THE WRAITH OF DERRIC'S DEEP™

SECOND SUPPLEMENT IN THE INVINCIBLE OVERLORD™ SERIES

by TERRY RANDALL

INCLUDES THE HIGH FENS™ GUIDEBOOK

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The Wraith of Derric's Deep

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The High Fens Guidebook
&
The Wraith of Derric's Deep

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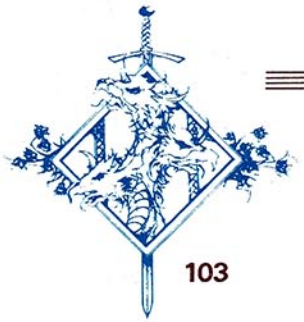


GM Introduction

The Wraith of Derric's Deep is an adventure which takes place in the Great Plateau Foothills bordering the Amber Swamp. It is designed for five or six Characters of Skill levels 3 and 4. This adventure can be easily adapted for Characters of different skill levels by increasing or decreasing the abilities and HTK scores of the Non-Player Characters (NPCs), or by changing the number of monsters that the party encounters.

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

Background

This adventure is set in the coal mining community of Derric's Deep, which is located in the Rim Foothills bordering the Amber Swamp. (This area is further detailed in the *High Fens Guidebook*, which accompanies this module.) The PCs, working as scouts for the Overlord's army, are transferred to the military garrison of Lucan's Station. There, they are briefed on their mission by scout liaison officer Captain (*Keitar*) Camus Pallanae of the Gryphon Riders (see *High Fens Guidebook*). After completing their mission, the PCs are expected to report back to Captain Pallanae for future assignments.

Rank

For military purposes, the party member of the highest Skill level, (or average of levels if multi-classed) is appointed sergeant (*Dolvar*) when the group enlists in the Overlord's army. If there is a tie between two or more Characters, the one with abilities most appropriate to fighting and scouting should be the sergeant. For example, a Skill 4 ranger would become sergeant before a Skill 4 magic user. If there is still a tie, the PC with the greater combined Appeal (APL) and Strength (STR) scores is the sergeant.

The sergeant is responsible for reporting to Captain Pallanae, receiving new duty assignments, accounting for lost equipment or missing party members, recommending a PC for a special reward, or similar military tasks.

Aid and Assistance

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

Desertion

If any PCs regret their decision to volunteer, they will have many opportunities to walk away from military service in the course of this and other adventures. As elite scouts, they work independently and are not closely supervised, as rank-and-file soldiers would be. Any scout who fails to report for duty after a ten-day grace period is considered to be a deserter if there is no word that s/he has been killed or captured. Excuses for late arrival are considered on a case-by-case basis. The punishment for desertion is from one to five years of hard labor. If a scout is involved in field work and cannot be proven dead, captured, or a deserter, s/he is considered to be missing in action after one month of prolonged absence.

Adventure Synopsis

GM Background

Schlect the Unpredicatable, a Cleric of Brelig (god of mischief and discord), has offered her allegiance to Halimaj, the lich-like master of evil in southeastern Calandia. To further Halimaj's program of destruction, Schlect has accepted the challenge of disrupting coal production and destroying the most valuable mines around Derric's Deep. This High Fens coal fuels critical manufactories, not the least of which are steelmakers, weaponsmithys, and armories, which are increasing production to equip the Overlord's army as the country prepares for war.

The Plot

Schlect the Unpredictable is aided by carocs (the crocodile-men of the Amber Swamp) and an illusionary wraith. This force manages to disrupt coal production by a combination of "haunting" the mine depths and murdering miners. Schlect is biding her time while she awaits the arrival of a courier from Halimaj who will deliver a Geas Ring to her (see *Unique Items*). The cleric then plans to summon a fire elemental and command it to take up residence in the coal mines. This will create an initial inferno as coal dust and gases ignite, and the coal deposits themselves will burn as well. Aided by the presence of the elemental, the fire may follow the veins for miles and burn or smolder literally for years. This will effectively destroy the coal mines of Derric's Deep, making them impossible to work and deadly to approach.

The adventurers have only five days from the time they first enter the mines to neutralize Schlect. At the end of that time, the cleric will be in possession of the Geas Ring and the fire elemental will be unleashed.

In the course of investigating the "hauntings," the Player Characters should discover that the wraith is an illusion and that carocs are involved. It then becomes the party's task to find out who orchestrates these disturbances and put an end to the problem. The Player Characters may also discover that they are in a race against time to stop Schlect from destroying the coal mines. If Schlect's plot succeeds, the war effort and other manufacturing in the City-State will be seriously impaired. If Schlect is thwarted, the adventurers will learn startling new information about the true nature of the evil in Calandia.

Significant Information

The Player Characters will learn some important new information during this adventure. They will learn facts which explain much about Calandia's problems, and which lead Characters into the next module in this series, *Betrayal at Bogwater*. This information is summarized here for ease of reference by the GM.

1) Halimaj is the name of the creature that manipulates evil in southeastern Calandia. Secure in Khaj'ram, a ruined lost city in the remote Drylands Desert, Halimaj sometimes appears as a handsome, ageless man, and sometimes as a withered lich-like creature. Death, decay, and destruction are his hallmarks. Like Vendris in northern Calandia, he is said to be omniscient and can teleport great distances without error.

2) Halimaj's sphere of influence is far larger than suspected by the Overlord's forces. He is laying waste even to the meager plants of the desert, but the dryland territory under his influence is so vast that the destruction brought about thus far has gone mostly unnoticed. Halimaj was responsible for the disappearance of armed forces in the Amber Swamp and the mysterious Wasting Wind, which was the reason for the Characters' transfer to this district (details following).

3) Halimaj controls evil creatures in roughly one-third of Calandia, Vendris has control of the northeastern third, and a bestial creature called Galathrien runs the western third.

4) Galathrien plans a devastating blow to the gold reserves of Lucius II. The details of this plot are not known to Schlect, but she does know it will take place in the shireling village of Bogwater, in the Lake District of Thormar Province.

Player Characters

Narvil Stehngerik
Dwarf, Skill 3 Cleric
Deity: Ardruna
STR: 15, *INT:* 12, *INS:* 18
STA: 15, *DEX:* 11, *APL:* 14
HTK: 20, *AC:* 3
MV: 9″, *AT:* 1
DM: (by weapon), *AL:* N. Good
THACO: 20
WT: 150 lbs., *HT:* 3′11″
Weapon Proficiencies: flail, war hammer
Weapons: flail, war hammer
Armor: half-plate/chain, shield
Spells: Bless, Cure Light Wounds, Hold Person
Specials: Infravision 60′
Languages: Dwarvish, Calandian, Orcish
GP: 250

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

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

Vizmit
Pixie, Skill 2/3 Thief/Illusionist
Deity: Ardruna
STR: 9, *INT:* 15, *INS:* 10
STA: 9, *DEX:* 16 (+1, -2), *APL:* 16
HTK: 8, *AC:* 4
MV: 6″/24″, *AT:* 1
DM: (by weapon), AL: L. Neutral
THACO: 20
HT: 2′1″, *WT:* 21 lbs.
Weapon Proficiencies: dagger, blow gun
Weapons: dagger, blow gun
Armor: none
Spells: Wall of Fog, Hypnotism, Invisibility
Specials: Infravision 90′, Blend at will (AC -4), Polymorph Self at will, Know Alignment at will, Create Illusions (once per day with aural and olfactory components), Magic Resistance: 25%
Languages: Calandian, Elvish, Merchant's Cant, Pixie
Thief Skills: PP: 35%, OL: 44%, F/RT: 40%, MS: 36%, H in S: 35%, HN: 5%, CW: 66%, RL: —
GP: 140

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

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

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

Kreeger
Centaur, Skill 3 Keitar (Knight class)*
Deity: Lenoris
STR: 17 (+1, +1), *INT:* 12, *INS:* 10
STA: 15, *DEX:* 15 (0, -1), *APL:* 13
HTK: 28
AC: 7/3 (horse half/human half),
MV: 18″, *AT:* 3
DM: (by weapon), 1D6x2 (hooves)
AL: C. Good, *THACO:* 18
WT: 1350 lbs., *HT:* 8′0″
Weapon Proficiencies: dagger I, comp. long bow, lance, scimitar
Weapons: dagger, lance, composite long bow, scimitar
Armor: chain mail, shield
Specials: Charm Person (3/per day), thief skill of PP: 25%
Languages: Ta'lonese, Calandian, Shireling
GP: 250

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

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

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

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

Shevian
Vale Elf Skill 3/1
Ranger/Magic User
Deity: Lenoris
STR: 16 (0, +1), *INT:* 15, *INS:* 9
STA: 14, *DEX:* 17 (+2, -3), *APL:* 12
HTK: 26, *AC:* 3
MV: 12″, *AT:* 1
DM: (by weapon), *AL:* C. Good
THACO: 18
WT: 125 lbs., *HT:* 5′5″
Weapon Proficiencies: long bow I, long sword, dagger
Weapons: long bow, long sword, dagger
Armor: studded leather
Spells: Burning Hands, Enlarge, Comprehend Languages
Languages: Calandian, Demitroll, Dwarvish, Elvish, Fog Giant, Orcish
GP: 135

Shevian is a young Vale elf who is out to see the world. He is tall for an elf. He has blond hair below his shoulders and steady grey eyes. This ranger-mage joined the Overlord's army for the chance to travel, and, though he is certainly willing to fight the evil things in Calandia, he has no burning principles to honor by doing so. Shevian is languid and philosophical, and he is also very free-spirited and artistically inclined. He is a gifted musician and plays harp beautifully.

Shevian is not ambitious or especially interested in material wealth.

Interaction with other races is a new and exciting experience for him, and he talks constantly. He has perfected the conversational art of asking leading questions, and, if given a chance, "converses" with his companions for hours at a stretch. Nevertheless, Shevian is sympathetic and sincere in his interest and tries to be sensitive to the needs of those around him.

Lessith
Lizardman, Skill 3 Fighter
Deity: G'gessgir
STR: 18/05 (+1, +3), *INT:* 8, *INS:* 7
STA: 17, *DEX:* 14, *APL:* 5
HTK: 32, *AC:* 5
MV: 9"/15", *AT:* 1
DM: by weapon (tail: 1D4)
AL: L. Good
THACO: 18
WT: 320 lbs., *HT:* 7'2"
Weapon Proficiencies: trident, net, dagger, heavy crossbow, throwing dagger
Weapons: trident, net, dagger, heavy crossbow. The net has hooked and weighted ends and does 1D2 HTK of damage if the victim struggles in it or if the net is roughly pulled off.
Armor: none
Specials: Can see underwater as clearly as on land
Lauguages: Nilese, Calandian
GP: 50

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

Lessith does not tolerate needless killing or torture. If he witnesses this going on, he will demand that it stop or he will put an end to it himself. Lessith's favorite fighting tactic is to hold a net in his left hand and a trident in in his right hand (he is right-handed). He throws the net left-handed to entangle his opponent (at -2 "to hit"), then attacks with the trident.

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

Marna Mortaune
Human, Skill 4 Thief
STR: 10, *INT:* 18, *INS:* 14
STA: 10, *DEX:* 16 (+1, -2), *APL:* 16
HTK: 17, *AC:* 5
MV: 12", *AT:* 1
DM: (by weapon), *AL:* Neutral
THACO: 20
WT: 125, *HT:* 5'7"
Weapon Proficiencies: long sword, dagger
Weapons: long sword, dagger
Armor: studded leather
Languages: Calandian, Elvish, Shireling, Merchant's Cant, Thieves' Cant, Orcish, Nilese, Ta'lonese
Thief Skills: PP: 45%, OL: 42%, F/RT: 35%, MS: 33%, H in S: 25%, HN: 15%, CW: 88%, RL: 20%
GP: 90

Marna's brilliant intellect and charming personality have enabled her to run several successful con games, and she has earned her living more than once as a spy working for local lords. Marna joined the army partly to use her spying and scouting experience, but mainly because she had outstayed the welcome in her last place of residence.

This thief is quick-tempered and moody, except when she is on a job, when she becomes cold as steel. Marna prefers to avoid fights; she is experienced at talking her way out of them. She is slim and attractive, with long, curly brown hair and hazel eyes. She is reserved about her personal life, but is a witty social companion.

Non-Player Characters

Schlect the Unpredictable
Drow Elf, Skill 7 Cleric
Deity: Brelig
STR: 13 (18/00*), *INT:* 14
INS: 16, *STA:* 16
DEX: 18 (+3, -4)/(16 (+1, -2) in daylight or magical light)
APL: 18
HTK: 45, *AC:* -1 (1)
MV: 12″, *AT:* 1
DM: (by weapon)
AL: C. Evil
THACO: 16
WT: 100 lbs., *HT:* 5′1″
Weapon Proficiencies: wire whip (see *Specials*), mace, quarterstaff
Weapons: +1 adamantite mace, quarterstaff, wire whip
Armor: +2 chain mail
Magic Items: *Gauntlets of Ogre Power, Potion of Human Control, Ring of Free Action, Ring Airy Water, Scroll of Fire Elemental Summoning, Obsidian Mask of Brelig (See *Unique Items*)
Specials: Infravision 120′,
save vs. Magic at +2,
The wire whip is a weapon with ritual significance and is carried only by clerics of Brelig. It is 15′ long, made of leather braided with wire and studded with metal. It does 1D4+2 HTK of damage to S and M-sized opponents, and 1D4 HTK of damage to L-sized opponents. There is a 70% chance per successful "to hit" that Schlect can entangle or disarm her target if she wants to do so.
Magic Resistance: 64%
Languages: Elvish, Subterranean, Gnomish, Calandian, Silent Language, and Alurian
Spells: Curse, Command, Cause Fear, Cause Light Wounds (2x), Resist Fire, Find Traps, Hold Person (2x), Silence 15′, Glyph of Warding, Dark Visage (see description following), Protection from Good (10′ range), Faerie Fire, Darkness, Dancing Lights, Detect Magic, Know Alignment, and Levitate (1/day), Clairvoyance, Detect Lie, Suggestion, Dispel Magic

Schlect is one of few clerics dedicated to the fickle god, Brelig. This cleric is proud, capricious, and calculating. She is cunning, but she makes hasty and intuitive decisions.

Schlect carries a one-foot long light rod with a permanent Darkness cast on it. She carries it in leather sheath.

Schlect has seen the handiwork of Halimaj and 'volunteered' her services to save herself from becoming an undead puppet of Halimaj. Clerics of Brelig do not often receive spells controlling undead or become involved in activities that manipulate undead, so the idea of becoming undead held particular horror for Schlect.

Schlect fancies herself a trusted "ally" of Halimaj now, but she will drop everything to save her own skin if caught in a pinch (GM discretion).

Because of the influence of Brelig (also known as the Laughing God), Schlect's spell effects may be randomly swayed to give results either far greater or far weaker than expected. Whenever she casts a spell, the GM should roll 1D10. On a result of 1, something outrageous or unexpected happens with the spell effects. Roll 1D6; on a 1-3, the spell is weaker than expected, on a 5 there is no effect, and, on a 4-6, the spell's effects are greater. For example, her Cause Light Wounds spell may become as effective as a Cause Critical Wounds or even a Harm spell; or a Protection from Good spell may fail and act as a Protection from Evil or a Bless spell for Schlect's opponent. Other variations are left to the GM's discretion. This affects only clerical spells, not the racial/genderal spell-casting abilities.

NEW SPELL
Dark Visage

Skill Level: 3
TTC (Time to Cast): 2 segments
Range: 4″
Duration:
1 round every 2 Skill levels of caster
Area of Effect: Target
Components:
Obsidian Mask of Brelig

This spell can only be cast by a cleric wearing an Obsidian Mask of Brelig (see *Unique Items*); the cleric must be of skill 5 or greater. When the cleric looks at his/her target, a beam of pitch black streams from the mask and strikes the target, inflicting 1D8+1 HTK of damage. This attack can be made once per round. Characters within ten feet of the victim must save vs. Spell or be at -1 "to hit" for the next round (the penalty is non-cumulative and is no greater than -1). The range is unaffected when under water.

Arno Familiar
Human, Skill 2 Cleric
Deity: Brelig
STR: 10, *INT:* 16, *INS:* 10
STA: 12, *DEX:* 18 (+3, -4), *APL:* 14
HTK: 16, *AC:* 1
MV: 12″, *AT:* 1
DM: (by weapon), *AL:* C. Evil
THACO: 20
WT: 130 lbs., *HT:* 5′6″
Weapon Proficiencies: mace, wire whip (20% per blow to entangle)
Weapons: mace, wire whip
Armor: scale mail
Magic Items: Potion of Water Breathing (x2), Potion of Invisibility
Spells: Cause Light Wounds, Darkness
Languages: Calandian, Elvish, Alurian, Orcish, Subterranean Common, and Dwarvish

When Schlect, in a special ceremony, beseeched Brelig for a pet similar to a magic user's familiar, she found, to her surprise, that her request for a "familiar" was answered. Arno is a Brelig-sent henchman, loud, obnoxious, and given to practical jokes and flashes of divinely-inspired intuition. He has a jester-like personality and wit, throwing bad jokes and insults at his opponents before he is forced to wield a weapon. Arno is good at juggling, and can bat or grab missiles out of the air if he rolls a 16 or better 1D20.

Caroc Hit Squad

*(1) **Caroc**, Skill 4 Cleric*
HTK: 16, *AC:* 4
MV: 12″//18″
AT: 2 (bite/tail) or 1 (weapon)
DM: 1D8/2D6 or by weapon
AL: N. Evil
THACO: 18
SZ: M
Weapon Proficiencies: dagger, net, club

Weapons: club, net, dagger
Armor: none (crocodile-like hide)
Magic Items: 1D4 Oils of Water Breathing (used if live captives need to be taken underwater.)
Specials: Infravision 30′,
can fight underwater with the same benefits as lizardmen (see the *Lizardmen Race Book* under *Combat*),
can stay submerged for 1/2 hour.
Spells: Hold Person, Resist Fire, Glyph of Warding, Entangle, Charm Monster, Confusion, Hallucinatory Terrain, Summon 1D6 Water Elementals, Summon 1D10 Giant Crocodiles

(5) ***Carocs,*** *Skill 4 Fighters*
HTK: 16, *AC:* 4
MV: 12″//18″, *AT:* 2 (bite/tail) or 1 (weapon)
DM: 1D8/2D6, or by weapon
AL: N. Evil
THACO: 18
Weapon Proficiencies: two-pronged spear (1D6+1), dagger, net, club
Weapons: two-pronged spear, net, dagger
Armor: none (crocodile-like hide)
Specials: Infravision 30′,
spear can be used to immobilize opponent's limb rather than skewer it. Attackers need only declare intention, and victim's wrist or ankle is immobilized on a successful hit.
Can fight underwater with the same benefits as lizardmen,
can stay submerged for 1/2 hour.

There are four caroc hit squads working for Schlect in Derric's Deep. These carocs relish the chance to kill or capture and devour the men of this town, since these hillmen have, in the past, joined with lizardmen to drive carocs out of this part of the Amber Swamp. The carocs value this chance to strike back at the humans, and hope to reclaim the swamplands near Derric's Deep. They have only a 20% chance of breaking morale under bad circumstances.

Water elementals summoned by caroc clerics have the following statistics:

Water Elemental
HTK: 20, *AC:* 2
MV: 9″, *AT:* 1
DM: 3D6, *AL:* Neutral
INT: low
THACO: 16
SZ: L
Specials: hit only by +1 or better weapons, takes 1/2 damage from edged weapons

The Wraith
Illusionary Wraith
HTK: 45, *AC:* 4
MV: 12″/24″, *AT:* 1 (+special)
DM: 1D6 plus energy drain
AL: L. Evil
INT: very
THACO: 15
SZ: M
Specials: Hit only by silver (for half damage) or magic weapons (full damage).
Drains one life energy level per hit; victim loses that level and any benefits gained from it.
Not affected by Sleep, Charm, Hold, or cold-based spells.
Holy water causes 2D4 HTK of damage for each vial which strikes it.
Unharmed by poison or paralyzation.
Cannot leave area of illusion to pursue or hunt victims; once "killed" it reappears again immediately at the box.

This phantasmal wraith is the product of the Box of Illusion (see *Unique Items*) given to Schlect by Halimaj. The wraith cannot sense living creatures by itself, but rather reacts to intrusion within the illusion's area of effect. It will single out the individual who is closest to the box and attack him/her.

Since it can neither recognize clerics nor feel their influence, this wraith is impossible to turn. Clerics attempting to do so anyway may notice that the wraith seems completely oblivious to such attempts. In all other ways it moves and behaves exactly as a real wraith. Persons drained of all energy levels by the "wraith" fall into a coma and die within seven days unless treated with a Heal, a Limited Wish, or a Wish spell, or with an Elixir of Life potion. Skill levels lost while believing in the wraith can only be regained by the use of a Wish or Restoration spell. A Dispel Magic cast on the wraith causes it to fade from sight, but it will reappear in the next round as explained under *Unique Items* (Box of Illusion).

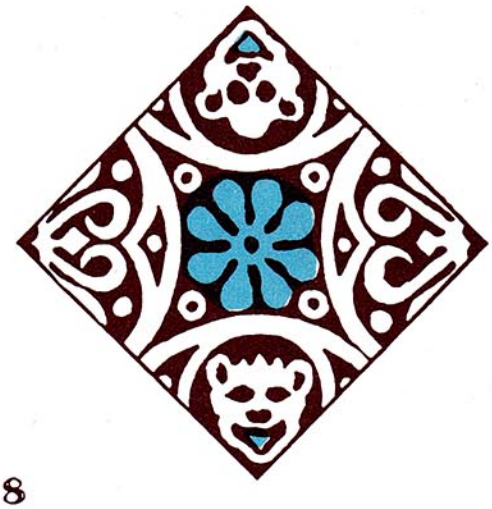
Camus Pallanae
Gryphon Rider Captain of Scouts, Lucan's Station
Human, Skill 6 Keitar
STR: 16 (0, +1), *INT:* 14, *INS:* 10
STA: 14, *DEX:* 11, *APL:* 18
HTK: 47, *AC:* 4
MV: 12″, *AT:* 1
DM: (by weapon), *AL:* N. Good
THACO: 16
WT: 200 lbs., *HT:* 6′4″
Weapon Proficiencies: keitar lance, saber, horn longbow, dagger, mace
Weapons: saber, dagger
Armor: +3 studded leather
Specials: Riding and fighting abilities as described under the Keitar character class in the *High Fens Guidebook.*

Camus is in his late twenties. He is firey, blustering, and clever. He believes his best defense is a good offense, and his quick wit and sharp tongue have incited many to rage or tears. He is a charismatic leader and expects unflinching dedication from his scouts.

Marius the Black, Town Elder
Skill 0 Fighter Human
STR: 8, *INT:* 16, *INS:* 13
STA: 12, *DEX:* 9, *APL:* 11
HTK: 8, *AC:* 10
MV: 12″, *AT:* 1
DM: 1D6 (pickaxe)
AL: L. Good
THACO: 20
WT: 150, *HT:* 5′9″
Weapon Proficiencies: pickaxe
Weapons: pickaxe
Armor: none

Marius is called the Black because his years of coal mining have left black coal dust embedded in the pores of his face and hands.

Marius is quick-witted, intelligent, and very perceptive. His fortes are compromise and mediating debates; he is highly respected for his diplomacy. Marius is not too proud to follow the advice of others in matters outside of his experience.



UNIQUE ITEMS

Unique items are described in this section, along with their experience point and gold piece values. These figures are not included in the XP awards for the adventure noted under **Endgame**, and should not be added to that total for any of these items that are acquired by the party.

BOX OF ILLUSION [XP: 1,000, GP: 10,000]

The Box of Illusion is an ornate, rune-carved box of silver, measuring four inches on each side; it is activated by lifting the hinged lid and leaving it open. Similarly, shutting the lid ends the spell's effect. The box can sustain 20 HTK of damage before it is destroyed; it is allowed a save vs. Crushing Blow before destruction is complete. If it saves successfully and sustains another blow, another save vs. Crushing Blow is rolled, etc..

When activated, the box produces a permanent programmed illusion which operates in an 80-foot diameter area; in this case the image of a wraith. The wraith appears completely real, including its chill aura and cold touch. The illusion produced by this particular box cannot be altered without destroying the box. When the illusion is first disbelieved (with a successful save against INT), it fades from sight, only to reappear one round later over the box. The apparition remains visible to observers and goes through the motions of attacking, but no longer has the power to harm its victims. After two rounds of ineffective "attacks," the illusion fades once more and reappears again the next round. This cycle of appearance-attack-disappearance continues until the box is closed, destroyed, or there is no one within effective range.

OBSIDIAN MASK OF BRELIG [XP: 100, GP: 1,000]

The holy symbol of the god Brelig is a small obsidian mask that looks like a leering, laughing face. This item is two inches across and is worn as a pendant around the neck. The larger version of this holy symbol is actually worn on the face during most spell-casting once a cleric reaches Skill 5. The mask has no practical value to anyone who is not a cleric of Brelig, but is of some worth to collectors.

GEAS RING [XP: 1,000, GP: 5,000 with charge/1,000 without charge]

Made at Halimaj's command by one of his magic user minions, this ring contains only one charge. With it, the ring's wearer can put a geas on any intelligent being/creature. This item is not initially in Schlect's possession, but she awaits its delivery by courier from Halimaj. Schlect will use this ring to command the fire elemental which can be summoned with the Scroll of Elemental Summoning. The ring can be used by anyone who can wear rings.

The ring is a gold band with a round, faceted red stone set into it.

RING OF AIRY WATER [XP: 1,000, GP: 5,000]

This ring creates a five-foot radius globe of airy water around its wearer, as per the Skill 5 magic user spell of Airy Water. The effect is continuous as long as the ring is activated. The ring functions until it has created airy water for a total of one-hundred hours, at which time all enchantment leaves it. Eighty hours of use remain in the ring when the PCs first encounter Schlect.

