyone in the Enclave as he is always willing to help out. If he has the time he will even re-shoe visitor's horses just for the practice. The smithy is kept locked when not in use but the tool shed is never locked as its tools are available to anyone, including outsiders. DeBre (FIGHTER, LVL 4, 21 HTK) wears no armor, except when the Enclave is on alert, when he wears leather. He is +2 with a warhammer due to STRENGTH.
18. **THE FISSURE.** The Fissure is a natural formation which has been modified by the Ishapians. The entrance to the Fissure is a narrow, rudely carved staircase. The staircase is posted with a sign "Warning!! Slick staircase--use at your own risk!!". (NOTE. although the staircase is somewhat slick and damp, it is not particularly dangerous if reasonable caution is exercised.) The staircase curves down along the sheer interior face of the Fissure passing out of sight fairly rapidly. The staircase is over 500 feet in length. At about the halfway point a strange, strong, but not unpleasant odor can be detected. Further along shiny, yellow crystals are visible in the Fissure wall. These crystals are midels, a unique type of gem stone found nowhere else. Midels are magical but in a peculiar, passive way. They are prized by Lesser Path Artificers of magic items, for the stones facilitate the powers of magic items. Many magic items are encrusted with midel stones, along with other, decorative gems. They are worth 1d6 x 1000 GP each but the Ishapians will ask 1d8 x 1000 GP for each stone. The Ishapians will rarely mine these crystals nor will they permit others to do so, except under very special circumstances. At the end of the staircase is a large, dimly lit cave. This cave can only be entered in its true state by speaking aloud or thinking "I weep with the gods". Anyone who enters without doing so will see nothing but a small, empty cave devoid of anything of interest. The interior of the cave is always occupied by either Gregory Bitinal (see #13) or Til Deran (who resides on the top floor of #14). Til Deran (PRIEST, LVL 6, 22 HTK) normally wears leather and carries a combination walking stick/quarterstaff. He is being trained as the successor to Gregory Bitinal as the main caretaker of the "Tear of the Gods". Although Gregory has been in charge of familiarizing Til with the proper procedure he is not yet aware that Til is destined to be his successor. Til is a pleasant 26 year old man who was assigned to the Sunken Lands Enclave because he showed an aptitude for dealing with magical crystals. Initially Til was pleased with the assignment but he has come to realize that if he does well, he is likely to spend his entire life in the Sunken Lands, a prospect which does not please him. Thus, he is making every possible effort to fail in the assignment without damaging his religion or his future prospects. The cave is a deep one at the end of which is a shifting pool of yellow/green liquid crystal in which grows the "Tear of the Gods". The walls of the cave contain a number of midels which the Ishapians do not harvest. If an

intruder should manage to enter the cave and make his way to the "Tear of the Gods" (only possible by learning the secret phrase -- no human magic is sufficient to overcome a spell established in the name of the Greater Gods) he will not be permitted to leave. Both Gregory and Til are capable of mentally summoning guards to arrest and imprison non-Ishapians and will do so without appeal. Anyone entering this area will be "converted" by magic means or, failing that, disposed of.

19. **THE KEEP.** The Keep is a solid stone building designed to be the defense of last resort in the event of an emergency. The Keep is 40 feet high with five separate levels connected by a spiral staircase. Visitors are never allowed inside the Keep.

FIRST FLOOR. This floor holds the emergency food supply as well as a supply of spare weapons. It also holds a well whose water comes from a deep underground spring of pure, cold water. Normally this room is unoccupied.

SECOND FLOOR. This floor contains the three entrances to the Keep. In the east wall is a large, steel reinforced wooden door. Outside the Keep a wooden staircase leads up to the door. This staircase is designed to be easily collapsible. The other two entrances, in the west and south walls, are steel reinforced wooden drawbridges. If the keep is under attack the drawbridges will be up. Otherwise one will be up and the other down at all times. The second floor is garrisoned around the clock by six guards (FIGHTERS, 3xLVL 1, 3-6-4 HTK, 3xLVL 2, 9-11-8 HTK), one at each entrance and one at each arrow slit. They wear leather and carry small shields, spears, and short bows.

THIRD FLOOR. This floor holds the armory. It is garrisoned around the clock by four guards (FIGHTERS, 4xLVL 1, 3-6-6-5 HTK) wearing leather and carrying short swords and short bows.

FOURTH FLOOR. This floor contains the quarters for four high-ranking guards (FIGHTERS, 4xLVL 4, 21-17-23-21 HTK) including Tridle DeBre, the smith. The other three guards are permanently assigned to the Keep and each takes one shift a day as Keep commander. The cook, Ziler Desdo, also lives here.

THE ROOF. The roof is primarily used as a lookout post but it also holds a small catapult and a supply of rocks for ammunition. The roof is constantly manned by three guards (FIGHTERS, 3xLVL 3, 13-17-12 HTK) wearing leather and carrying spears, small shields, whistles, and long bows.

20. **THE GATE COMPLEX.** The Gate Complex is set up to make a forced entrance into the Enclave as difficult as possible. There are five gates and two portcullises of which four gates and one portcullis must be passed through in order to enter the Enclave. The gates are thick and sturdy and made of steel reinforced wood. The gates are always kept closed except when someone is actually passing through. The portcullis, on the other hand, is kept up except during emergencies. At the center of the Gate Complex is a stone guard tower. The portcullises are raised and lowered from inside this tower. The tower is manned around the clock by four guards (FIGHTERS, LVL 1, 4-6 HTK, LVL 2, 11 HTK, LVL 3, 16 HTK) wearing leather and carrying spears, small shields, and whistles.

OUTSIDE THE ENCLAVE

The area just outside the walls of the Enclave has been cleared of trees, rocks, and other obstacles. In their place has been planted a crop of a hardy grain of unknown origin. This crop grows without any care or help from the Ishapians. They merely harvest it at the appropriate time and use it as horse feed.

THE PEOPLE OF THE PIT

The People of the Pit are a tribe of religious fanatics living in the Cliff Face region of the Sunken Lands. To outsiders they are a cruel people who worship an evil god and practice vile, disgusting rituals. Their own view of themselves is, naturally, much more favorable. They serve a powerful, god-like being and in return are granted protection, safety, and comradeship for themselves and their families. Although the "god" does require great sacrifices from its worshipers they find the exchange an equitable one, living as they do in the midst of the hostile and unforgiving Sunken Lands.

HISTORY

The true origins of the being in the pit are unknown to even the priests of the People of the Pit. In its current form it was created at the time of the Great Upheaval. During the invasion of the Dread (see Sunken Lands History), one of the most powerful members of that alien and incomprehensible race was spared destruction during the sealing of the rift between Midkemia and the Dread Dimension. The great magical energies of that time warped this being and trapped it beneath the surface of the ground. Unable to escape, or even to move, it was able to dissolve the ground above it and open a path to the surface by magic means. There it remained for 200 years feeding only occasionally when animals or birds came too close, its energies hovering perilously near the brink of extinction.

This period of near starvation ended when a group of humans approached the pit. The being vaguely recognized them, failing to recognize them as former enemies, for the magic change and centuries of near-starvation had affected its memory. It reached out and drew one of the men into its pit and attempted to communicate. The attempt was a total failure. The foolish man was far too frightened to do anything but cower and scream. Eventually, in its disgust the being began to eat the man. After biting off the man's head, it made an amazing discovery. It could communicate with the remains of the body. In fact, the headless body was completely under its control. The being returned the body to the surface, startling the remaining humans but eventually communication was established.

In the years that followed, the being, now called the "Maw", began to increase its power and expand the number of its worshipers. Worshipers were sent out of the Sunken Lands to secretly recruit new worshipers. For the most part they were recruited from the lower and criminal classes who were easily impressed by the apparent wealth and power of the Maw's worshipers and whose absence would not be noticed. They also purchased large groups of slaves when possible without attracting notice, who were offered full membership in the People of the Pit society with all its advantages and liabilities. Those who declined were turned into slaves of the Maw (see below). As time went by, the population grew to the point where it was no longer necessary to actively recruit worshipers (although they still bought slaves at irregular intervals). New worshipers were still accepted if they came to the Pit on their own.

From the start the People of the Pit were self-sufficient. They hunted their own food in the neighboring jungle and grew fungus in the caves branching off the Pit. Their only major lack was metal, in particular metal weapons. Weapons do not last overlong in the wet climate of the Sunken Lands. Furthermore, the People of the Pit frequently fight with their non-human neighbors. New weapons are needed to replace those lost and destroyed in combat. The People of the Pit are fairly happy and stable despite the rigors of their world. They have the proven support of a powerful being. The village is seldom attacked although hunting parties are often subject to assault by the non-human tribes. Very rarely, parties from Jonril stumble on this community, often bringing needed weapons along with luxury items. Children in the tribe are

cherished and well treated. Religious practices are direct and appeal to the violent instincts of the people. Slaves do most of the heavy work. Disobedience is punished and blasphemy is unthinkable with such a nearby, powerful god. The women have a second class status but are not mistreated.

NOTE: Maw is now able to expend the energy needed to move, but chooses not to. The creature is harboring its energies, save that needed to operate its control over the People of the Pit, in an attempt to open another rift to the Dread Dimension (it should have enough power in another century or so). Maw's only concern is a fear of being discovered by powerful magicians (it has vague memories of magicians causing the Great Upheaval), so the Maw goes to great lengths to keep its true nature disguised. Maw does not particularly care if its animal slaves are killed or if intruders sneak around in the complex. Even the killing of humans will go unnoticed unless Maw feels its true nature is in danger of discovery. Maw will only come out of the pit as a final resort against an overwhelming magical attack. Maw (AR 10/U/400 HTK/4 attacks per round/2d20 per hit/SPECIAL: Maw can maintain an unlimited number of CONTROL AND CHARM spells per round on any creature who has sacrificed. On those who have not sacrificed, saves against mind control are -15% to die roll. Maw can MIND BLAST a selected creature (SAVE vs. Death -20% to die roll; if save, then SAVE vs. Madness -25% to die roll) once per round.

COMING OF AGE RITUAL

When a boy in the tribe reaches 14 years of age he must sacrifice a toe or finger to Maw in order to attain membership in the tribal hierarchy. In order to pass the rite the sacrifice must be successful (see the **Sacrifice Table**). Once this is accomplished he is eligible to partake of all religious rites and he is a full member of the tribal council. He is entitled to a wife and a home (either a hut or a private section of cavern). If no home is empty when he passes the rite, then he gets the first available one or is granted the privilege of building a hut of his own. In order to build a hut he must raise and lead a war party into the jungle to secure wood.

If a boy fails to gain the Maw's favor in this rite of passage he is forever a second class citizen and lacks certain rights that adults normally possess. He is required, if asked, to accompany all war parties and to perform whatever physical labor is not done by slaves. It is possible for a second class citizen to marry, but he will never be a householder and must instead attach himself to a first class member as a retainer.

WAR PARTY

Due to the people's somewhat precarious existence in the Sunken Lands, they are in a constant state of war with their non-human neighbors. Furthermore, since the area of the Pit lacks many necessities it is frequently necessary to organize war parties to venture into the jungle to hunt for food, chop down trees, and perform other tasks. Under such circumstances war parties to protect the workers are a necessity.

War parties are raised when an adult male citizen calls for one at the weekly tribal council meeting. A majority agreement or the agreement of the chief is sufficient to authorize it. Once authorized the word goes out, and all eligible members (especially second class citizens) meet to plan the sorties. The man who called for the war parties leads it, unless he declines the job, in which case the chief chooses the leader.

Unless the war party intends to seek out and attack specific enemies the war party will try to avoid trouble and bloodshed unless necessary to protect their mission and their lives. Under all circumstances the lives of full citizens will be protected before the lives of women and second class citizens who will in turned be protected before slaves.

TRIBAL COUNCIL

The council is the central governing body of the tribe. It arranges all external affairs and all internal ones except those pertaining to religion. The council has at its head the tribal chief. The chief is always selected from among the most religious members of the congregation and was often a priest before his elevation to command. Hence, there is rarely any conflict between the chief and the high priest over matters of internal policy. Ranking below the chief are up to 10 vice-chiefs who are usually priests as well. The citizen males who make up the rest of the council theoretically all have an equal voice in the council but in reality some have more authority than others.

The vice-chiefs serve the chief directly and live in the main cave with the chief serving as his enforcers and messengers. All vice-chiefs must be able to make one more sacrifice in order to become chief should they be selected by the High Priest.

LEADERSHIP

The priests are few in number for a good reason (see the **Sacrifice Chart**). Most priests are vice-chiefs and most vice-chiefs are priests but there are always several people who are only one or the other. Priests make the decisions concerning what sacrifices are to be allowed and by whom. They also assist the High Priest in his duties. From their number are selected candidates for chief and High Priest. The chief picks the candidate for High Priest while the High Priest picks the candidate for chief. If both offices are empty at the same time the remaining priests and vice-chiefs elect a chief who, in turn, chooses the new High Priest.

The High Priest is almost always the tribe member who has made the most sacrifices. His final sacrifice, the one with which he attains High Priest status, always grants him the power of communing with Maw. The High Priest sets the amount and timing of all sacrifices, and leads all rituals. He is entitled to first choice of slaves and to extra wives.

The chief has the power of life and death over all slaves, women, children, and second class males. He can order them fed to the Maw for any infraction of tribal law. He is entitled to up to 4 wives who may be chosen from any of the women of the tribe. He has the right of first night in all marriages, although he seldom exercises it.

In his final sacrifice to Maw the chief will always gain the power of Presence. Against all humans and creatures under the influence of Maw this power gives the ability to issue unbreakable commands. This power does not work on the High Priest and, by tradition, is not used during tribal councils. Against outsiders, the power works as a powerful fear spell against which they must save or flee.

SLAVES

All captured humans and non-humans are made into slaves, losing their heads to Maw in 1d6 days from their capture. The process is simple. The High Priest ritually cuts off the head of the

being and throws it into the Pit where it is devoured by Maw. The body of the slave is animated and serves the tribe as a soulless zombie. Slaves require no upkeep and last between six months and year. At the end of their useful lifetime they walk themselves into the Pit where they are eaten by Maw. Slaves do not require sleep or food and function as though they have normal senses and intelligence. They are often used for night guard work as they are not inhibited by darkness.

Their only major limitation is their lack of a mouth. Slaves communicate to the people by a complicated language of hand signals. As all slaves are mentally linked to Maw a message can be sent merely by telling the nearest slave the message. It is automatically relayed through Maw to the slave nearest the intended recipient.

Only first class citizens are permitted to possess slaves, although slaves will obey the orders of any tribe members, even children. Outsiders have no control over slaves. Animals can also be turned into slaves by the sacrifice of their heads but this is rarely done. In general animals are preferred as food. Occasionally, in times of war, some animals may be turned into slaves for purposes of fighting.

The typical human slave has the following statistics:

AR 1 /2d8 HTK /2 HANDS; or WEAPON /1d4; by weapon /270 MV /will fight to the death if so ordered

THE VILLAGE

The village is located both above and below ground. Above ground the village is surrounded by a wall made of wood and stone to a height of 10 to 30 feet (see map). Inside the wall are huts of various sizes, usually made of wood, but some of the larger ones are made of stone with wood roofs. In the center of the village is the Pit. Branching off the Pit are numerous tunnels and caves which are used as living quarters, fungus farms, storage areas, gem mines, and prison cells. A spiral ledge has been cut into the edge of the Pit to give access to the caverns.

SACRIFICES

The Sacrifice is an important part of the religious life of the People of the Pit. It is their way of offering a part of themselves to their god and in exchange receiving some concrete benefits from the god. To an outsider the entire process may seem repulsive but the People of the Pit don't see it that way and are, in fact, offended by the revulsion of outsiders.

The actual process of sacrifice is fairly straightforward. At a time designated by the priests any male member of the society may sacrifice a part of his body to the god. The offering may be as little as a single toe to as much as an entire arm. The sacrifice is performed in the temple (located on the second level of the pit's caverns). If the god accepts the sacrifice the person may gain as a benefit a particular magical power or ability. If the offering is rejected the person suffers a loss of status within the society and may never make another offering. This process is described and summarized in **Sacrifice Table**.

At the time of the coming of age ritual every male member of the society is required to sacrifice a finger. 95% of these sacrifices are accepted and the only benefit gained is a full membership in the tribe.

Sacrifice Chart	
d%	Result
01-50	Rejected
51-75	No Result
76-140	Successful, Type I Power
141+	Successful, Type II Power

Sacrifice Chart Modifications: (these are cumulative, and include any attached parts--see Example below)

Modifiers to Sacrifice Table (cumulative)
+5 for each finger or toe
+10 for each hand or foot
+15 for each lower leg or forearm
+20 for each upper leg or upper arm

List of Powers

Type 1 Powers
A. See in dark
B. Detect Enemy
C. Stun person
D. Healing
E. Understand Languages
F. Start Geyser
G. Telekinesis small objects
H. Communicate with animals
I. Sharpen weapon
J. Disguise

Type II Powers
K. Fly
L. Protection from fire and lightning
M. Magic Arrows
N. Lightning
O. Cone of Fire
P. Paralyze Person
Q. Conceal Person
R. Summon Mist
S. Control Rain

Special Powers: See descriptions below for ways to obtain these.
T. Membership in tribe
U. Perform Sacrifices
V. Commune with God
W. Power of Presence

Example: Hagle wishes to sacrifice his entire right arm. It is worth a total of 65: +20 (upper arm) +15 (forearm) +10 (hand) and +20 (5 each for 4 fingers, he has already sacrificed the thumb). He then rolls a 23 which when added to 65 gives a total of 88 which indicates a successful sacrifice for a Type I power. Hagle chooses the Detect Enemy power.

Power Descriptions: Some of these powers are self-explanatory while others need to be defined specifically for the game system in use. We will ignore these two groups of powers and explain only those which might be unclear in the context of this product.