SCROLL OF ELEMENTAL SUMMONING [XP: 1,000, GP: 5,000]

This scroll contains a spell given to Schlect by her deity, following an elaborate ceremony and expensive sacrifices. When this clerical scroll is read, a large fire elemental is snatched from its home plane and appears near the scroll's reader. Thanks to Brelig's influence, the elemental is unable to return to its plane of existence, and is quite upset at its circumstances. Schlect plans to use this scroll in conjunction with the Geas Ring (see *Geas Ring*).

The scroll is protected with a Glyph of Warding. The glyph has no effect on clerics of Brelig. When the glyph is triggered, all Characters within a five-foot radius (except, of course, for clerics of Brelig) must save. vs. Spell or be blinded. Any cleric can read and use this scroll, but the nature of the elemental's predicament cannot be clearly discerned from the spell itself. Anyone using the scroll without a means to control the elemental is immediately attacked by the outraged being.

Fire Elemental

HTK: 20, *AC:* 2
MV: 6″, *AT:* 1
DM: 3D8, *AL:* Neutral (Evil)
INT: low
THACO: 12, *SZ:* L
Specials: Hit only by +1 or better weapons; burns inflammable items; can ignite coal deposits and gases in the mines.

Players' Introduction

The first you hear of the Wasting Wind is a rumor that caravans were reluctant to use the Aldar's Road to the south. Then the rumor becomes fact: caravans, travellers, and grazing animals are falling prey to a mysterious storm of withering death. Survivors report what they see: a blast of hot, dust-filled air whistling around everything in its path. Men and beasts have the life sucked out of them, creatures shrivel and are reduced in moments to withered mummies or half-bare bones.

You and your lucky companions are selected to accompany a caravan down the Aldar's Road to the south. They need scouts, you are told, capable scouts with a record of accomplishment. Simple escort duty, easy enough to play caravan guards — but you are to keep your eyes open and see what you can see about the Wasting Wind.

It could be an appointment with death, but it remains merely tense anticipation through the long, dusty trip down the Aldar's Road. The caravan you escort plods through Shangee Province, past the Twin Peaks, and into Plateau Province.

In remote stretches, the bones of victims of the Wasting Winds litter the roadside like jackstraws, their tainted remains untouched by wild animals. But you never see the Wind, the newest of evil manifestations in Calandia, and you have no cause to scout. That is your report when you reach Lucan's Station, the military garrison in the High Fens District, and the caravan's destination. Camus Pallanae, Captain in the Gryphon Riders, hears your report and scowls.

"We have scouts out in the desert now. It seems that Wind is coming from the Drylands District. I could use you on that detail, but something else has come up." He taps a stack of documents on his desk and shakes his head. "There's too much going on, and too few of us to follow up on it all. This came in a week ago, and its been laying here for lack of scouts to send." He pulls a sheet of vellum from the pile of papers and begins to read:

"Coal production has ceased at Derric's Deep," he quotes with a grim note in his voice. "The miners are haunted by dark ghosts. Thirty-seven miners have died or disappeared in the past two weeks, and the others now refuse to work underground." Captain Pallanae replaces the paper on his desk. "The Aldar asks that we look into this. The Overlord must have that coal for the war effort. I want you to go there, see what the nature of this haunting is, and put a stop to it. Also, when you get to Derric's Deep, ask for the town Elder, Marius the Black. He can give you the details. Is that clear?"

It is clear enough that there will be no rest from your cross-country caravan trek. One week of travel sees you back up the Aldar's Road, across the Stoney River, and skirting the Amber Swamp to Derric's Deep, the home of haunted mines and missing miners.

Go to Encounter 1: Derric's Deep.

ADVENTURE TIMETABLE

The GM may use this table to keep track of time during this adventure. Each of the six boxes after each hour represents one turn. Mark off **one** of these boxes after every **ten rounds**.

DAY 1		DAY 2		DAY 3		DAY 4		DAY 5	
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Encounters

Encounter 1

Derric's Deep

PREP: Use when the party first arrives at Derric's Deep.

PLAYERS: *A vista of greenish-brown rocky hills rises on the north flank of the Amber Swamp, backed by the ever-steeper ridges of the Rim Foothills.*

Derric's Deep consists of terraced rows of white-washed, red-tiled stone buildings rising up the hillside from the edge of the Swamp to the Pottowa Trail about 300 feet uphill.

On closer examination, it is clear that a large number of buildings are submerged partially or completely in the Swamp, eroded by wetland encroaching on the Foothill slopes. The ruins of old buildings can be glimpsed up to a quarter-mile out into the Swamp, surrounded by water, and, in some places, overgrown with vines. Closer to the Foothill ridge, moldering plaster clings to the exposed stonework of partially flooded buildings, while others are as yet undamaged by the swamp water.

GM NOTES: If the PCs ask any of the townspeople about Marius the Black, they will be told, *"Oh, you can find Marius at the Elder's Hall. It's near Green Market Square."*

Derric's Deep is prosperous in its upper reaches and derelict and ruined where it has been taken over by the Amber Swamp. For Characters who wish to explore this town of 4,000 people, only major business establishments have been placed on the town map. Other Businesses may be fleshed out by the GM as necessary.

Basic traveller services are located along the Pottowa Trail — stables, farriers, cartwrights, inns, and other businesses which cater to the freight traffic along this road. Weapon and armor smiths are found around the Stonesnake Inn (**#5** on the *Derric's Deep* map).

The better inns are found around Green Market Square, a flat, grassy marketplace in what is now the center of town. Here are also restaurants and shops which sell wine, cheese, produce, and trade goods which move along the Pottowa Trail. West of Eilin Road are the three major coal mines and their support facilities, as well as housing for miners and an entertainment district west of Reigov Road. Most buildings south of Mortaune Road are residences or neighborhood taverns.

Places of interest in Derric's Deep are:

1) **Brickworks:** Crumbly low-grade coal is processed into briquettes here for ease of handling and shipping. The Brickworks is owned and operated by the Miner's Guild, and is overseen by Master Miner Nordos.

Master Miner Nordos
Skill 0 Human
STR: 12, *INT:* 11, *INS:* 8
STA: 15, *DEX:* 13, *APL:* 13
HTK: 10, *AC:* 10
MV: 12″, DM: by weapon
AL: C. Good
THACO: 20

2) **Oldfield Mine:** The Oldfield is the oldest mine in Derric's Deep. It is the source of the high-quality black coal favored by steelmakers. It remains a steady producer, though its richest deposits seem to have been worked out. The superintendent is Master Miner Harlan.

Master Miner Harlan
Skill 0 Human
STR: 14, *INT:* 13, *INS:* 12
STA: 9, *DEX:* 7, *APL:* 10
HTK: 7, *AC:* 10
MV: 12″, *DM:* by weapon
AL: Neutral
THACO: 20

3) **Mortaune Mine:** The largest producing coal mine in the area is the Mortaune, owned by clansmen of the same name. Dwarvish engineering was first introduced to Derric's Deep in the Mortaune mine works. The superintendent is Master Miner Alun.

Master Miner Alun
Skill 0 Human
STR: 17 (+1, +1), *INT:* 15, *INS:* 11
STA: 12, *DEX:* 10, *APL:* 10
HTK: 11, *AC:* 10
MV: 12″, *DM:* by weapon
AL: N. Good
THACO: 20

4) **Pottowa Livery:** The Livery sells and stables horses, hosts a livestock auction once a month, and serves as outfitter for freight caravans on the Trail. Prices are high, but the Livery's reputation for excellence is well-deserved. The proprietor is Olita Banarae, a teamster's widow.

Olita Banarae
Skill 0 Human
STR: 9, *INT:* 11, *INS:* 15
STA: 8, *DEX:* 9, *APL:* 15
HTK: 4, *AC:* 10
MV: 12″, *DM:* by weapon
AL: N. Good
THACO: 20

5) **Stonesnake Inn:** The Stonesnake Inn is the largest and finest hostelry in Derric's Deep. Its taproom is a popular informal command post for the officers of the 3131st Light Cavalry Battalion, which uses Derric's Deep for a base while patrolling the Rim Foothills. A suite of rooms is reserved for the use of Captain Avenia Erel, the unit's commander.

The Inn is a family business owned and operated by Belmar the Short.

Belmar the Short
Skill 0 Human
STR: 12, *INT:* 12, *INS:* 7
STA: 8, *DEX:* 9, *APL:* 14
MV: 12″, *DM:* by weapon
HTK: 6, *AC:* 10
AL: C. Neutral
THACO: 20

Captain Avenia Erel
Female Half-Elf, Skill 6 Keitar
STR: 13, *INT:* 14, *INS:* 11
STA: 12, *DEX:* 17 (+2 -3), *APL:* 13
HTK: 45, *AC:* 1
MV: 12″, *AT:* 1
DM: 1D6 (lance), 1D8 (scimitar)
AL: C. Good
THACO: 16
Weapon Proficiencies: dagger I, lance, quarterstaff, scimitar, short sword
Weapons: lance, scimitar
Armor: chain mail and shield

6) **Miners' Guildhall:** The Guildhall is the center of mining business in town. Although Guild members are normally close-lipped about their affairs, the adventurers can learn information about the mines there because of the nature of their mission.

Guildmaster Roitar Mortaune
Skill 0 Human
STR: 9, *INT:* 13, *INS:* 12
STA: 13, *DEX:* 16, *APL:* 12
HTK: 10, *AC:* 10
MV: 12″, *DM:* by weapon
AL: L. Good
THACO: 20

7) **Green Market:** This large grassy field is the site of the largest weekly market in town and is the field used for holiday fairs and special fetes. Once on the outskirts of Derric's Deep, the Green Market has become its center as the townfolk have moved businesses and homes upslope to dry ground. The Green Market is now surrounded by taverns and small specialty stores selling wine, cheese, sausages, and other sundry goods.

8) **Elder's Hall:** This meeting hall is a place where townfolk and clansmen gather to discuss civic affairs and the business of government. Marius the Black is the current town Elder.

Marius the Black, Town Elder
Skill 0 Human
STR: 8, *INT:* 16, *INS:* 13
STA: 12, *DEX:* 9, *APL:* 11
HTK: 8, *AC:* 10
MV: 12", *AT:* 1
DM: 1D6 (pickaxe)
AL: L. Good
THACO: 20
WT: 150, *HT:* 5'9"
Weapon Proficiencies: pickaxe
Weapons: pickaxe
Armor: none
Specials: none

9) **Old Guild Hall:** There is nothing to distinguish this building from other half-submerged ruins except for its marble stonework. Schlect lives here. This location is described in detail in **Encounter 15: Swamp Ruins**.

10) **Kala's Luck Mine:** This small and long-deserted coal mine is flooded by swamp water. Carocs use the tunnels to infiltrate the other mines in Derric's Deep. This location is described in greater detail in **Encounter 14: The Search**.

11) **Brickwork Mine:** This mine is the source of the brown coal processed at the Brickworks (location #1). It is the third largest mine in town. The mine superintendent is Partin Zakwerg, a dwarf from Leopa Province.
Partin Zakwerg
Skill 0 Dwarf
STR: 17 (+1, +1), *INT:* 12, *INS:* 8
STA: 18, *DEX:* 8, *APL:* 8
HTK: 9, *AC:* 10
MV: 12", *DM:* by weapon
AL: N. Good
THACO: 20

12) **Temple of Nalagar:** The Temple of Nalagar is well supported by the local population; the curate Samnor lived there on a comfortable sinecure for years. When Samnor was slain by the wraith in the mines, Uhlin, his assistant, took over the temple. Besides Uhlin, there are two novices and one acolyte in this temple; Uhlin is described in greater detail in **Encounter 2: Marius the Black**.

The Ruins

The part of town swallowed up by the Amber Swamp is more deeply submerged the farther away from dry land the buildings are. In this area are flooded coal mines, ruined businesses, and deserted residences. The ruins are covered in greater detail under **Encounter 14: The Search** and **Encounter 15: Swamp Ruins**.

Tavern Talk

The atmosphere in town is one of tense waiting as miners wonder what will be done about the deaths and hauntings in the coal mines. Any fantastic story or rumor may be heard by Characters making inquiries in taverns and inns. Such tales range from a truthful account of the wraith (see **Encounter 6: The Wraith** for description), to stories that long-dead miners have returned from the grave to turn their living kin into zombies.

Encounters

If the Player Characters decide to go right to the mines, go to **Encounter 3: Into the Mines**.

If the Player Characters go to see the town Elder at Elder's Hall (#8), go to **Encounter 2: Marius the Black**.

If the PCs go to any other location in Derric's Deep, they will be directed to see Marius the town Elder; go to **Encounter 2: Marius the Black.**

Encounter 2

Marius the Black

PREP: Use when PCs first encounter Marius the Black, the town Elder, who briefs them about circumstances in Derric's Deep.

PLAYERS: *The reason for Marius' nickname, the Black, is apparent when you meet him. The wrinkled, old man moves with vigor and authority, but his years in a coal mine are evident by the black dust embedded in the pores of his face and hands. His keen eyes, unblurred by time, study each party member in turn as he offers seats in the Elder's Hall, center of clan leadership in Derric's Deep.*

Marius begins without amenities. "Thank you for coming. In the last weeks, work has come to a halt in each drift where we mine coal. Deaths have occurred only near the most productive veins, but the miners now fear working any of the drifts. Witnesses report black ghosts. Only one ghost appears at a time, materializing out of the darkness, radiating cold, and touching the miner nearest to it. It cannot be struck or harmed by pickaxes or other tools; everything just passes harmlessly through it. When the spirit releases its victim, he falls, lifeless, to the ground or sinks into a coma and never recovers.

"Some miners have also reported sounds of movement coming from abandoned drift tunnels. But when a search is made, either nothing is discovered, or another dark ghost is encountered. These hillsides are honey-combed with interconnected passageways and drifts, and these spirits have appeared in most of the major work sites under the hills.

"There is no way to tell where or when a ghost will be seen next, except by moving around the passageways near a recently worked drift in hopes of encountering one. I have arranged for you to have a guide to the area where a ghost was last reported. Perhaps you'll have more luck dealing with these haunts than our hapless miners!"

GM NOTES: Although Marius is helpful to the best of his ability, the town has little to offer the PCs in their investigation or fight against the "ghosts." Marius knows the following helpful information, which he does not think to volunteer. This news is forthcoming with the right questions, or PCs may discover these things by making inquiries in the places of business detailed under **Encounter 1: Derric's Deep**. The GM should feel free to drop these clues in casual conversation with NPCs if the Characters fail to make progress in solving the mystery of the haunted mines.

1) All of the three major mines in Derric's Deep are interconnected. They also connect to a fourth, smaller, mine. That mine, Kala's Luck, is at **#10** on the *Derric's Deep* map. Its entrance is submerged in the Swamp and its tunnels are flooded.
2) Both carocs and crocodiles once lived in this area of the Amber Swamp, but the men of Derric's Deep drove them out of the region. None has been seen here for the last five years.
3) Samnor, the curate of the temple of Nalagar, entered the mines when the haunting was first reported. He

was the third victim of the ghosts, after failing to turn one of the apparitions. His assistant, Uhlin, is now the senior priest in the temple. He refuses to enter the mine.

The Temple of Nalagar

Uhlin, the priest in charge of the temple, will not accompany the adventurers under any circumstances, since he believes he can be of no service against such deadly haunts, and is of more aid to the mining community alive. He is willing to supply the party with holy water and will Bless their weapons. He will also loan out, if necessary, a +2 mace and a +1 dagger that belonged to the deceased high priest. He may also become a source for a Potion of Healing, a Potion of Water Breathing, and/or a Cure Light Wounds spell if the GM deems that it would be helpful.

Marius the Black, Town Elder
Skill 0 Human
STR: 8, *INT:* 16, *INS:* 13
STA: 12, *DEX:* 9, *APL:* 11
HTK: 8, *AC:* 10
MV: 12", *AT:* 1
DM: 1D6 (pickaxe)
AL: L. Good
THACO: 20
WT: 150, *HT:* 5'9"
Weapon Proficiencies: pickaxe
Weapons: pickaxe
Armor: none

Uhlin
Human, Skill 3 Cleric
Deity: Nalagar (Apollo)
STR: 12, *INT:* 14, *INS:* 13
STA: 14, *DEX:* 13, *APL:* 16
HTK: 13, *AC:* 10
MV: 12", *AT:* 1
DM: (by weapon), *AL:* C. Good
THACO: 20
WT: 178 lbs., *HT:* 6'1"
Weapon Proficiencies: mace, quarterstaff
Weapons: mace, quarterstaff
Armor: none
Spells: Cure Light Wounds (x2), Augury

Accomodations

Marius offers the party free room and board in the Elder's Hall for the duration of their mission. They may stay elsewhere (i.e., an inn), if they wish to pay for their accomodations.

Encounters

Go to **Encounter 3: Into the Mines.** (If the PCs wish to go to any other location in Derric's Deep before going into the mines, refer to the appropriate location under **Encounter 1: Derric's Deep** before going to **Encounter 3: Into the Mines.**)

Encounter 3

Into the Mines

PREP: Use this encounter when the PCs first explore the mines.

PLAYERS: *The last ghostly encounter took place in the Mortaune Mine, where high-quality black coal is mined. Poulos the Younger, nephew of Marius the Black, is the guide into the mine. Poulos walks with a limp, which he says is from falling when he fled the ghost in the mines. Poulos is grim, and becomes quiet as he leads on into the main drift of the Mortaune.*

Unlike many mines, almost all of the coal deposits in Derric's Deep were first discovered as drift veins on the surface of the ground. The surrounding earth was cleared off, Poulos explains, and the veins mined and followed underground. He points out where the stripped coal bed was left behind in the form of a broad bedrock road leading straight underground. The entrance to this mine leads forward and down a gentle slope through the stonework headshack of the Mortaune. As daylight fades behind, Poulos lights his miner's lantern.

*"Watch your heads for low ceilings and falling rock," he cautions, then hands [**sergeant's name**] a caged finch. "If it quits chirping and stays quiet, sing out. If it falls off its perch, sing out loud! Keep the bird near me." With that, Poulos turns on his heels and steps into the darkness.*

GM NOTES:
The Timeline: From the time the PCs first enter the mine, they have five days to prevent Schlect from completing her sabotage mission. The GM should keep track of elapsed time beginning with this encounter; use the *Adventure Timetable* after the *Players' Introduction*. If the PCs have not foiled Schlect's plans before the five days have passed, go to **Endgame**.
The Guide: Poulos the Younger is far less stable than he appears to be. He is more frightened of the "ghosts" in the mines than either he or his uncle realize. Poulos accompanies the party out of a misplaced sense of duty, and, in a pinch, he will be the first to panic, leaving the Characters in the dark.

Poulos the Younger
Skill 0 Human (Journeyman Miner)
STR: 15, *INT:* 11, *INS:* 7
STA: 12, *DEX:* 8, *APL:* 9
HTK: 8, *AC:* 10
MV: 12", *AT:* 1
DM: 1D6 (pickaxe), *AL:* C. Good
WT: 160 lbs., *HT:* 5'9"
Weapons: pickaxe
Specials: 75% chance of morale breaking on encountering the wraith or if endangered by something that is not a natural mine hazard.

Layout of the Mines

For this or any other mine, the exact tunnel layout is not important and is not mapped out in this adventure. The Characters can end up travelling along any maze-like path that is difficult to follow or backtrack. Roll 1D10 on the *Direction Chart* following once per turn to determine the party's direction.

DIRECTION CHART

Roll	Direction
1-5	straight ahead
6-7	left
8-9	right
10	backtrack

If Poulos is not with the PCs, it is difficult for the PCs to find their way out of the mines unless the PCs marked the tunnels on the way down. Dwarves and gnomes have a 50% chance per hour of guiding the PCs out of the mines. Rangers have a 20% chance. Other PCs have a percentage chance equal to their INT. Only one PC can guide the party at a time. If it is dark, each attempt takes four hours instead of one. The GM should check for hazards hourly (**Encounter 4: Mine Hazards**).

Elevation changes are done by sloping ramps and sometimes by stepped stairs cut out of bedrock or into the coal. To the south, the mine tunnels angle farther and farther downward, until they blend in with the flooded drifts of the old Kala's Luck. To the west, the tunnels join with the passageways of the Brickwork Mine, and to the north with those of the Oldfield.

Random Hazards and Encounters

While Characters move about the coal mines, they may encounter a number of different hazards. These are explained in **Encounter 4: Mine Hazards**. Almost one hour passes before the party reaches the site where the ghost was last seen, and one encounter should be checked for during this time.

Encounters

Go to **Encounter 4: Mine Hazards.**

Encounter 4

Mine Hazards

PREP: Use this encounter once for each hour the party is in the mines.

GM NOTES: The description given to the PCs depends on the nature of the specific encounter.

First, determine what, if any, hazard is encountered by the party by rolling 1D100, then read the corresponding description below. If PCs have already eliminated one or more of these dangers, ignore those results and roll again. PCs enroute to the Haunted Digs (scene of the last ghost sighting) should roll only once for a random encounter. The GM may increase the party's chances of encountering the wraith if the group is searching for it and has an idea where to find it.

HAZARD TABLE

Roll 1D100	Result
01-30	No Encounter
31-49	Noise
50-62	Falling Rock
63-74	Firedamp
75-84	Carocs
85-92	Wraith
93-96	Schlect
97-98	Coal Dust
99-100	Cave-in

01-30: No Encounter

Nothing noteworthy takes place.

31-49: Noise

PLAYERS: *A faint scraping sound and a crunch emit from a nearby drift tunnel.*

GM NOTES: Characters hear odd noises: scraping, hissing, or a crunch which may be distant rock falling. Most of the noise is natural, but some is caused by carocs roaming about the mines. The nature of the noise is not clear without closer investigation. Investigating PCs discover natural causes 80% of the time, and carocs 20% of the time. If carocs are encountered, see *Carocs*, following.

50-62: Falling Rock

PLAYERS: *There is a creak overhead, and a handful of coal dust sifts down. Loose rock groans and falls down.*

GM NOTES: Falling rock ranges from fist-sized bits of coal up to large slabs of rock which comes just short of blocking a passageway (see the *Blockage Table* under *Cave-in*, following). Falling rock does 1D10+6 HTK of damage. Characters must save against DEX or be hit by the falling debris. There may be enough time between warning dustfall or groan of rock and the actual drop of the rock for Characters to get out of the way (GM discretion).

63-74: Firedamp

PLAYERS: *The air smells peculiar here. The odor seems like a combination of sulphur and marsh gas.*

GM NOTES: Firedamp is a mixture of gases which leak into mines from coal seams. It contains methane and becomes highly flammable when it comes in contact with air. Firedamp is common in coal mines, and a number of ventilation shafts are sunk to help keep the mines free of gas accumulation. Firedamp can often, but not always, be detected by its smell. In a concentrated form, it makes candle flames burn blue. The finch carried by the party is intended to detect the gas when it is not strong enough for humans to smell. If the bird falls silent or unconscious, there is an explosive quantity of gas in the air.

If firedamp is encountered, roll 1D6 and refer to the following table for the results. If the firedamp is odorless, alter the **PLAYERS** description section to mention only the bird's reaction.

FIREDAMP TABLE

Roll 1D6	Result
1	Gas is strong and odor-free; finch falls unconscious. Flames burn blue. There is a 50% non-cumulative chance per round that any flame will ignite the gas, resulting in a 6D6 HTK fireball-like gas explosion in a 30-foot radius, and resultant 50% chance of a cave-in (see the *Blockage Table* under *Cave-in*, following). Hazard is reduced by 10% for each round the party moves away from this location.
2	Gas is odor-free; finch stops chirping. There is a 20% chance per round of flame igniting a 6D6 HTK gas explosion in a 20-foot radius, with a 25% chance of a cave-in. Hazard is reduced by 10% for each round the party retreats from this location.
3	Gas can be smelled, flames burn blue, and finch falls unconscious. Hazard as in (1) above.
4	Gas can be smelled and finch becomes quiet. Hazard is as in (2) above.
5	Gas can be smelled. There is a 5% non-cumulative chance per round of a flame igniting a 2D6 gas explosion in a 20-foot radius, with a 10% chance of cave-in. The hazardous area can be left in one round of walking.
6	Gas cannot be smelled; there is no danger of explosion.

75-84: Carocs

PLAYERS: *Six reptilian figures, walking upright, appear out of the dark. They have the heads, tails, and hide of crocodiles, but their eyes gleam with evil intelligence. Wielding two-pronged spears and nets, they close in a rush.*

GM NOTES: If carocs are encountered, go directly to **Encounter 12: Hit Squads**.

85-92: Wraith

PLAYERS: *A dim, vaporous form looms out of the darkness. It becomes very cold as the dark ghost heads directly for the person nearest to it.*

GM NOTES: The "wraith" cannot always be found in the same place, since the carocs periodically move the Box of Illusion to make it appear that there are several haunts throughout the mine tunnels. If this hazard is met by the party, go directly to **Encounter 6: The Wraith**.

93-96: Schlect

GM NOTES: Schlect will be accompanied by carocs as she checks on the progress of the "hauntings." If this occurs, play **Encounter 17: Schelct the Unpredictable**, and alter the setting accordingly. Schlect and the carocs

respond in a similar manner, with the intention of killing the party and any who attempt to flee.

97-98: Coal Dust

PLAYERS: *Black dust puffs up and hangs in the air in a fine haze.*

GM NOTES: Coal dust is flammable and explosive when mixed with air and exposed to fire. This hazard is not likely to be recognized by PCs who are unfamiliar with coal. There is a 20% non-cumulative chance per round of an open flame igniting coal dust, resulting in a 4D6 fireball-like explosion within a 30-foot radius. This also has a 30% chance of causing a cave-in (see *Cave-in*, following).

99-100: Cave-in

PLAYERS: *The ground trembles, and, with little warning, the drift collapses.*

GM NOTES: A cave-in indicates that some portion of a tunnel has collapsed completely, blocking the passageway and perhaps injuring anyone caught beneath the debris. A cave-in will either partially or completely block the drift. To determine blockage, roll 2D4 and reference the table following. A Character caught underneath a cave-in will sustain as many D20 HTK of damage as the number rolled on 2D4 on the following table. For example, if a 4 was rolled on the *Blockage Table*, any Character failing his/her save against DEX will sustain 4D20 HTK of damage.

Encounters

If the party is entering the mine for the first time in the company of Poulos, or if they are enroute to the scene of the wraith's last attack on miners, go to **Encounter 5: Haunted Digs**.

If the party is searching for the wraith (with or without Poulos), repeat this encounter until the illusion is found, then play **Encounter 6: The Wraith**. (Remember to refer to the *Mine Direction Chart* if Poulos is not with the PCs, rolling for the party's chances of getting lost on each round as per *Layout of the Mines* in **Encounter 2: Marius the Black**.

If the party leaves the mine, go to **Encounter 10: A Word With Marius**.

If PCs are trapped as a result of a natural hazard such as a cave-in, go to **Encounter 11: Rescue?**.

BLOCKAGE TABLE

Roll 2D4	Result	Roll 2D4	Result
2-3	Tunnel is only partially blocked; save against DEX at +4 to avoid injury. Debris can be clambered over or around.	6-7	Passageway is blocked at both ends and debris falls on party. Save against DEX at -4 to avoid injury; PCs must dig themselves out to continue.
4-5	Passageway is completely blocked at one end. (Roll 1D4 to determine which end of the passage is blocked. On a 1-2, the tunnel is blocked in front of the party; on a 3-4, the tunnel is blocked ahead of the party.) Save against DEX to avoid injury. PCs must dig themselves out to continue in the direction of the blockage.	8	The overhead has collapsed along the length of the drift, directly onto all PCs in tunnel. There is a 5% chance per turn (non-cumulative) that the PCs will free themselves by digging their way out. Failing this, they must await rescue, which will come in seven turns.

Encounter 5

Haunted Digs

PREP: Play this when Poulos first brings the PCs to the last known location of the "ghost's" appearance.

If the PCs have been here before, omit Poulos' speech as given above, or alter it to fit current circumstances.

PLAYERS: *Poulos the Younger stops and shines his lantern about at an intersection in the black coal drift. Here, a drift angles to the west side away from the main passage. The flickering yellow light illuminates five pickaxes, a water bucket, and a half-filled ore barrow on the floor. Three unlit miner's candles in spiked holders are stuck into the wall.*

Poulos shakes his head, and his hand trembles as it grips the lantern. "This is it," he says, motioning to the coal vein in the side drift. "We cut a passage through there to meet a ventilation shaft farther on and found more coal. We were digging that coal out when the ghost appeared, right in front of us. Big, black, cold . . . it grabbed Erian and cornered Haric, then they collapsed. We couldn't help them, so the rest of us got out, fast."

Poulos looks around nervously. "Keep a sharp eye out. That thing could show up out of nowhere, just like before. And if it touches you, there's nothing anyone can do."

GM NOTES: If PCs carefully examine this area, they will notice scratch marks in the floor past the point where the miners were working. These are claw marks left by carocs who had placed the Box of Illusion in this passageway. Amber Swamp lizardmen and any ranger Characters who are Swamp natives have a 30% chance of identifying these marks. Similar claw marks can also be found in the main tunnel, leading both to and from this location into the distance ahead of the PCs.

The only signs of the missing miners are the claw marks leading away. They are difficult to distinguish (GM discretion) until the main passage is followed for thirty feet. The marks are clear beyond that point, and observant Characters (10% chance) may notice dried blood on the floor. If the party does not notice these signs, their attention should be drawn down the main drift by a random noise or perhaps an obvious trail of blood.

The Encounter

When the party advances fifty feet down the main passageway, it enters the area of effect of the Box of Illusion eighty feet away. This triggers the wraith illusion, which is encountered three segments later.

At the first glimpse of the "black ghost," Poulos lets out a blood-curdling scream. Roll 1D100 (D%) to determine his next reaction. On a roll of 01-50, he turns and flees, taking the lantern along with him. From 51-75, he drops the lantern and flees (30% chance that the lamp extinguishes). On a 76 or greater, Poulos stands wide-eyed and petrified with fear, totally unable to fight or flee.

If the party is attacked by the wraith, roll again as above to see Poulos' reaction.

Encounters

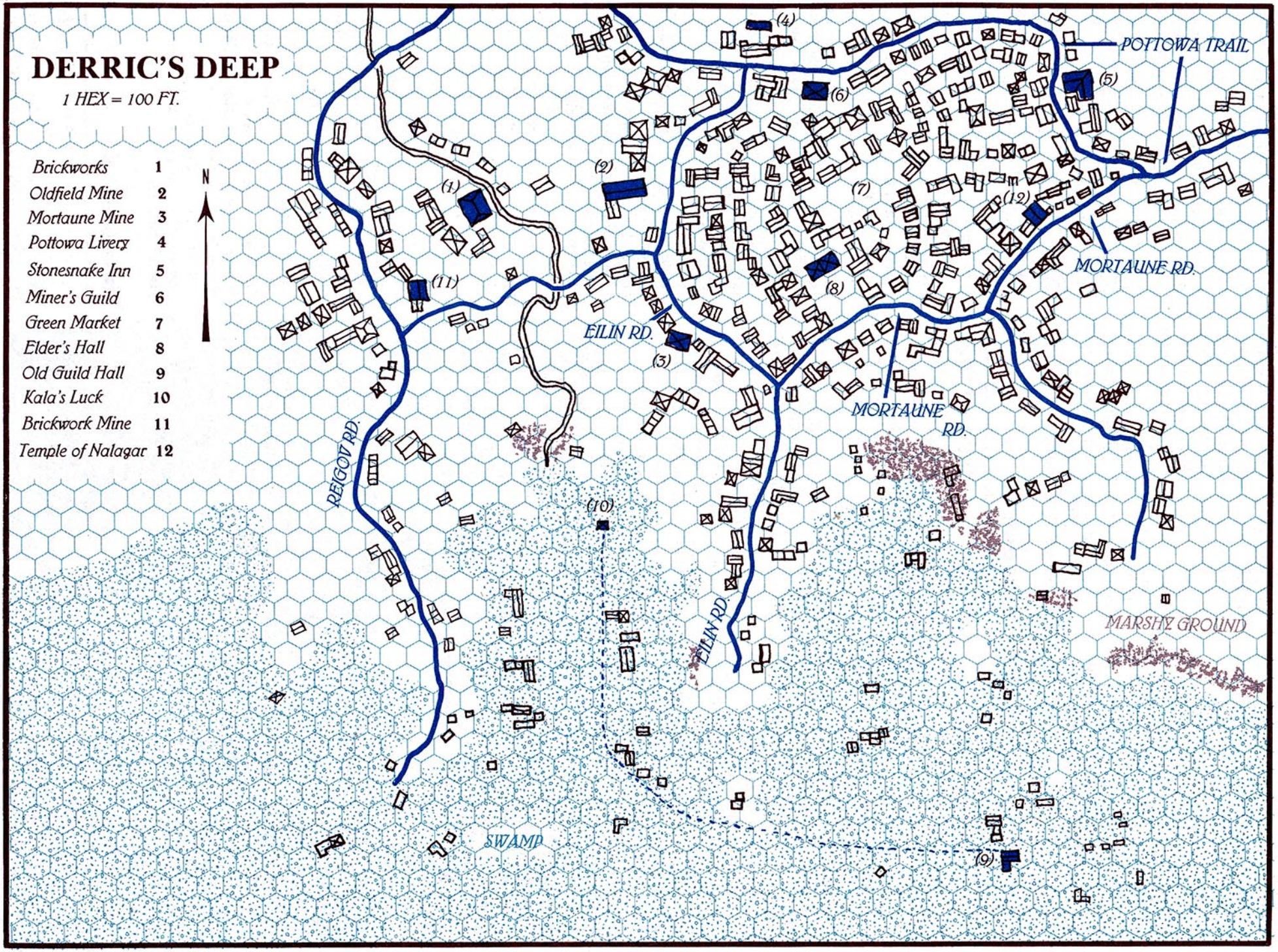
If the party does not advance down the main tunnel or moves in another direction, play **Encounter 4: Mine Hazards**, while they explore.

If the party advances towards the Box of Illusion, go to **Encounter 6: The Wraith**.

Encounter 6

The Wraith

PREP: Use this encounter whenever PCs come up against the wraith produced by the Box of Illusion.


DERRIC'S DEEP
1 HEX = 100 FT.
Brickworks 1
Oldfield Mine 2
Mortaune Mine 3
Pottowa Livery 4
Stonesnake Inn 5
Miner's Guild 6
Green Market 7
Elder's Hall 8
Old Guild Hall 9
Kala's Luck 10
Brickwork Mine 11
Temple of Nalagar 12
N
POTTOWA TRAIL
MORTAUNE RD.
EILIN RD.
MORTAUNE RD.
REIGOV RD.
EILIN RD.
MARSHY GROUND
SWAMP
(1)
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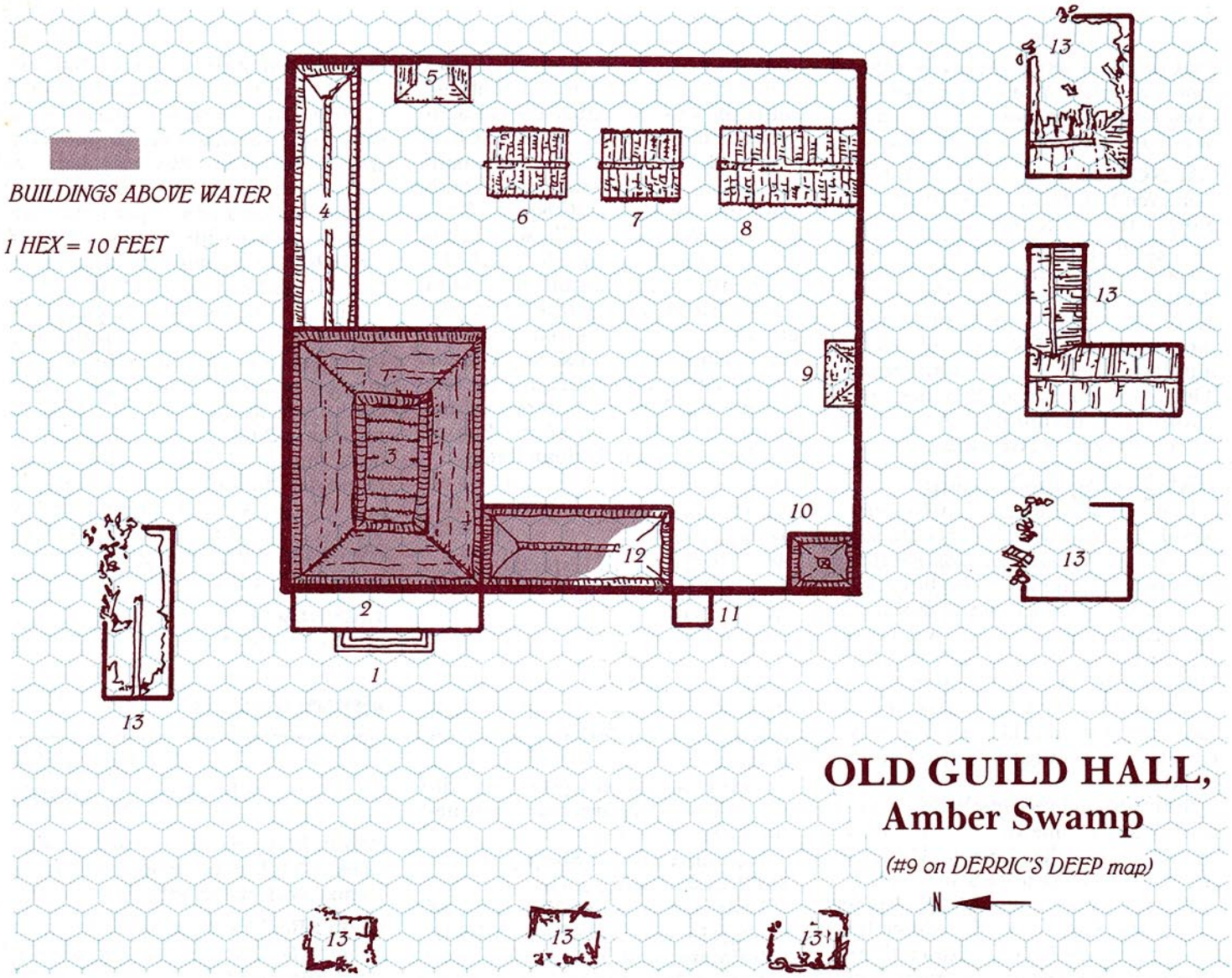
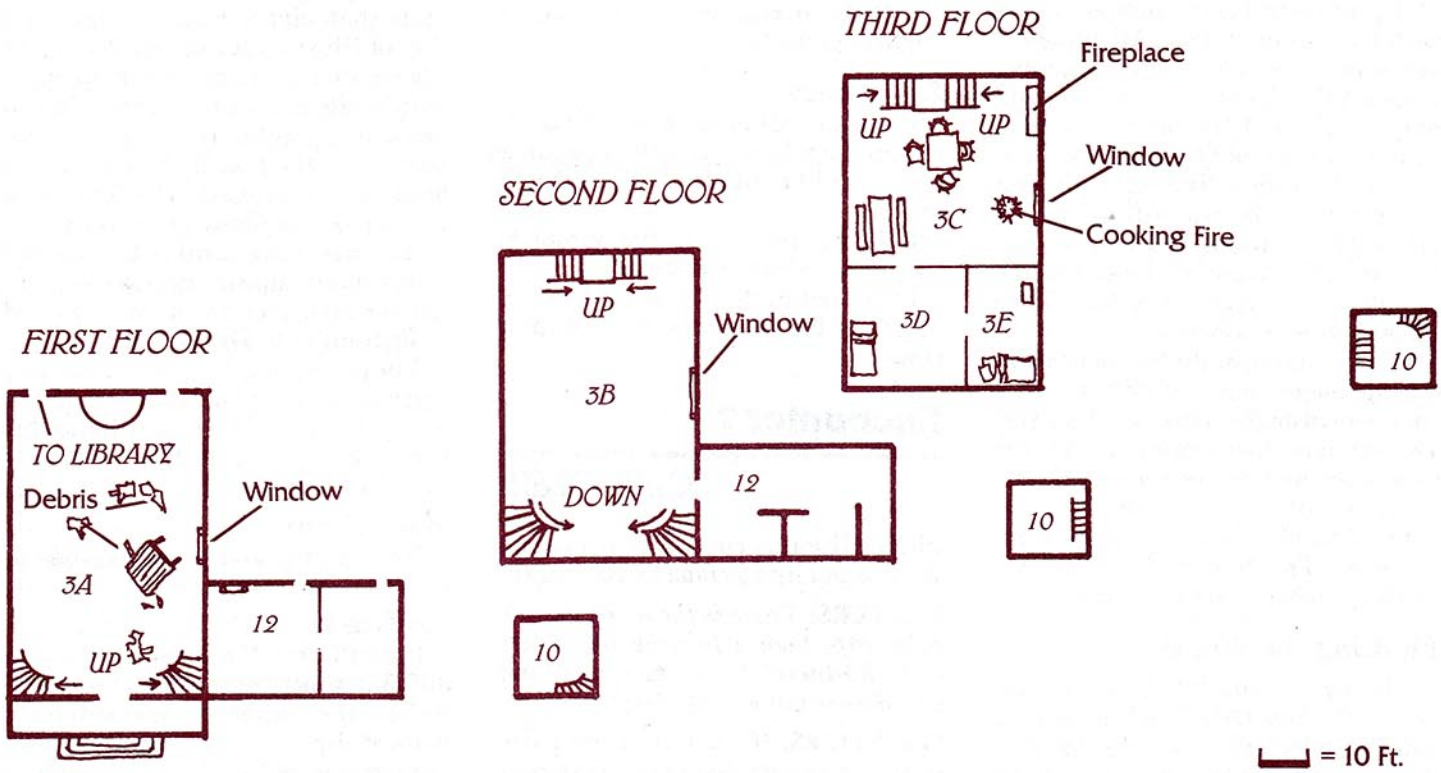


OLD GUILD HALL,
Amber Swamp

(#9 on DERRIC'S DEEP map)



PLAYERS: *A dark, ghost-like figure moves swiftly. There is a wave of cold as the figure extends an arm and lunges to touch (**name of PC closest to it**).*

GM NOTES: This "wraith" can be seen even in total darkness. It sems to glow with a preternatural light, just enough to give a hint of its non-corporeal form. This is necessary to the illusion, since, without visible evidence, Characters would be unaware of the "wraith's" presence and would thus be unaffected by the conjuration. This phosphorescent effect does not improve the adventurers' "to hit" rolls as would a Faerie Fire spell.

Disbelieving the Illusion

Cleric PCs or those who have seen a wraith before recognize "black ghosts" as ignorant descriptions of wraiths. This conclusion might also be drawn by Uhlin at the temple of Nalagar, since his deceased superior was fairly certain he was dealing with wraiths. Unfortunately, this assumption makes it more difficult for Characters to disbelieve the illusion because they see exactly what they expect to find under these circumstances.

Skeptical and very intelligent Characters have a somewhat better chance of disbelieving the illusion. The base percentage chance to disbelieve is 10%. A PC who expresses that he believes he is dealing with a wraith reduces his base chance by 10% (GM discretion). Skeptical PCs add 20% to their base chance. Characters add 5% for each INT point over 12, and subtract 5% for each INT point under 8. All modifiers are cumulative. The resulting number is each PC's chance to disbelieve, and may be checked for once per melee round, or once per turn of observing the wraith from a distance if fifty feet or more. PCs who fail to disbelieve are affected by the wraith in all ways as if it were real. If PCs are cautioned that the wraith is illusionary, they add 75% to their chance to disbelieve.

PCs who glimpse the Box of Illusion during melee may add 30% to their chance of disbelief. However, based on average movement rates of 12" for Characters and 24" for the wraith, the illusion will first confront the party approximately eighty feet away from the box. The box is therefore not initially visible to party members.

Fighting the Wraith

The wraith attacks anyone within an eighty-foot radius of the Box of Illusion, selecting whoever is closest to the box as its victim. As long as the illusion is believed in, the wraith continues to attack to the best of its ability until the box is destroyed or deactivated or the wraith is "killed." Characters who fail to disbelieve remain engaged in combat with the wraith until they make their disbelief roll (as per *Disbelieving the Illusion*, previously) or the PC or wraith is "killed."

The illusion breaks off melee with one opponent to stay true to its programmed directive — to attack whoever is closest to the box. Any Characters attacking or investigating the box become the immediate target of the wraith. A description of the Box of Illusion is given in **Unique Items**.

The Wraith
HTK: 45, *AC:* 4
MV: 12"/24", *AT:* 1 (+special)
DM: 1D6 (plus energy drain)
AL: L. Evil
INT: very
THACO: 15
SZ: M
Specials: Hit only by silver (half damage) or magical weapons (full damage).

Drains one life energy level per hit; victim loses that level and any benefits gained from it.

Not affected by Sleep, Charm, Hold, or cold-based spells.

Holy water causes 2D4 HTK of damage for each vial which strikes it.

Immune to poison or paralyzation.

Cannot leave area of illusion to pursue or hunt victims; once "killed," it reappears again immediately at the box.

Encounters

If some or all of the Player Characters are slain by the wraith or put in a coma, read **Encounter 7: Chill Death** to them.

If PCs retreat, go to **Encounter 8: Out of the Shadow of Death**.

If PCs defeat the wraith or disbelief it, go to **Encounter 9: One Wraith Down . . . .**

Encounter 7

Chill Death

PREP: Use this encounter if PCs are slain or put into a coma by the wraith.

PLAYERS: *There is the black ghost's cold grip, then a freezing numbness and shortness of breath. Everything gets darker until all is black.*

GM NOTES: If the rest of the party successfully completes this mission, it is possible that the temple of Nalagar will take an interest in events because of the involvement here of an evil cleric of Brelig. In that case, if the GM wishes, surviving PCs may bargain with the temple for the resurrection or raising of deceased companions. The closest temple with a cleric of great enough skill to raise the dead is in Sinla on the Stoney River.

Due to the special circumstances involving the wraith, a Character in a coma may (due to successful wraith attacks) recover if s/he makes a successful system shock roll. If s/he does so, s/he regains consciousness in 2D4 days, but all of his/her statistics are reduced to those of a Skill 0 Character, and s/he must recuperate for 1D4+1 weeks. One-thousand experience points are necessary for that Character to reattain Skill 1.

Encounters

Go to **Endgame**.

Encounter 8

Out of the Shadow of Death

PREP: Play this encounter if the PCs retreat (eighty or more feet) from combat with the wraith.

PLAYERS: *The wraith advances, then hovers, stationary. A moment later, it fades from sight.*

GM NOTES: The wraith cannot move more than eighty feet away from the Box of Illusion. It pursues PCs to the edge of this limit, and, when no one is within effective distance, the illusion fades from sight. It manifests once more over the box if the eighty-foot borderline is crossed. The illusion is not set off by dead or unconscious bodies, but PCs returning for disabled companions cause the illusion to manifest and attack once more, as described in **Encounter 6: The Wraith**.

The party has all the time it needs to regroup and replan strategy. If the group decides to leave the mine at this time and return later, there are several things to consider.

With Guide

If the party has a miner to guide it, the mines are easily exited.

No Guide

If the PCs guide has fled, they have a difficult time finding their way out, unless the tunnels were carefully marked by the PCs. Dwarves and gnomes have a 50% chance of guiding

their companions out for each hour of effort. Rangers have a 20% chance, while other PCs have a percentage chance equal to their INT. Only one PC can guide the group at a time. If the party is in darkness, each attempt to find their way out takes four hours instead of one. The GM should continue to check for hazards (**Encounter 4: Mine Hazards**) hourly.

Supplies

The GM should keep track of the party's supply of water and food, as well as how much wounds slow their travel down. A lost Player Character can easily die of thirst in these mines within 48 hours (due to the effects of coal dust).

Caroc Tunnels

If lost Player Characters persist in wandering blindly through the mines, there is a chance that they may stumble into the submerged drift tunnels of the Kala's Luck Mine, which are used by carocs. For each five hours of wandering, there is a 4% non-cumulative chance that the PCs will stumble into this area. Lizardmen and other amphibious Characters have a 20% chance per turn of finding their way to the surface through these submerged tunnels; that is, to follow them out of the hillside and into the Kala's Luck ruin in the Swamp. If this happens and the Character explores his/her surroundings, play continues with **Encounter 14: The Search**.

The water in those flooded passageways is dirty swamp water. Persons who drink it have a 75% chance of suffering from diarrhea within four hours, and a 25% chance of contracting dysentery, which produces fever, and intestinal pain, in addition to severe diarrhea, within twelve hours. Affected PCs fight and do damage at -2. Swamp natives are not adversely affected.

For each hour that Characters spend near or in the caroc tunnels, there is a 50% chance for a party of carocs to run into the PCs. If this occurs, play **Encounter 12: Hit Squads**.

Encounters

If the PCs decide to confront the wraith once more, play **Encounter 6: The Wraith**.

If the PCs leave the mine, go to **Encounter 10: A Word With Marius**.

If the PCs are lost and searching for the way out, play **Encounter 4: Mine Hazards** for each hour of searching; if they find the exit, go to **Encounter 10: A Word With Marius**.

If the PCs are lost or injured and decide to await rescue, play **Encounter 11: Rescue?**.

Encounter 9

One Wraith Down . . .

PREP: Play this encounter after the PCs have defeated the wraith for the first time, have disbelieved the illusion, or have taken the Box of Illusion.

PLAYERS: *The wraith pauses motionless in midair, then fades from sight. There is no one else in the drift.*

GM NOTES: If the Player Characters have taken the box from carocs, omit the above description and go to *Box of Illusion*, following.

If all of the PCs have disbelieved the illusion, they are no longer troubled by wraiths; read *Disbelieved Illusion*, following.

If any PCs still believe in the wraith, read *Another Wraith*, following.

If the party has found the box in a drift tunnel, read *Box of Illusion*, following.

Disbelieved Illusion

The illusionary wraith reappears in one round as long as the box is still activated. However, it has no power to harm the party and vanishes in two rounds if its "attacks" are ineffective. This cycle of appearance and disappearance continues as long as the PCs are within eighty feet of the functional Box of Illusion. Each time the "wraith" approaches from the same direction; if the party hasn't already found the box, this should be enough to lead them to it. If they find the box, read *Box of Illusion*, following.

If the PCs do not find the box, it is recovered and moved later by carocs, and the "hauntings" of the mines continue. In that case, continue with **Encounter 10: A Word With Marius**.

Another Wraith

Characters within forty feet of the Box of Illusion have a 30% chance of seeing another "wraith" appear in that location in one round. If they are more than forty feet away, the PCs notice the wraith only as it approaches to attack them. For PCs who continue to believe in the wraith, play continues in **Encounter 6: The Wraith**.

Box of Illusion

Read the following to the Players:

On the floor of the drift, near a side tunnel, lies an ornate, silver rune-carved box, a hand-span wide on each side. Its hinged lid is open; the dark form of a wraith takes shape in the air above the box.

If the PCs have taken the box from carocs, alter the above description as necessary. If the PCs activate the box but have not yet discovered that the wraith is an illusion, go to **Encounter 5: The Wraith**.

Closing the lid deactivates the spell effect of this device. PCs may also destroy the box after inflicting a total 20 HTK of damage to the box; the box is allowed a save vs. Crushing Blows on each round. Once the box is discovered and either taken or destroyed by the PCs, the hauntings stop.

Encounters

If the PCs have not yet encountered carocs in the mine, play continues with **Encounter 12: Hit Squads**.

If the PCs leave without discovering the box, check for random hazards as described in **Encounter 4: Mine Hazards**, then play **Encounter 10: A Word With Marius**.

If PCs have taken or destroyed the box and have encountered carocs at least once, check for random hazards as described in **Encounter 4: Mine Hazards**, then go to **Encounter 13: Regroup and Replan**.