- A. **See in Dark:** This power allows the possessor to see using infravision (heat) up to 120'.
- B. **Detect Enemy:** This power detects only enemies of the People of the Pit or their god. It does not detect personal enemies of the user.
- C. **Stun Person:** If the target fails to save he will lose consciousness for 1d6 combat rounds. This power may be used every 2 minutes.
- D. **Healing:** This power allows the wielder to heal up to 10 points of damage. It can be used once a minute, or until the wielder fails his Stamina Save after which the wielder must rest 10 minutes before being able to cast again.
- E. **Understanding Languages:** This only allows the user to understand strange languages, not to speak them.
- F. **Start Geyser:** This power is only useful in regions where a geyser might otherwise be expected to occur. Fortunately, the entire Sunken Lands falls into that category. The uses of this power are varied but one common one is to have a geyser erupt right where an enemy is standing. This power may be used every 10 minutes.
- G. **Telekinesis Small Objects:** Allows the wielder to levitate up to 10 pounds of material, raising it up to 100 feet and able to move it up to 500 feet away at a walking pace.
- H. **Communicate with animals:** This power allows communication on a very basic level only. It does not require that the animal obey the user of the power.
- I. **Sharpen Weapon:** This power makes a weapon noticeably sharper for the full duration of a battle. The result is a weapon that is +2 to hit and does +2 damage, though the weapon is otherwise non-magical (as in hitting undead). It does not work on a smashing weapon such as a quarterstaff or mace. Multiple casts are not cumulative.
- J. **Disguise:** This power allows its user to make himself look like a particular other person. It only works for an hour at a time and can be used 4 times a day.
- K. **Fly:** This allows a person to fly as often as he likes at a speed of 270 feet per combat round. The process of flying is as tiring as walking (or running) at the same speed.
- L. **Protection from Fire and Lightning:** This power creates a personal force field around the wielder that is proof against fire and lightning. This force shield can be maintained indefinitely while awake but must be released to use other powers.
- M. **Magic Arrows:** This power allows the person to fire up to 12 Magic Arrows a day. They shoot out of the person's hand and hit like a crossbow for +2 damage.
- N. **Lightning:** This power allows the wielder to generate a lightning bolt that travels from the wielder's hand (obviously they need to have a hand) to a target location of choice up to 200 feet away. The bolt is 5 foot in diameter and potentially damages anyone within the path. Each target not making a Strength Save suffers 5d6 damage. If the bolt strikes a metal surface it is reflected onward at 1/2 power. This power can be used every minute until the wielder fails a Stamina Save.
- O. **Cone of Fire:** This power allows the cast a cone of fire emitting from the wielder's hand (they need a hand) and expanding at a 30° angle out to 60'. Any person within the cone suffers 10d6 damage. This power can be used every minute until the wielder fails a Stamina Save.
- P. **Paralyze Person:** The power greatly resembles the Stun Person power except that the

results last indefinitely. This power may be used once each 2 minutes.

- Q. **Conceal Person:** A person under the influence of this spell cannot be seen except by someone examining his exact location very carefully.
- R. **Summon Mist:** This power allows the wielder to cause a concealing mist to form surrounding the caster and extending for 120' in all directions. It can be maintained indefinitely and will travel with the caster.
- S. **Control Rain:** This power allows its user to start or stop rainfall at will. It is only effective as a rain starter if clouds are present, but in the Sunken Lands this is rarely a problem.
- U. **Perform Sacrifices:** This power is available only to priests who receive it when they make their first priestly sacrifice. They may take it in lieu of either a type I or a type II power. It enables them to preside over all religious ceremonies especially the sacrifices.
- V. **Commune with God:** This power is available only to the High Priest. It allows the High Priest to be in constant touch with the god. He will be aware of the god's needs and desires as they occur. He is also able to, through the god, communicate with all slaves where ever they may be.
- W. **Power of Presence:** This power is available to the chief only. It allows him to command any member of the tribe at will. It is rarely used but always available.

HELDEN GEMS

The Helden is a type of gemstone found only in the caverns branching off the pit. It is orange in color with some varieties having streaks of brown, red, or yellow (but never more than one color of streak in an individual stone). As gemstones go it is doubly valuable as the People of the Pit release an insignificant portion of their supply to outsiders. Each Helden is worth 50 + 5xd% GP.

SUGGESTIONS FOR THE GAMESMASTER

This area works very well as an underground adventure when certain considerations are kept in mind. Since the People will almost invariably kill strangers captured in their area, secrecy is necessary, unless the party wishes simply to trade. This secrecy includes some way to enter the complex. At least three entrances to the outer caverns of the third level exist unknown to the People of the Pit. Each leads from a naturally concealed opening in a cavern wall to an opening in the rocky terrain of the cliff face, 500 yards to 1 mile from the complex. At least one or two of these entrances have been discovered by adventurers eager to steal Helden Stones and other valuable artifacts from the People of the Pit. Although Maw controls the headless monsters on the third level, he does not pay attention to their being killed, as normal predators also exist on this level. Therefore, it is possible for a party to sneak in and even up to the second level (first if they are very good or insane) without being trapped. Maw will not take an active part in stopping them, even if his subjects are killed, unless he senses the presence of someone with the ability to determine what he actually is (they do not need to be actively using any power).

Other reasons for parties wanting to invade the People of the Pit include priests or holy warriors on a quest to steal some artifact from them, or to determine that some powerful being does exist. The players may be sold a map (see Treasure Maps in back pages) to the People of the Pit or find it in another adventure. A wealthy scholar in Jonril might be willing to pay for a party to observe the secret religious rituals of a group of fanatics rumored to be living in the Sunken Lands. He had better pay well!

The Gamesmaster is free to locate the unknown entrances where he pleases on the third level--

even the second if it makes sense to him. A note of where they exit on the Cliff Face will keep the game consistent for the characters.

IMPORTANT TRIBE MEMBERS

Mak, the Chief (FIGHTER, LVL 8, 49 HTK, POWERS: C, E, T, U, W): He is a thick, burly man of middle years with steel grey eyes and bushy black hair, beard, and eyebrow. He possesses a fearsome countenance although he talks very quietly. He bears no sign of office other than a crutch which is inlaid with gold for he is missing his left arm and his right leg below the knee. He bears a magic short sword +3 to hit with the power of levitation. This allows him to stand and fight normally. He usually wears leather armor and a gold chain holding a Dragon's Breath gem. He sometimes wears a feather and silver headdress to impress outsiders.

Thantak, the High Priest (CLERIC, LVL 9, 35 HTK POWERS: K, P, T, U, V): Thantak has just assumed his office recently and is a fairly young man still in his late twenties. He is missing both his legs. His hair is dark red and he has brown eyes and a dour long face. He is very thin and frail looking although he possess a deep booming voice. He usually wears a long red robe, which conceals his missing legs, and a silver belt made of linked plaques depicting mythological scenes out of history. He seldom wears a hat.

Thak, a Vice-Chief (FIGHTER, LVL 6, 34 HTK, POWERS: B, E, N, S, T): Thak is an amiable fellow with a friendly smile. He is in charge of the maintenance of the gates and walls and is always the first to greet visitors. He is missing his left arm to the shoulder as well as seven of his toes. He has curly black hair and green eyes. He usually wears chain armor and fights with a +1 magical longsword with flaming powers. He thinks of himself as the certain successor to the chief but is unaware of the fact that the new High Priest has no intention of appointing him when the time comes. Thak is always present at trade negotiations because of his wide experience in such matters.

Nod, a Vice-Chief (FIGHTER, LVL 5, 31 HTK, POWERS: E, S, T): Nod is in charge of the workshops and tradesmen of the tribe. He is a fat serious man with a constantly furrowed brow. He is in his mid-30's, balding with black hair and brown eyes. He has an enormous nose about which he is quite sensitive. He is missing his right arm to the elbow as well as a couple of toes. Despite his bulk he is quite strong. He normally wears a white tunic and a leather belt with gold studs. He wears leather armor and uses a large battle axe.

There are several other Vice-Chiefs and Priests who are less likely to be met personally by the characters:

Durn, a Vice-Chief (FIGHTER, LVL 5, 29 HTK, POWERS: H, K, T) missing right hand and right foot.

Datak, a Vice-Chief (FIGHTER, LVL 5, 27 HTK, POWERS: B, G, I, T) missing entire left arm.

Jon, a Vice-Chief (FIGHTER, LVL 4, 25 HTK, POWERS: A, F, T) Missing right hand, four toes, and little finger of left hand.

Maurak, a Priest (CLERIC, LVL 6, 26 HTK, POWERS: H, P, T, U) Missing entire left arm and right foot.

Runisk, a Priest (CLERIC, LVL 6, 24 HTK, POWERS: C, G, L, R, T, U) Missing both hands, left forearm, and seven toes.



INTRODUCTION TO THE MAPS OF THE PIT

The aboveground works of the People of the Pit consist of a simple rampart and wall with a surrounding trench. The only towers on the wall are at the single gate. The earthworks consist of a single deep trench approximately 20' deep. Some of the trench cuts into solid bedrock. The parapeted walls average 20' in height with the towers reaching thirty feet. They are constructed of mortar and rubble, the rubble being supplied by the debris from the underground works. The buildings within the enclosure are also constructed of stone and mortar. The room beams and other wood for construction are gathered on trips to the nearby jungle.

The underground works have existed since the early days of the People of the Pit. The tunnels below ground on the upper two levels are dressed stone, although walls and ceiling are almost totally covered by phosphorescent fungus. This fungus is slowly growing throughout all the tunnels as the generations pass. The fungus provides a double boon; it not only lights the tunnels but it also provides food as it is quite nutritious, though not very tasty. The people harvest the fungus for food and also mix it with berries and ferment it to make a strong wine like drink.

The underground works also have numerous ventilation shafts which empty into the Pit. The shafts average about one foot in diameter were made 250 years ago by small rock boring creatures they captured and enslaved. None of these creatures remain.

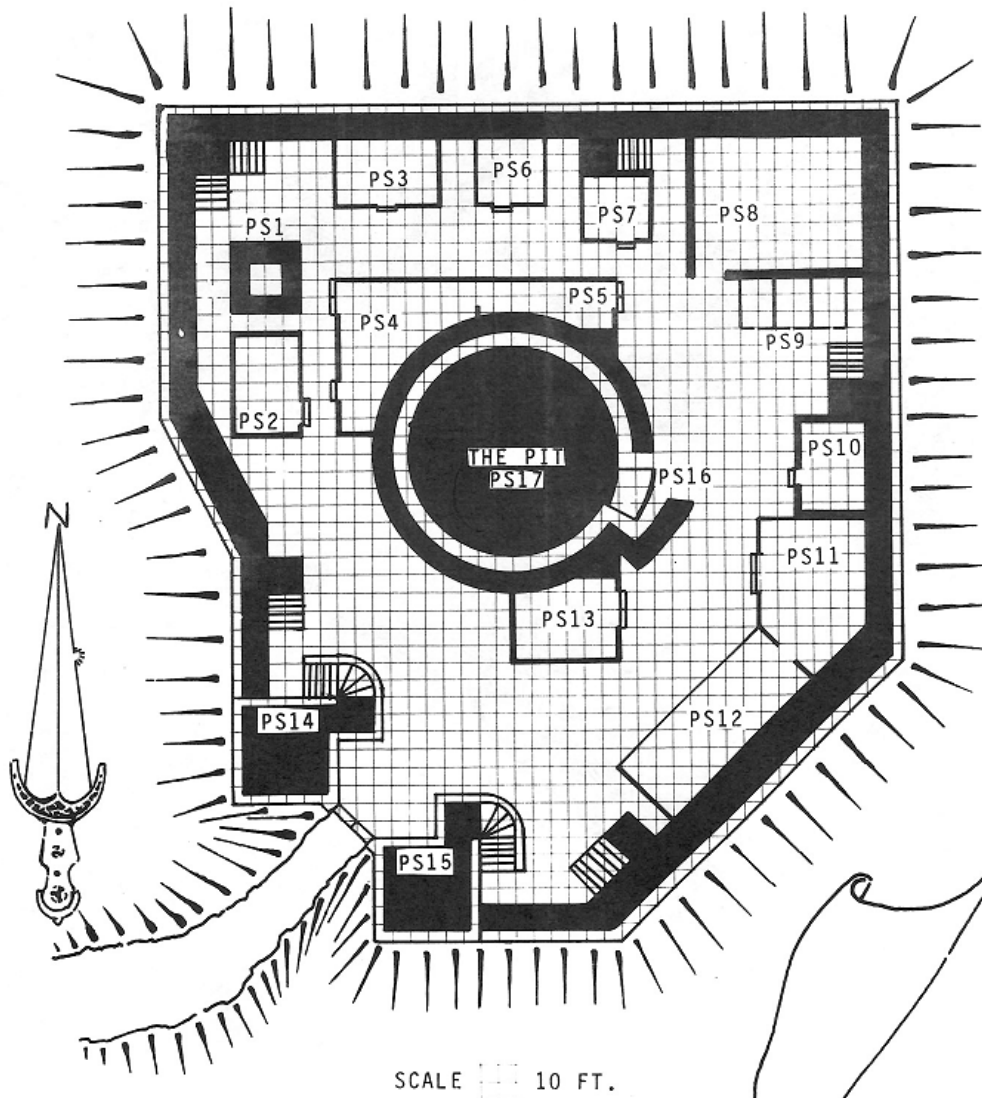
The lowest level below ground is still roughhewn caverns. Here is where the mining for Helden gems continues to this day. The people mine them only for their own use and the rare chance for trade. The vein of gems is incredibly rich as such things go. The strata of gem-bearing rock appears to continue for some ways away from the Pit, although no one knows how far.

RESIDENCES: When running an adventure in which the characters enter a residence, the Gamesmaster should refer to the following list to furnish the cavern. The residences of the people are generally well furnished with an average dwelling containing some (but rarely all) of the following: Sleeping pads and blankets of fine woven manufacture; several finely made tables and chairs; a keg of oil and at least one lamp; several niches carved into the walls holding trophies, weapons, or books (approximately one tenth of the tribe is literate); several candle holders and boxes of candles; a small iron stove or a stone hearth for cooking; a cabinet with cooking utensils and bowls; a chest with clothing; a chest for weapons and armor; a rack of spices; a keg of fungus wine; ceramic mugs; a rug made from an animal hide; toys for the children; a small chest with gold or silver coins; a few (1d10) Helden gems (each worth 50 + 2d% GP); and musical instruments. This list is not all-inclusive.

The people are rich in furnishings and take good care of them. Some are hundreds of years old and are passed down from generation to generation within a family.

The People of the Pit

SURFACE LEVEL PS



GFM

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The Pit's Surface Regions (PS)

- PS1 **CISTERN HOLDING 10,000 GALLONS WATER.** This cistern is cut into rock but is lined with brick and mortar to keep out bad minerals which abound in the ground water. The water is supplied by rain water. The wall of the cistern stands four feet above the courtyard's level.
- PS2 **ABOVEGROUND TOOL SHED.** This rock walled, tile roofed windowless structure serves as a tool storage shed. It contains wooden racks on which are stored a variety of tools including shovels, hoes, pick axes, trowels, crowbars, sledgehammers, and a variety of others. The door is made of heavy Ironwood bound with bronze. It is locked with a wrought iron padlock. The keys are held by the smith, the gate guard, and three of the Vice-Chiefs.
- PS3 **SMITHY.** This one story brick building has two windows through which the smith, Bilik (FIGHTER, LVL 4, 19 HTK), and his two slave assistants can often be seen working. Bilik failed in his initial sacrifice and so is required to perform this trade for the tribe, being a second class member. When not repairing weapons, armor, tools or creating bronze work such as lamps, candleholders, vessels, and the like, Bilik is often accompanying raiding expeditions to a place on the Cliff where coal can be found. Bilik is very strong. He owns chainmail and uses a longsword and shield. His chainmail is always kept close to hand either in his shop or his residence (P1-30) where he lives with his wife Irust and their two young girls. Bilik prefers being the smith to being a tribe member as he greatly enjoys his work. Bilik has been the smith since the only other smith died two years ago. He is a large burly, black haired man with a hook nose and blue eyes, and missing his left little finger.
- PS4 **KITCHEN FOR MEAT COOKING.** The kitchen is used for cooking and drying meat and for baking bread. When large animals are killed, the whole tribe will come up and hold a feast. In the spring the kitchen area is converted into a winery and the year's supply is laid down in casks which are kept in a storeroom downstairs. The kitchen is run by Garun (FIGHTER, LVL 3, 17 HTK), a second class tribe member. Garun is fortyish, greying, and fat. One of his sons, Thak, is a Vice-Chief. His wife Jeka is also getting on in years but still assists in the kitchen. Garun, despite his bulk and advancing years, is still pretty good with a butcher knife and uses it as his primary weapon. The building is made of stone and has two windows on each side. A large central cooking area includes a chimney; another fireplace shares a wall with the Pit.
- PS5 **UPPER DINING HALL.** This area is the upper dining hall although it is often used as a cooperage when barrels are needed, such as in the spring. It has benches and rough-hewn wood tables.
- PS6 **CANDLE AND SOAP WORKS.** This stone building is used as the combined candle, soap, and oil works. The building contains bellows and large copper kettles mounted upon the brick fireplaces, used for heating animal fat. The candle maker is Bloit (FIGHTER, LVL 1, 5 HTK), a 34 year-old second class member. He is the least popular resident of the entire tribe. He is short and bent over and his skin is blotchy. He is missing three of his front teeth and the rest of his teeth are in horrible condition. Bloit lives in P1-32 with his wife, Deji, a shapeless blob of a woman. They have no children.
- PS7 **LEATHER WORKS.** The leatherworks is a brick building with three windows and an unbound solid wood door. The door has a gryphon carved into it as the leatherworker, Jopin, doubles as the people's carpenter and carver. He cures the hides outside the walls once a month. (He keeps the weather dry during that time by using his Control Rain power.) Jopin (FIGHTER, LVL 4, 23 HTK, POWERS: S, T) is missing the little finger on his left hand and eight toes. He has leather armor, uses a broadsword in combat and is an expert hunter and guide (G=60%). He also carries a jeweled dagger with a gold sheath. He is expert at tooling leather and many of the tribe wear his fancy boots and coats. He lives

with his wife Phada, some say the prettiest woman in the tribe, in P1-27. They have two sons and three daughters.