Encounter 10

A Word With Marius

PREP: Play this encounter when PCs have retreated from the wraith, have been rescued from the mines, have found their way out after being stranded without a guide, or have failed to find the Box of Illusion after defeating the wraith.

PLAYERS: *"I'm sorry to hear how things have gone," Marius says as he shakes his grizzled head. "And Poulos' behavior . . . regrettable. But believe me when I tell you that no one here wants to step into the mines, and now you can see why. We are relying on you. You are our only hope!"*

GM NOTES: The GM must role-play the interaction of Marius with the party in this encounter. Marius' objective is to quell the complaints of the adventurers and get them to return to the mines to deal with the "black ghosts" there.

If the party has discovered that the wraith is an illusion, but has failed to find the device which creates that illusion, the deadly hauntings continue to kill miners and Marius insists that the party return to the mines.

As noted in **Encounter 1: Derric's Deep**, Uhlin at the temple may be able to offer some assistance. If the party feels ill-prepared, overmatched, or in

need of recuperation, Marius does everything in his power to bolster their morale and encourage their flagging spirits. Finally, he refers them to Uhlin, if the party hasn't already been to him, so that the group can acquire what clerical help Uhlin has to offer.

If the party is upset about their "chicken-hearted" guide, Marius and Poulos both apologize profusely and attempt to soothe the waters. However, Poulos will continue to behave the same way whenever confronted with any similar situation.

If the party insists, Marius can give them a map to the location of the Haunted Digs (**Encounter 5: Haunted Digs**). The only complete and accurate maps for the mines are at the Miners' Guild (**#6**); it is the work of several scribes and five days before they can be copied for the PCs' use. The GM must make limited rough-sketchs for the party. (These sketches take one day of adventure time to get ready.)

If the party has encountered carocs and mentions this to Marius, the Elder is extremely upset. He mobilizes local men to search for any sign of carocs in or near the Amber Swamp. Marius prefers that the PCs return to the mines to deal with the "ghosts," but if they insist on searching for signs of the carocs, he will go along with this idea.

Encounters

When the party is ready to return to the mines, go to **Encounter 4: Mine Hazards**.

If the party has already encountered carocs and wants to search for them in or near the Swamp, go to **Encounter 15: Swamp Ruins**.

Encounter 11

Rescue?

PREP: Play this encounter whenever PCs are lost or injured in the mine and are awaiting rescue.

PLAYERS: *There is only the darkness, the grit of coal dust, and the sound of rocks falling in the distance.*

GM NOTES: Whether or not the party is rescued depends much on their exact circumstances. The GM should use discretion when applying the following guidelines:

1) Marius does not become concerned about the PCs' welfare unless Poulos arrives, panicked and alone, or until eight hours have passed with no word.
2) A cave-in or large (4D6 HTK or better) explosion can be heard and felt throughout the mine. Because the mines are mostly deserted right now, however, there is only a 33% chance that such an event will be noticed by anyone and acted upon.
3) Any magical means of calling for help, or the emergence of scattered party members asking for aid, will galvanize Marius into action.

Rescue Party

A contingent of 2D6+6 very nervous miners are assembled 1D3 hours after the need becomes obvious (GM discretion as determined previously). It takes this long for Marius to browbeat the fearful fellows into investigating the disturbance or the PCs absence. When this "rescue party" sets off, there is a 5% chance per hour for them to encounter the wraith (unless the box has been closed or destroyed). If such an encounter occurs, the rescue party retreats in fright and absolutely refuses to set foot back in the mine.

A rescue party that continues on its way reaches the stranded PCs within 1D6 hours. The nature of their assistance and how long it takes to help PCs is for the GM to determine. If PCs are trapped under a rockfall, for instance, it will take longer to help them than if they simply need medical aid.

Unexpected Intelligence

Since carocs are running around in these drifts, there is a 10% (non-cumulative) chance per hour that quiet PCs will hear and possibly see carocs as they go about their business. Conversely, noisy PCs have a 25% (non-cumulative) chance of attracting attention from the carocs, who will certainly investigate cries for help and other obviously unnatural mine sounds.

Encounters

If the PCs are rescued, go to **Encounter 10: A Word With Marius**.

If PCs are discovered by carocs, play **Encounter 12: Hit Squads**.

If PCs give up on being rescued and manage to free themselves, play **Encounter 4: Mine Hazards**.

Encounter 12

Hit Squads

PREP: Play this encounter whenever PCs meet carocs in the mines, or after the PCs have taken or destroyed the Box of Illusion.

PLAYERS: *Five crocodile-men rush forward while one remains back. They attack with barbed spears and weighted, hooked nets.*

GM NOTES:

With the Box

If PCs have this encounter after they have taken or destroyed the Box of Illusion, the number of attacking carocs should be reduced. The PCs face 1D3 caroc fighters, the carocs responsible for guarding the Box of Illusion in its present location. This encounter gives the PCs a chance to take a prisoner and learn more about the "wraith." If PCs capture any carocs, see *Captive Carocs*, following.

Other Carocs

Carocs prowl the mines with two objectives. One group moves the Box of Illusion (see *Unique Items*) to strategic locations, while three other "hit squads" have the mission of ensuring that miners who dare work the drifts vanish forever. There is a 30% chance that carocs attack to kill, otherwise they simply capture; they relentlessly pursue anyone who flees. A caroc cleric is in charge of each group. Carocs encountered have the abilities outlined in the NPC capsules in the *GM's Introduction*.

There is a 25% (non-cumulative) chance that carocs encountered have the Box of Illusion. In this case the PCs may, at the GM's option, also encounter the wraith, as outlined under **Encounter 6: The Wraith**. PCs should have to contend with the wraith before they can capture the Box of Illusion from the carocs. If threatened by PCs, the carocs activate the box. The carocs know the spirit is an illusion and that they are unharmed by it. If a caroc is the closest to the box, the spirit goes through the motions of attacking, and the caroc falls immediately. Any PC who saves against his/her INT at +4 notices that the "hit" caroc is only pretending to be affected by the wraith, but is not actually harmed. (The carocs have been instructed to do this so that no one else suspects that the wraith is an illusion.)

Combat

The caroc in the background is the cleric. He gives the other carocs their orders and stays in the background so he can cast spells.

If thes carocs are encountered near the submerged Kala's Luck tunnels, the cleric uses his Summon Water Elementals and Summon Giant Crocodile spells. Otherwise, he uses Hold Person, Hallucinatory Terrain, and Confusion.

Recognizing that PCs are unlike ordinary miners, the carocs attempt to capture them and take them to Schlect for questioning. The carocs fight to the death as long as there is more than one of them. When the carocs are reduced to a single survivor, however,

the remaining caroc flees for his life. If captured by the PCs, the caroc surrenders. If the caroc escapes, he makes a beeline for the submerged tunnels and reports to Schlect as soon as possible.

Captive Carocs

Carocs may be captured and interrogated by the PCs. They are surly and hostile to their captors as long as they are within sight of each other, but isolated carocs are susceptible to threats and can be made to talk with little effort. Carocs are especially fearful and hateful toward lizardmen; that race gets the best results when interrogating carocs.

When a Player Character is interrogating a caroc, that Character must roll against his/her APL; lizardmen are -4 on this roll. Interrogating Characters may learn some or all of the following information. The GM may supply more or less of this news, depending on what kinds of clues are needed at this point to help the game along. It is suggested that PCs learn at least one or two facts per captive caroc.

1) *"The carocs are under orders from Schlect The Unpredictable."*
2) *"Schlect is a female drow and a cleric."*
3) *"Schlect is a cleric of Brelig, the god of mischief and discord."*
4) *"Schlect works for a great and powerful master called Halimaj, who can control life and death."*
5) *"The carocs have killed all the miners taken from the coal mines."*
6) *"There is a wraith controlled by Schlect."*
7) *"The wraith controlled by Schlect is an illusion."*
8) *"A box-like spell device was given to Schlect by her master. It makes and controls an illusionary wraith."*
9) *"The carocs are here to frighten miners out of the mines so they'll stop working there."*
10) *"The carocs need only keep miners out of the mines for a few more days. Then the mines will be destroyed."*
11) *"Schlect is expecting a device of great power from her master. It should be here soon."*
12) *"When Schlect receives a new magic item, she will destroy the coal mines of Derric's Deep with fire. Then carocs can come back to live in this corner of the Amber Swamp."*
13) *"Schlect can breathe water and move freely about in it."*
14) *"Schlect is nearby, but in a place only carocs can get to. Well, maybe lizardmen. Or maybe humans who can swim. Uh . . . if I lead you there, Schlect will kill me."*

Encounters

If the Player Characters take the Box of Illusion, go to **Encounter 9: One Wraith Down . . . .**

If the PCs wish to continue the hunt for the wraith, go to **Encounter 4: Mine Hazards.**

If the PCs want to locate Schlect, go to **Encounter 13: Regroup and Replan.**

If any PCs are captured by the carocs, go to **Encounter 18: Cold Storage.**

Encounter 13

Regroup and Replan

PREP: Use this encounter when the PCs report to Marius after learning of Schlect's existence, or after they have found the Box of Illusion and meet with carocs.

PLAYERS: *Marius asks a flurry of questions: "What did you learn? Did you kill the black ghosts? Are the mines safe to work in again? What happened?"*

GM NOTES: Marius listens attentively to the PCs' answers to his questions, going over every detail and asking many more pointed questions.

Marius should be role-played by the GM to lead the PCs towards locating Schlect. If the party does not yet know of the evil cleric's existence, Marius will ask such questions as "Why are there carocs in the mines? Why are they trying to stop our work? What is the purpose of these hauntings?" If the PCs do not suggest it themselves, Marius will ask them to return to the mines and capture a caroc for interrogation so that these disturbing questions can be answered. In the meantime, miners who return to work continue to be attacked — no longer by "ghosts," but by carocs.

If the PCs take a caroc prisoner but cannot get much information out of him, Marius may volunteer to do the interrogating, resulting in more substantial information. Clues that lead PCs on a search for Schlect are given in **Encounter 12: Hit Squads.**

If the party already knows about Schlect, Marius asks them to locate her. If the party gets too side-tracked by searching in the mines or irrelevant areas of Derric's Deep, Marius puts them back on track by dispatching NPCs to cover these places. He also asks the PCs to look around the swamp ruins instead, where Derric's Deep people do not care to go.

Every reasonable assistance is given to the PCs, but the folks of Derric's Deep will not accompany them into the swamp ruins. If PCs ask why locals do not like the swamp ruins, Marius tells them that the ruins are dangerous and are the lairs of will-o-the-wisps and other nasty creatures. Also, some folks claim the ruins are haunted by the spirits of men who lived there in the past. In fact, the natural hazards are real; the supernatural ones are not.

Encounters

If the party must locate a caroc for interrogation, go to **Encounter 4: Mine Hazards.**

If the PCs decide to search for Schlect and have a captive caroc to lead them, play **Encounter 15: Swamp Ruins.**

If the PCs must search for Schlect without a guide, use **Encounter 14: The Search.**

If the PCs decides not to bother about Schlect, or spends more than the alllotted five days tracking down the cleric, go to **Endgame.**

Encounter 14

The Search

PREP: Use this encounter if the PCs search for Schlect without a caroc to guide them, or if they follow submerged mine tunnels into the Kala's Luck mine (location #10).

For PCs emerging from the submerged tunnels into the Kala's Luck ruin, begin play with description #4, following.

PLAYERS: *The lush expanse of the Amber Swamp stretches south from Derric's Deep. Brackish water thick with lily-pads lap at the foot of the hills, where the ground is bog-like and waterlogged. Deserted old buildings, their foundations sunken in muck and water, dot the Swamp near the dry shore. Older buildings, more deeply submerged and fallen into greater decay, can be seen farther out.*

GM NOTES: PCs searching for Schlect should have learned information by now which leads them to search for the cleric in a wet place. If they look in areas other than the Amber Swamp, the GM should keep track of time expended in this effort, but their search will be worthless. If necessary, Marius redirects the party to the Swamp ruins as explained in **Encounter 13: Regroup and Replan.** Once attention is focused on this area, diligent search-

ing turns up signs which lead to Schlect's general hiding place.

PCs can wade through the water up to one-hundred feet from dry land, but they must swim or use a skiff to travel farther out than that. A Potion or Ring of Water Breathing or Water Breathing spell will work as per the item's, potion's, or spell's description in the standard rule book. For details on the dangers of swamp travel, see the *High Fens Guidebook*.

The search for Schlect is most effective if at least one PC is able and willing to search underwater. Both Marius the Black and Uhlin the priest can make Potions of Water Breathing available for this purpose. With Marius' intervention, a Ring of Water Breathing may also be borrowed from the Miners' Guild. The ring is used for salvage and search and rescue work in flooded mine shafts and in the Swamp. The Guild expects the ring to be returned in good condition.

Ranger PCs and swamp natives have a base 25% chance per hour of searching to locate each of the following signs. Other PCs have a percentage chance equal to the searching PC's INT. The signs are found in the order given; the accompanying description should be read to the Players as their PCs come upon each one.

1) *The waters of Reigov Stream flow Swiftly past the mine buildings of Derric's Deep, tumbling into a ravine choked with willow and cottonwood trees at the edge of the Swamp. There, footprints can be seen in the boggy ground where the Reigov enters the Swamp.*

The prints were made by two carocs that emerged from the Swamp, walked three-hundred feet into the ravine, then returned to the Amber Swamp.

Although not apparent from the footprints themselves, the two carocs were searching the ravine for more abandoned mine tunnel entrances, like the submerged ones they are already using. The search revealed no such entrances.

2) *There are some crushed and broken lily pad leaves. An indistinct trail in the mud below leads toward a ruined building in the Swamp.*

The footprints are clearly not human. A ranger or a lizardman has a 50% chance of recognizing the mucky footprints as those of a caroc. Although they are excellent swimmers, carocs often walk on the bottom when weighted down with equipment or other items. The caroc trail can only be followed for a short distance from the surface. If followed underwater, the trail joins with other single submerged "pathways" and leads directly to the Kala's Luck mine (location **#10**), which is described in **Encounter 1: Derric's Deep**. This building is the ruin closest to Kala's Luck mine.

3) Read the following to the Players whose PCs are exploring near buildings underwater:

A building with algae-scummed stonework and an intact tile roof stands 150' from the shore. ***Kala's Luck Mining Company*** *is carved into dry stone over the open submerged entrance. Inside are pitted, rusting remains of heavy iron equipment, staining the drowned stonework red. A layer of debris covers the flagstones, except for a clearly-worn path from the doorway to the mine entrance. The flooded tunnel leads steeply down into the ground below Derric's Deep. The bedrock of the drift is scored with claw marks, leading both into an out of the water-filled drift.*

The claw marks are those of carocs and their pet crocodiles. For each turn the PCs spend in this location, the GM should roll 1D6 on the following table. If the PCs explore the submerged tunnels, continue to check for these encounters. The party will find that the Kala's Luck drifts join the network of tunnels under Derric's Deep.

ENCOUNTER TABLE

Roll 1D6	Result
1-2	No encounter
3-4	1D4 giant crocodiles
5-6	Caroc hit squad

(1D4) Giant Crocodiles
HTK: 33 each, *AC:* 4
MV: 6"//12", *AT:* 2
DM: 3D6/2D10, *AL:* Neutral
THACO: 13, *SZ:* L

Caroc, *Skill 4 Cleric*
HTK: 16, *AC:* 4
MV: 12"//18"
AT: 2 (bite/tail) or 1 (weapon)
DM: 1D8/2D6 or by weapon
AL: N. Evil
THACO: 18
Weapon Proficiencies: dagger, net, club
Weapons: club, net, dagger
Armor: none (crocodile-like hide)
Magic Items: 1D4 Oils of Water Breathing (used if live captives need to be taken underwater).
Specials: Infravision 30',
can move freely underwater,
can stay submerged for 1/2 hour
Spells: Hold Person, Resist Fire, Glyph of Warding, Entangle, Charm Monster, Confusion, Hallucinatory Terrain, Summon 1D6 Water Elementals, Summon 1D10 Giant Crocodiles

(5) Carocs, *Skill 4 Fighters*
HTK: 16, *AC:* 4
MV: 12"/18", *AT:* 2 (bite/tail) or 1 (weapon)
AL: N. Evil
INT: Average
THACO: 18
Weapon Proficiencies: two-pronged spear (1D6+1), dagger, net, club
Weapons: two-pronged spear, net, dagger
Armor: none (crocodile-like hide)
Specials: Infravision 30';
spear can be used to immobilize opponent's limb rather than skewer it. Attackers need only declare intention and victim's wrist or ankle is immobilized on a successful "to hit" roll (-2 modifier);
can move freely underwater;
can stay submerged for 1/2 hour.

5) *Another submerged trail, more travelled than the others, leads south away from the Kala's Luck mine. In places, the ground has been trodden by many carocs; in others, human footprints can be seen. Relics of the vanished miners mark the way: a rotting boot, a half-consumed body, and a discarded miner's candlestick. The trail leads to the south and east.*

The trail leads from Schlect's swampland hideout to the Kala's Luck mine. It is used by both Schlect and the carocs and covers approximately a half-mile of underwater terrain. The pathway is sketchy in places where carocs swim instead of walk, or where they leave the trail to rise to the surface for air. It should take the party at least two hours to cover this distance underwater. Check for encounters on the *Encounters* table (under reference **#3**, previously) for each hour of travel along this trail. Except for wandering monsters ((GM's discretion) see *High Fens Guidebook*)), the route presents no natural swamp hazards, as it has been cleared and made safe for Schlect to travel.

Encounters

When the PCs reaches the end of this trail, go to **Encounter 15: Swamp Ruins**.

Encounter 15

Swamp Ruins

PREP: Use this encounter when the PCs have a caroc to guide them to Schlect's hiding place, or when their exploration or search for the cleric has led them to the Old Guild Hall (**#9** on the *Derric's Deep* map).

PLAYERS: *Three decaying buildings rise from deep water; smaller, completely sunken ruins surround them, structures marked only by roof-trees protruding barely above the water. Only the top floors of the larger buildings are visible; they are made of carved marble and were once inlaid with enameled tiles. The marble is now algae-specked and weather-stained, with only a few tiles clinging as forlorn decoration to empty window frames. A tangle of weeds grows along the wall and floats in the water, the blue-green fringe of the weeds the only sign of life in this rotting ruin.*

GM NOTES: Schlect has established a command post in the Old Guild Hall ruins. The cleric and Arno Familiar (see *Non-Player Characters*) are there whenever PCs reach this location. If they have followed a captive caroc guide to this spot, the caroc insists the party must travel underwater to reach Schlect's hideout. This is not necessary, since the ruins can also be accessed from the surface of the Amber Swamp. If the PCs follow an underwater route into the ruins, the caroc attempts to guide them into Schlect's guards or natural hazards. Guards and other dangers are described following.

Caroc Guards

There are a total of eight caroc guards in this area; the rest of the carocs are patrolling the coal mines in roving squads and are not available to assist Schlect.

Water is an excellent conductor of sound, and the carocs will hear and respond to any disturbance within the Guild Hall complex, as will their giant crocodile companions. The carocs do not patrol the area in any fixed pattern; these creatures should be met as random encounters according to the following table. The GM should roll 1D6 once per turn spent in the Guild Hall area. A result of 5 or 6 indicates an encounter. PCs who scout for carocs have an encounter on a roll of 3 or greater on 1D6. PCs following a caroc guide have an encounter from the table below in the ground floor of the main Guild Hall.

ENCOUNTER TABLE

Roll 1D6	Result
1-3	1D3 Giant Crocodiles
4-6	1D4 Carocs

(1D3) Giant Crocodiles

HTK: 33 each, *AC:* 4
MV: 6"//12", *AT:* 2
DM: 3D6/2D10, *AL:* Neutral
INT: Animal
THACO: 13, *SZ:* L

Giant Crocodiles attack immediately and fight to the death.

(1D4) Carocs

Skill 4 Fighters
HTK: 16 each, *AC:* 5
MV: 12"//18", *AT:* 2
DM: 1-8/2-12, *AL:* N. Evil
THACO: 17, *SZ:* M
Weapons: two-pronged spear, dagger, net.

Will attempt to capture intruders to deliver them to Schlect for questioning, but kill if necessary. If hard pressed, they retreat to alert Schlect of the intrusion.

When any of the above are encountered and confrontations resolved, the GM should roll 1D10 immediately. A roll of 1-5 means "No Effect." On a result of 6-9, roll again on the *Encounter Table.* On a result of 10, Schlect herself responds to the disturbance; in that case, go immediately to *Encounters,* following.

Depth and Vision

The Old Guild Hall stands in thirty feet of water. At a depth of twenty to thirty feet (ground floor of flooded buildings), movement can be seen up to forty feet away, and shapes can be identified at twenty feet. At a depth of ten to twenty feet, movement can seen from fifty feet away, and shapes can be identified at thirty feet. At a depth of zero to ten feet, movement is seen from sixty feet away, and shapes can be identified at forty feet.

The Ruins

The Old Guild Hall was the first Miner's Guild of Derric's Deep; it was an ostentatious display of coal mining wealth. The main buildings were designed by an elf-trained architect from Briarwood and crafted from imported marble and enameled tiles.

The Guild Hall became the center of mining politics in Derric's Deep. It grew to house a small mining school, and sheltered several apprentices and joureymen who learned the craft of mine engineering. The complex was evacuated along with the rest of the area when the Amber Swamp eventually flooded this part of town.

Today, the Guild Hall is almost completely submerged, and it should be treated as an underwater environment except where specified otherwise.

1) Steps. Broad marble steps lead up to the colonnade gallery that forms the hall entrance.

2) Gallery. This 50′ x 10′ marble-columned terrace shelters the Hall entrance. Aquatic weeds cling to the northernmost columns; fronds wave gently in the water.

The underwater weeds are strangle weed. They are simply avoided by Schlect and her minions, but they present a hazard to unwary PCs who venture within ten feet of the plants.

Strangle Weed

HTK: 10, *AC:* 6
MV: none, *AT:* 1
DM: (see *Specials*)
AL: Neutral
INT: non-
THACO: 16
SZ: S
Specials: Each plant has 3D4 fronds, which vary from 7′ to 12′ in length; any creature within the grasp of these fronds is attacked. A victim hit by a strangle weed is entwined. Each frond has a STR of 4D4.

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

3) Guild Hall.

Ground Floor. The Main Hall (*3-A*).

This area is 80′ x 60′ long. The ground floor is spacious and empty, with only a broken table and bits of cloth debris littering the floor. This Hall was once the gathering place for

Guild members, an assembly hall for the discussion of mining matters. A dais at the eastern end of the room provided a platform for speakers, and a raised dining area for Guild Masters on ceremonial occasions. Doors have rotted off their hinges and the doorways gape open.

Second Floor (3-B).

This area is equally empty, desks and chairs long since removed. Contracts, freight arrangements, apprenticeship deeds and similar Guild business was once conducted here. The water level stops just short of the ceiling in this room.

Third Floor (3-C).

This area is damp, but not yet flooded. It once held the offices of the Guild Master, and is the current residence of Schlect. The room holds furnishings which were salvaged from ruins or stolen from outlying sections of town. A table with two benches and a table with four chairs are here, as are packs and supplies brought by Schlect on her journey here.

The fireplace is not in good repair and a cookfire has been built against the south wall under one window. The northern windows are covered with sacking to prevent lights in this room from being seen on the shore and to prevent light from entering the room. Two carocs are here at all times, serving as guards and messengers.

Anteroom to the Guildmaster's Office (3-D).

Arno Familiar has quarters here. His sleeping pallet is against the west wall, next to a pack containing his personal belongings. When they are not worn, Arno keeps his arms and armor here. His pack contains a pouch which holds 10 gp, 80 ep, and a non-magical gold ring worth 200 gp.

Smaller Office (3-E).

Schlect sleeps in this room. Besides her bedding, arms, and armor, there are several items of interest here. Her pack rests atop an iron strongbox. In the pack are a pouch containing 5 pp, 20 gp, and 86 sp, an extra holy symbol (a small, 2" obsidian mask of Brelig), two vials of unholy water, and a Brelig prayer book.

The iron strongbox is 6" wide, 4" deep, and 12" long. Both Schlect and Arno have a key to this box, which is always kept locked. The lock is of excellent quality and thieves have a -20% penalty when attempting to pick it. It is not trapped. Inside the strongbox is a clerical Scroll of Fire Elemental Summoning (see *Unique Items*) in a waterproof scroll case. The case is trapped with a Glyph of Warding, which inflicts blindness on all within a five-foot radius when the glyph is triggered. The strongbox also holds 800 pp, 8,000 gp, and a pouch of six emeralds worth 300 gp each.

Arno and Schlect are both on the third floor when encountered, unless Schlect is off inspecting the mine operation, interrogating prisoners, or met in a random encounter first.

4) Library. Long rows of empty shelves line the walls of this 80′ x 20′ chamber. Only one story high, it once held a wealth of reference and research works on mining. The room also served as a school of sorts for journeymen preparing for their mastership in mining.

5) Cookhouse. This 20′ x 10′ structure was the cookhouse which served the needs of apprentices and journeymen who resided in the Guild complex. The room is stripped of equipment except for wall pegs and a large hearth.

6) Masters' Quarters. Two master miners were assigned to instructor duty on a rotating basis; bachelors were expected to share lodgings in this 20′ x 20′ building while on their stint of instructor duty. There are two bedrooms and a living room here. The walls and rafters of this wooden structure are rotting.

7) Journeymen's Quarters. Journeymen lodged here before leaving the Guild school for employment in the mines.

This 20′ x 20′ building was once divided into semi-private areas by partitions and screens. These have decayed and now litter the floor; the building is now simply one large room. The walls and rafters are rotting in this wooden building.

8) Apprentice Dormitory. Up to fifteen apprentices lodged here at a time. This 45′ x 25′ wooden building now seems to be only a large hall. The roof is in bad condition and may collapse if additional strain is put on it (e.g., if a PC tries to stand on it). A collapsing roof does 6D4 HTK of damage to anyone caught under it. Any PC on top of the roof when it collapses sustains 1D10 HTK of damage.