- PS8 **FIGHTING PRACTICE YARD.** The young men and women of the tribe practice fighting here with the assistance of some of the headless slaves. They practice with wood weapons and leather covered wooden shields. The inner wall around the area is only three feet high.
- PS9 **ANIMAL CAGES.** These animal pens have ironbound wood bars. They are used only when carnivores are taken alive for later use as fighting slave animals. Presently only one lion cub is held here, but the other cages do show signs of recent habitation.
- PS10 **ARMORY.** This building is the upstairs armory and contains racks of short swords, broadswords and many shields. In boxes on the north wall are five sets of chainmail. The building is stone with a tile roof, and a slave guards the entrance with a drawn short sword.
- PS11 **HAY BARN.** A wooden building with a tile roof.
- PS12 **MULE AND HORSE STABLES.** This building currently houses five living mules, one living horse, three slave horses, and three slave mules. The building is made of stone with a tile roof and the animals are tended by a single slave.
- PS13 **FOOD STOREHOUSE.** This brick building has no windows and its single wooden door is iron bound with a built-in lock. Inside are storage shelves with dry grain and meat. Also seed and dried fungus are stored here.
- PS14 **GATE TOWER.** This tower is parapeted and has embrasures every three feet. The floor is twenty-four feet above the courtyard level and the parapet is six feet tall. A single stair connects it with the ground level. The gates are double 20 foot high wooden doors bound with bronze, and are barred from the inside.
- PS15 **GATE TOWER.** Same as PS14.
- PS16 **RAMP TO LOWER LEVELS.** This spiral ramp curls along the inside of the Pit and leads down to the first level of the caverns.
- PS17 **THE PIT.** The being at the bottom of the Pit irresistibly draws any flying creatures that pass overhead down into the Pit. The people sometimes take advantage of this by stretching a net across the top of the Pit to catch them.

THE PEOPLE OF THE PIT

UNDERGROUND LEVEL 1 P1

SCALE 10FT.



GFM

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First Cavern Level

- P1-1 **ARBALEST AREA.** The arbalest is designed to discourage intruders. It is manned by a headless slave and fires a heavy javelin. During aiming practice a heavy wooden plank is hung into the Pit in order to avoid wasting javelins. The javelins are sometimes poisoned (35% probability).
- P1-2 **RAMP BLOCKING ROOM.** The machinery in this room enables a section of the ramp to be completely blocked. Anyone on the ramp is pushed into the Pit. A large lever on a sliding mount is moved by means of rope and windlass to either block or unblock the passage. The six headless slaves that are stationed here wear chainmail and carry broadswords.
- P1-3 **STORAGE OF FOOD/WINE/TOOLS.** This room is full of sacks of grain, boxes of dried fungus, casks of wine, and dried meat. They are stacked either on the floor or on wooden shelves.
- P1-4 **DUNGEONS FOR LIVE PRISONERS.** Each cell is outfitted with a barred heavy bound door with a built in lock, a straw mattress, and a privy hole. Twenty percent of them are occupied.
- P1-5 **GUARD ROOM.** Whenever any live prisoners are present, this room will always contain four guards, at least two of which will be live persons rather than slaves. In the room is a large wood table, four wood chairs, a brass lantern, a cask of lantern fuel, a cask of water, a cask of wine, eight ceramic mugs, and a pitcher. There is a 35% chance that the live guards will be drunk.
- P1-6 **TORTURE CHAMBER.** This iron-doored chamber has two massive columns which serve as supports and attachments for the wide ranging paraphernalia of torture that this room houses. The chamber is presided over by Boroki (FIGHTER, LVL 4, 25 HTK) and his wife, Lula (FIGHTER, LVL 4, 26 HTK), the two most sadistic members of the entire tribe. Boroki wears chainmail and wields a longsword while his wife wears leather and uses a short sword. Boroki is also an expert with throwing weapons of all sorts. He and Lula live in P1-31 with their two young sons.
- P1-7 **FUNGUS PROCESSING ROOM.** This room is used to process fungus from the lower levels prior to its addition to the food supply. Four large tables are manned by 10 slaves who do all the work. The room is overseen by Killon and his wife Mari and their two daughters. They live in P1-25.
- P1-8 **WELL ROOM.** This room houses the water supply for the tribe. It is an artesian well whose purity is said to be provided by their god. There may be something to this claim as the well provides untainted water, a rarity in this region.
- P1-9 **ARMORY.** This room has a heavy bronze door which can be barred from the inside. Inside are two slaves in chainmail wielding broadswords. The walls of this room hold racks of various different types of weapons including arrows, bows, daggers, spears, axes, and swords. There is also a work bench for repairing mail or leather. None of the weapons in this room are magical.
- P1-10 **TREASURY.** This large bronze door guards a large quantity of treasure. The room is not otherwise guarded as it is considered unlikely any non-tribe member would ever find his way to this room. The room has three large wooden chests and a smaller metal box. One chest is mostly empty containing only 100 Helden gems and 200 GP. It is locked and has a poison needle on the lock. The second chest has 2,000 SP and 500 GP and is unlocked. The third chest contains 2,140 GP and is locked. The metal box is made of bronze and is padlocked. It contains fungus spores against time of tribal need.
- P1-11 **TREASURY.** Another bronze door marks a second unguarded treasure room. Instead of chests, this room contains a large heap of treasure consisting of 5,000 GP, 6,000 SP, 45 miscellaneous pieces of jewelry with a total value of 7,540 GP and 335 Helden stones of

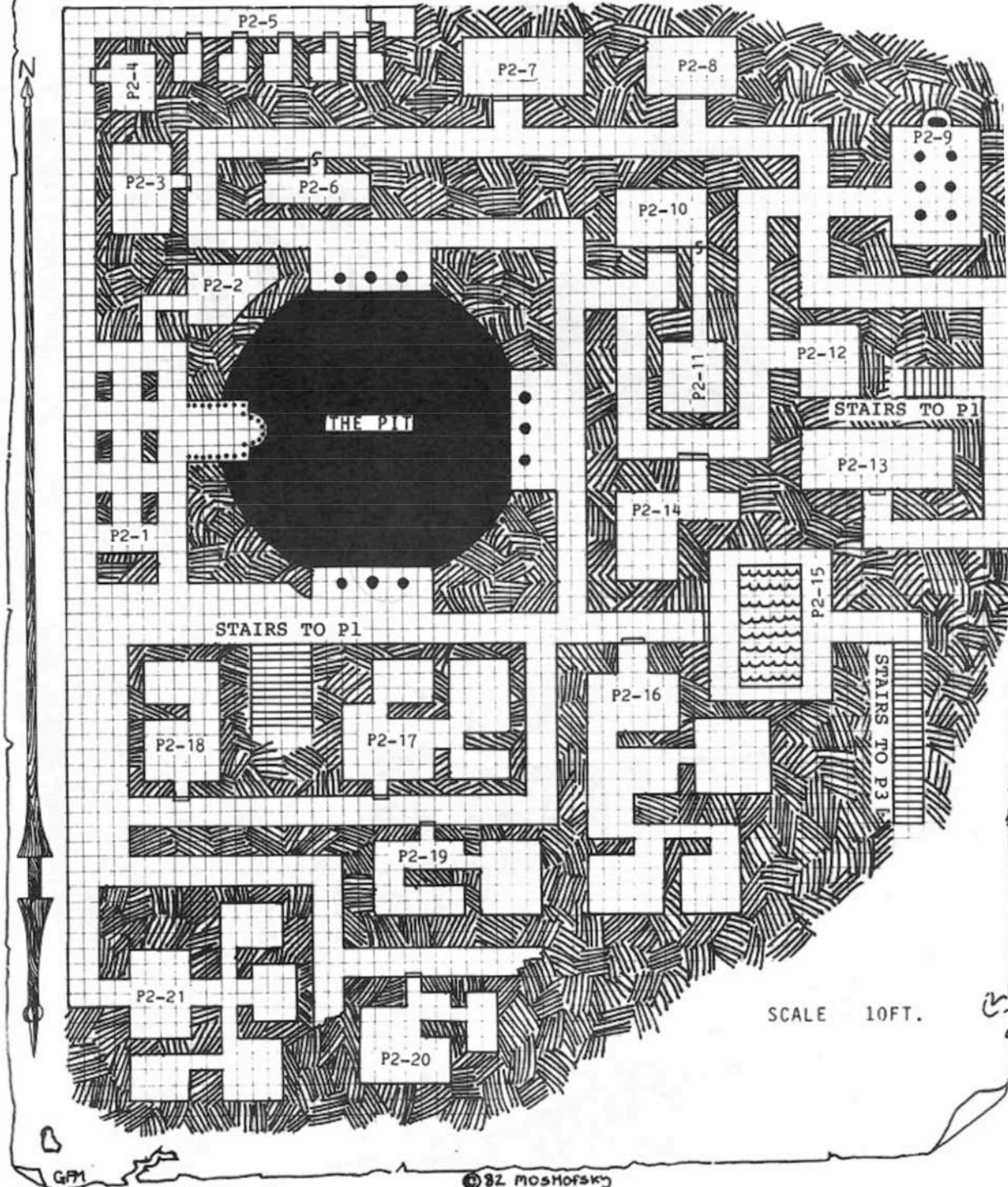
varying value.

- P1-12 **SMITH/CERAMICS SHOP.** This room is used as a downstairs smithy and as a ceramics manufacturing center. There are two potter's wheels here as well as a small supply of clay. It is usually not in use (the nearest deposit of clay is over 20 miles away.)
- P1-13 **STORAGE/FOOD/WINE.** This is the council chamber's storeroom and includes food, wine casks, dried meats, boxes of aromatic wood, a pack of carved stone pipes and a barrel of tobacco, flint, tinder, several barrels of lamp oil, ceramic mugs, and writing implements including a small writing case complete with pen, inkstone, dried ink, water flask, paper, and drawing brush. The room has an iron bound wooden door and it is locked. The keys are held by the Chief, High Priest, and Thak, who is in charge of keeping the room stocked for use at the council meetings.
- P1-14 **COUNCIL CHAMBER.** The council chamber is used twice weekly for meetings of the full male members of the tribe. Disputes are settled, claims heard, ceremonies and trading planned, war parties formed, and it ends with a tribal feast. Sometimes the High Priest performs special religious ceremonies. The room itself has circular level cut into the floor. There are four levels with the center of the room being the lowest a full ten feet below the level of the corridor. The levels are used as benches by the council members. In the center of the room stands a magical brazier. It is made of some dense black material and is inlaid with numerous different gems (Gamesmaster's option as to which but no Heldens). The brazier is one piece including its massive base which weighs 500 pounds. If anyone other than a Priest or Vice-Priest lights the brazier they are struck by lightning for 3d20 points of damage. The gems can be pried out without effect, however. The brazier has no other magic function, only being used to burn ceremonial incense prior to council meetings.
- P1-15 **CHIEF'S OUTER ROOM.** This is the outer room of the chief's quarters. There are always at least two slave guards here as well as one or more of the Chief's wives.
- P1-16 **CHIEF'S CHAMBER.** This is the Chief's sleeping quarters. There is bedding for five people. In addition to the usual items there is a secret panel in the floor containing 10 Dragon's Breaths and 30 Heldens.
- P1-17 **VICE CHIEF'S DWELLING.** Thak, his wife and three children live here. See Important Tribe Members above.
- P1-18 **VICE CHIEF'S DWELLING.** Nod, his wife and two daughters live here. See Important Tribe Members above.
- P1-19 **VICE CHIEF'S DWELLING.** Durn lives here alone--his first wife died and he hasn't gotten another yet. See Important Tribe Members.
- P1-20 **STORAGE FOR FOOD AND WINE.**
- P1-21 **VICE CHIEF'S DWELLING.** Datak, his wife and four sons live here. See Important Tribe Members.
- P1-22 **COMMON ROOM FOR VICE CHIEFS.**
- P1-23 **VICE CHIEF'S DWELLING.** Jon, his wife, sister and her two children live here, somewhat to the disgust of Jon's wife. See Important Tribe Members above.
- P1-24 **STORAGE ROOM FOR FOOD/CLOTHING**
- P1-25 **EXTENDED FAMILY DWELLING**
- P1-26 **RES**
- P1-27 **RES**
- P1-28 **RES**
- P1-29 **RES**
- P1-30 **RES**
- P1-31 **RES**
- P1-32 **RES**
- P1-33 **RES**
- P1-34 **RES**
- P1-35 **RES**

THE PEOPLE OF THE PIT

UNDERGROUND LEVEL 2

P2

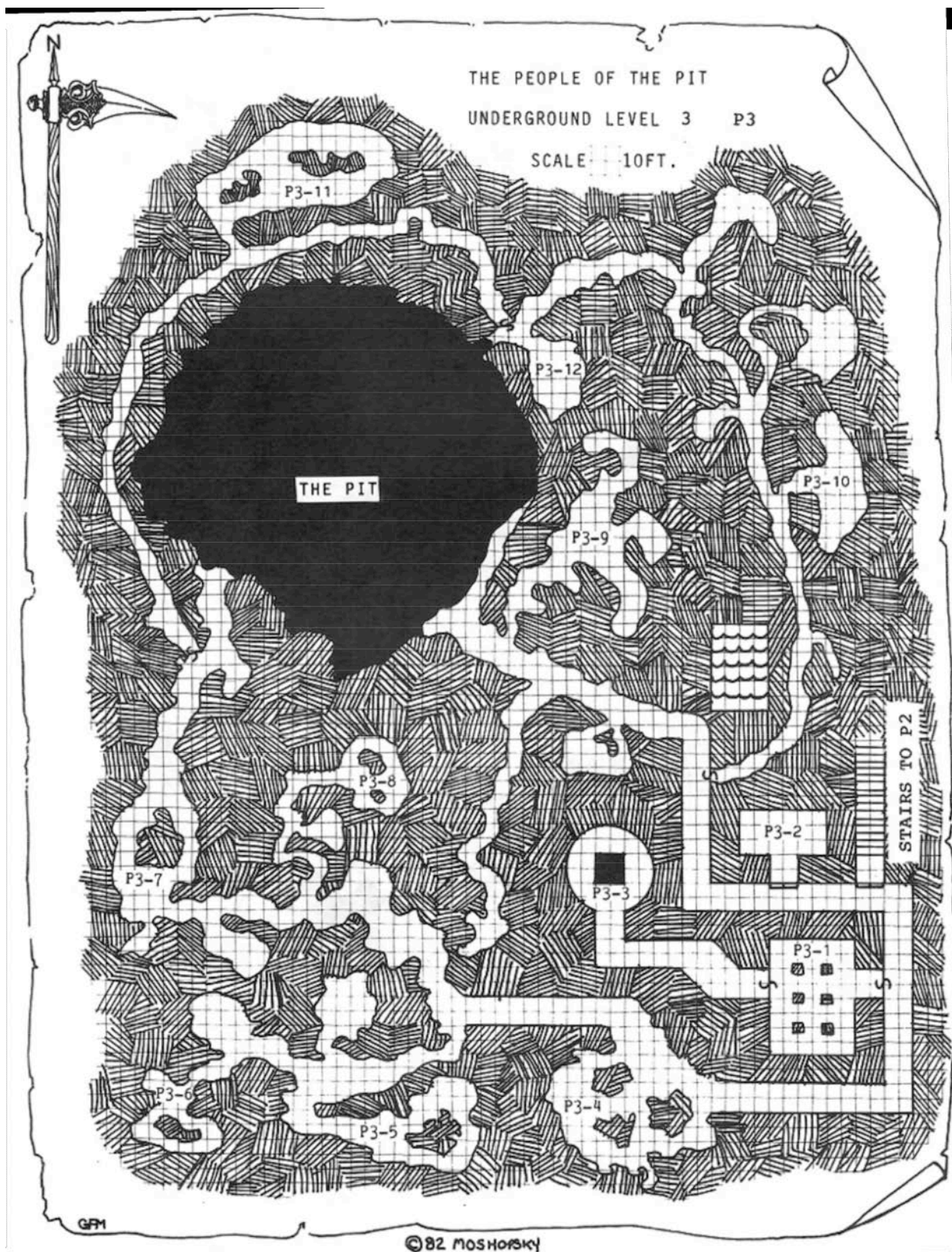


Second Cavern Level

- P2-1 **TEMPLE COMPLEX.** The temple complex has been cut smoothly from the rock and has a 25 foot ceiling. It has 6 massive columns supporting the roof and the columns' faces are covered with scenes from the legends of the people. The opening in the east wall is cut with a rounded arch to symbolize the shape of the Pit to which it leads. A projecting altar allows the people, standing on the galleries on the north, east, and south of the Pit, to observe the sacrifices and the creation of slaves. The ceremony is usually conducted by one of the regular Priests, but only the High Priest knows the proper time to ensure the successful creation of a slave.
- P2-2 **PRIVATE AREA FOR PRIESTS.** This room is off limits to all but temple personnel. This includes only the Priests and slaves. In it is another brazier like that in the council chamber (P1-14). The High Priest uses it in private ceremonies.
- P2-3 **STOREROOM.** This locked room holds paper, writing materials, scroll cases, leather hides, fabric and tools for the use of the priests.
- P2-4 **GUARDROOM.** This room usually contains two living guards whenever there is anyone in the sacrificial holding cells (P1-15). They are armed with broadswords and wear leather. They are equipped with playing cards, a table, a cask of water, two mugs, some food, and a lamp of bronze. They are relieved every six hours.
- P2-5 **SACRIFICE HOLDING CELLS.** These cells have heavy iron-bound, locked doors. The cells have a straw mat, rings set into the wall to restrain the prisoner, and a privy hole.
- P2-6 **TREASURY.** This room is hidden behind a secret door and its location and existence has been forgotten for over 100 years. A man was trapped in here the last time the room was opened. He has since died and become an undead spirit hostile to anyone who enters the room, especially members of the tribe. The room contains a silver casket filled with 25 Ambers including one Insect Amber. The room also contains a collection of scrolls which have mostly rotted away. All that remains intact is part of a map which shows the way to the Ishapian Enclave (See Map A, of the Treasure Maps in the back pages). There are 248 SP scattered about on the floor. The most noticeable feature is the body of the dead man which lies propped against the east wall. It wears chainmail armor and carries a great sword in an old rotten leather scabbard. The sword is not magical but the scabbard is. If properly repaired, it will cause any weapon drawn from it to be magical, +3 to hit and +3 on damage for 1d10 rounds. It will only fit great swords. The dead man's spirit is linked to Maw, though Maw will not trouble itself over looters, only those who it thinks might discover Maw's true nature. SPIRIT/AR 8/U/25 HTK/1 touch/1d6/240/CAN ONLY BE HIT BY MAGIC/MAGIC WEAPONS/SPECIAL: SAVE VS. STUN IF TOUCHED BY SPIRIT OR STUNNED FOR 1D6 HOURS.
- P2-7 **STORAGE.** A storage room for dried meat and kegs of wine.
- P2-8 **STORAGE/FUNGUS.** Storage room for cooked and dried fungus and for boxes of fungus spores.
- P2-9 **WOMEN'S TEMPLE.** This small temple is for the tribe's women who are excluded from the rites of the men. The High Priest's wife is the leader of the women. They hold services and minor sacrifices here twice weekly. The altar is to the north and is made of black marble, highly polished and inlaid with silver in arcane designs. The women often sacrifice small animals here and, when no men are around, sacrifice them to Maw.
- P2-10 **TREASURY.** This room is no longer is used as a treasury. Instead it is used to store old clothes and furniture which are still of usable quality but which no one wants at the moment.
- P2-11 **SECRET TREASURY.** This hidden treasury is guarded by a pit trap in the thin corridor that leads to it. The pit is 15° deep and is lined with iron spikes. There is a 2' wide ledge along the east wall for safe passage. There is no phosphorescent fungus in this passage.