9) Privies. The wooden seats have almost rotted away in this 20′ x 10′ building. The four latrine pits are clearly visible, although they are now water-filled.

10) Wizard's Tower. A mage once employed by the Guild was housed in this 20′ x 20′ three-story tower. It has long since been stripped of everything of value and its empty rooms now give no clue as to its former purpose. The building is significant because the top floor is dry. If any PC has been taken prisoner, s/he lies bound in a corner of this room and is guarded by two carocs.

11) Gate. The main entrance (ten feet wide and twenty feet high) to the complex yard is half rotted and presents no obstacle to passage. However, strangle weed grows in and around the gatehouse and ensnares PCs who come within ten feet of it.

Strangle Weed
HTK: 10, *AC:* 6
MV: none, *AT:* 1
DM: (see *Specials*)
AL: Neutral
INT: non-
THACO: 16
SZ: S
Specials: Each plant has 3D4 fronds, which vary from 7′ to 12′ in length; any creature within the grasp of these fronds is attacked. A victim hit by a strangle weed is entwined. Each frond has a STR of 4D4.

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

12) Journeymen's Hall. This 55′ x 30′ building, added onto the main hall, served as a lounge for journeymen as well as a place for them to handle business transactions that were separate from the concerns discussed in the Guild Hall. The foundation of the structure has collapsed at the south end, giving the building a distinct cant in that direction. The southern end of the hall is submerged and the flat roof top is slightly below water on that end. Schlect's caroc guards have made this rooftop their campsight and informal sunning spot. Nests of mud and weeds mark their sleeping places, but no

guards are found here except as a random encounter.

When the foundation collapsed, the northern wall was damaged. The floors here have a slant to them and the northern doorways are dangerous to touch or pass through. Characters doing so have a 2 in 6 chance of causing stonework to collapse. A collapse does 2D4 HTK of damage to anyone within ten feet, and increases the chance of future collapses by 1 (i.e., 2 in 6 chance becomes 3 in 6, etc.).

The ground floor of this building is a lounge, now bare of furnishings. At the south end of the building is a kitchen, once used to serve the masters, wizard, and guests of the Guild.

The second floor held additional office space, where journeymen handled miscellaneous Guild business and took their master's exams. The south end of this room is submerged; the water level tops just short of the foot of the northern door.

13) Other Ruins. The old Guild Hall is surrounded by the former business distinct of Derric's Deep. Many of the buildings were wood and are now decomposed and dangerous. Little of value can be found in these buildings, and the hazard from falling stone or wood is great if the buildings are explored. Damage from falling debris causes from 2D4 to 6D4 HTK of damage (GM discretion).

Giant crocodiles patrol the outlying areas around the Guild Hall; any encounters in these areas will only be with giant crocodiles, although the sound of the conflict may attract other attention (see *Carocs*, previously).

Schlect and Arno

If Schlect is warned about the presence of the PCs by carocs, she summons all remaining carocs to her, leaving only one guard. Schlect, Arno, and the carocs hunt the PCs down. The cleric's search procedure depends on the PCs' last location and the size of her caroc forces. The GM should play Schlect as shrewd and resourceful, and one who is adequate (but not outstanding) in military tactics.

To find out if either Schlect or the PCs are surprised, roll 1D6 on the following table.

SURPRISE TABLE

ROLL	RESULT
1-2	Schlect surprises PCs
3-4	Schlect and PCs confront each other simultaneously
5-6	PCs surprise Schlect

Encounters

When PCs find Schlect in her chambers, or have a random encounter with her, play **Encounter 17: Schlect the Unpredictable.**

If the PCs hunt Schlect through the ruins, or if they dodge through ruins trying to avoid Schlect and her party, go to **Encounter 16: the Chase.**

Encounter 16

The Chase

PREP: Use this encounter when the PCs are chasing Schlect or her party, or when the PCs are being chased through flooded ruins.

GM NOTES: What the party experiences in this situation varies considerably from location to location, so the **PLAYERS** section is omitted.

If the chase remains on the surface of the Swamp, go to *Who Catches Whom?*, following. If the chase becomes an underwater one, there are several things for the GM to be aware of. If the hunt leaves the Guild Hall area, or moves to the surface of the Swamp, these guidelines and common sense should apply. The GM can locate ruined buildings at random if the chase moves elsewhere in the Swamp.

Silt

Silt is easily stirred up when horizontal surfaces are touched, especially the ground itself. Silt hangs in the water and can become a light-blocking curtain almost impossible to see through. This is especially likely to happen in small enclosed spaces and should be allowed for if PCs scuffle on the ground while underwater. Silt makes it harder to see and at its worse may blind an opponent. A Character doing combat in an enclosed area is at -4 on his/her "to hit" rolls and only has a visibility of one foot; a PC in an open space is at -2 on any "to hit" rolls and has a visibility of two feet.

Range of Vision

The water of the Amber Swamp is not crystal clear; it contains decayed matter and is murky in places. In combination with the light-filtering effect of water at different depths, a Character's range of vision should be reduced when submerged.

Characters who are not adapted to underwater vision, like lizardmen, have their range of vision reduced by 30%. Movement can be detected up to sixty feet away, but a form cannot be identified until it is forty feet away or closer. These ranges are reduced 50% or more at night (at GM's discretion).

At night, the degree of darkness is greater at depth than on the surface of the water, barring an artificial light source. This results in greater "to hit" penalties, perhaps as much as -4 if PCs are essentially fighting blind. In addition, water absorbs and diffuses body heat. For this reason, bodies glow less warmly (and are less visible by twenty feet) to PCs with Infravision.

Dangerous Structures

The condition of the ruins drowned in the Amber Swamp varies considerably. Buildings are newer and less decayed closer to shore, and older and more rotten deeper in the Swamp. The portions of buildings that are above water tend to be more stable than those below. The stability of a structure can be determined by rolling 1D6; 1 is solid, 2-4 is somewhat stable, and 5-6 is unstable. If a PC hits walls, or does other things which test the stability of a ruin for which a 2-4 is rolled, roll 1D6 a second time. If the result is lower than the first number, part of the building gives way. The debris does as many D4 HTK of damage as the number rolled.

Example: The GM rolls a 3 for a building's stability. A PC is shoved against a wall while fighting a caroc, and the GM rolls a 2 on the second roll. Masonry drops from the wall, doing 2D4 HTK of damage to the Character. Buildings for which a 5 or 6 is rolled on the initial roll will automatically collapse if disturbed; no second roll is required in this case.

STRUCTURE TABLE

ROLL	STABILITY
1	solid; no risk of collapse
2-4	somewhat stable, but slight risk of collapse
5-6	unstable; building will collapse if touched

Blood

Giant crocodiles can smell blood in the water and can track a victim by that smell. Swamp natives are aware of this, and a save against INT check may be allowed for lizardmen and other PCs who dwell by water to "recall" this fact when PCs are injured (GM discretion).

Plants and Animals

Characters who stray from the Guild Hall area may encounter Swamp denizens in other ruins. The GM should check for such encounters once per turn. On a roll of 1 on 1D8, PCs encounter one of the following:

PLANTS/ANIMALS TABLE	
Roll 1D8	Encounter
1	No encounter
2	Clear leech (1D4)
3	Giant leech
4	Crocodile (1D3)
5	Strangle Weed
6	Spinefish
7	Electric eel
8	Giant catfish

(1D4) Clear Leech
HTK: 1, *AC:* 10
MV: 1", *AT:* 1
DM: 1D3, *AL:* Neutral
INT: Animal
THACO: 20
SZ: S

Dangerous to Characters breathing water (i.e., gill-bearing races and creatures). (See *High Fens Guidebook.*)

Giant Leech
HTK: 9, *AC:* 9
MV: 3", *AT:* 1
DM: 1D4, *AL:* Neutral
INT: Animal
THACO: 16
SZ: M

(See *High Fens Guidebook.*)

(1D3) Giant Crocodiles
HTK: 33 each, *AC:* 4
MV: 6"//12, *AT:* 2
DM: 3D6/2D10, AL: Neutral
INT: Animal
THACO: 13
SZ: L

Strangle Weed
HTK: 10, *AC:* 6
MV: none, *AT:* 1
DM: (see *Specials*)
AL: Neutral
INT: non-
THACO: 16
SZ: S

Spinefish
HTK: 8, *AC:* 4
MV: 6", *AT:* 1 (bite)
DM: 1D6 plus poison (1D10 per spine (2D4 spines)
AL: Neutral
INT: Animal
THACO: 16
SZ: M
(See *High Fens Guidebook.*)

Electric Eel
HTK: 10, *AC:* 9
MV: 12", *AT:* 1
DM: 1D3, *AL:* Neutral
INT: Animal
THACO: 16
SZ: M

(See *High Fens Guidebook.*)

Giant Catfish
HTK: 32, *AC:* 7
MV: 18", *AT:* 1
DM: 1D10+2 plus poison spines (1D4)
AL: Neutral
INT: Animal
THACO: 12
SZ: M

(See *High Fens Guidebook.*)

Who Catches Whom?

The GM may resolve a chase in any way desired. One possible method is to roll 1D10 for the party, modifying the roll according to the following table. If the final roll is greater than 6, the PCs have come closer to locating (or fleeing) Schlect's group. If a number greater than 6 is rolled three times in a row, the PCs have succeeded in their objective. If fleeing, they escape completely; if pursuing Schlect, they close with her group. If the last roll was grater than 10, the party has surprise; on a 9 or 1, the party has initiative.

If the Players roll a modified number three times in a row that is less than 7, Schlect's group closes in on their PCs. On a roll of 1, Schlect surprises them; on a 2 or 3, Schlect has initiative. The chase continues until one of these results is obtained. Each roll represents one turn of pursuit or flight.

CHASE ROLL MODIFIERS

-2 per wounded party member.
+1 per ranger.
+2 per lizardman.
+1 for each Character with free action in water (as spell effect).
-1 per handicapped party member (i.e., can't swim, can't breath water, etc. (GM's discretion)).
+1 for other helpful magic (per GM's discretion).

Encounters

If the party meets Schlect or her party, play **Encounter 17: Schlect the Unpredictable.**

If the PCs are prisoners escaping from Schlect, play **Encounter 13: Regroup and Replan.**

If the PCs have not been captives and are fleeing their first encounter with Schlect, play **Encounter 22: No Luck.**

Encounter 17

Schlect the Unpredictable

PREP: Use this when PCs encounter the cleric Schlect.

PLAYERS: *A female drow dressed in robes of violet and red quickly dons an obsidian mask of a leering face hanging at her belt. The drow turns around as she touches the wire whip at her side; she raises a white-gauntleted hand. A human man dressed in scale mail and motley trousers of red velvet moves to the drow's side. There is an obsidian mask medallion about the man's neck and a mace in his hand. Carocs move protectively towards the drow, and some move forward.*

GM NOTES: The scenario given is what PCs see if they find Schlect in her Guild Hall hideaway. It may be altered by the GM to fit the circumstances of the encounter, as follows:

In the mine (Arno is not around): Schlect is fully armed, wears chain mail beneath her robes, and is accompanied by a full caroc hit squad of six.

In the Guild Hall (surprised): There are two carocs with Schlect and Arno; both clerics wear only robes and no armor, and are armed with wire whips.

In the Guild Hall (warned of intruders): Schlect wears chain mail beneath her robes, is fully armed, and is accompanied by at least four carocs and Arno, who is in scale mail and is fully armed.

Random encounter in ruins: Schlect is clad in the plain trousers and tunic, which she wears for forays into the water. She carries only her mask, wire whip, magical rings, and a Potion of Human Control.

If Schlect is responding to a caroc alert after a PC encounter, she is fully armed and armored.

Spell-casting under water: This scenario assumes that spells with verbal components cannot be effectively cast underwater by a Character using only a Potion of Water Breathing. Although such a Character can breath water, the liquid distorts soundwaves enough to ruin such spells.

An Airy Water spell creates an area containing enough oxygen to allow for normal soundwaves and spells. GMs ruling differently on underwater spell-casting should change the combat scenario accordingly.

Schlect at home: Tactics given here assume that Schlect is encountered in the main Guild Hall building; that she is forewarned of intruders, is fully armed and armored (beneath her robes), and is accompanied by Arno (in scale mail) and 2D4 carocs. Schlect will kill all intruders and hunt down any who escape in order to keep her location a secret. If no PCs have been taken prisoner as of yet, one or more intruders may be captured for interrogation.

Schlect prefers to meet intruders underwater rather than in the atmosphere, since water is likely to handicap her opponents. Schlect is unhindered here because of her rings of Free Action and Airy Water, and is able to cast spells while submerged. Only Arno Familiar fights with reduced effectiveness; he is unable to cast spells, has a movement rate of 3″, and his mace inflicts only half damage.

Schlect's party moves downstairs to the flooded levels of the old Guild Hall and confronts intruders there. Carocs advance on and engage the enemy, while Arno remains behind to guard Schlect. If there are more than four carocs, one remains near Schlect to guard her from attack. The cleric first casts the Curse and Protection from Good (10′ radius) spells, then Hold Person or Command if they appear useful. If opponents are hard to see because of lighting conditions, Schlect casts a Faerie Fire spell on all intruders. She also uses Dispel Magic at any point that it seems helpful.

When these spells have been used to best advantage, Schlect goes on the offensive. She uses Dark Visage (see *Non-Player Characters* for a description of this spell) on the most powerful or most hated opponent. If Schlect recognizes a cleric of the god Coram among her opponents, she attacks that enemy before any others. (There is an age-old hatred between the clerics of the two deities.) Her second priority is any powerful spell-caster, whether cleric or magic user; third, anyone wielding an obviously dangerous magical item; fourth, the most powerful fighter, especially one not handicapped by being underwater.

After using the Dark Visage spell, Schlect closes with that opponent, or the next most powerful if the first has been disabled. Schlect prefers to disarm an intruder with her wire whip while carocs engage the target with their melee weapons. If this is not practical, the cleric fights with her mace. The GM should remember that Schlect's Gauntlets of Ogre Power make her more formidable in melee combat than she appears. Arno fights by Schlect's side during this melee, either protecting the cleric from other attackers, or helping Schlect slay her opponents.

The melee continues until intruders are killed or take flight, or until Schlect's party is forced to retreat.

Reinforcements

The sounds of melee carried through water bring any surviving caroc guards in the area to Schlect's aid. As noted in **Encounter 15: Swamp Ruins**, there are a maximum of eight carocs in this area. Only those who have survived the adventurers' exploration of this area join the fight, arriving within 1D4 rounds of the start of combat.

Likewise, 2D4 giant crocodiles swim around the Old Guild Hall approximately twenty to forty feet away from the building. A couple of rounds after anyone has been wounded and bleeds in the water, the reptiles become restless and aggressive. They automatically attack any wounded non-caroc — including Schlect or Arno — who tries to get past them. Unwounded non-carocs attempting the same are attacked on rolls of 1-3 on 1D6. The giant crocodiles attack PCs in skiffs or boats on a roll of 1 on 1D6. They remain agitated unless they are calmed down by surviving carocs, or a half hour has passed after the fight.

(2D4) Giant Crocodiles
HTK: 33 each, *AC:* 4
MV: 6″//12″, *AT:* 2
DM: 3D6/2D10, *AL:* Neutral
INT: Animal
THACO: 13
SZ: L

Retreat

If forced to fall back, Schlect's group defends the stairways and retreats into the third chambers. If it serves a purpose in covering their retreat, Schlect casts a Darkness spell. Since the cleric does not wish to let intruders escape to report her location, she does not use Cause Fear unless her party is in danger of being overcome.

Desperation Ploy

If its lines of retreat upstairs is cut off, Schlect's group moves outside the Guild Hall. To salvage her mission in Derric's Deep, it is imperative that Schlect recover the scroll of Elemental Summoning, which is among her possessions in the Hall. To recover the scroll, her party must get past the restless crocodiles (easily done if carocs order them aside) and fight or dodge about the ruins (use **Encounter 16: The Chase**) in order to distract PCs from Arno's actions (which are given following). If Arno Familiar has been killed, Schlect imbibes her Potion of Invisibility and does the following.

Arno removes his armor and weapons and tries to reenter the building through a window. If all enemies have left the Hall, he swims through any submerged window without difficulty and walks up the stairs. If opponents stay inside, he swims to the surface and attempts to climb in through a third floor window on a side of the building away from the combat. Arno drinks his Potion of Invisibility once at the surface and once before climbing.

Arno has a percentage chance equal to his DEX (18%) of climbing up the slick, crumbly marble to the window (Schlect has a 16% chance). The attempt may be made once every two rounds; a fall simply drops the NPC back into the water with a splash. Arno (or Schlect) continues this effort until successful, killed, or forced to flee for his/her life. Either NPC may cast a Darkness spell during this attempt if it seems helpful.

The scroll is kept in a locked strongbox in Schlect's room (*3-E* on the *Old Guild Hall* map). Schlect and Arno have keys to the box. Clerics of Brelig can handle the scroll without triggering the Glyph of Warding which protects it. Once the scroll is recovered, Schlect exits through the window and moves to the courier's rendezvous point at the Stonesnake Inn (location #5 on the *Derric's Deep* map (see *Encounters*, following)). It takes Schlect three turns to get to the Inn (she uses her Ring of Free Action to move through water).

Third Floor Defense

If defending the third floor, or if surprised in this area, Schlect's party makes a stand in the largest room (*3-C* on the *Old Guild Hall* map). There, they have access to the main exit (the stairwell into the water), and can take cover behind furnishings and supplies. Schlect is reluctant to fall back to other rooms on the same floor, since her party could easily become boxed in.

The windows here are narrow (2′ x 4′) and allow only an unarmored person of slight build to pass through (GM discretion). They thus hinder escape, but also reduce the chance of a surprise attack through a window.

Once on the third floor, the party is surrounded by air. Arno can cast his spells, and Schlect may use a Silence spell (15′ radius) to inhibit enemy spell-casters.

Available Cover

In this area there are two tables, two benches, and two chairs. Supplies stacked against the north wall include eight kegs containing wine, ale, pickled foods, and staples. Nearby is a heap of tarps and sacking, pack materials left from Schlect's journey here.

Tactics

Schlect's party tries to kill or drive away intruders. At the fist opportunity, Schlect grabs the Scroll of Elemental Summoning, which she keeps in a

strongbox in her room, with the scroll safely tucked inside her robe, she aids the fight with spell-casting and melee.

Under any normal combat circumstances, Arno Familiar's peculiar nature becomes obvious. Read the following to the Players:

A hail of stone chips, fish bones, and crockery flies through the air. A human voice taunts, "Hey, wart-face! Who let you out of your cage? Your mother married an orc, didn't she? Better get while the getting's good! We'll be all over you like ugly on an ape! Oh, sorry — guess it's too late to threaten you with 'ugly'!"

This tirade continues non-stop until Arno Familiar melees with an opponent, and even then he continues his scathing remarks as he fights. Arno throws debris to distract and irritate the enemy; no damage is done by this debris. He also bats down or grabs at any missile weapons fired or thrown at him. If he makes a 1-4 on this roll, he throws the missile back at the PCs while continuing his abuse. (A thrown arrow does 1 HTK of damage.)

Defeat

If Schlect's group is clearly losing, or if it is about to be defeated, Schlect flees for her life, leaving everyone else to fend for themselves. If Arno Familiar can do so, he goes with Schlect. She falls back from the fight (to another room, if possible), drops armor and all weapons but her whip, and slips out a window. Schlect moves to the pre-set rendezvous point at the Stonesnake Inn (location #5 on the *Derric's Deep* map). If closely followed, Schlect attempts to loose her pursuers.

If Schlect is defeated, the carocs surrender or run away. If Schlect is killed, Arno takes her magic rings and scroll if possible, and tries to complete the cleric's mission as Schlect would have done.

The Scroll

If, for some reason, Schlect was unable to recover the Scroll of Fire Elemental Summoning, she loses pursuit, then returns to lurk around the Guild Hall, waiting for a chance to slip inside and get the scroll. Without that item, her mission cannot be completed, and Schlect is fearful that Halimaj will kill her if she fails. Schlect may wait until the Glyph of Warding is set off on the scroll, hoping to slip in and out in the confusion that follows, perhaps aided with a Darkness spell or any other spells she has left. Schlect is desperate and lacking in thieving skills, but she is also shrewd and experienced, and the GM should role-play her in that manner. If the scroll is destroyed, was stolen earlier, or is otherwise not to be had, Schlect escapes into the Swamp, hoping to get away from the adventurers and from Halimaj's revenge.

Encounters

If one party retreats outside the Guild Hall or if one group flees the other, proceed with **Encounter 16: The Chase**.

If Schlect or Arno is captured, play **Encounter 19: Halimaj's Plan**.

If both Schlect and Arno get away and have the scroll, play **Encounter 21: Last Chance**.

If Schlect was followed to the rendezvous point by PCs, play **Encounter 20: The Courier**.

If Schlect and Arno are slain, or flee without the scroll, play **Endgame**, and if PCs are all killed or captured, play **Endgame**.

Encounter 18

Cold Storage

PREP: Use this encounter if PCs are taken prisoner.

PLAYERS: *Roughly bound, you are hauled between two crocodile-men down dank passageways until water laps at your feet. An odd-tasting oil is poured into your mouth; your nose and mouth are held until you are forced to swallow. The carocs drag you below the water. You do not drown, but breath water as if it were air.*

After a time you emerge from the flooded tunnels into a ruined and equally flooded building. The carocs take you from there, following a trail of sorts below the surface of the Amber Swamp. The skeletal branches of drowned trees blend with underwater weeds and the stems of lily pads to obscure your sight. Where the uneven ground rises near the surface, mangroves and water cypress have taken root, but the carocs avoid the shallows and stay to the deeper waterways. Sunlight sparkles on water ten feet overhead, growing more and more distant as your captors take you into the deeper water farther from town.

The carocs alternately swim and walk on the bottom, rising occasionally to the surface for a breath of air. You are towed between them like baggage. You pass many submerged ruins, finally heading directly for one. You pass through a rotting gateway and turn away from a large marble building on one side and into the doorway of a marble tower on the other. The top floor of the tower rises above the waterline, and it is there that the carocs dump you. Two carocs remain to guard you where you are dropped, wet and dripping, in a corner of the room.

GM NOTES: If the captured PCs are unconscious or travel through the Swamp at night, the above description should be altered accordingly.

If any PCs manage to escape during this encounter, again, alter the above description accordingly.

Captives are stripped of their belongings and taken to the wizard's tower in Schlect's hideout at Kala's Luck mine (location #10). The small three-story square marble tower is twenty feet on a side; in each wall on each floor is a narrow, glassless window. Sacking curtains the windows of the third-floor room, concealing light from prying eyes on shore and to allow little to no light into the room. A narrow stairway leads from the third floor to the roof through a decayed trap door. The rest of the Guild Hall complex is detailed in **Encounter 15: Swamp Ruins**.

The captives are accompanied by however many carocs survived the encounter with the PCs. If there is only one caroc left, he calls for a guard when he approaches this area; that guard watches the PC captive while the caroc raider reports to Schlect. The carocs who report to Schlect also deliver the captives' belongings to her.

Escape Attempts

PCs who have an escape plan should be allowed to try it. The GM must determine the success or failure of such an effort, but remember that most PCs are at a disadvantage underwater. They are bound, movement is slowed, vision is dimmed. On the other hand, the carocs are quite at home here. Also, if any PCs are wounded, the carocs' pet giant crocodiles can track them by the smell of blood in the water. The carocs will summon and dispatch giant crocodiles after any PC who escapes and evades them. The reptiles attack immediately and fight to the death.

(1D3) Giant Crocodiles
HTK: 33 each, *AC:* 4
MV: 6"//12", *AT:* 2
DM: 3D6/2D10, *AL:* Neutral
INT: Animal
THACO: 13
SZ: L

Caroc guards treat prisoners cautiously, getting only as close as the

point of a spear once the PC is in the tower. Since PCs are kept bound, it should be difficult for most spell-casters to use magic. As long as PCs are imprisoned in the tower, creative escape attempts may work, although their guards are in the same room with them. If PCs cannot escape, they remain in this tower until rescued by their comrades or slain by the carocs.

Interrogation

Schlect the Unpredictable interrogates all prisoners brought by the carocs. Read the following to the Players:

A female figure of elvish build walks out of the water-flooded stairway and stands. Her face is hidden by an obsidian mask shaped into a leering smile; a similar mask hangs as a small medallion on a chain around her neck. Her clothes are practical: the trousers are worn, the tunic is loose but clinging from the damp. It is apparent by the dark blue skin of her hands and feet that she is a drow. Her hand grasps a coiled whip, which is made of leather interwoven with metal strips. She wears one ring on each hand, and a small pouch dangles below her tunic.

Schlect carries her Potion of Human Control in her pouch. She remains masked in case she needs to cast spells and for the intimidation value of her appearance. Calandian natives immediately recognize the wire whip and leering obsidian mask as symbols of the god Brelig. Clerics will know that this priest of Brelig must be at least Skill 5 or greater, since she is wearing an Obsidian Mask of Brelig. Characters that "know" this information should be so informed by the GM when they encounter Schlect.

Obviously the PCs are not miners, and Schlect is concerned with extracting as much information as possible. Her questions are in this vein: "Who are you? Why were you in the mines? How many of your comrades are there? What skills do you have (i.e., fighter, magic user, etc.)?" Roll against Schlect's APL for each PC to determine if any PCs will answer her questions. If a roll is failed, that PC will answer no questions during the first round. If a roll is successful, that PC answers her questions that round.

Schlect is not as bloodthirsty as many Chaotic Evil personalities, but she is as unscrupulous as any. The interrogation begins with Schlect politely asking questions; however, Schlect will not believe any answers she receives to this first round of questioning. Schlect asks the same questions many times, hoping to catch the PC in a lie (roll against Schlect's APL on each round of questions). Next, Schlect casts a Command spell and orders a prisoner to "Answer!" a particularly important question. If she is still not convinced she is hearing the truth, or if no answers have been forthcoming, further actions are taken to "persuade" a PC to talk.

First, the carocs hold the captive's head under water repeatedly, then the PCs is questioned. If Schlect's APL roll is failed, the captive must save against STA; a successful save enables the PC to withstand the interrogation and not break. If the PC breaks, s/he answers questions truthfully. If the prisoner is still not talking, s/he is suspended upside down from a wall bracket for 1D3 hours; the PC must save against STA once per hour or respond to the interrogation.

If a captive has held out this long, Schlect threatens to feed him/her to the giant crocodiles. A giant crocodile is summoned and allowed to bite the defenseless PC, inflicting 1D8 HTK of damage in the lower leg. At this point, if Schlect's APL roll is failed, the PC must save against STA at +2 in order not to break. At this point, Schlect is 80% inclined to believe the PC.

If interrogation has produced no results and the captive is a human, Schlect is 90% likely to drink her Potion of Human Control and use it to get all the answers she wants. If she decides to save the potion, and the captive has remained silent until now, Schlect has him/her thrown, bound, to the crocodiles. The thrown PC sustains 3D6 HTK of falling damage. This is an especially useful ploy if there is more than one prisoner, and others can be intimidated by the crocodile threat; the other PCs must now roll against their INS at +4 or tell Schlect anything she wants to know.

Live Prisoners or Crocodile Bait?

If Schlect has learned that a prisoner has companions with special abilities, the cleric sees this as a threat to her mine sabotage mission. In this case, she keeps the prisoner(s) alive while she plans how to deal with the rest of the party. (Schlect does not settle on a plan soon enough to affect the rest of the game, but this decision keeps captive PCs alive until the end of play.)

If Schlect does not know of the other PCs, she asks the captives for a reason why they should be kept alive. If the captives cannot think of a semi-convincing reason (GM discretion), they are thrown to the giant crocodiles and sustain 3D6 HTK of falling damage.

Encounters

If PCs escape, go to **Encounter 16: The Chase**.

If captives are still imprisoned when the five days are up, go to **Endgame**.

If Characters are rescued by companions before the five days are up, refer to the encounter that the PCs were involved in before the capture.

Encounter 19

Halimaj's Plan

PREP: Use this if Arno and/or Schlect are captured.

PLAYERS: *A bedraggled Schlect (or Arno) scowls in defiance. "You don't know what powers you're meddling with, fools," says your captor. "Best you free me now, before my master seeks you out, or before the Laughing God decides to smile on you — a blessing I hardly think you'd like."*

GM NOTES: The reference to the Brelig is an empty threat.

Useful information can be had from these NPCs if they are properly interrogated. If they die or escape, PCs are left with Schlect's supplies — including the Scroll of Fire Elemental Summoning (if Schlect has it with her) — and the mystery of what is happening.

Arno

Arno's attitude is one of taunting defiance. If he knows that Schlect is dead, or if he is captured by himself, his morale breaks on a roll of 12 or less on 1D20 for each hour of interrogation.

If Arno knows Schlect is alive, or if they were captured together, morale breaks on a roll of 5 or less on 1D20 per hour of questioning. These chances can be altered by the GM to reflect the interrogation methods used by the PCs.

Arno gives some thought to escape, but he will only take advantage of an obvious opportunity. Once his morale breaks, Arno can tell the PCs everything Schlect can except for items **6** and **8** under *Intelligence*, following. (Only Schlect knows items **6** and **8**).

Schlect

Apart from her initial warning to the PCs, the drow is silent and uncommunicative. In fact, Schlect is afraid of

failing Halimaj and being punished for it. The cleric uses any spells she has left to aid in an escape attempt. If Schlect is able to escape and take the scroll with her before the five days are up, go to **Encounter 21: Last Chance**.

While being questioned, Schlect's morale breaks on a roll of 6 or less on 1D20. For every two hours of grilling, this number is increased by 1. That is, after two hours, she breaks on a 7 or less, after four hours on an 8 or less, and so on. Once Schlect breaks down, she tells the PCs everything she knows.

After she breaks, Schlect's concern is getting out of this alive. She does not grovel and beg, but bargains cleverly for her life and freedom. She offers to assist the party if this will help her live longer, but she deserts at the earliest possible opportunity. Schlect wishes to make herself scarce in order to avoid Halimaj's wrath for her failure.

Intelligence

Read the following items to the Players when Schlect's morale breaks, or read selected items in answer to PCs' questions. Alter phrasing as necessary if it is Arno Familiar doing the talking. (Both Schlect and Arno know all information following except for items **6** and **8**, which only Schlect knows.)

1) *"My master is Halimaj. He sent me here to destroy the coal mines of Derric's Deep. Carocs cooperate with him, so they helped me. We "haunted" the mines with an illusionary wraith, specially made by one of Halimaj's wizards. The carocs made sure miners disappeared and kept the wraith moving so there seemed to be many haunts throughout the mines."*
2) *"I was going to destroy the coal mines by summoning a fire elemental to burn the coal. It was Halimaj's plan, not mine. We needed a means to control the elemental, so he made a geas ring so that I could compel the elemental to reside in the mines. I don't have the ring yet. I've been waiting for a courier from the Drylands to deliver it. We were to meet at the Stonesnake Inn in [** days/hours/minutes].* (* amount of time remaining until the end of day #5.) *The courier is a cleric of Gambros called Tavar na'Keidan, travelling incognito."*
3) *"Halimaj lives in the Drylands, in the deserted city of Khaj'ram in the deep desert. I was captured by his servants and taken there. Everything around there is withered and dead. Many undead serve him. He's not my master, exactly, but I agreed to help him in exchange for my life. It was that or become undead myself."*
4) *"The death's head is his symbol. Sometimes he resembled one himself — I thought he was a lich when I first met him. Then, other times, he appeared human . . . ageless. I don't know which appearance is real. I guess they both are."*
5) *"Halimaj knows all that's happening in his realm and can teleport anywhere in it. He's like a god. I was awestruck when I saw him, and I shuddered when he spoke to me. He's terrible, like decay and destruction incarnate. Clerics who aid him are mostly those of Gambros, the bat-god of evil and destruction."*
6) *"Meikros is one of the wizards who serves Halimaj. Meikros told me Calandia has been divided between Halimaj and two others as powerful as he. One to the north is called Vendris, a female demon. A bestial creature called Galathrien runs the western third. Halimaj controls the evil in this part of Calandia."*
7) *"The Overlord has no idea how widely Halimaj's influence stretches. He was responsible for troops disappearing in the Swamp, and sends the Wasting Wind sweeping out of the desert. If you're not with him, you're against him, and if you're against him, you'll be dead."*
8) *"Meikos told me Galathrien is moving against the Overlord's gold reserves. I don't know the details, but it will take place in the next month or two in Bogwater. That's a shireling village in the Lake District, Thormar Province."*

Encounters

If PCs are tipped off to the courier and proceed to that location, play **Encounter 20: The Courier**.

If Schlect escapes and takes the scroll with her before five days are up, play **Encounter 21: Last Chance**.

If PCs do not proceed to the courier's location by day #5, play **Endgame**.

Encounter 20

The Courier

PREP: Use this encounter when PCs go to meet the courier at the Stonesnake Inn (location #5).

PLAYERS: *Raucous laughter emits from past the open door of the taproom at the Stonesnake Inn. Grooms busy themselves with mounts in the courtyard; to judge by the noise and the number of pack animals here, a caravan has arrived and the drovers are refreshing themselves inside.*

A short, fat, balding man with a brisk manner bustles to the doorway. Ah, welcome!" he says, wiping his hands on his apron. "I'm Belmar, your host. The roast on the spit is just done, and we've tapped a new barrel of dark ale. There's one table left in the back, if you'd care to partake. Or is it rooms I should be offering you?"

GM NOTES: The Inn is packed with travellers and drovers. The only rooms available are communal ones with two or three beds, sleeping three persons to a bed. If the party appears to be paying customers, either in the taproom or in lodgings, Belmar is helpful, friendly, and very talkative.

The Courier

The courier who brings the Geas Ring to Schlect is a cleric of Gambros travelling incognito under the name of Tavar na'Keidan. He arrives at the Inn on day #5, and remains only one day before his caravan leaves for Briarwood on the Pottowa Trail. If Tavar is not contacted by Schlect on that date, he assumes that something has gone wrong and is glad to get out of Derric's Deep as quickly as possible.

Both Schlect and Arno know Tavar by sight. The courier's religion is disguised because clerics of the evil bat god are not popular in many places, and he does not want to attract attention. His unholy symbol is the only indication he is a priest; it is hidden beneath his tunic, a common practice among worshippers of Gambros.

The Crowd

If PCs arrive before day #5, the crowd at the Inn is just a caravan on the Pottowa Trail. If they arrive while Tavar is there, the crowd includes the courier, sitting among travel companions and drovers at a side table.

Belmar the inn keeper is 20% likely to have overheard Tavar's name if he is here, and be able to point him out to PCs. Otherwise, PCs must ask around to locate him. The drovers that Tavar sits with are eager to take offense on his behalf if Tavar is bothered. PCs who take the direct approach may have to contend with 1D6 drovers, depending on the GM's reaction rolls.

(1D6) Drovers
Human, Skill 1 Fighters
HTK: 5, 5, 7, 7, 8, 8, *AC:* 8
MV: 12", *AT:* 1
DM: by weapon

AL: C. Neutral
THACO: 20
Weapon Proficiencies: dagger, whip, short sword, quarterstaff
Weapons: dagger, whip
Armor: leather tunic

A scuffle outside gathers spectators, but the PCs will be allowed back into the Inn afterwards. However, a disturbance in the taproom brings four keitar from the 3131st Light Cavalry, Belmar's volunteer "police force," running. The soldiers attempt to stop the fight and throw all who were involved out. In this case, the party will not be readmitted to the tavern that day. Belmar hops and curses at those who fight in the taproom. However, if the soldiers are convinced of the party's authority as Gryphon Rider scouts, they provide aid and assistance as required.

(4) Light Cavalry Soldiers
Human, Skill 2 Keitar
HTK: 10, 10, 12, 14, *AC:* 6
MV: 12", *AT:* 1
DM: 1D8 (saber), *AL:* C. Good
THACO: 20
Weapon Proficiencies: keitar lance, saber, dagger, horn bow
Weapons: dagger, saber
Armor: +1 studded leather

Rendezvous

If Schlect (or Arno) escapes from the Swamp and has the scroll, s/he meets Tavar here on the appointed day. After acquiring a change of clothes, Schlect (or Arno) moves about incognito. S/he scouts the town for the PCs or other threats and stays away if s/he sees anything or anyone suspicious. If it is necessary to stay away, s/he attempts to buttonhole Tavar in the morning as the caravan reassembles in the courtyard. Otherwise, s/he locates Tavar at his table and goes with him into a private room to conduct their business.

Tavar na'Keidan

Tavar spends the entire day and most of the evening in the taproom, waiting to make contact. He carries the Geas Ring in a pouch around his neck, next to his unholy symbol. Only Tavar knows the ring's command word.

Tavar na'Keidan
Half-elf, Skill 2 Cleric
Deity: Gambros
STR: 11, *INT:* 8, *INS:* 18
STA: 14, *DEX:* 13, *APL:* 9
HTK: 12, *AC:* 8
MV: 12", *AT:* 1
DM: by weapon (+1/+1 with quarterstaff)
AL: C. Evil
THACO: 20
WT: 125 lbs., *HT:* 5'5"
Weapon Proficiencies: quarterstaff, flail
Weapons: quarterstaff
Armor: leather
Magic Items: Geas Ring
Spells: Cause Fear (2x), Protection from Good, Cause Light Wounds

This cleric claims to be innocent if confronted by PCs, insisting he is a traveller on his way to Briarwood. This is true, to a point; if he is unable to deliver the ring in Derric's Deep, he is taking it to Briarwood, the center of Halimaj's influence. This information comes out if he is successfully interrogated by PCs and his morale breaks. The interrogating PC must roll against his/her APL. If successful, the interrogation is successful.

Tavar doesn't want to give away his cover, and defends himself with clerical magic only if he must. He is a skilled quarterstaff fighter and uses that weapon without hesitation. Tavar will run away rather than risk the PCs taking the Geas Ring from him.

Encounters

If Schlect (or Arno) leaves the Inn with both the Geas Ring and the scroll, go to **Encounter 21: Last Chance**.

If neither Schlect nor Arno are able to leave with the Geas Ring or the scroll, play concludes with **Endgame**.

Encounter 21

Last Chance

PREP: Use this encounter when Schlect has acquired both the Scroll of of Fire Elemental Summoning and the Geas Ring, and the PCs are attempting to stop Schlect from using them.

The Players' information in this encounter depends on where the PCs search for Schlect, and whether or not they find her and stop her from using the scroll and the ring.

GM NOTES: If this encounter occurs, Schlect is close to accomplishing her mission. To stop her, the PCs must find her. Once she leaves the Stonesnake Inn (#5), Schlect takes the most direct route to the Kala's Luck mine (#10). She reenters the mines through the Kala's Luck mine entrance in the Swamp. If she is no longer able to breath underwater, she goes through Derric's Deep on the surface streets and tries to get into one of the three major mines. The GM must determine how successful Schlect is, and whether or not the PCs are able to track her down.

Once within sight of a drift entrance, Schlect reads the scroll, summons the elemental, then lays a geas upon it to reside in the mines beneath Derric's Deep until there is no more coal to burn. If the PCs prevent Schlect from accomplishing her mission, if possible, Schlect reads the scroll, orders the elemental to kill the party, and tries to get away in the confusion. The fire elemental's statistics are given with the scroll's description under *Unique Items*. If PCs scatter, the elemental tracks down each one, wreaking havoc as it flames through Derric's Deep.

Encounters

Go to **Endgame**.

Encounter 22

No Luck

PREP: Play this if PCs have met Schlect in the Amber Swamp and fled the encounter.

PLAYERS: If PCs return to Schlect's former lair (Guild Hall), read the following to the Players:

Scraps of food and trash show that Schlect's party was here, but the Guild Hall ruins are deserted now. The placid Amber Swamp water gives no clue as to in what direction Schlect may have gone.

GM NOTES: Once Schlect has a hostile encounter near Derric's Deep, she leaves her hideaway and moves into other ruins deep in the Amber Swamp. She recalls all carocs from the mines and lies low until she can rendezvous with the courier. If she is not stopped, the meeting is successful and Schlect accomplishes her mission.

Since Schlect has moved by water and is aided by carocs, it should be virtually impossible for PCs to track the cleric to her new hideout. There is only a 1% chance per day that the PCs will stumble upon her new hideout.

Encounters

If the party is lucky and finds Schlect, go to **Encounter 17: Schlect the Unpredictable**.

If the PCs lose Schlect, play **Endgame**.

Endgame

At the end of this adventure, results will fall into one of several categories:

‡ PCs are prisoners of Schlect's (or Arno's) and have not been rescued by companions. Read #1 aloud.

‡ PCs do not discover the cause of the hauntings and do not prevent Schlect from destroying the coal. Read #2 and #2a aloud.

‡ PCs discover the cause of the hauntings, but do not stop Schlect from firing the coal mines. Read #2 and #2b aloud.

‡ PCs stop Schlect's mission from being accomplished. Read #3 aloud.

‡ PCs stop Schlect from firing the mine but summon or are attacked by the fire elemental. Read #3 and #3a aloud.

‡ PCs gained information about Halimaj from the Brelig cleric(s). Read #3 and #3b aloud.

---

1) *Schlect/Arnor comes to the prison, this time unmasked. The drow/human smiles, almost kindly, as several carocs file up the stairs behind her/him. S/he shakes his/her head. "A shame," says your captor. "I thought I might have a use for you. Ah, well." S/he motions the guards over. You are picked up and thrown into the water, where hungry crocodiles await.*

Barring a heroic miracle, any captive PCs are out of play; these PCs have been unsuccessful in their mission. XP: for foes killed.

2) *The eruption of fire and massive explosions are the death knell of the Derric's Deep coal mines. The unexpected event devastates the community, as an unquenchable inferno rages underground. The cause is unknown. Marius the Black is stricken and seems much older as he bids you farewell. You carry his damage report back to Lucan's Station, where Captain Camus Pallanae debriefs you.*

2a) *"This is one report I hate to send to the Aldar — or to Briarwood," grouses Captain Pallanae. "There are too many things going wrong these days, and this is a bigger one than most." He sits silent for a moment, biting back commentary, "Thanks for your efforts. Dismissed."*

The only points given are 100 XP each (plus foes killed).

2b) *"I don't like it the least bit," growls Captain Pallanae. "Carocs in a coal mine. And that wraith business. Clever trick, that. Losing these mines is going to hurt us."*

In spite of the Captain's discontent, the PCs did discover the cause of the hauntings, which was their original mission in Derric's Deep. The party receives 1,000 XP for this, as well as experience for unique items, treasure, and for any monsters slain. Individuals who helped in the accomplishments under #4 below are awarded the experience points listed there.

3) *You leave Derric's Deep with fully producing coal mines. Work is restored to normal, and your report is gladly received by Captain Pallanae at Lucan's Station. "Good work!" he congratulates you. "If I'd known so much was going on up there, I'd have sent more troops than just you few. You've done well, scouts, very well."*

The party receives 3,000 XP for thwarting Schlect's mission in Derric's Deep, whether or not they learn what her mission really was. They are awarded an additional 3,000 XP if they killed or captured Schlect the Unpredictable, and 500 XP for Arno Familiar. The party also receives points for unique items, treasure, monsters killed, and notable actions under #4, following.

3a) *"That elemental must have been a surprise. Bad enough that it started fires above ground — at least most buildings are stone. It could have been a lot worse. Here's some consideration for the hazardous duty."*

Impressed by the dangers they faced, Cpt. Pallanae rewards each surviving scout with a 500 gp purse. Clerical healing is provided to those who need it. Also add in treasure and monsters slain.

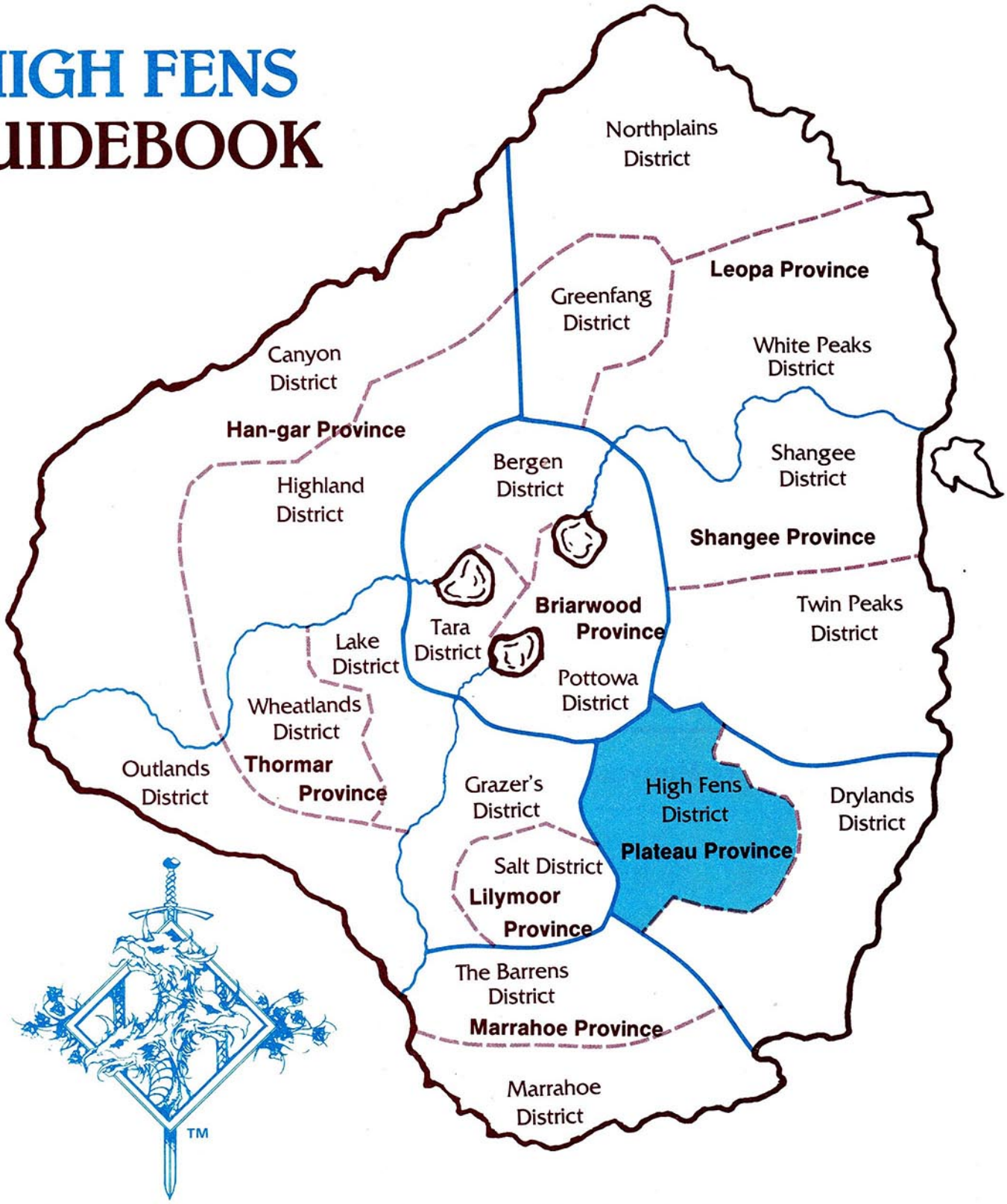
3b) *The talkative captain is silent after he hears the information gathered from the Brelig cleric. "This is priceless intelligence," he breathes. "For the first time this picture is starting to come together. I have to think about this. There are reports to go out . . . . Don't stray far. I'll want you to be my couriers."*

The party receives 1,000 XP for the intelligence they have gathered. If they have also learned of the forthcoming action in Bogwater, each surviving individual is awarded an additional 500 XP each. The GM, as Cpt. Pallanae, may wish to inform them that Bogwater will be their next assignment. (That adventure is the next module in this series, *Betrayal at Bogwater.*) Also add in treasure and monsters slain.

4) XPs for actions accomplished:

- Found Schlect's hideout without caroc help.
  100 XP per PC
- Successful underwater pursuit or evasion.
  200 XP per PC
- Each time wraith was fought and 'killed.'
  1,000 XP for party

HIGH FENS GUIDEBOOK



The High Fens District in Plateau Province is a place of contrasts. In the Amber Swamp there are extravagant and deadly lifeforms, as well as a constant stir of growth and decay where a traveler can grow thirsty and then drown in a vastness of undrinkable water. In the vacant stillness of the East Slope Divide, there are places where not even a locust whirs through the buckbrush, and a traveler can die of thirst ignorant of the single nearby spring of pure desert water.

The people of High Fens District reflect these contrasts of extremes: they are forthright and generous, or shy and hostile, but seldomly are they inbetween these extremes.

High Fens District covers a territory roughly six-hundred miles from north to south and seven-hundred and fifty miles from east to west. This district contains the largest body of wetland terrain found in Calandia, and is home to the noble Keitari, the mounted nomad warriors of ancient tribal fame.

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INTRODUCTION

Guidebooks

Calandia, the continent which is home to the City-State of the Invincible Overlord, is divided into eight provinces and nineteen districts. This guidebook details the High Fens District of Plateau Province, where the High Plateau and the Amber Swamp are located. Forthcoming guidebooks will cover other districts of Lucius' vast domain and the Calandia Guidebook provides facts and background applicable to the entire continent of Calandia.

Language

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

Political Boundaries

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

Governors

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

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

The Governor-General of Plateau Province is Earl (Praudhar) Lucos Lauros na'Seidruni. The two administrative districts of Plateau Province are the High Fens District, governed by Count (Beldhar) Daimius Vedolros Moidheri and the Drylands District, governed by Countess (Beldhara) Illith Ness Athsk'sk, the Grand Matriarch of the Drylands lizardman tribes. Her title of Beldhara is an honorary one for human reference; Illith is refered to as Nest Mother by those familiar with lizardman culture and protocol.

Religion and Deities

Citizens drawn to Calandia from other continents found themselves surrounded by a number of new and different religious practices. The new inhabitants equated the Calandian deities to gods with whom they were already familiar and called the gods by those foreign names (included with the City-State of the Invincible Overlord boxed-set, in the Map and Population Book).

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

Provinces and Districts of Calandia

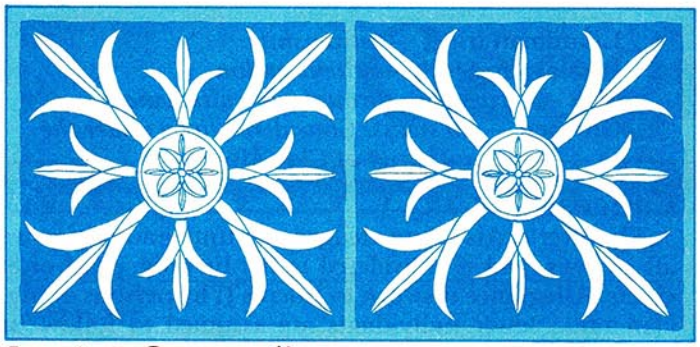
Province (Kubai)	District (Varkubai)
Leopa (Leopa)	White Peaks (Preogeshvui)
	Greenfang (Shielkemnahr)
	Northplains (Nebrosi)
Shangee (Shangie)	Shangee (Shangie)
	Twin Peaks (Fargeshvui)
Briarwood (Breidhovi)	Bergen (Bergen)
	Tara (Tara)
	Pottowa (Podhova)
Thormar (Thormar)	Lake (Kalno)
	Wheatlands (Banbrai)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

Native and Foreign Gods

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

Demigods

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



Naming Conventions (Nomenclature)

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

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

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

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

Nicknames may be acquired at any point during a person's lifetime. For example, "the Invincible" has become the appelation of the Overlord, Lucius II. His full name is Lucius Sorodhar na'Meliosi Davemm, where Davemm means "invincible." This translates to Lucius the Overlord, of the Melios tribe, the Invincible.