In the room is a single chest and two large gold gem encrusted candelabra, each holding seven candles. They are each worth 1,000 GP. The chest is made of stone and contains 40 Helden gems, 2,000 GP, and 3 scroll cases. The scrolls contain a detailed history of the People of the Pit. A pile of tapestries in the corner (each worth 1,000 GP) hide a FLYING CARPET, and a fourth scroll case contains a scroll with an spell which renders the reader INVISIBLE.

- P2-12 **TRAINING ROOM.** This doorless room is used for training children to prepare fungus. There are several tables, chairs, and racks of knives and other equipment.
- P2-13 **SCHOOL ROOM.** This room is used as a school for teaching reading, writing, mining, and the like to those tribe members who have shown an aptitude for the subjects. The room has benches, slates, and chalk.
- P2-14 **PLAY ROOM.** This is a children's play room and has toys scattered about.
- P2-15 **POOL ROOM WITH MONSTER.** The pool in this room is several hundred feet deep and houses a Marsh Mangler (see Monster Encounter Descriptions, p 68-75, for monster description). It does not harm tribe members (in fact, they use this room as a swimming pool) but it will attack all others.
- P2-16 **RESIDENCE OF PRIESTS.** The Priests and their families live here.
- P2-17 **RES**
- P2-18 **RES**
- P2-19 **RES**
- P2-20 **RES**
- P2-21 **HIGH PRIEST'S RESIDENCE.** The High Priest lives here with his wife, Moirink. They keep a secret store of 2,000 GP and 35 Helden in their apartment. The furnishings here are more luxurious than anywhere else in the caverns.



Third Cavern Level:

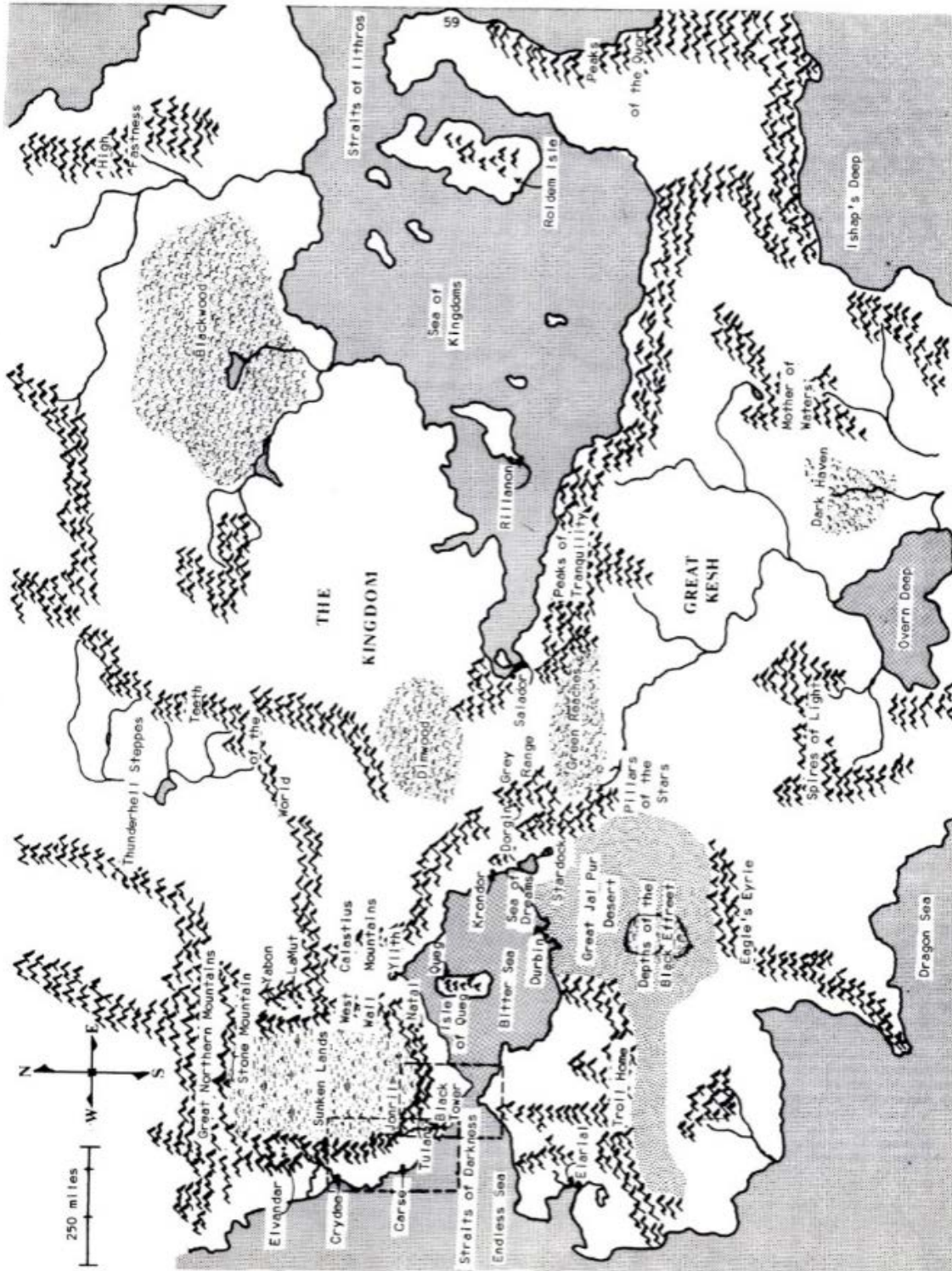
This level of the cavern is markedly different from the others. Here the fungus grows unrestrained and uncultivated and monsters wander the caverns. Nearly all of the monsters are under the indirect control of the Maw, although he won't care if they are killed. Most are headless slaves but a few are still living creature which the Maw has permitted to continue to exist. Only a few monsters are actually out of the Maw's control. Only these are likely to attack tribe members.

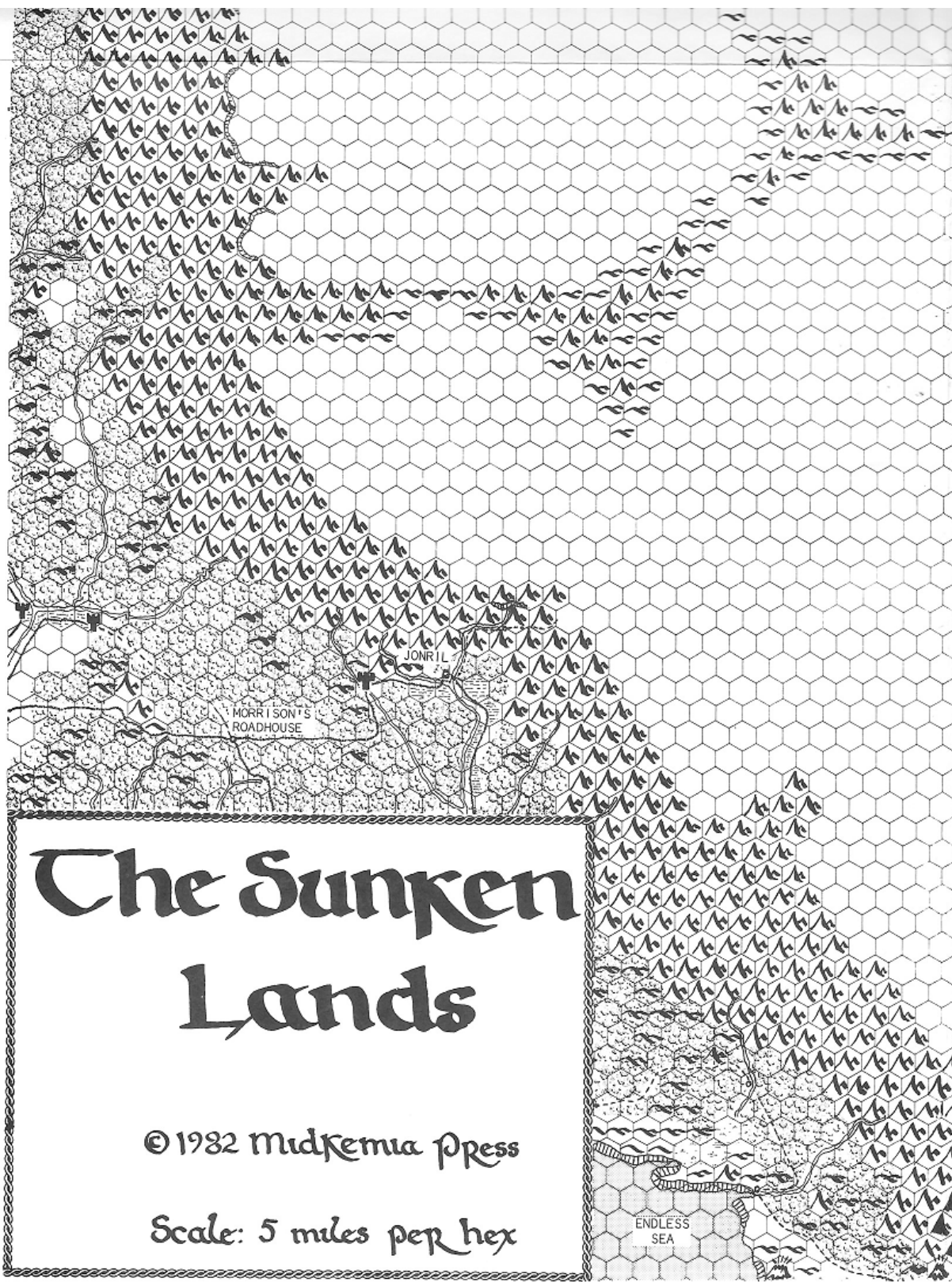
Although the map shows this section of cavern as being fairly limited in extent this is not necessarily so. If the Gamesmaster wishes, these caverns can be extended for a great distance in any or all directions. As the caverns are almost completely unmapped by the People of the Pit, the Gamesmaster has a free hand in expanding this section. He may also note any concealed entrances from the nearby areas of Cliff Face, which might be used by explorers in an attempt to sneak in.

- P3-1 **OLD HIDDEN CHAPEL.** This chapel is hidden behind a secret door and has been forgotten by the People. The room contains six columns from gem-bearing rock and the entire room glints from the hundreds of exposed gems and gem fragments. There are no furnishings in this room, although there is a magically hidden panel in one of the columns. Inside the panel lies a forgotten magical bag which can carry 1000 pounds while only weighing 1 pound. Inside the bag are two rings--both of which will immediately put the wearer in telepathic contact with Maw with probably disastrous results. If the character rolls under 10% of his LOGIC (or intelligence, mental powers, etc.), he can avoid contact with Maw and use the one ring's clairvoyant powers or the other ring's clairaudient powers. The clairvoyant and clairaudient powers extend 100 yards. He must roll for each ring. If he rolls over 10% of his LOGIC, but less than his LOGIC, he will be stunned for 1d10 minutes, and refuse to ever put either ring on again, knowing only something horrible happened. If he rolls over his LOGIC, he will immediately be overcome by Maw and become one of Maw's slaves, although he will retain his head.
- P3-2 **TREASURY.** This two columned room has locked bronze double doors. In the room is a heap of 422 Helden gems of various sizes. The Chief keeps a key to this room on a chain around his neck. These gems have been mined by the people in years past for the purposes of trade. In the past 25 years the people have not been on the third level except to get gems from this room.
- P3-3 **ROOM OF UNKNOWN PURPOSE.** This room is barren except for a central pit of unknown depth. The room is hidden behind a secret door from P3-1. The purpose and existence of this room have been forgotten although there are records of a second sacrifice area in the possession of the High Priest. He has always assumed that they referred to another ledge overlooking the main Pit.
- P3-4 **CAVERN.** This area is the resting place of a slave Enemy Beast (see the **Monster Encounters** for a description of the Enemy Beast). This creature can frequently be found wandering about this level. (AR 3 /48 HTK /L /2 CLAWS /2d10 /270 /Note +4 to hit--see description /1
- P3-5 **CAVERN.** This area is occupied by a slave Cliff Horror (see the **Monster Encounter** section for a description of the Cliff Horror.) It too wanders the caverns and it has even been known to wander up and down the interior of the pit. (AR 7 /31 HTK /N /6 CLAWS /1d4 /210 /- /1
- P3-6 **CAVERN.** This area has a rich Helden deposit. If the pile of Gems in P3-2 even begins to run low, the people will come here to mine more.

- P3-7 **CAVERN.** A large eagle lives here. It managed to evade the net at the top of the Pit and also to avoid getting pulled all the way to the bottom. However, it is stuck here as it cannot fly out via the Pit. Although it has managed to survive for a while by eating fungus, rodents, and other small creatures crawling around the caverns it is slowly starving and is not likely to survive too much longer. (AR 2 /4 HTK /S /2 CLAWS /1d4 /420 /- /1
- P3-8 **CAVERN.** This area is another rich Helden deposit sector. However, in this region the fungus on the walls is infested by numerous tiny poisonous spiders. Anyone disturbing the spiders will be bitten and require a saving throw versus poison to avoid death within 12 hours.
- P3-9 **CAVERN.**
- P3-10 **CAVERN.** The fungus in this region has special properties. Although it appears much the same as the fungus elsewhere it has the power to grant limited rejuvenation. The physical age of anyone eating this fungus is reduced by 2d10 years. This effect will only occur once. The fungus can also be used to speed healing. When applied to a wound the healing time is cut in half and the wound heals without scars. The People are currently unaware of the existence of this room.
- P3-11 **CAVERN.** A family of 10 Scroungers live here. They have been systematically raiding the lair of the blue dragon that lives on a ledge in the Pit (see below), using cracks in the cavern and Pit walls. Scroungers: AR=3, 1d6 HTK, Small, Bite, 1d4; MV=270 or 180 if carrying loot in their mouth pouch. These furry, rat-like creatures have accumulated 983 GP, 9 Helden Gems and a dagger. They will fight only if cornered, although they will attempt to steal from any party entering the room, preferring bright objects. They can steal like a thief with a Cutpurse Ability of 75% and Hide in Shadows and Stealthy Movement Abilities of 85%. If Ecromencar (the dragon) notices a party carrying Helden Gems or the dagger from this room he will know if the party gets within 100 feet and he uses his telepathy. He is likely to be very angry and demand them back. Although he can't get into the tunnel, he can still spit (see description below).
- P3-12 **CAVERN.** This area is occupied by 12 skeletons of humanoids. They wear armor made of bronze and hold bronze broadswords. They are of unknown origin and purpose. Two them wear jeweled necklaces worth 1,500 GP each. They will remain unmoving unless someone attacks or loots them. Then they will rise and fight. (AR 3 / 4-5-3-5-5-4-7-4-3-2-6-7 HTK /N /Short Swords /1d6 /210 /Anyone hit by one of their swords must save versus death or die the next day of a rotting fungus /1

THE PIT. On a ledge just below the tunnel leading from P3-7 to the Pit is the lair of the complex's resident dragon. It is a young blue dragon only 210 years old, just reaching mental and sexual maturity. Its egg was purchased from a trader by a High Priest who placed it here near Maw (although many yards above him) in the hopes that it would serve the being. To a limited extent it does. Shortly after hatching, while still in its unintelligent brown and wingless stage, one of the dragon's toes was sacrificed to the god and it is now a member of the cult. It is the only non-slave monster which the Maw allows to fly out of the Pit. The People of the Pit are aware of the fact that a dragon sometimes climbs out of the Pit (knocking aside their net) and flies off, but they assume it is part of the workings of their god and ignore it. The dragon has only started its hoard, since only in the last 10 years has it truly been intelligent and interested in attracting a mate. It has 4,561 GP, 5,583 SP, and 4,222 CP. It also has 43 swords (non-magical), a silver flute, 14 brass rings (non-magical), and miscellaneous other garbage. The dragon's name is Ecromencar and it will not attack anyone who speaks its name, assuming them to be servants of Maw. (AR 7 /120 HTK /G /BITE; 2 CLAWS; SPIT /2d20 plus saliva*; 1d20 each; */270 /*Corrosive saliva: For every successful bite, saliva will do 1d4 points damage per round until it is completely washed off, a minimum of 1 gallon of water; SPITS corrosive saliva as a short bow, damage is 1d8 per round until washed off. If a natural 20 is rolled as attack, GM rolls 1d6--if result is 1-4, character is blinded for that many days; if 5, blindness is permanent; if 6, character dies). Ecromencar speaks Dragon and Common, and has a Telepathy ability that extends in a 100 foot radius which includes the end of the tunnel that leads to his ledge. In fact, by raising his head to its full length, he can look into the tunnel. Anyone foolish enough to try could work their way safely down to his ledge from the tunnel.

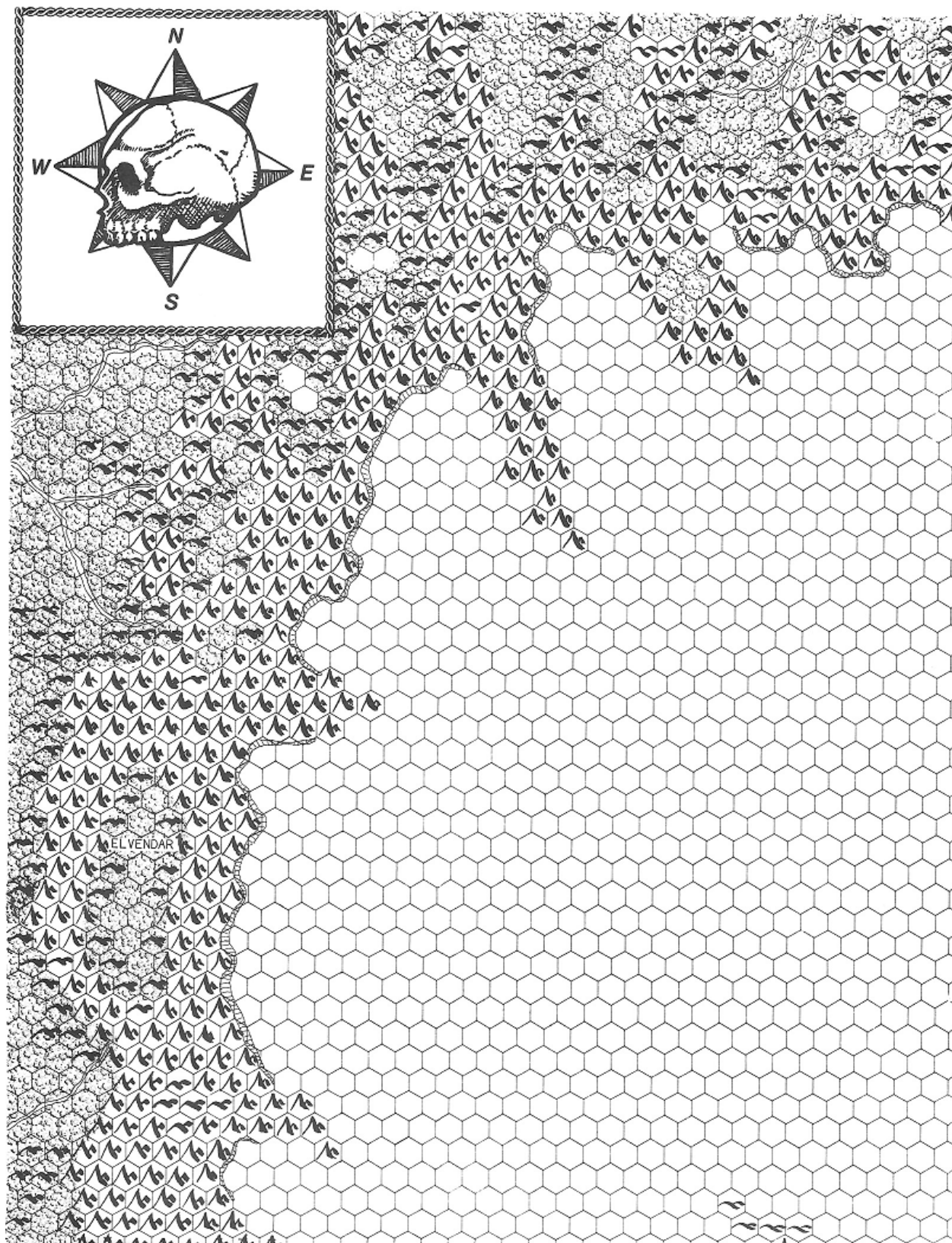


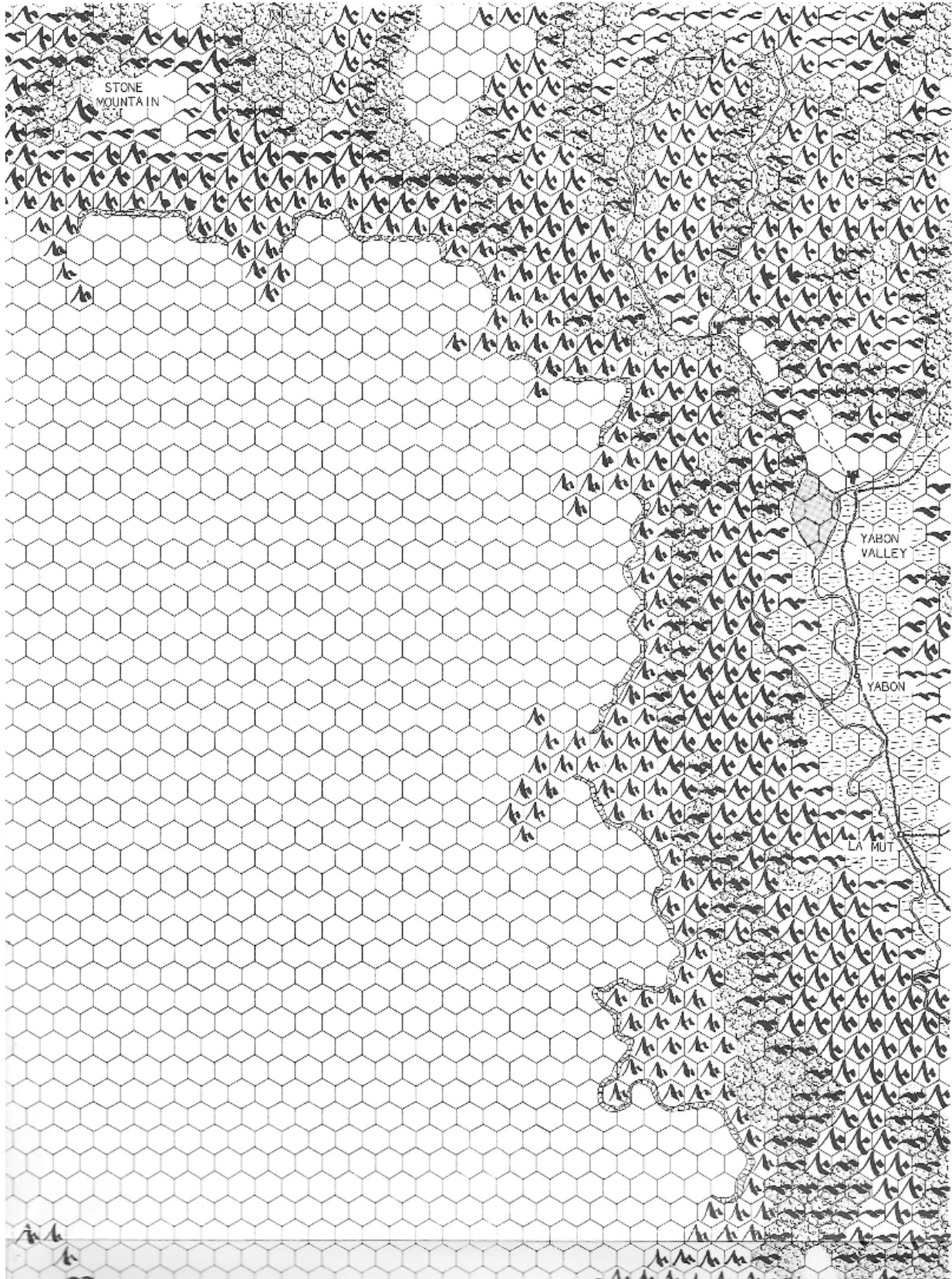


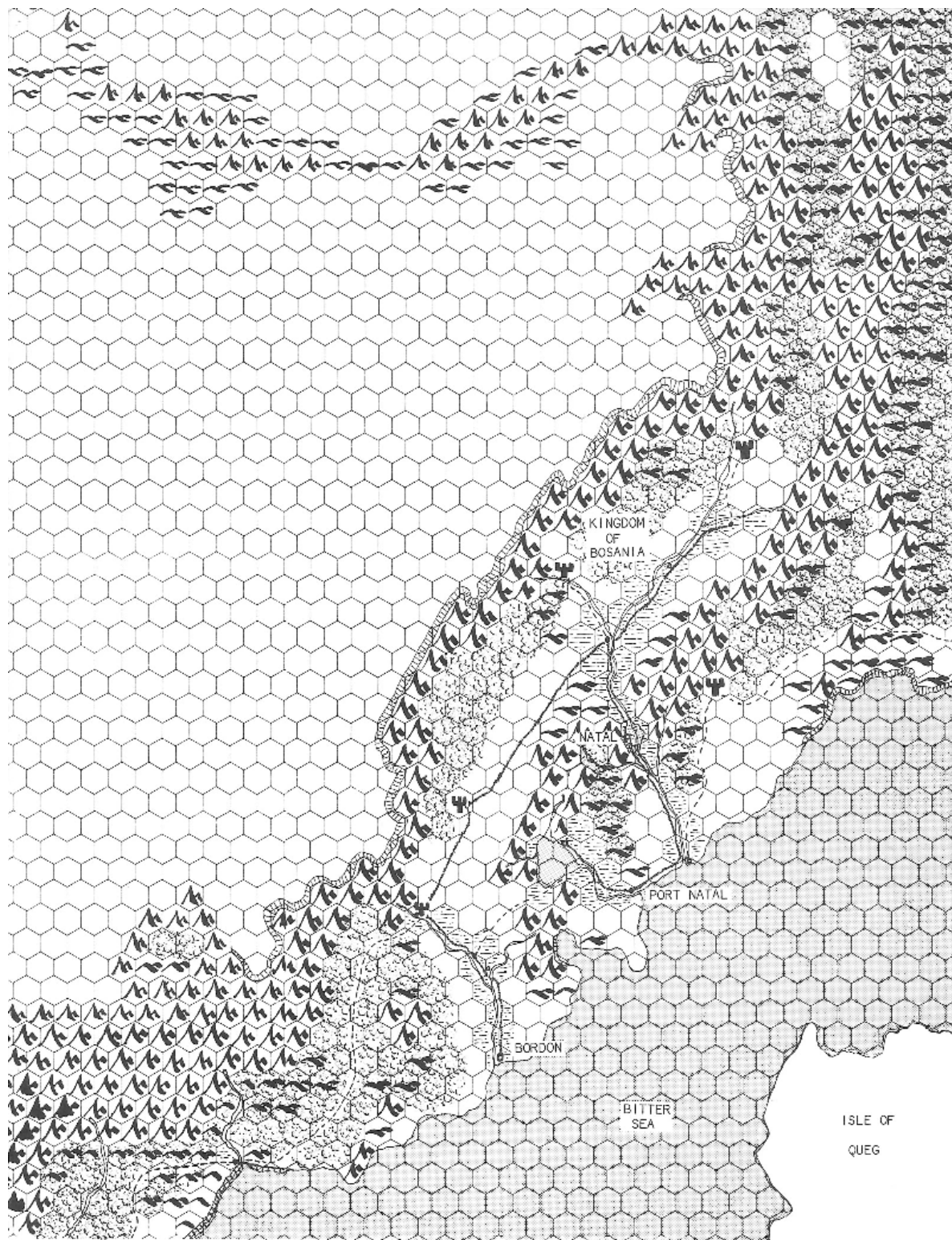
The Sunken Lands

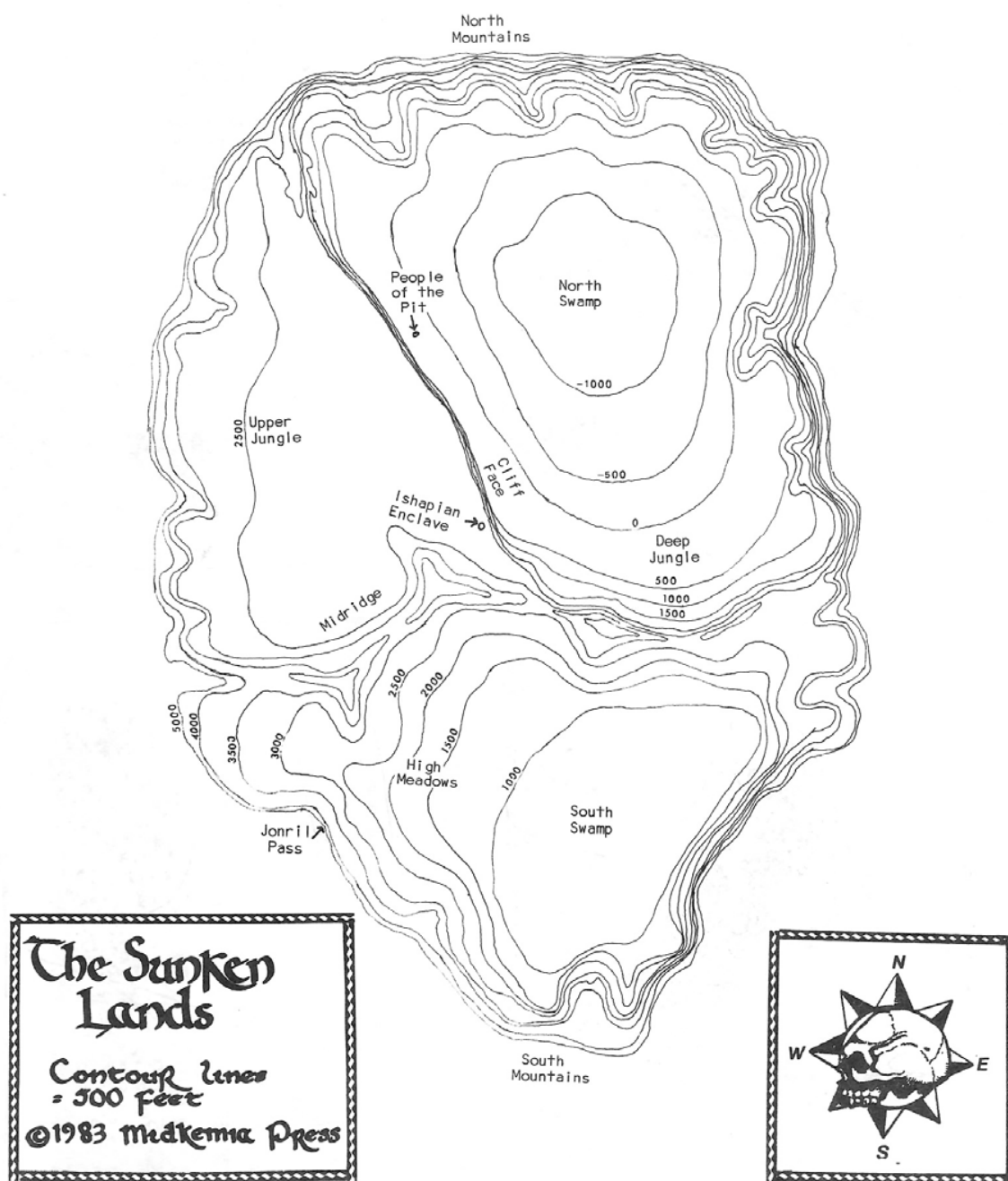
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Scale: 5 miles per hex