Human Culture

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

Rank and Nobility

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

Female titles can be easily derived from the base male forms (e.g. Baron (Ledhar) becomes Baroness (Ledhara), Count (Beldhar) becomes Countess (Belhara), etc..)

Clan, Kinship, and Government

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

Non-Feudal Society

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

Leadership and Authority

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

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

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

Rank and Nobility

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

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

Political Status

Political status affects the government and other relationships among a group of people. The folk of the High Fens District have the following types of political status. The definitions are given in greater detail in the White Peaks Guidebook, but are summarized below for quick reference.

Lizardman tribes — *citizenship*
Dasslar (frog-folk) — *client nation*
Men — *citizenship through clan allegiances*
Orc-men — *no status. Considered to be under the authority of Clan Moidheri.*

Citizenship

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

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

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

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

Geography

Terrain

Overview

Plateau Province encompasses the vast wetlands of the Amber Swamp, the Low Plateau, and the mineral-rich desert Drylands.

The High Fens District occupies roughly the northern half of Plateau Province. In the north, the Amber Swamp spreads over three-hundred miles to the east and west, and covers terrain for three-hundred miles south of the Great Plateau Foothills. At its fringes the Swamp blends into scrublands which abutt the High Plateau to the west and the Low Plateau to the southeast. The Low Plateau, a smaller version of the Great Plateau, is a massive tableland which rises to a height of 3,200′, the greatest elevation of any single feature of this district. The Plateau averages four-hundred miles wide across its base and is three-hundred miles across at the greatest width of its mesa. Scrublands fill out the rest of the district and serve to mark the natural boundary between this region of vegetation and the inhospitable Drylands Desert to the south.

Low Plateau (Minlovis)

The Low Plateau fills the southern half of the High Fens District, lies approximately two-hundred miles distant from both the Great Plateau and the High Plateau, and is about one-hundred and twenty miles away from the Twin Peaks in neighboring Shangee Province. Both the Twin Peaks and the Great Plateau are nearly three times taller than Minlovis, which towers over everything else in Plateau Province. The Minlovis Foothills cover a band nearly one-hundred miles deep before rising abruptly to the mesa heights. The Foothills slope gradually from the surrounding countryside, falling away less steeply on the southern side than on the northern, where the Plateau forms one border of the Amber Swamp Basin.

East Slope (Tahnblais)

The area lying between the Low Plateau and the Twin Peaks is referred to as the East Slope or sometimes as the Divide, being a natural divide between the High Fens District and the Drylands. Starting at the southeastern tip of the Twin Peaks, the land declines to the north and west, descending gradually into the Amber Swamp Basin. Most of the East Slope is covered with scrubbrush or chapparral, which prevents land erosion while channeling rainfall and run-off into the Swamp Basin. Shallow canyons and ravines aid in this funneling action.

A divide similar to the East Slope with an even more gradual slope is located between the High and the Low Plateaus. This area is often called the South Slope (Lunblais).

Amber Swamp Basin (Baradhon Plaish)

The Amber Swamp is detailed under Watercourses, but the Basin terrain requires a brief description. The ground underlying the Amber Swamp is a vast, shallow depression of non-porous rock surrounded by higher land. Rain and run-off from all three plateaus and the eastern part of the district, are channeled into the Swamp. Except for subterranean drainage, there is no natural route by which water can flow out of this Basin, which lies at an elevation of approximately 1,500′ above sea level. It is from this elevation of the swamplands that the district name of High Fens is derived.

Rim Foothills (Igeshla-Ben)

The Foothills of the Great Plateau are well-forested and form the northern boundary of the District. Because of their location more directly in the path of common storm fronts, the Rim Foothills channel more run-off into the Amber Swamp than any other geographical feature in the region. The hills appear to be less eroded than those of the Low Plateau, however, because of the far more abundant vegetation that covers them (see Vegetation, following).

Goat-Wood (Kaeldhovi)

The only significant woodland in the High Fens District is the portion of the Goat-Wood which lies within its boundaries. The Goat-Wood is a forest of oak, walnut, and birch, and is favored as a fairly open woodland where farmers and herdsmen can graze their pigs and goats.

Watercourses

Overview

There is only one notable river system in the High Fens District; the Stoney River (Deshti Nemm), which drains into the northern end of the Amber Swamp. The Stoney, so named for its boulder-strewn, slow-moving character, has three major tributaries, the longest of which flows almost four-hundred miles from the slopes of the Divide to the Swamp Basin.

The North Fork of the Stoney channels run-off from the Rim Foothills and the Goat-Wood. The Middle Fork drains the Drow Wood and the western foothills of the Twin Peaks in neighboring Shangee Province. The South Fork collects run-off and ground water from both the Twin Peaks and the West Slope scrublands, and then funnels waters from the West Slope chapparral. The river is easily navigable only in the stretch west of the city of Sinla.

Numerous dry washes mark the canyon-carved slopes of the Low Plateau. The washes, cut by intermittant rainwater, are dry during the majority of the year when rain does not fall on the Minlovis (see Weather, which follows). Several springs dot the slopes of the Low Plateau, but the small amount of water which flows from them is absorbed in the canyons. In no case does water flow strongly enough to create a permanent stream of any great length.

Many small streams flow down the slope of the Rim Foothills, ultimately draining into the Amber Swamp. Few of the watercourses in this portion of the Great Plateau have names. Almost all are small, shallow, fast-rushing creeks, the products of springs or run-off from atop the great mesa.

Amber Swamp (Baradhon Plaish)

The Amber Swamp is the largest concentration of wetlands in Calandia. It contains several different wetland ecologies and is inhabited by a peculiar and unique cross-section of wildlife and intelligent beings. Because vegetation is so closely linked to terrain type, significant plant life is mentioned here as well as in the section entitled Flora & Fauna.

In ancient times, within the memory of man in Calandia, the Amber Swamp did not exist at its current site. The great Basin now hidden by its expanse was a rolling plain covered with vegetation and a scattering of small lakes and meandering streams. At some point in time, sages believe, the tilt of the land changed, precipitating the collection of groundwater in this Basin area more quickly that it could drain.

Bogs

One of the wetland types found in the Amber Swamp are bogs. Many boggy areas developed in former small, shallow lakes and ponds. In these places, a mat of water shrubs and plants floated on the water and decayed, accumulating in the lake. When the drainage patterns changed in the Basin, peat deposits of up to fifteen feet deep developed.

Other bogs are found bordering the Swamp's marshlands, where decaying vegetation and silting action have created tussock marshes and wet meadows. Northern bogs support tree growth, while the more southerly ones hold only shrubs and bushes.

Marshes

The Amber Swamp is generally quite shallow. Old stream courses can still be seen in the lay of the land, and many riverbeds and poorly-drained depressions are now marked by the presence of marshes. The marshlands of the Amber Swamp are distinguished by the absence of trees and shrubs. Marsh plants are mostly grasses, reeds, and soft-stemmed or herbacious growth.

Marshlands in the Amber Swamp are most often found on or near the edges of the swamp. This includes areas of open water surrounded by cattails, rushes, and several weed types, all of which grow with their stems and leaves partially submerged. Water lilies are rooted in the bottom, with their leaves floating on the surface. In a few areas in the northern part of the Swamp, floating vegetation such as water lettuce and water hyacinth may be found in open water. The southern marshes are dominated by pondweeds and other aquatic plants that grow submerged.

Where the Stoney River drains into the Amber Swamp, a marshland delta has formed. Portions of this delta, and certain marshy areas along the Rim Foothills, have become silted up, forming bog-like tussocks and sedge. This semi-solid ground supports certain types of trees and indicates where marshland ends and swamp begins.

Swamps

Swamplands account for the majority of the terrain in the Amber Swamp. Old stream courses bisect the swamplands, and serve as an aid to navigation and travel. These hidden but traversible watercourses exist around the edges of the swamplands, where water drains into or out of other types of wetland. Water in the center of the Amber Swamp is less navigable and more stagnant than in its outer reaches.

This type of wetland is dominated by woody plants, primarily trees and shrubs that grow well in an environment of excessive groundwater. Floodplain cypress forests can be found in some Rim Foothill areas where creeks feed into the swamp.

Travel

The Amber Swamp holds few clearly-marked or permanent trails. The territory is so vast, the terrain so ever-changing, that those who travel in it do so at their own risk. Amphibious beings who make the Swamp their home have the advantage over land dwellers, for many such folk have an inbred sense of direction and a "water-sense" that helps them to know where they are (see Populations).

The Amber Swamp presents many dangers for the traveler unfamiliar with the wetlands. In boggy areas, safe-appearing ground may give way and sink beneath one's feet, sucking its victim into the depths of the bog. There is often no means with which to mark a trail, and footprints are swallowed up by the bog in a few minutes. In the marshes, vision is obscured by tall stands of reeds. One can easily lose track of direction, becoming disoriented and lost in the grassy waterways. In the tree-grown swamplands, flat-bottomed boats are necessary to negotiate any great distance. The sky is often obscured by a canopy of trees, and it is just as easy to become disoriented and lost in the Swamp as it is in the marshes. Portage must be made where the waterway is too overgrown to navigate, and then quicksand and treacherous undergrowth ensnare those afoot. Even the water is not safe to drink: it is usually full of decayed matter and can induce dysentary or worse in those who swallow it.

Encounters

Characters traveling in the Amber Swamp face hazards from terrain, vegetation, insects, wildlife, and possibly from natives. For every day of travel in the Swamp, the GM should roll 1D6. On a result of 1 or 2, roll again on the Amber Swamp Encounters table, following. Alternatively, the GM may wish to generate or select an encounter for each swamp hex traveled through. Wildlife and creature encounters are explained in greater detail under Flora and Fauna and Populations.

Amber Swamp Encounters

D% Roll	Result
01-10	No encounter.
11-20	If traveling, ground gives way. Extraction required.
21-30	Save against INT or disoriented. If disoriented, save again or party is lost. Swamp natives roll with -6 bonus.
31-40	Disoriented; save against INT at +2 or lost.
41-50	Party is lost. GM determines if PCs realize this and determines the actual direction of travel.
51-60	Detour around impassable stretch. Roll for disorientation (save vs. INT at +2). Natives, no save.
61-81	Wildlife encounter. Roll on *Wildlife Encounters: Swamp* or *Wildlife Encounters: Marsh/Bog.*
82-91	Plant encounter. Roll on *Swamp Encounters: Plants/Fungi*
92-00	Creature encounter: 35% Lizardman, 20% Caroc, 20% Dassler, 25% Swampy.

Minerals

Low Plateau

Igneous rocks dominate the geology of the Low Plateau. The basalt and black granite of the mesa cliffs is much weathered and split, forming tall, hexagonal columns and squarish, oddly-symmetrical rock piles. To the south, the mineral content of the rock becomes more evident. Black granite fades to gray, which is interrupted by cliffs of red rock on the south side of the Plateau. The red is the result of the presence of cinnabar in the region. Outcroppings of the rock are most evident around the Blood Caverns, so called for the distinctive red marble and the large cinnabar deposits known to be there. Most quicksilver (mercury) in Calandia comes from the Blood Caverns, which is also a source of sulphur, silver, and other mineral deposits deep within the Plateau. Garnets and sometimes rubies come out of this area as well. The true extent of minerals in the south-facing Blood Cavern region is not known with certainty, for the area is jealously guarded by surly folk of orcish descent (see Populations, following).

Great Plateau Foothills

The Rim Foothills in the High Fens District are largely composed of shale and limestone; granite is found at elevations above 5,000′. Prospectors have claimed at one time or another to have located almost every mineral or metal imaginable throughout the Foothills. With the exception of coal, none of these claims has resulted in commercial production of any importance.

Coal, however, has made the High Fens famous. Small coal deposits have been found throughout the Foothills bordering the Amber Swamp; drift veins visible on the surface of the ground have been excavated, followed underground, and developed into full-fledged subterranean mining operations. The Rim Foothill region of the High Fens District is the largest producer of brown and black coal in Calandia. Production comes out of small mines scattered throughout the area. The conglomeration of mines at Derric's Deep account for almost all the black coal mined in the High Fens and half the total coal production of the region.

Swamplands

The Amber Swamp itself is not a notable source of minerals. Several clay deposits have been found around its edges, however, particularly near the northern Rim Foothills. Some of the clay is sought by potters of the Great Plateau and brings a good price in Plateau cities.

Climate

Because the High Fens District does not extend all the way to the sea, the temperature gradient experienced in this district is not as extreme as that in some other regions. Temperatures range from the high 90s in the Plateau Foothills, to the low 80s in the most temperate parts of the Amber Swamp, to low 40s at the most coastward flank of the Low Plateau. Most inhabitants of the district experience temperatures well above 70 degrees. The hot-climate region of the High Fens shelters the second-largest population of any such location in Calandia, surpassed only by the shireling-favored Lakes District of Thormar Province.

As elevation increases, temperature (on the average) drops five degrees for every 1,000′ rise above sea-level. Elevations and representative temperatures for important locations throughout the High Fens District are given in the following table, Temperatures and Elevations. Temperature listings do not take wind chill or other factors into account.

Temperatures and Elevations

Locale	Elevation (in feet)	Avg. Temp. (Annually)
Barbed Trident*	1,500	86
Blood Caverns	2,000	43
Derric's Deep	1,500	90
Goat-wood	1,600	89
Golden Scale	1,500	82
Gurrik*	1,500	82
Hslass Nation*	1,500	85
Lucan's Station	1,600	76
Plateau Highlands	3,200	52 (range 66-42)
Scarlet Claw*	1,500	86
Scout Camp	2,000	69
Sinla	1,600	84
Skaa*	1,500	90
Swifthome	1,800	69

* Places marked on map indicate the largest settlement in the tribal area of the same name. Temperatures may differ elsewhere in the same tribal territory.

Weather

Predominant weather fronts move across Calandia from northeast to southwest. This means that fronts break first on the Leopa Mountains, pass over the Great Plateau, and usually exhaust themselves over agricultural Thormar Province. Most of the High Fens District is out of the direct path of precipitation. The region experiences cool, rainy winters and hot, dry summers with occasional thundershowers.

Precipitation

The scarcity of direct rainfall is especially evident southeast of the Divide, where the desert called the Drylands (Khastkeidan) (for the clansmen who once ruled there) covers the four-hundred mile expanse on the southern side of the Low Plateau.

Storms

Most violent weather experienced in the High Fens District is the result of short-lived thundershowers and electrical storms moving in from the open plains of Shangee Province.

Unusual Weather

Under certain weather conditions, dust devils from the Drylands District develop into dust storms or tornados. These storms have occasionally come right over the Divide on either East or South Slope, wreaking havoc in more civilized parts of the High Fens District and leaving a pall of desert dust in the air that may linger for days. A counterpart to freakish tornados, small water spouts sometimes form on open water in marshy areas of the Amber Swamp and destroy plants and wildlife before dissipating over swampland or bog.

Flora & Fauna

Vegetation

Brush, foothill woodlands, pinyon-sage growth, and wetland vegetation are the most common types of plants found in the High Fens District. Although the three blend together in areas, each type is fairly distinct and found in specific places. Certain kinds of uncommon vegetation in these regions are further described under Unusual Plants, following.

Dense, impenetrable brush thickets are scattered throughout the district between the Amber Swamp and the Aldar's Road. This shrubbery, green cloak (shielvik), when viewed from a distance, appears as a dense, velvety, grey-green or sometimes brownish groundcover of uniform height (three to twelve feet). Although it looks dense and is very overgrown in places, shielvik contains many gaps and natural pathways between plants that make it traversable by man and animal.

Shielvik shrubs are plants with hard, green, leathery leaves covered with a shiny, waxy coating. A typical stand contains a mixture of snagwood, greasewood, buckbrush, and whitethorn. The moister slopes where creeks flow and those closer to the Stoney River are intermixed with poison oak, flowering ash, shielvik, honeysuckle, and redberry. This growth is less dense to the east and south of the Aldar's Road. Near the Divide, shrubs thin-out until only buckbrush and some sage are found in isolated clumps.

Shielvik mixes with sagebrush on the hot, dry western slopes of the Low Plateau. At elevations above 2,000′, sage becomes the most wide-spread plant, growing in company with wheatgrass, thistle-poppy, and desert plum. Near dry washes between 2,000′ and 3,000′ in elevation, sage and its companion plants share Low Plateau slopes with sturdy pinyon trees. Some pinyon and juniper trees are found on the northwestern highlands of the Low Plateau.

A more verdant mix of trees and undergrowth flourish in the Rim Foothills of the Great Plateau. Low elevations bordering the Amber Swamp are covered with cypress, alder, sycamore, and willow, with a groundcover of spice bush and wild grape. The Goat-Wood, one-hundred miles north of the Amber Swamp, is a lowland oak and scrub cedar forest, of a type more common to Shangee Province than to Plateau Province. However, upslope of both Goat-Wood and Amber Swamp are digger pine and blue oak, blending into forests of cedar and checker pine. At elevations of 3,000′ and higher, the slopes are overgrown with seed grasses, gooseberry, poison oak, and wild currants.

Amber Swamp

The significant wetland growths found in the Amber Swamp are summarized here. Boglands support the growth of moss and sedges. Near the Rim Foothills, white cedar often grows on tussucks; closer to the Low Plateau are found bog rosemary, bog laurel, and larch.

Marshes in the Amber Swamp are full of tall grasses such as cattails, rushes, and snakegrass, and other plants that live partly or completely submerged. Among these are water lilies, water cress, duckweed, and pondweeds. Shrubs such as blueberry, swamp azalea, spice bush, and pepperbush form a continuous groundcover, underlain by skunk cabbage and wetland wildflowers. Waterways are often clogged with pondweed and waterlilies and hanging moss trails from the trees.

Unusual Plants

Most plants in the High Fens District are found elsewhere in Calandia. However, some unique herbs and fungi from the Amber Swamp exist almost nowhere else. Many are useful or especially hazardous. A few of the most valued are described following. Names are given in both English and Calandian.

Widow's Cap (Betjal) is a red and white platter-shaped fungus which grows on fallen logs. Widow's Cap is also the source of Widow's Wine, an extremely rare and powerful nerve poison (type D) which is odorless, colorless, and tasteless.

False Widow's Cap (Betjal-vin) is a red and white platter-shaped fungus which resembles widow's cap, but is a rare and infallible aphrodesiac.

Thornberry (Isvahn) is a type of blueberry which has silver leaves on a dark, thorny stem. This plant produces hallucinogenic dreams and trances and therefore is used by certain clerics and shamen to receive holy visions or to commune with their deities.

Sourroot (Hablou) is the root of a tiny, spike-leaved flowering bogland shrub. Although edible, it is sour-tasting and not generally used for food. Rather, the root, when boiled and mashed, is a curative poultice when applied to wounds and abrasive injuries. It has antiseptic properties and halves normal healing time.

Wildlife

Swamp

In marshes are found frogs, newts, crocodiles, fishing birds, and muskrats. The swamplands shelter racoon and wood ducks as well as marshland denizens.

Foothill

Moles, gophers, squirrels, and nesting birds favor the grassland-like undergrowth of the Rim Foothills. This area is hunted by predator birds like hawks and eagles, as well as by foxes, bobcats, and several kinds of snakes. Larks and doves are seen in the area; vultures are more common than crows.

The foothill woodland is the haunt of warblers, magpies, squirrels, racoons, skunk, fox, and deer. Important predators include the hawk, poisonous snakes, and the mountain lion.

Pinyon-sage

Pinyon-sage growth is frequented by migrating birds, notably swallows and rooks. The region is home to woodpeckers and burrowing owls, and is browsed by highland deer and antelope in the winter. Several species of desert animals favor this area as well, especially horned lizards, snakes, and grouse.

Scrubland

Dense stands of shielvik provide excellent cover for numerous species of small birds and mammals, several of which are found in no other type of vegetation. Most are drab, inclining towards colors that blend with the muted tones of shielvik shrubs. Owing to the denseness of the shrub cover, large predators may get into the shielvik but have difficulty forcing their way into the thickets, while the smaller animals thrive within, untouched.

Thickets are home to numerous small birds, especially wrens, sparrows, scrub-singers, and quail. Brush rabbits, chipmunks, and mice vie with predatory lizards and side-winding snakes, including two poisonous species, for living space on the ground.

Exotic Creatures

A large number of creatures — humanoid, natural, unnatural, and magical — inhabit the High Fens District, with an especially wide variety of life forms flourishing in the lush breeding grounds of the Amber Swamp. Some of these creatures can adjust to a range of environments and are found in many places throughout the region. Others are concentrated in specific geographic locations. The most populous humanoids and creatures are detailed briefly following.

Wildlife Encounters: Swamp

2D10 Roll	Result
2	*coatl*
3	*catoblepas*
4	*giant leech*
5	*shambling mound*
6	*talking lizard*
7	*electric eel*
8	*swamp bee*
9	*water or fire beetle*
10	*giant frog*
11	*crocodile*
12	*giant catfish*
13	*constrictor snake*
14	*giant wasp*
15	*spine fish*
16	*scum worm*
17	*rot grub*
18	*clear leech*
19	*stone snake*
20	*black dragon*

Plant/Fungi Encounters: Swamp

2D10 Roll	Result
2	*death crone's bouquet*
3	squeeze vine
4	*mind moss*
5	*deathbloom*
6	*wasteweed*
7	*trapper*
8	*blackwood*
9	*strangle weed*
10	*rash weed*
11	*leech vine*
12	*saw bush*
13	*snake grass*
14	*spore balls*
15	*mad mold*
16	*rot mold*
17	*violet fungi*
18	*cough ball*
19	*spice spore*
20	*Garic's bane*

Wildlife Encounters: Marsh/Bog

2D10 Roll	Result
2	*copper stork*
3	brown ooze
4	*snip beetle or weed eel*
5	*screech bat*
6	*giant frog*
7	*dragonfly*
8	*snapping turtle*
9	*badger*
10	*skunk*
11	*giant fly*
12	*giant crayfish*
13	*grab bug*
14	*bugbears*
15	*crocodile*
16	*marsh spider*
17	*will-o-the-whisp*
18	*spider bug*
19	*hobgoblins*
20	*mud-men*

Wildlife Encounters: Shielvik

2D10 Roll	Result
2	*giant eagle*
3	*axe beak*
4	*bugbears*
5	*ant lion*
6	*giant wasp*
7	*mountain lion*
8	*herd animals*
9	*esger*
10	*ants*
11	*giant centipede*
12	*giant tick*
13	*skunk*
14	*snake*
15	*jackal; 10% jackalwere*
16	*blink dog*
17	*scorpion*
18	*hobgoblins*
19	*giant wasp*
20	*griffon*

(D%) Giant Ant
HTK: 2D8, *AC:* 3
MV: 18″, *AL:* Neutral
AT: 1, *DM:* 1D6
INT: Animal
THACO: 16, *SZ:* S
Specials: Ant warriors have poison sting (additional 1D6 HTK of damage)

Giant ants are found throughout the shielvik scrublands. While bothersome, they are not usually aggressive unless their nest territory is disturbed.

(1) Ant Lion
HTK: 6D8, *AC:* 2
MV: 9″, *AL:* Neutral
AT: 1, *DM:* 5D4
INT: Animal
THACO: 14, *SZ:* L
Specials: None

The ant lion digs a five-hundred-foot-diameter pit into the ground, with an entrance which usually resembles a cave. Victims entering these funnel-shaped traps have a 50% chance per round of slipping deeper into the pit. The ant lion lurks at the bottom, hidden by loose dirt and rock. When a victim falls in (10′ or farther), the giant insect attacks. A hit indicates the ant lion has its victims in its jaws; it does not release its grip until its victim or itself is dead. Damage is inflicted automatically on the victim after the first round until the prey is dead or released.

(D%) Axe Beak
HTK: 3D8, *AC:* 6
MV: 18″, *AL:* Neutral
AT: 3, *DM:* 1D3x2 (claws) & 2D4 (bite)
INT: Animal
THACO: 16, *SZ:* L
Specials: Warriors have a poison sting

These large (7′+) flightless birds are found in the brushlands of the East Slope region, where they prey on small animals and wild cattle, particularly calves.

(1D4+1) Badger
HTK: 1D8+2, *AC:* 4
MV: 6″ ((3)), *AL:* Neutral
AT: 3, *DM:* 1D2x2 (claws),1D3 (bite)
INT: Semi-
THACO: 20, *SZ:* S
Specials: None

In foothills and marsh, both giant and normal-sized badgers make their homes. Harmless unless cornered or disturbed, they are sometimes hunted for food and pelts.

(1D4) Basilisk
HTK: 6D8+1, *AC:* 4
MV: 6″, *AL:* Neutral
AT: 1, *DM:* 1D10
INT: Animal
THACO: 13, *SZ:* L
Specials: Gaze turns victim to stone

The basilisk lives in the Rim Foothills and scrublands bordering the Amber Swamp.

(1D3) Black Bear
HTK: 3D8+3, *AC:* 7
MV: 12″, *AL:* Neutral
AT: 3, *DM:* 1D6x2 (claws), 1D6 (bite)
INT: Semi-
THACO: 15, *SZ:* M
Specials: Hug: 2D4 HTK of damage

The black bear is found almost exclusively in the forested foothills of the Goat-Wood.

(3D4) Fire Beetle
HTK: 1D8+2, *AC:* 4
MV: 12″, *AL:* Neutral
AT: 1, *DM:* 2D4
INT: Non-
THACO: 18, *SZ:* S
Specials: Emits light: 10′ radius

Fire beetles are most common in places where swampland turns to marsh. Fire beetle illumination glands are used for light sources in the Amber Swamp.

(1D12) Water Beetle
HTK: 4D8, *AC:* 3
MV: 3″/12″, *AL:* Neutral
AT: 1, *DM:* 3D6
INT: Non-
THACO: 15, *SZ:* L
Specials: None

The water beetle is an always-hungry denizen of the heart of the Amber Swamp. Splashing and thrashing about in swamp water is likely to attract 1D12 of the ferocious insects.