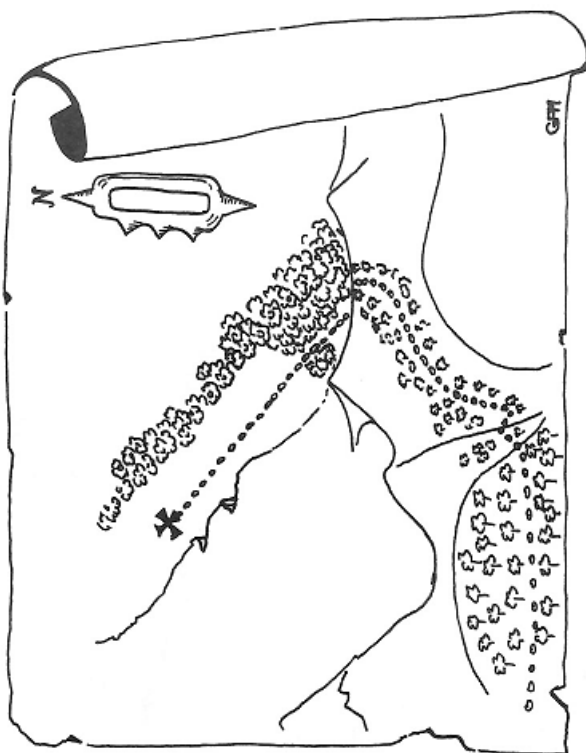




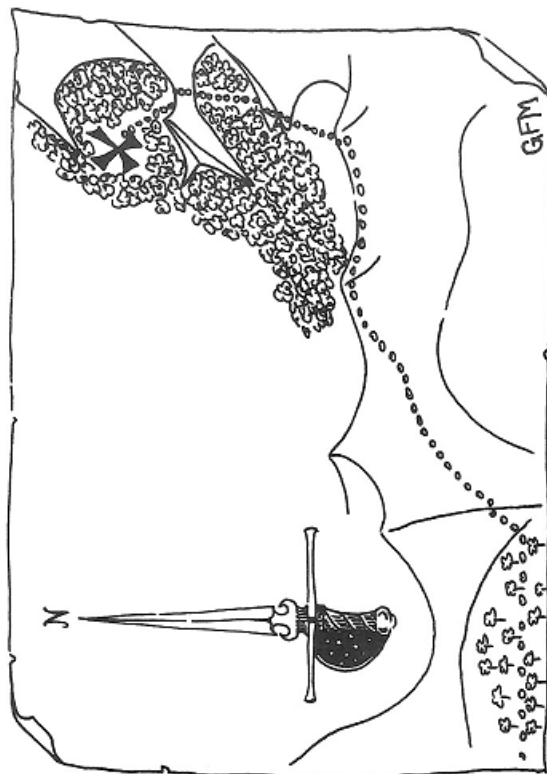




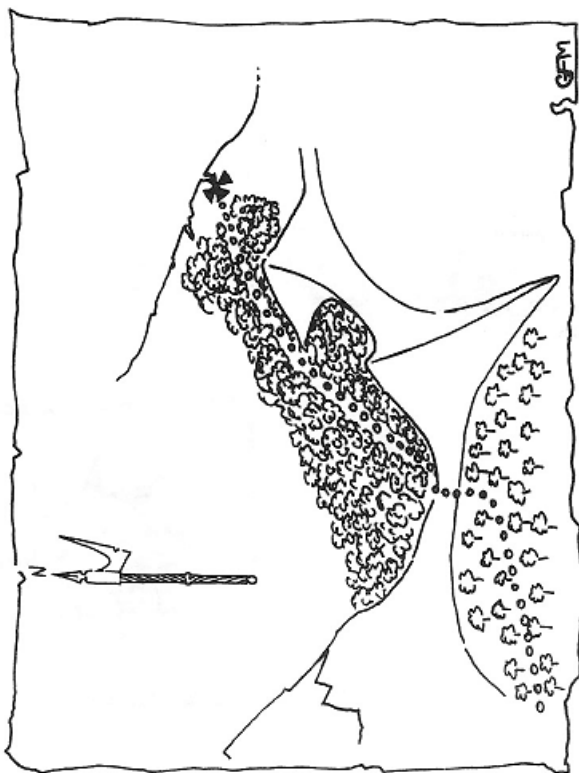
MAP B



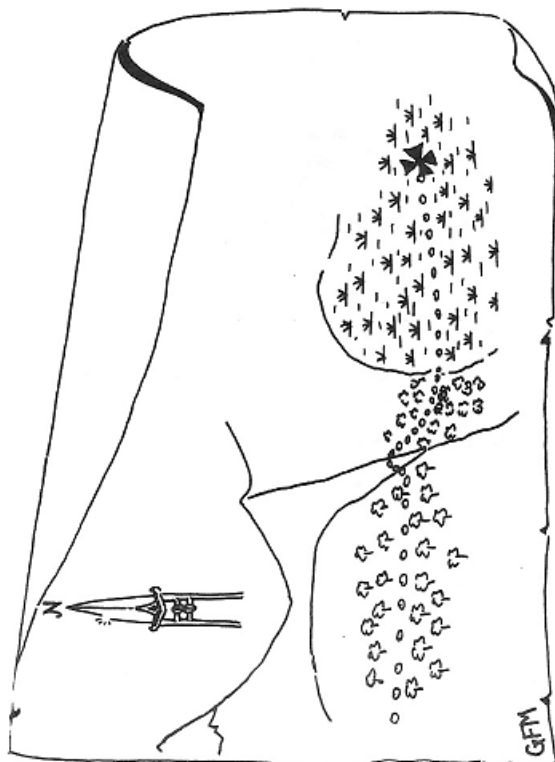
MAP D

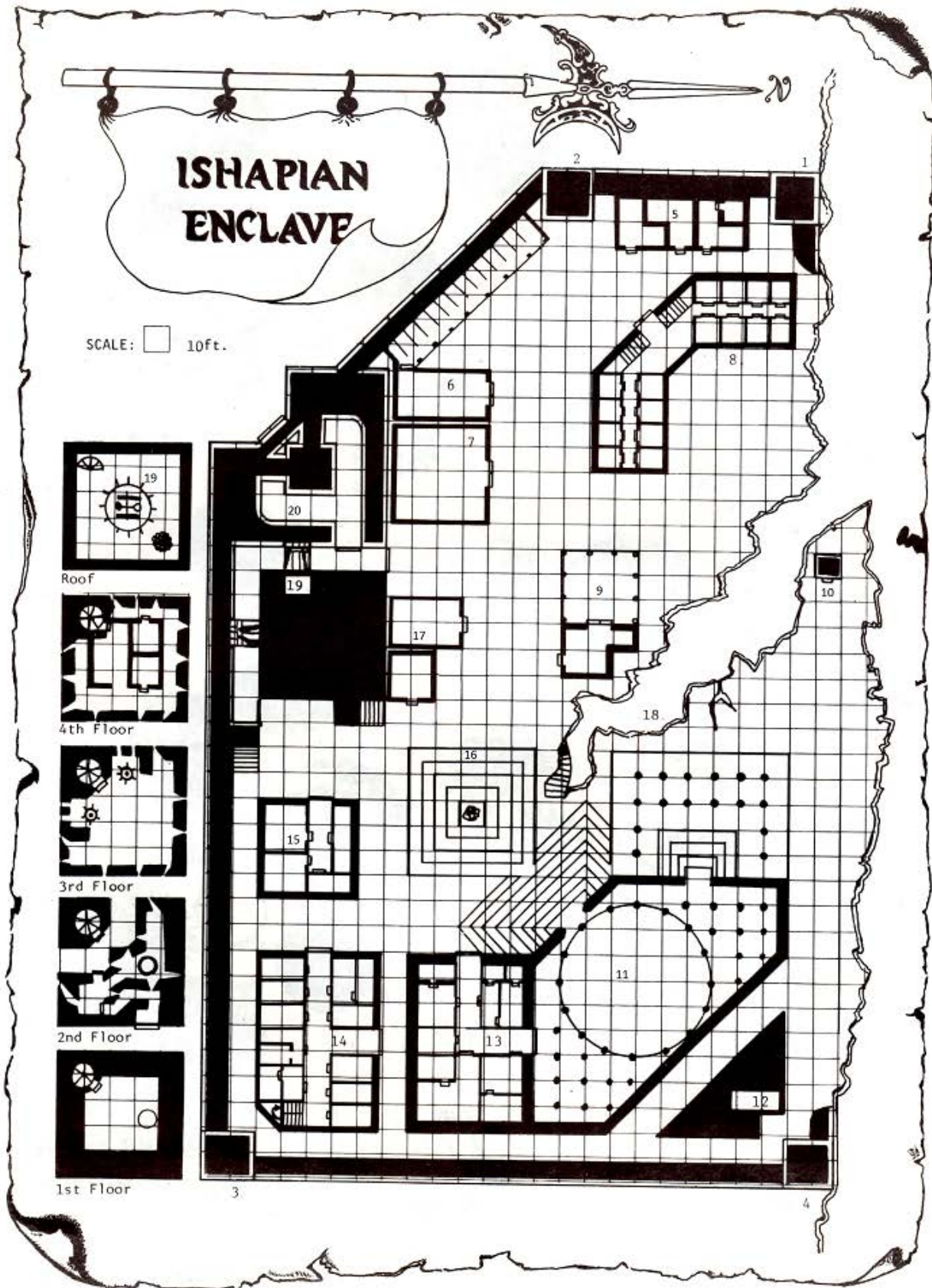


MAP A



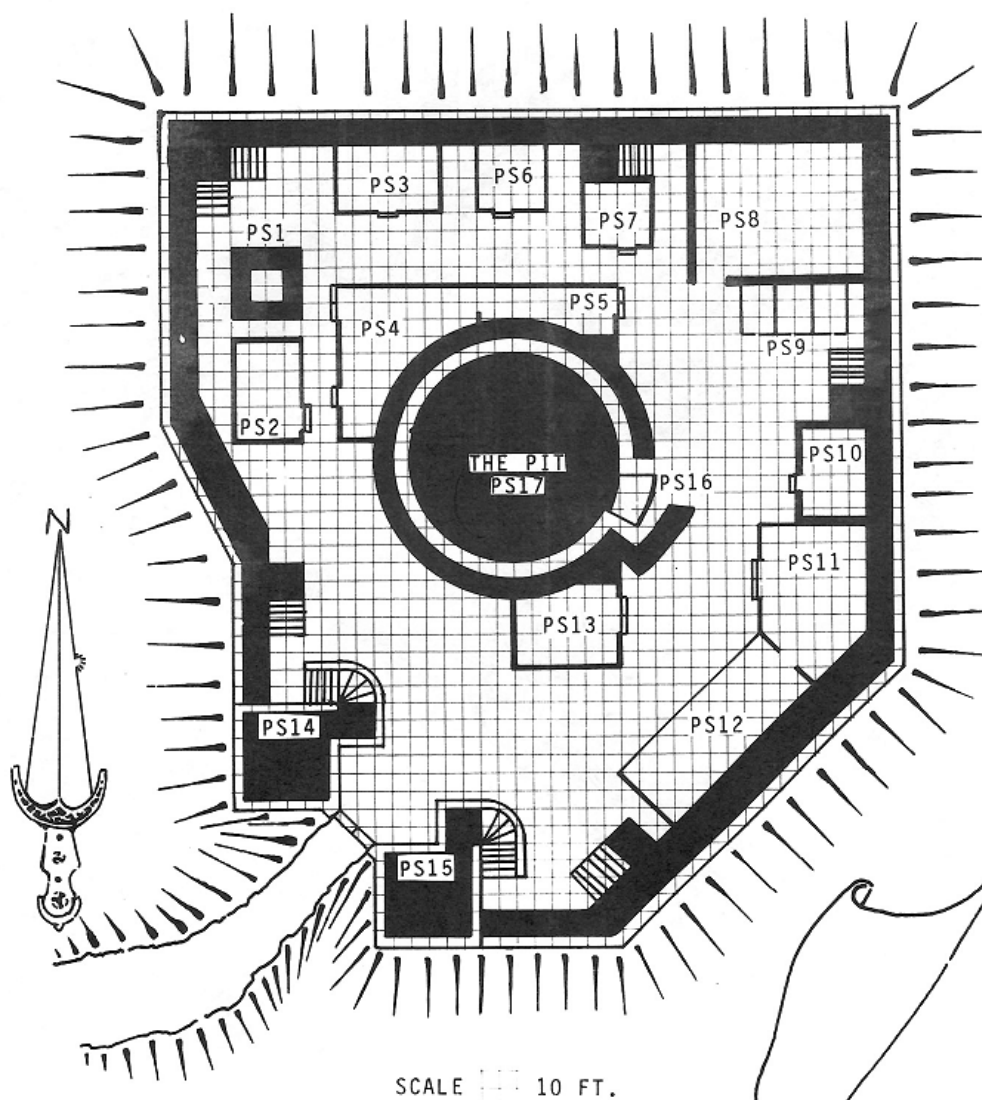
MAP C





The People of the Pit

SURFACE LEVEL PS

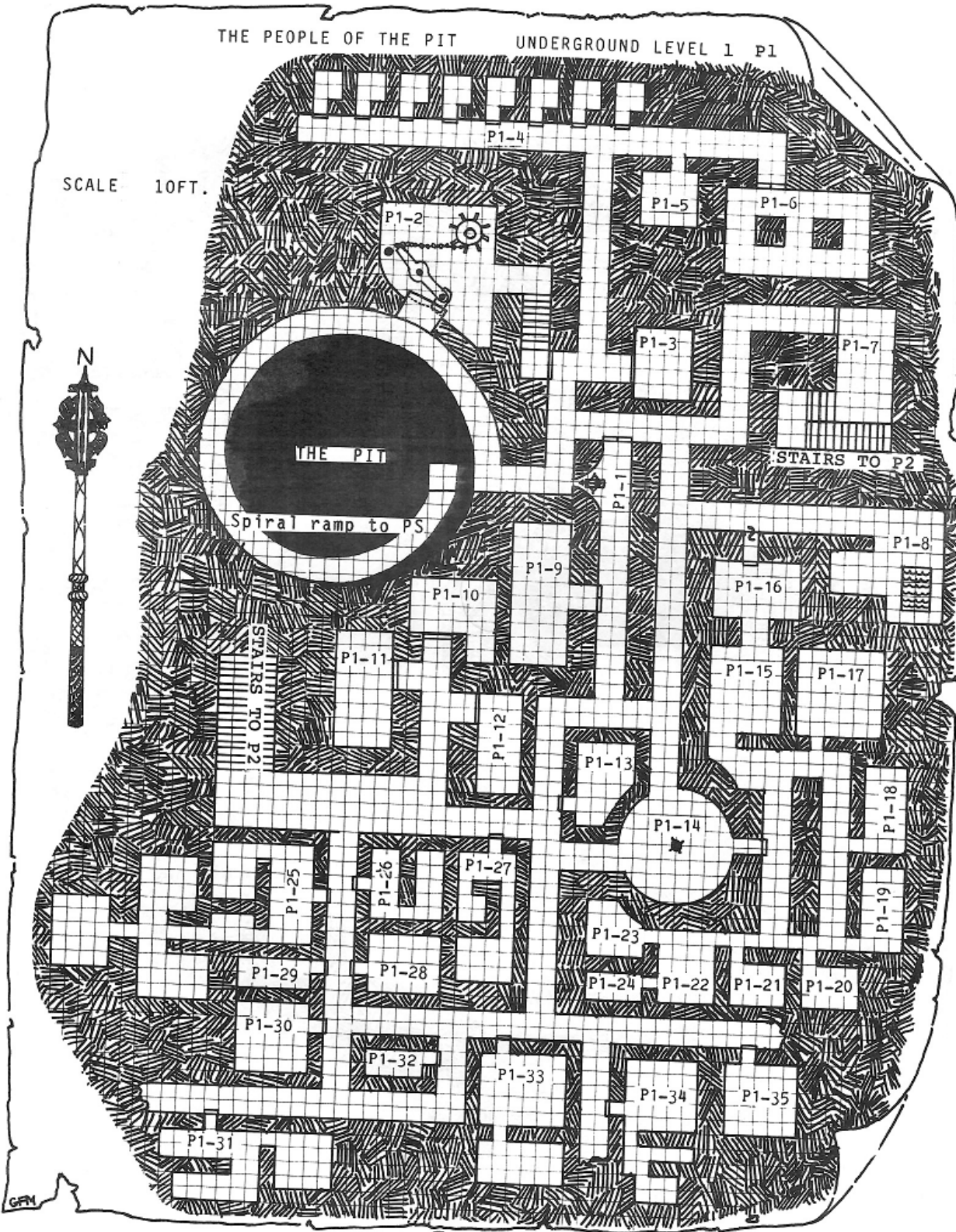
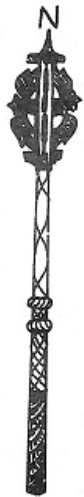


GFM

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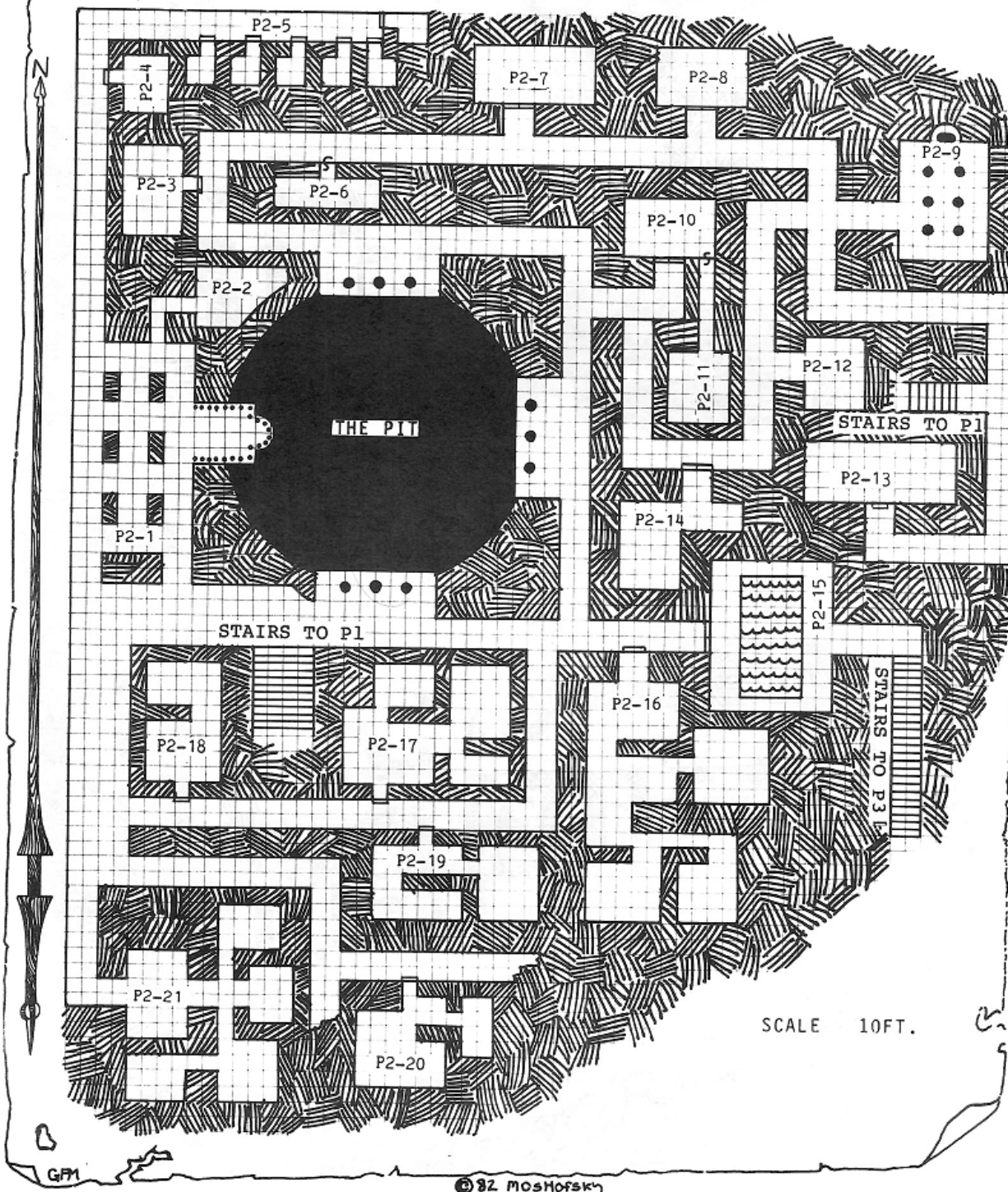
THE PEOPLE OF THE PIT UNDERGROUND LEVEL 1 P1

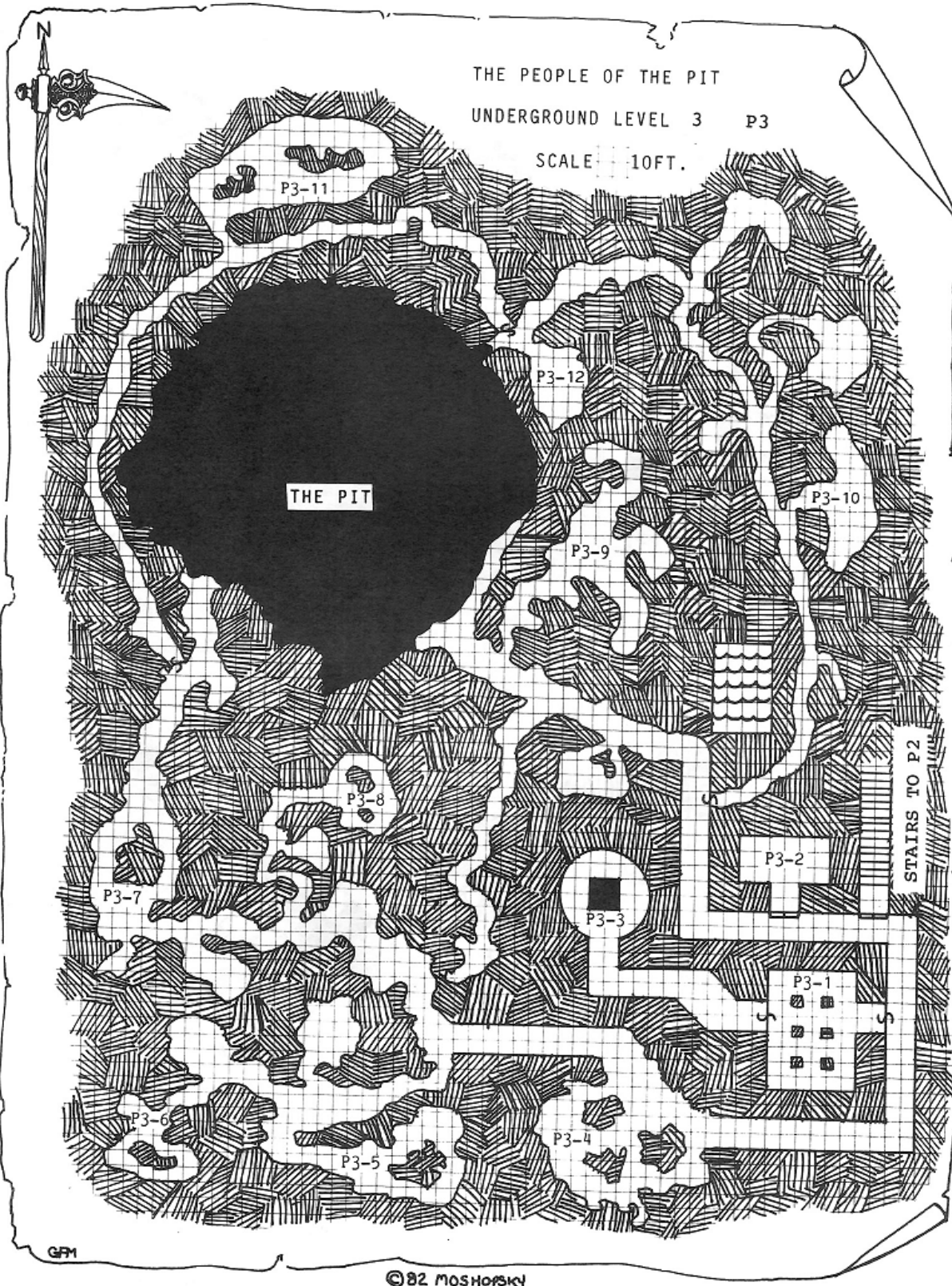
SCALE 10FT.



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THE PEOPLE OF THE PIT UNDERGROUND LEVEL 2 P2





MOVEMENT FORM

		Hour of Travel														
		1	2	3	4	5	6	7	8	9	10	11	12	ov	mode	
DAY	1															
	2															
	3															
	4															
	5															
	6															
	7															
	8															
	9															
	10															
	11															
	12															
	13															
	14															
	15															
	16															
	17															
	18															
	19															
	20															
	21															
	22															
	23															
	24															

☒ 3 # hours remaining to exit hex

☐ E encounter this hour

☐ E encounter occurs this hour that surprises party

☐ - unused travel hour

☐ O something other than travel consumed this hour (i.e. long-term encounter)

☒ X hex was exited this hour

Guide Information

Name:

Guide Rating:

Botanist Rating:

Geologist Rating:

Biologist Rating:

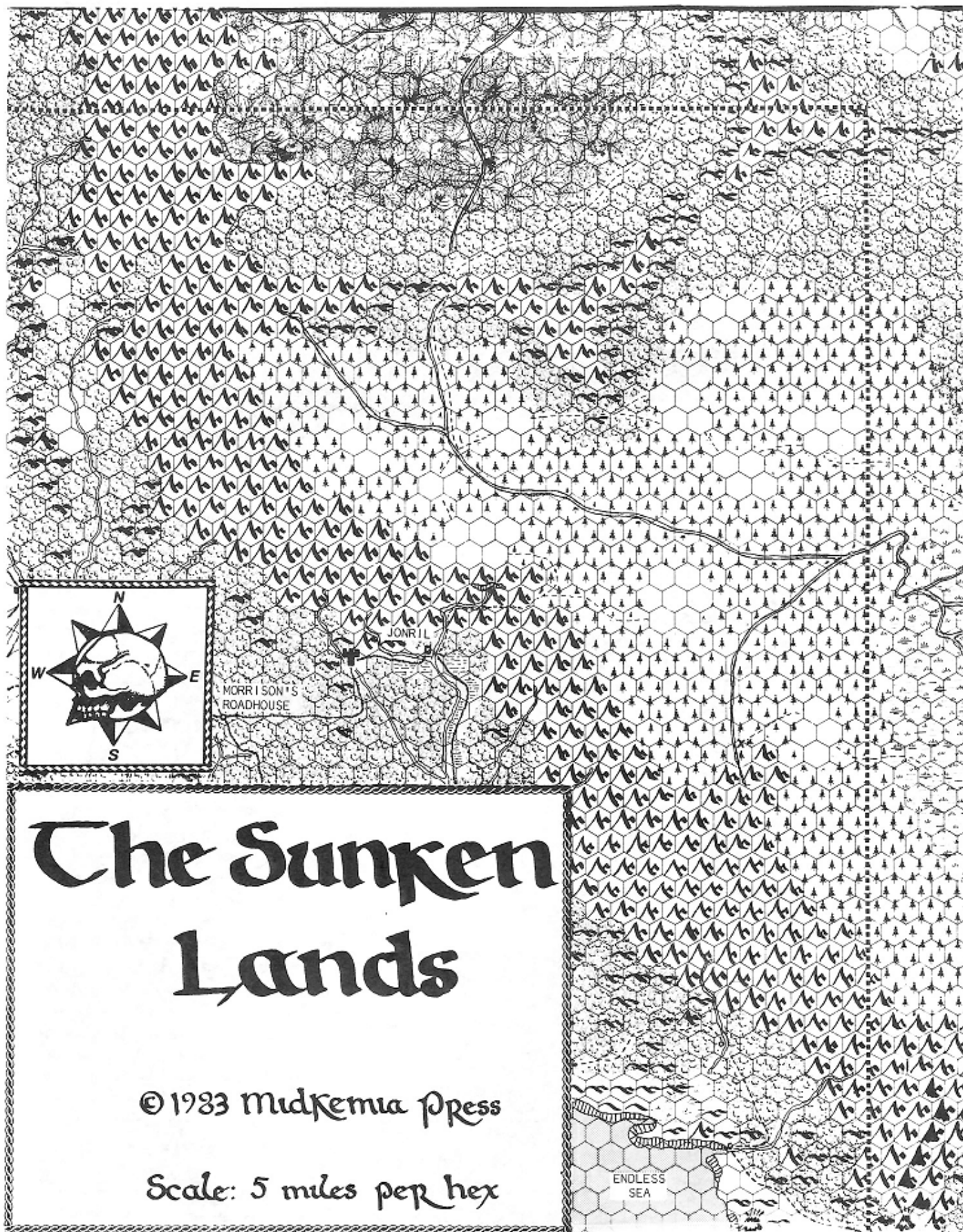
Level: HTK:

Travel Log

Item Found Value

Traveling Order:

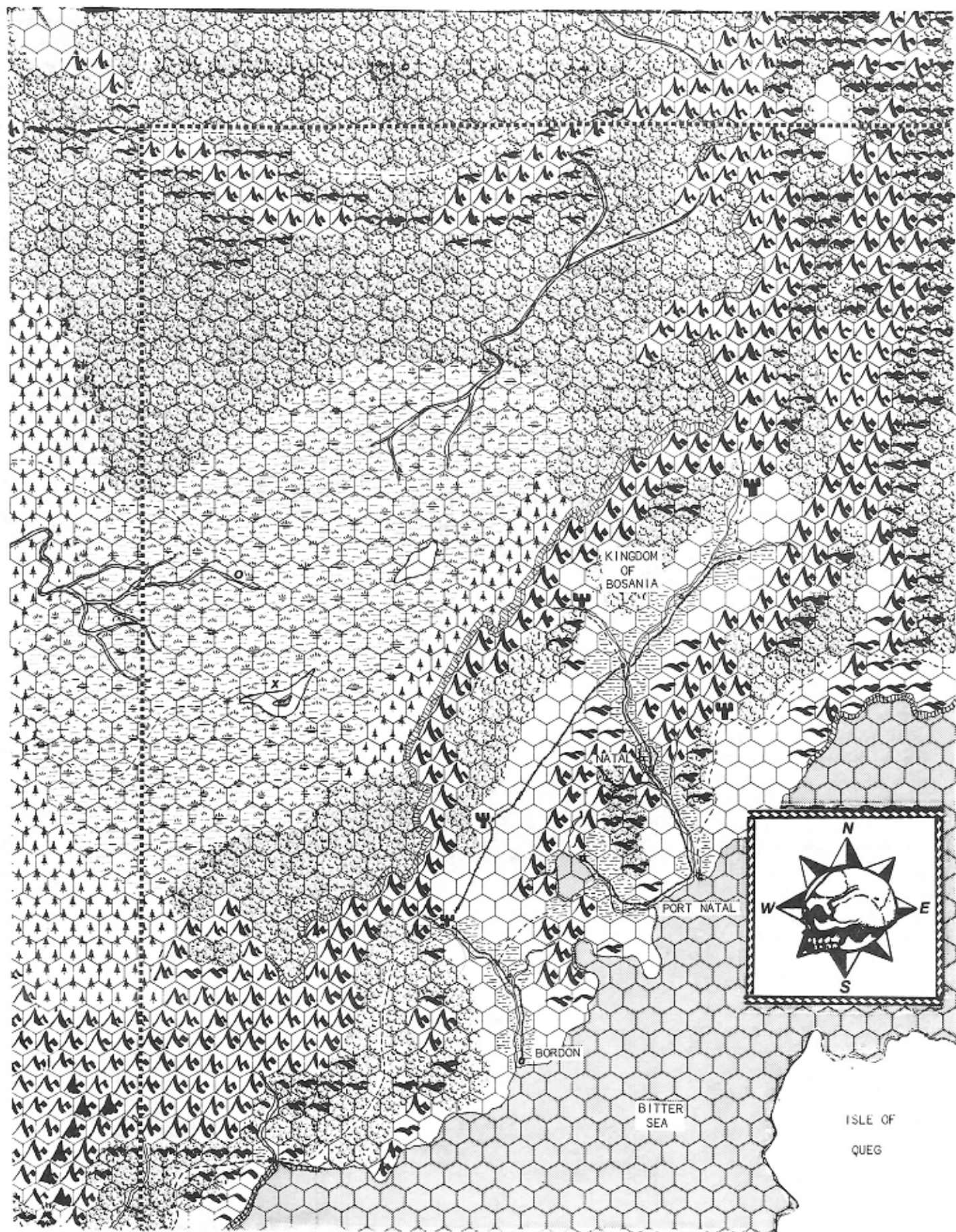
Watch Schedule:

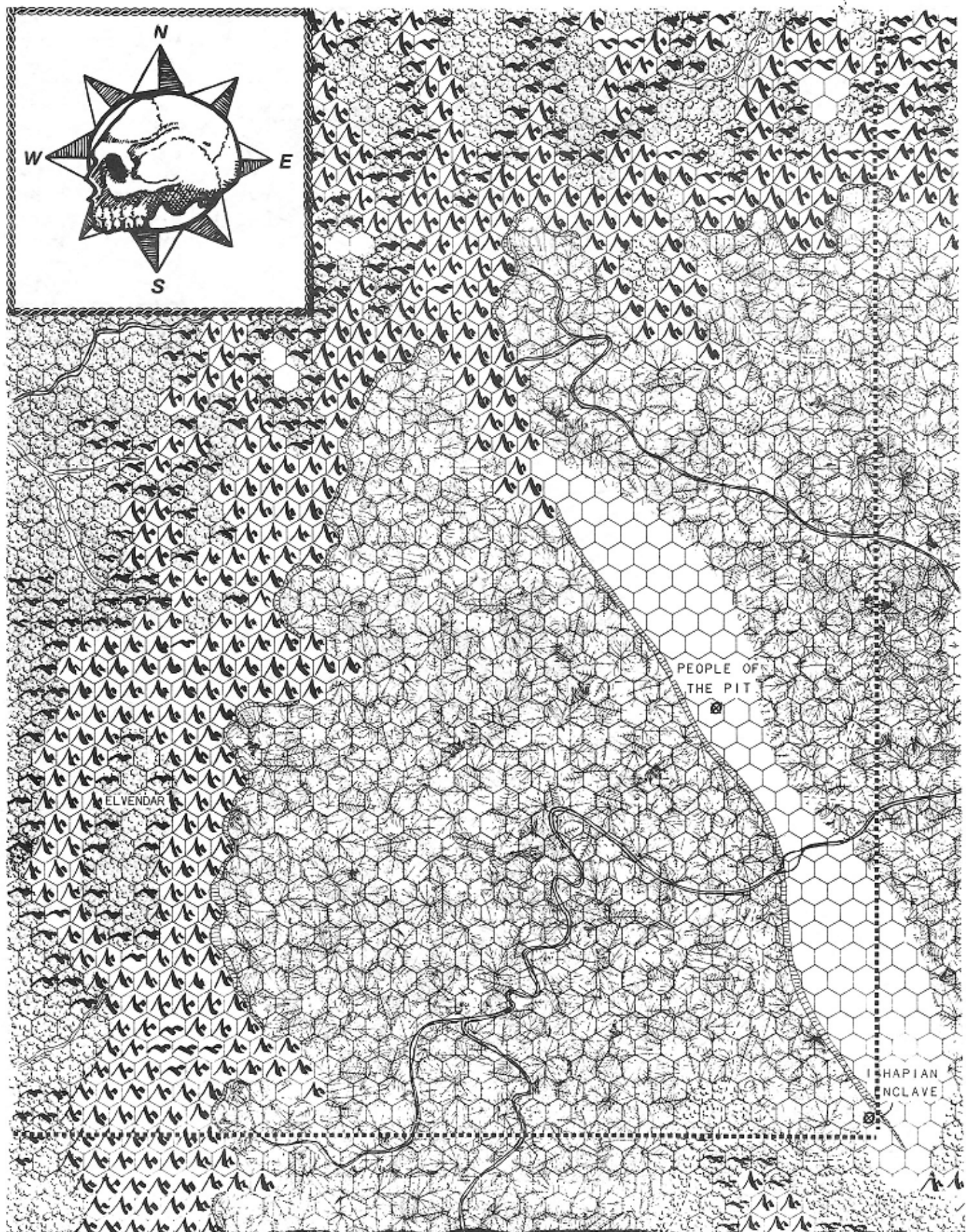


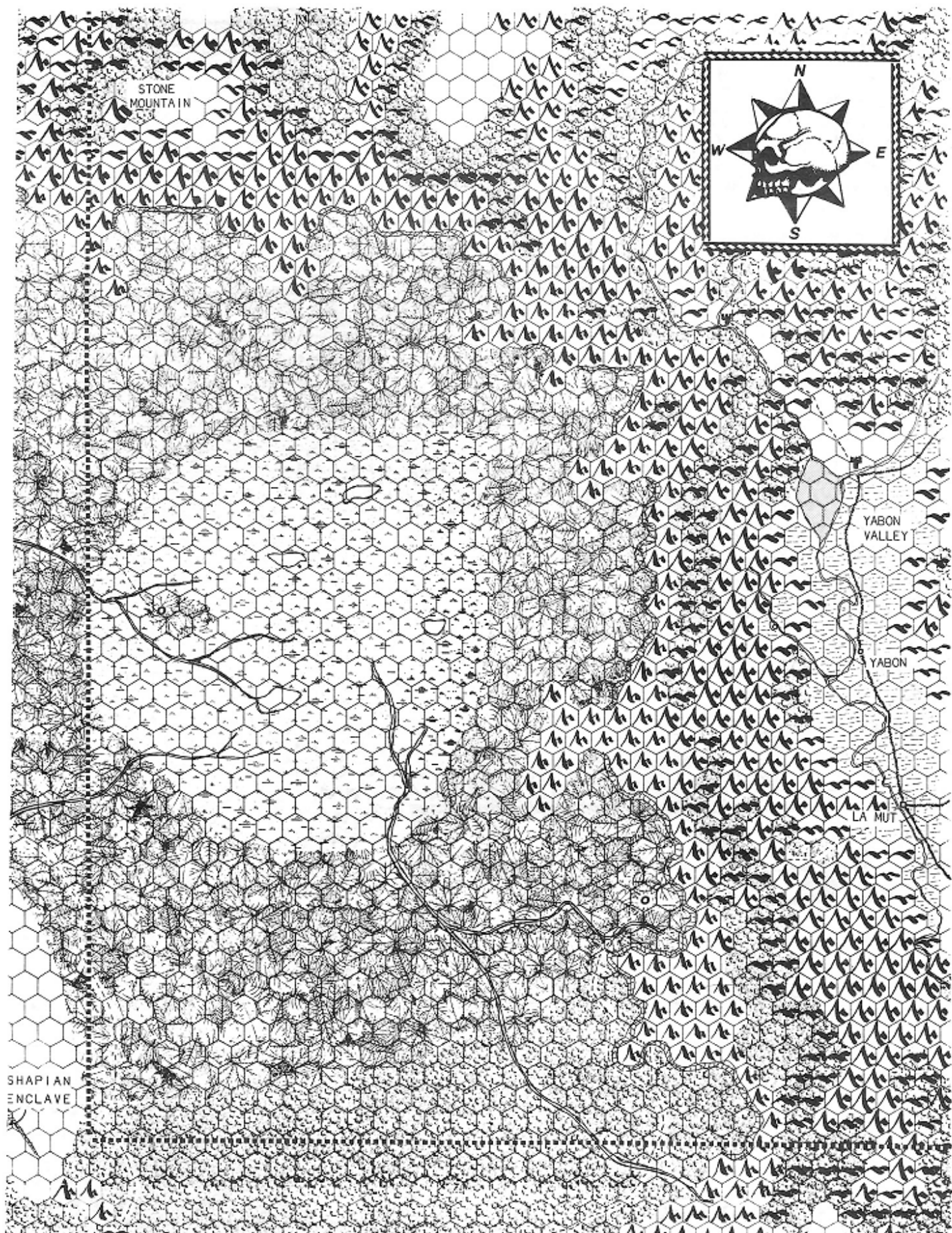
The Sunken Lands

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Scale: 5 miles per hex







TABLES (repeated)

Monster Attack Table: The number given needs to be **equaled or exceeded** on 1d20 to successfully inflict damage.

Target's Armor Rating (AR)	Monster's Size Rating*			
	Small (S)	Normal (N)	Large (L)	Giant/Undead (G or U)
1 Unarmored	5	6	7	12
2 Jack	7	8	8	11
3 Leather	11	10	9	10
4 Chainmail	13	12	10	9
5 Scale	15	14	11	8
6 Plate and Chain	17	16	12	7
7 Full Plate	19	18	13	6
Critical Hits on a roll of xx or better	20	20	19-20	18-20

EXPEDITION TABLE

1D4 Expeditions will be outfitting each week. Roll for number of expeditions, then roll d% on table below for each type.

ROLL	TYPE OF EXPEDITION	DESCRIPTION	HIRING
01-30	Caravan	Carting goods along established routes from Jonril to Kingdom Cities (not high pay, but a safe way to travel). Those interested are referred to the Caravanserai south of the city.	Guards (20-40 GP /week) Wagoneers (5-15 GP /week)
31-50	Rare Wood	Finding, felling, then hauling and rafting rare and exotic trees from the fringes of the Sunken Lands (a relatively gentle, if backbreaking introduction to the area).	Combined Guards /Laborers 30-50 GP/week + bonuses
51-70	Exotic Herbs, Spices, Perfumes and Stones	Expedition requires deeper penetration into the Sunken Lands (more dangerous than above. Much work is done by Giant Trained Rats, who can roust the local animals).	Guards (30-50 GP /week) Special animal handlers: Rat Wranglers (40-70 GP / week plus share of take: e.g., 10% distributed among the Wranglers).
71-80	Giant Spider Silk, Giant Crocodile Hides, etc.	Deeper penetration still into Sunken Lands. High risk and pay.	Guards, Hunters, Magic users, Physicians, Clerics (pay varies, 30-100 GP /week)

81-86	Trading	The deepest normal penetration the Sunken Lands. Trading with natives (very dangerous, but potentially high rewards).	Merchants, Linguists, Skilled Guards (pay varies, 75 GP/week or more, + share of take).
87-90	Exploration	A rare and dangerous undertaking to explore and map the inner reaches of the Sunken Lands. Tracking down rumors, myths, and legends. (Extreme risk, unknown profits).	Cartographer, Guards (pay varies, 100 GP /week or more, plus share of take)
91-00	Special/ Purple Hunt	Either a special developed by the GM, or from the Expedition Tables in CITIES. Or a hunt for the dreaded Purple	As appropriate

Travel Mode	Travel Time per Day
Exploring	6 hours travel per day
Cautiously	8 hours travel per day
Normally	10 hours travel per day
Quickly	12 hours travel per day

Human Movement		
	Hours per hex	
Terrain	Trail	Overland
Foothills, clear	3.0	4.0
Foothills, forested	3.5	5.0
Foothills, wooded	3,5	4.5
Jungle	5.0	10.0 + 2d8
Level, clear	2.0	2.5
Level, forested	3.0	5.0
Level, woods	2.5	4.0
Mountain	7.5+1d4	15.0+1d20
Swamp	4.0	5.0+1d6

Horse/Mule Movement		
	Hours per 5 mile hex	
Terrain	Trail	Overland
Foothills, clear	2.5	5.0
Foothills, forested	5.0	*
Foothills, wooded	4.0	7,0
Jungle	3.5	*
Level, clear	1.5	2.5
Level, forested	5.0	*
Level, woods	2.0	3.5
Mountain	5.0 + 1d6	*
Swamp	4.0	5.0 + 2d6

Basic Event Chance Table		
Area	Event Occurs	Modifiers (cumulative)
Cliff Face	20%	Moving Quickly +10%
Deep Jungle	40%	Moving Cautiously -10%
High Meadows	25%	Guide Loses Trail +10%
Mid-ridge	35%	Exploring +20%
North Swamp	40%	
South Swamp	40%	
Upper Jungle	40%	

Chance Event is a Mishap		
Area	Mishap*%	Modifiers (cumulative)
Cliff Face	55%	Moving Quickly +20%
Deep Jungle	75%	Moving Cautiously -05%
High Meadows	45%	Guide Loses Trail +15%
Mid-ridge	60%	Exploring -40%
North Swamp	85%	
South Swamp	70%	
Upper Jungle	70%	

Mishap Table							
Area	Lost	Beatles in food	Bow String broken	Horse lame	Jungle rot	Heat prostration	Quicksand
Cliff Face	01-20	21-30	31-35	36-75	76-80	81-00	----
Deep Jungle	01-50	51-55	56-65	66-70	71-80	81-00	----
High Meadows	01-75	76-90	----	91-00	----	----	----
Mid-ridge	01-70	71-85	----	86-00	----	----	----
North Swamp	01-30	31-35	36-45	46-50	51-60	61-80	81-00
South Swamp	01-50	51-55	56-60	61-65	66-75	76-85	86-00
Upper Jungle	01-50	51-65	65-75	75-80	81-90	91-00	----

Horse Becomes Lamé	
d%	Result
01-60	A random horse is found lame in the morning and may not carry any weight until healed, although it may travel at human speed. If it does not travel, it will heal in 1d4 days. It can keep moving as noted but will not heal until it can rest the indicated number of days.
61-80	As above, but 1d6 horses are affected.
81-00	During the day's travel, a random horse stumbles and goes lame with the above results for the horse. If the character riding has a "Rider" skill, a roll under his d% skill level will save him from injury. A non-rider, or a rider who does not roll under his skill, will take 1-3 (1d6/2) points of damage

Modifiers to Heat Prostration Roll	
Action	Die Roll Modifier (cumulative)
if riding	-30% to die roll
if moving Cautiously	-10%
if moving Quickly	+10%
if wearing metal armor	+20%
if heavily loaded	+30%
if unladen	-10%

Foraging Table	
Roll d6	Amount of Food Foraged
1-3	Enough for the entire party for 1 day
4-6	Enough for the entire party for 2 days

Travel Mode Table			
Mode of Travel	Hours Travelled (Net)	Number of Possible Encounters	Chance Party is Surprised
Exploring	6	1/hour = 6	40%
Cautiously	8	1/2 hours = 4	35%
Normally	10	1/2 hours = 5	50%
Quickly	12	1/2 hours = 6	75%

BASIC ENCOUNTER TABLE									
ENCOUNTERS	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Chance:	20%	85%	40%	55%	20%	65%	20%	80%	55%
Animals	01-10	01-15	01-16	01-15	01-35	01-15	01-20	01-15	01-15
Gems	11-25	16-17	17-21	16-17	36-40	16-17	21-24	16-17	16-17
Humans	26-40	18-19	22-31	18-23	----	----	25-32	18-22	18-20
Insects	41-70	20-31	32-44	24-35	41-50	18-45	33-40	23-47	21-33
Monsters	71-80	32-43	45-54	36-47	51-70	46-62	41-61	48-62	34-45
Non-humans	81-90	44-54	55-58	48-55	71-72	----	63-70	63-70	46-50
Plants	91-95	55-71	59-69	56-75	73-80	71-90	62-75	71-90	51-70
Trees	----	72-90	70-83	76-90	----	91-00	----	91-00	71-90
Water	96-00	91-00	84-00	91-00	81-00	----	76-00	----	91-00

ANIMAL ENCOUNTER CHART (roll d% for type by area)									
ANIMAL	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Bombing Bird	01-06	01-04	01-03	01-02	01-03	01-05	01-08	01-02	01-04
Bounder	---	05-08	04-12	03-10	04-09	---	09-25	03-09	05-09
Bug Sucker	---	09-10	13	11	---	06-10	---	10-13	10-13
Chameleon Cat	07-08	11-15	14-16	12-14	10-14	11	26-30	14-15	14-17
Cowardly Beast	09-10	16-18	17-19	15-17	---	12	---	16-18	18-21
Crocodile, Giant	---	---	---	---	---	13-24	---	19	---
Fanged Crawler	11-20	19-24	20-22	18-19	15-19	25	31-35	20-23	22-23
Fighting Fish	---	---	---	---	---	26-35	---	24-30	---
Friendly Beast	21-26	25-30	23	20-21	20-24	---	36-40	31-33	24-29
Giant Rats	---	---	24-30	22-29	25-34	---	41-55	---	---
Great Egg Layer	27-34	31-35	31-36	30-33	35-44	36-38	56-70	34-36	30-35
Heat Snakes	35-45	36-42	37-39	34-36	---	---	---	37-38	36-38
Iron Cat	46-48	43-45	40-43	37-38	45-50	39-40	71-75	39	39-40
Leaf Wiggler	---	46-51	44-47	39-45	---	41-42	---	40-44	41-50
Lingering Stinker	49-54	52-53	48-50	46-48	---	43-48	---	45	51-52
Magic Eel	---	---	---	---	---	49-62	---	46-53	---
Mimic Bird	55-60	54-55	51-54	49-55	---	63-66	---	54-57	53-55
Monkey	---	56-63	55-60	56-63	---	---	---	58-63	56-63
Monkey Eater	---	64	61	64	---	---	---	64	64
Normal Animals	61-67	65-79	62-88	65-72	51-70	67-79	76-00	65-79	65-78
Red Runner	68-78	80	89-91	73-74	---	---	---	80-81	79-80
Red Tipped Splendor	79-80	81-84	92-94	75-76	---	80-81	---	82-83	81-84
Strange Variations	81-86	85-95	---	77-92	71-00	82-94	---	84-91	85-92
Tiny Snakes	87-94	96-98	95-98	93-96	---	95-97	---	92	93-95
Tree Wolf	---	99	99-00	97-98	---	---	---	93-94	96-99
Yolan's Helpful Tortoise	95-00	00	---	99-00	---	98-00	---	95-00	00

GEMS AND STONES ENCOUNTER TABLE									
GEM/STONE	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Amber	---	01-21	01-10	01-16	--	01-15	---	01-20	01-15
Dragon's Breath	01-04	22-33	---	17-24	---	16-35	---	21-35	16-35
Exotic Gems	05-12	34-42	---	25-32	---	36-45	---	36-45	36-45
Hot Rocks	13-56	43-51	---	33-48	---	---	---	---	46-50
Jora	57-60	52-57	11-20	49-56	01-17	46-50	01-20	46-55	51-55
Karale	61-64	58-63	21-30	57-64	18-34	51-55	21-40	56-65	56-60
Obsidian	65-92	64-85	31-90	65-92	35-67	56-90	41-80	66-95	61-95
Shimmer Stone	93-00	86-88	91-00	93-00	68-00	91-00	81-00	96-00	96-00
Zolan Stone	---	89-00	---	---	---	---	---	---	---

HUMAN ENCOUNTER TABLE									
	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Adventurers	01-15	01-40	01-10	01-40	-----	-----	01-05	01-40	01-30
Ishapians	-----	-----	11-12	41-50	-----	-----	-----	-----	-----
Kilrane	-----	-----	13-22	51-60	-----	-----	06-35	41-60	31-40
Loggers	-----	-----	23-77	-----	-----	-----	36-40	-----	41-45
People of the Pit	16-90	41-00	78-80	61-80	-----	-----	-----	-----	46-70
Weral	-----	-----	81-90	81-90	-----	-----	41-70	61-80	71-90
Zolan	91-00	-----	91-00	91-00	-----	-----	71-00	81-00	91-00

Human Motivation Chart	
d%	Motivation
01-06	Animal Trapping
07-08	Banditry
09-11	Crocodile Hides
12-20	Exploration
21-33	Gems
34-38	Herbs
39	Hiding Out
40-41	Purple Hunt
42-44	Quest
45-47	Resins
48-55	Spices
56-60	Spider Silk

61-63	Trade with the Ishapians
64-73	Trade with the Llarna
74-75	Trade with the People of the Pit
76-90	Tree Hunting
91-00	Roll Twice

INSECTS ENCOUNTER TABLE									
INSECT	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Ants	-----	01-12	01-04	01-12	-----	01-02	-----	01-02	01-09
Bees	-----	13-20	05-32	13-24	01-18	03-10	01-18	03-05	10-21
Butterfly	-----	21-33	33-56	25-45	-----	11-18	-----	06-25	22-36
Centipede	01-12	34-46	57-60	46-54	19-36	19-20	19-37	26-30	37-42
Flies	13-38	47-66	61-72	55-69	37-63	21-32	38-64	31-40	43-70
Gnats	-----	67-68	73-76	70-72	-----	33-52	-----	41-50	71-73
Mosquitoes	-----	69-74	77-80	73-78	-----	53-72	-----	51-75	74-79
Moths	39-76	75-82	81-92	79-87	64-00	73-78	65-00	76-82	80-91
Wasps	77-00	83-94	93-00	88-96	-----	79-84	-----	83-98	92-97
Worms	-----	95-00	-----	97-00	-----	85-00	-----	99-00	98-00

MONSTER ENCOUNTER TABLE									
MONSTER	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Cliff Horror	01-32	01-02	-----	-----	01-15	-----	-----	-----	-----
Dread Red Feeder	33-36	03-14	01-10	01-08	16-20	01-14	01-05	01-10	01-10
Enemy Beast	-----	15-24	-----	-----	-----	15-26	-----	-----	-----
Giant Spiders	-----	25-36	-----	09-20	21-25	27-32	-----	11-15	11-30
Giant Spitting Cobra	37-48	37-40	11-20	21-28	26-30	33-38	-----	16-25	31-38
Gorbles	49-52	41-48	21-30	29-36	31-35	39-40	06-10	26-35	39-48
Goroulyas	53-56	49-56	31-40	37-44	36-40	41-42	11-20	36-45	49-58
Marsh Manglers	-----	-----	-----	-----	-----	43-62	-----	46-55	-----
Purple	57	57	41	45	41-50	63	21-32	56	59
Slimes	58-64	58-70	42-55	46-56	-----	64-77	-----	57-75	60-68
Starge's Moles	65-76	71-74	56-69	57-68	51-73	78-79	33-64	76-77	69-72
Stingwing	77-92	75-82	70-89	69-84	74-94	80-87	65-94	78-87	73-82
Thunderhoof	-----	-----	90-98	85-88	-----	-----	-----	-----	83-84
Woodsmasher	93-96	83-88	99-00	89-92	95	88-90	95	88-90	85-90
Zene Beast	97-00	89-00	-----	93-00	96-00	91-00	96-00	91-00	91-00

NON-HUMAN ENCOUNTER TABLE									
NON-HUMAN	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Hairy Ones	01-40	01-15	01-45	01-10	-----	-----	-----	01-10	01-70
Llarna	-----	-----	46-90	11-60	01-20	-----	-----	11-80	71-80
Moredhel	41-80	16-90	-----	61-80	21-00	01-20	-----	-----	-----
Xalu	81-00	91-00	91-00	81-00	-----	21-00	-----	81-00	81-00

PLANTS ENCOUNTER TABLE									
PLANT	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Bent Berry	-----	01-06	01-40	01-29	01-14	01-06	01-14	01-15	01-25
Flame Plant	-----	07-09	41-50	30-32	15-28	07-09	15-28	16-18	26-27
Old Berry	01-12	10-38	51-60	33-38	29-42	10-18	29-44	19-27	28-47
River Iron	-----	39-47	-----	-----	-----	19-42	-----	28-55	48-54
Sea Bush	-----	48-53	-----	39-41	43-56	43-48	45-58	56-61	55-59
Sliver Plant	13-42	54-66	61-80	42-71	57-00	49-59	59-00	62-67	60-69
Swamp Berry	-----	67-75	-----	72-74	-----	60-89	-----	68-88	70-76
Swell Root	43-66	76-86	81-90	75-95	-----	-----	-----	-----	-----
Vampire Vine	67-00	87-00	91-00	96-00	-----	90-00	-----	89-00	91-00

TREES ENCOUNTER TABLE									
TREE	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Banana	-----	01-07	01-03	01-03	-----	01-03	-----	01-12	01-06
Blackwood	-----	08-10	04-09	04-08	-----	-----	-----	-----	07-08
Brolan	-----	11-16	10-16	09-14	-----	04-06	-----	13-21	09-12
Dryfruit	-----	17-25	-----	15-19	-----	-----	-----	-----	13-22
Dust Tree	-----	26-30	17-27	20-30	-----	-----	-----	-----	23-36
Hardnuts	-----	31-35	28-33	31-43	-----	07-15	-----	-----	37-41
Humming	-----	-----	-----	44-48	-----	-----	-----	-----	-----
Lifewood	-----	36-42	35-40	49-56	-----	-----	-----	-----	42-47
Malarn	-----	43-51	41-51	57-62	-----	16-18	-----	22-30	48-55
Nigril	-----	51-60	52-60	63-67	-----	19-21	-----	31-39	56-61
Radiant Apple	-----	61-64	61-69	68-78	-----	22-27	-----	40-45	62-72
Saman	-----	65-73	70-81	79-84	-----	28-30	-----	46-51	73-78
Spire	-----	74-78	82-84	85-88	-----	31-51	-----	52-79	79-91
Teak	-----	79-87	85-96	89-94	-----	51-54	-----	80-88	92-97
Yum-yum	-----	88-98	97-98	95-98	-----	55-75	-----	89-96	98-99
Zelil	-----	99-00	99-00	99-00	-----	76-00	-----	97-00	00

WATER ENCOUNTER TABLE									
WATER TYPE	CLIFF FACE	DEEP JUNGLE	HIGH MEADOW	MID RIDGE	NORTH MTN.	NORTH SWAMP	SOUTH MTN.	SOUTH SWAMP	UPPER JUNGLE
Geysers	01-30	01-21	01-04	01-05	-----	-----	-----	-----	01-10
Pools:									
Dirty	31-41	22-33	05-20	06-23	01-36	-----	01-10	-----	11-25
Poison	42-52	34-42	21-24	24-35	-----	-----	-----	-----	26-30
Pure	53-54	43-49	25-44	36-60	37-54	-----	11-50	-----	31-50
Springs:									
Cool	55-59	50-60	45-60	61-78	55-70	-----	51-72	-----	51-75
Hot Poison	60-85	61-71	-----	79-84	-----	-----	-----	-----	76-80
Hot Pure	86-00	72-90	61-65	85-90	-----	-----	-----	-----	81-90
Stream	-----	91-00	66-00	91-00	71-00	-----	73-00	-----	91-00

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*Zolan, Gregor	50	p.19
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Biologist: rating

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*Seskaldroon, Jarsac	70	p.19

Botonist: rating

*Pilard, Ashmet	40	p.19
*Seskaldroon, Ashire	60	p.19
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Guides: rating

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* persons with more than one rat