Water beetles are most common in places where swampland turns to marsh.

(1D3) Snip Beetle
HTK: 6D8, *AC:* 3
MV: 6″, *AL:* Neutral
AT: 1, *DM:* 2D8
INT: Non-
THACO: 13, *SZ:* L
Specials: Severs limbs (see below)

This large beetle has razor-sharp mandibles; when attacking, the insect slices off an opponent's limb on a roll of 19 or 20 on 1D20. If a snip beetle is losing a battle, it collects whatever food (severed flesh) is available and scuttles for its lair. The snip beetle lurks near boglands and in moist shielvik scrub.

(1) Blackwood
HTK: 10D8, *AC:* 2
MV: ¼″,*AL:* N. Evil
AT: 2D6, *DM:* 1D4
INT: Animal
THACO: 10, *SZ:* L
Specials: Aura of Drowsiness

The blackwood is an evil relative of the tree-men (*Nendhovari*) of the Greenfang Forest. This black-barked willow can grasp with its limbs or catch people in the crevices of its trunk (attacks must be within 30′ of trunk), but it prefers to radiate an Aura of Drowsiness which induces sleep after one turn in everyone within a twenty-foot radius. This is partly a magical and partly a chemical reaction; elves are not immune to it, but may save vs. Spells at +3 to the roll. The blackwood then moves its roots over a

victim and oozes a digestive sap onto the body, inflicting 1D4 HTK of damage per round until death occurs to the victim. The victim is digested and absorbed after reaching -12 HTK.

(4D4) Blink Dog

HTK: 4D8, *AC:* 5
MV: 12", *AL:* L. Good
AT: 1, *DM:* 1D6
INT: Average
THACO: 15, *SZ:* M
*Specials:*Teleporting.
Attack from rear 75%.

A pack of blink dogs range the foothills of the Low Plateau near the South Slope and help control the population of jackals and jackalweres in the area. The blink dogs may befriend any L. Good PC(s) who encounter them (GM discretion).

(1) Brown Ooze

HTK: 10D8, *AC:* 5
MV: 6", *AL:* Neutral
AT: 1, *DM:* 5D4
INT: Non-
THACO: 10, *SZ:* L
Specials: Surprises on 1-7 on 1D8

Brown ooze blends with the ground in boggy areas. It eats through leather or wood in a single round, and is unaffected by acid, cold, or poison. It is usually stepped on before it is noticed.

(6D6) Bugbears

HTK: 3D8+1, *AC:* 5
MV: 18", *AL:* C. Evil
AT: 1, *DM:* 2D4 or by weapon type
INT: Low - Average
THACO: 16, *SZ:* L
Specials: Surprise on 1-3 (1D6)

Bugbears (*jurgeski*), are hairy cousins of goblins that inhabit the Rim Foothills and stray into the Amber Swamp for hunting and amusement. They and their hobgoblin allies have long been a bane to the Rim settlers, endangering farmers and making mineral prospecting hazardous.

Bugbears are most common from the Foothills above the Goat-Wood to the area near Derric's Deep, but they roam far when raiding and may be encountered anywhere. The largest bugbear tribe in the High Fens District is the Firerunners of Ogkham, dedicated to the bugbear god of torture.

(10D10) Carocs

HTK: 2D8+3, *AC:* 4
MV: 12"/18", *AL:* N. Evil
AT: 2 (bite/tail lash) or 1,
DM: 1D8/2D6 or by weapon type
INT: Animal
THACO: 16, *SZ:* S
Specials: For every 20 carocs in a tribe, there will be one cleric.
Spells: Hold Person, Resist Fire, Glyph of Warding, Create Flood, Summon Water Elemental, Entangle, Summon 1D10 Giant Crocodiles, Hallucinatory Terrain, Confusion, and Charm.

Carocs have humanoid bodies with the heads, tails, and skin of crocodiles. They have held their own territory against the encroachments of lizardmen and humans. They are violent and snappish (even to each other), and have little tolerance for the presence of outsiders within their territories. They show no mercy to their enemies and enjoy bloodthirsty amusements with captives.

Both sexes of the caroc race are warriors. They swim as well as they fight; in combat, they often attempt to drag their foes into deep water and drown them. Their favorite weapons are hooked nets and two-pronged barbed spears, used to thrust or pin an opponent. The Skaa are the dominant caroc tribe in the Amber Swamp.

(1) Giant Catfish

HTK: 6D8, *AC:* 7
MV: 18", *AL:* Neutral
AT: 1 (poison spine), *DM:* 3D4
INT: Non-
THACO: 13, *SZ:* L
Specials: None

Giant catfish are bottom-feeding scavengers found only in the deepest parts of the swamp. When hungry, they are aggressive enough to attack any creature recognized small enough to be swallowed. Swallowed victims may cut their way out (GM discretion); external blows have a 20% chance of also injuring the person inside the catfish.

(1D3) Catoblepas

HTK: 6D8+2, *AC:* 7
MV: 6", *AL:* Neutral
AT: 1, *DM:* 1D6+ stun
INT: Semi-
THACO: 13, *SZ:* L
Specials: Gaze causes death.
Tail (see following)

These beasts, also known as swamp grazers, sometimes fall prey to lizardmen on quests to prove their adulthood; otherwise, most intelligent creatures avoid them. If a victim is sucessfully struck with the catoblepas' tail, there is a 75% chance that the victim will be stunned for 1D10 rounds.

(2D12) Giant Centipede

HTK: ¼D8, *AC:* 9
MV: 15", *AL:* Neutral
AT: 1, *DM:* Nil
INT: Non-
THACO: 20, *SZ:* S
Specials: Poison: save vs. Poison at +4 or death in 1D10 rounds.

The giant centipede lives throughout the more arid regions of the High Fens District.

(1D4) Clear Leech

HTK: 1D8, *AC:* 10
MV: 1"/1", *AL:* Neutral
AT: 1, *DM:* 1D3
INT: Non-
THACO: NA, *SZ:* S
Specials: See following

Swamp water that is unfiltered usually contains the transparent and diminutive clear leech. When swallowed, the leech attaches to the victim's throat and swells in size while draining blood. There is a 50% chance that the victim will choke; someone choking for three consecutive rounds and failing a save vs. Poison, dies at the end of the third round.

Aside from magical means, the only way to remove a clear leech is to touch it with a thin, heated metal object (such as a wire or knife blade). The hot metal bursts the leech and no further damage is inflicted. Each round the victim is probed, s/he will be burned by the metal, suffering one HTK of damage. The chance for successfully bursting a clear leech is 5% per point of DEX of the person probing.

(1D6) Copper Stork
HTK: 4D8, *AC:* 3
MV: 6"//9", *AL:* Neutral
AT: 1 (water squirt), *DM:* 1D6
INT: Average
THACO: 16, *SZ:* S
Specials: Boiling water squirt: 30' range, 4 times per day; 1D2 HTK of damage.

The copper stork is a species of intelligent bird. Its feathers are metallic, and it radiates an intense body heat that can burn for 1D4 HTK of damage. Copper storks have been hunted in the past for their feathers, worth about 300 gp per bird.

(1D4) Couatl
HTK: 9D8, *AC:* 5
MV: 6"/18", *AL:* L. Good
AT: 2, *DM:* 1D3/2D4
INT: Genius
THACO: 12, *SZ:* M
Specials: Poison Bite
Magic use*
Psionics: 60-110
*Magic use: as Skill 5 magic user and/or Skill 7 cleric. Polymorph Self at will.

At least one couatl is believed to live in the center of the Amber Swamp. Whether a single couatl or different ones have been sighted is impossible to say.

(1) Cough Ball
HTK: 5D8, *AC:* 3
MV: 9", *AL:* Neutral
AT: 1, *DM:* 1 HTK *INT:* Animal
THACO: 16, *SZ:* S
Specials: see following

The cough ball is a spherical fungus with a pock marked surface. The dust it expels infects the victim with fungus spores, resulting in the victim's death in 1D4 rounds unless a save vs. Poison is made. If the save is failed, the GM must secretly roll a save vs. Poison. If this save is failed, the victim develops tuberculosis within 2 weeks. This is incurable, since the dust remains in the lungs, but the GM may invent a creative, expensive, and time-consuming remedy if s/he desires.

(D%) Giant Crayfish
HTK: 4D8+4, *AC:* 4
MV: 6"/12", *AL:* Neutral
AT: 2, *DM:* 2D6/2D6
INT: Non-
THACO: 15, *SZ:* L
Specials: Surprise 1-3 on 1D6

These lobster-like creatures hide in the freshwater shallows, rushing out to grab their prey.

(3D8) Crocodile
HTK: 3D8, *AC:* 5
MV: 6"/12", *AL:* Neutral
AT: 2, *DM:* 2D4/1D12
INT: Animal
THACO: 16, *SZ:* L
Specials: Surprise: 1-3 on 1D6

This primitive creature is found throughout the Amber Swamp. They avoid lizardmen, who can easily best them, but are not intimidated by other humanoids.

(1) Death Bloom
HTK: 2D8, *AC:* 7
MV: 0", *AL:* Neutral
AT: 1-10, *DM:* See below
INT: Non-
THACO: 16, *SZ:* S
Specials: See below

Death bloom is an ivy-like creeper vine with white or yellow bell-shaped blossoms. When approached within ten feet, the flowers puff a fragrant dust towards the intruder. The victim must save vs. Spell or walk into the mass of the plant where aerial roots attach to the victim's skull. The victim's intellect is devoured at the rate of 1D3 INT points per round; this can only be stopped by attacking the creeper's roots. At 0 INT, the victim dies; at INT of 1 or 2, s/he is permanently retarded; if INT drops no lower than 3, it is gradually restored at the rate of one point every two days.

(1D10) Death Crone's Bouquet
HTK: 5D4, *AC:* 9
MV: 0", *AL:* Neutral
AT: 3, *DM:* See below
INT: Non-
THACO: NA, *SZ:* S
Specials: See below

This plant has three colorful blossoms atop a four-foot-tall stalk. The orange flower shoots four tendrils up to three feet distant; creatures must save vs. Poison or fall asleep. The yellow blossom drips a sticky fluid upon the body, inflicting 2D4 HTK of damage per round until the victim is completely rotted or until the fluid is cleaned off the victim. The red flower sucks up body fluids at the rate of 1D6 HTK per turn.

(1D4) Dragon, Black
HTK: 6-8D8, *AC:* 3
MV: 12"/24", *AL:* C. Evil
AT: 3, *DM:* 1D4/1D4/3D6
INT: Average
THACO: 13-12, *SZ:* L
Specials: Breath Weapon: Acid
10% chance of spell use

Black dragons lair in the Amber Swamp in the remote parts of the swampland.

(1D4) Dragon, Blue
HTK: 8-10D8, *AC:* 2
MV: 9"/24", *AL:* L. Evil
AT: 3, *DM:* 1D6/1D6/3D8
INT: Very
THACO: 12-10, *SZ:* L
Specials: Breath Weapon
30% chance of spell use

Blue dragons live in the Drylands District, and some cross over the Divide into the High Fens District.

(1D4) Dragon, Copper
HTK: 7-9D8, *AC:* 1
MV: 9"/24", *AL:* C. Good

AT: 3, *DM:* 1D4/1D4/5D4
INT: High
THACO: 13-12, *SZ:* L
Specials: Breath Weapon: Acid or
Gas
40% chance of spell use

At least one copper dragon hunts around the Low Plateau, although it is believed to lair on the High Plateau.

(1D6) Dragonfly, Giant
HTK: 4D8, *AC:* 3
MV: 1″/36″, *AL:* Neutral
AT: 1, *DM:* 2D4
INT: Non-
THACO: 15, *SZ:* M
Specials: See below

Giant dragonflies are dangerous predators known to hunt warm-blooded creatures. Their quick, darting movements give them an initiative bonus of +2. If they have initiative, they cannot be hit with hand-held weapons and any missiles fired at them are at -4 "to hit."

(1D20) Eagle, Giant
HTK: 4D8, *AC:* 7
MV: 3″/48″, *AL:* Neutral
AT: 3, *DM:* 1D6/1D6/2D6
INT: Average
THACO: 15, *SZ:* M
Specials: Diving attack: +4
"to hit"

Several aeries of giant eagles are located in the highlands and in the cliffs of the Low Plateau. They hunt throughout the High Fens District.

(1D3) Eel, Electric
HTK: 2D8, *AC:* 9
MV: 12″, *AL:* Neutral
AT: 1, *DM:* 1D3
INT: Non-
THACO: 16, *SZ:* M
Specials: Jolt: 0′-5′: 3D8 HTK
5′-10′: 2D8 HTK
10′-15′: 1D8 HTK

Electric eels favor the swamplands, preffering lairs in and among submerged tree roots.

(10D6) Eel, Weed
HTK: 1D8-1, *AC:* 8
MV: 15″, *AL:* Neutral
AT: 1, *DM:* 1 HTK + poison
INT: Non-
THACO: 20, *SZ:* S
Specials: None

Weed eels of the marshes are aggressive and travel in numbers to investigate local disturbances in the water. Any creature bitten by a weed eel must save vs. Poison or die.

(1D20) Esger
HTK: 3D8, *AC:* 7
MV: 12″, *AL:* Neutral
AT: 1, *DM:* 2D6
INT: Animal
THACO: 16, *SZ:* S
Specials: Rabies: see following

The esger is a large, fanged onnivorous rodent that thrives in the shielvik thickets. It is a clumsy hunter and given to noisy charges at anything moving. Esgeri often carry rabies; for each bite inflicted there is a 10% chance per bite (non-cumulative) of transmitting this disease.

(1D10) Fly, Giant
HTK: 2D8, *AC:* 6
MV: 9″/30″, *AL:* Neutral
AT: 1, *DM:* 1D8
INT: Non-
THACO: 16, *SZ:* S
Specials: Spring: see following
Disease: see following

Giant flys can spring backwards 3″ in one segment, are attracted to sweet-tasting things, and will settle on blood or wounds. For each successful giant fly bite, there is a 10% chance (non-cumulative) of contracting a disease (GM discretion).

(1D4) Frog, Giant
HTK: 1-3D8, *AC:* 7
MV: 3″/9″, *AL:* Neutral
AT: 1, *DM:* 1D3/1D6/2D4
INT: Non-
THACO: 19-16, *SZ:* S to L
Specials: Surprise: 1-4 on 1D6
Leap: 18″
Tongue: +4 "to hit"

Giant frogs are common in the Amber Swamp, bog, and marshlands. They are difficult to spot when lurking among tall grasses in the marsh (therefore the surprise).

(1D4) Fungi, Violet
HTK: 3D8, *AC:* 7
MV: 1″, *AL:* Neutral
AT: 1-4, *DM:* see following
INT: Non-
THACO: 16, *SZ:* S to M
Specials: See below

This swampland fungus is easy to identify because of its eye-catching color. It is hazardous to travelers only if they step into its 4′ reach. Any creature touched by a branch must save vs. Poison or the body part touched will rot in one round. A Cure Disease cast within the one round will stop the rotting.

(1D4) Garic's Bane
HTK: 3D8, *AC:* 9
MV: 1″, *AL:* Neutral
AT: 1, *DM:* See below
INT: Non-
THACO: 16, *SZ:* S
Specials: See below

This symbiotic slime drops from tree limbs and attacks with a numbing poison. A save vs. Poison should be made secretly (by the GM); if failed, the victim does not notice the slime. Garic's Bane controls its host, who will wish to feed, protect, and aid the growth. After 2 weeks, the host turns into a semi-sentient slime creature with no interest in its former pursuits. The slime and the resulting creature can be harmed only by cold, fire, acid, or a Cure Disease spell. Magic which affects plants also affects it. Once a victim is controlled by Garic's Bane, s/he can only be cured by a Wish spell.

(1D2) Grab Bug
HTK: 1D8, *AC:* 5
MV: 6″/18″, *AL:* Neutral
AT: 1, *DM:* 1D4
INT: Non-
THACO: 19, *SZ:* S
Specials: See below

This insect resembles a large bluebottle fly with a pair of gripping arms on its upper torso — hence its name. Once a month, grab bugs fly in mated pairs, seeking a host for their eggs. The male attacks, paralyzing the victim with its bite, and the female lays 2D4 eggs in the victim. The eggs can be destroyed only by a Heal, Limited Wish, or Wish spell. Grab bug eggs hatch into larvae after 12 hours, which burrow out of the host after 7 days, inflicting 1D10 HTK of damage per larva. Larvae can be killed by Cure Critical Wounds, Heal, Limited Wish, or Wish spells.

(2D6) Griffon
HTK: 7D8, *AC:* 7
MV: 12″/30″, *AL:* Neutral
AT: 3, *DM:* 1D4/1D4/2D8
INT: Semi-
THACO: 13, *SZ:* L
Specials: See below

A number of griffons lair in the mesa cliffs of the Low Plateau. They prey on wild horses and sometimes bother clan herds when food is scarce.

(20D10+) Herd Animals
HTK: 1-5D8, *AC:* 8-7
MV: 15″-24″, *AL:* Neutral
AT: Variable, *DM:* Variable
INT: Animal
THACO: 19-15, *SZ:* S to L
Specials: Stampede: See below

Deer are found throughout the district, as well as wild cattle and wild horses which roam the brushland areas of the district. All S- or M-sized beings caught in a stampede are trampled to death.

(20D10) Hobgoblins
HTK: 1D8+1, *AC:* 5
MV: 9″, *AL:* L. Evil
AT: 1, *DM:* 1D8 or by weapon type
INT: Average
THACO: 18, *SZ:* M
Specials: None

Hobgoblins (*hevniabi*) live in the Rim Foothills above the Goat-Wood, and share territory with their bugbear cousins closer to the Amber Swamp. Hobgoblins are the remnants of a once-great hobgoblin tribe devastated by disease. The Bloody River tribe that survives in the High Fens is a poorly organized and sickly group of hobgoblins.

(1) Giant Hornet
HTK: 6D8, *AC:* 2
MV: 6″/24″, *AL:* Neutral
AT: 1, *DM:* 2D4 (jaws), 1D4 (sting)
INT: Non-
THACO: 13, *SZ:* M
Specials: Poison

The giant hornet attacks on sight. Its angry buzz announces its approach when 100 yards distant. Creatures stung must save vs. Poison at -3 or be paralyzed permanently, with death occurring in 1D4 days unless a Neutralize Poison or Wish spell is cast, or an antidote found.

(1D6) Jackals
HTK: 1D4 HTK, *AC:* 7
MV: 12″, *AL:* Neutral
AT: 1, *DM:* 1D2
INT: Semi-
THACO: 20, *SZ:* S
Specials: None

Jackals roam the foothills of the Low Plateau and the South Slope in packs. They prey on anything edible, including travelers, on the Aldar road and clansmen in the Slope Divide. Jackals are sometimes (20%) accompanied by jackalweres.

(1D4) Jackalweres
HTK: 4D8, *AC:* 4
MV: 12″, *AL:* C. Evil
AT: 1, *DM:* 2D4
INT: Very
THACO: 15, *SZ:* S(M)
Specials: Gaze: causes sleep
Iron or +1 weapons to hit

These beasts also roam the foothills of the Low Plateau and the South Slope. Jackalweres will attack any creature(s) they think they can overpower (GM discretion). They sometimes (20%) accompany jackals.

(4D4) Giant Leech
HTK: 1-4D8, *AC:* 9
MV: 3″, *AL:* Neutral
AT: 1, *DM:* 1D4
INT: Non-
THACO: 19-15, *SZ:* S to M
Specials: Drain blood: 1 HTK per round attached

The giant leech seeks out prey which move through waters of the deep swamp.

(1) Leech Vine
HTK: 10D8,
AC: 4 (tendrils), 3 (stalk)
MV: 0″, *AL:* Neutral
AT: 2-5, *DM:* -25% of victim's base HTK
INT: Animal
THACO: 10, *SZ:* L
Specials: None

The so-called leech vine has hollow thorns which suck the blood from its victims. The leech vine grows in forested swampland and lashes with its tendrils to a distance of up to ten feet.

(1D2) Mountain Lion
HTK: 3D8+1, *AC:* 6
MV: 15″, *AL:* Neutral
AT: 3, *DM:* 1D3/1D3/1D6
INT: Semi-
THACO: 16, *SZ:* M
Specials: Rear Claws: 1D4/1D4
Surprise: 1 on 1D6

Mountain lions are common in the Low Plateau Foothills and neighboring shielvik. The mountain lions have been known to stalk clan herds and even humanoids during a hungry winter.

(1D10) Marsh Spider
HTK: 4D8, *AC:* 5
MV: 15", *AL:* Neutral
AT: 1, *DM:* 1D4 + poison
INT: Semi-
THACO: 15, *SZ:* L
Specials: Poison: save vs. Poison or paralyzed

The marsh spider builds airy nests half submerged in still areas of marsh water. They run along the bottom or up and down plant surfaces underwater, taking victims to their lair to be consumed.

(1D2) Mad Mold
HTK: 6D8, *AC:* 4
MV: 0", *AL:* Neutral
AT: 1, *DM:* see below
INT: Animal
THACO: 13, *SZ:* L
Specials: None

This large, cup-shaped fungus discharges spores in a cloud in the direction of anyone approaching. Victims must save vs. Poison or suffer wild hallucinations for 1D6 turns. Victims may believe they see monsters, they are drowning, they are somewhere they're not, etc..

(1D6) Mind Moss
HTK: 2D8, *AC:* 10
MV: 0", *AL:* N. Evil
AT: 1, *DM:* INT drain
INT: Semi-
THACO: NA, *SZ:* L
Specials: None

This black moss absorbs the thoughts/intellect of any creature within ten feet of it for more than one round. A victim must save vs. Spell or have his/her INT reduced by 1 point per round, all the while not noticing this effect. INT loss is not permanent unless it falls below 3; the lost knowledge can be regained by consuming the mind moss. Any creature that consumes the moss gains that knowledge for 24 hours. However, spells cannot be learned in this manner.

(1D4) Mud-men
HTK: 3D8, *AC:* 10
MV: 3", *AL:* Neutral
AT: 1, *DM:* See below
INT: Animal
THACO: 16, *SZ:* L
Specials: None

This type of elemental lairs in mudholes, often in or near old ruins. They throw globs of mud up to sixty feet, which are not harmful. If victims are within ten feet of the mudhole, the mud-man may attack by grabbing that person and dragging him/her into the mudhole. A successful "to hit" indicates that the target is caught and drawn into the hole. A being submerged will drown in STA/2 rounds unless rescued (GM discretion). Mud-men are immobilized by cold attacks, take half damage from fire and lightning, and are injured only by blunt weapons.

(30D10) Orcs
HTK: 1D8, *AC:* 6
MV: 9", *AL:* L. Evil
AT: 1, *DM:* by weapon type
INT: Average (Low)
THACO: 19, *SZ:* M
Specials: None

A large tribe of orcs (the Cracked Ruby) emerged several hundred years ago from the Underdark (underground) to take over and exploit the Blood Caverns. They trade extensively with the Underdark and use their slaves (local villagers) to mine the Blood Caverns.

Villagers fled the region and clansmen finally succeeded in containing the orcs near the Blood Caverns. Nevertheless, Cracked Ruby orcs often raid the plateau highlands and the East Slope area; their cavern complex seems to have exits throughout the Low Plateau Foothills. Orcs have one other legacy from their human slavery days — the largest population of half-orcs (orc-men) in Calandia. The orc-men have taken over the deserted villages in the Cavern Foothills.

(1D6) Rash Weed
HTK: 1D8, *AC:* 10
MV: 0", *AL:* Neutral
AT: 1, *DM:* 1D4
INT: Animal
THACO: 19, *SZ:* L
Specials: None

Rash weed thrives on organic animal matter. When this plant touches organic materials, its moist, leafy fronds cling and absorb nutrients from the materials. This has the same effect as diluted acid: cloth becomes bleached, leather weakened, fur falls out, and flesh becomes afflicted with a rash. The reaction does not worsen or improve once the victim is removed from the weed's contact.

The smoke from burning rash weed is highly toxic and if inhaled, the inhaler must save vs. Breath Weapon at -4. If the save is failed the inhaler will die in 1D4 rounds (due to internal damages). Only a Cure Disease or Wish spell can cure rash weed affects.

(5D4) Rot Grub
HTK: 1 HTK, *AC:* 9
MV: 1", *AL:* Neutral
AT: 0, *DM:* Nil
INT: Non-
THACO: NA, *SZ:* S
Specials: None

Rot grubs flourish in decaying matter. They burrow into any living flesh they touch. The victim must immediately apply flame to the wound (taking 1D6 HTK of damage per wound burned) or have a Cure Disease spell cast upon him/her. If fire or spell is not applied, the rot grubs burrow to the victim's heart (killing him/her in 1D3 turns).

(1D4) Rot Mold
HTK: 3D8, *AC:* 5
MV: 1", *AL:* Neutral
AT: 2, *DM:* See below
INT: Non-
THACO: 16, *SZ:* L
Specials: None

Rot mold is a sickly yellow-green and gray group of mushroom-like fungi. It orients on any source of warmth within twenty feet, and spits a fluid at this object. The fluid

eats through to the flesh in one round; unless fire is applied to the fungi in one round, the victim must save vs. Poison or become infected with rot mold. The victim then sprouts fungi and decays, becoming another patch of rot mold within an hour. A Cure Disease spell can save the victim from this process. Fire does half damage to rot mold.

(1D2) Saw Bush
HTK: 5D8, *AC:* 6
MV: 0", *AL:* Neutral
AT: 3-6, *DM:* 1D4 + 1 each
INT: Non-
THACO: 15, *SZ:* S to M
Specials: None

This low-growing shrub has broad, tough leaves with sinewy ribs stretching five to six feet from the central plant. The bushy center conceals 1D4 + 2 saw-tooth-edged stalks. If a creature steps on or near the leaves, the leaves snap shut around the victim, trapping it automatically. The victim must save against STR or be held fast and attacked.

(1D4) Scorpion, Giant
HTK: 5D8+5, *AC:* 3
MV: 15", *AL:* Neutral
AT: 3, *DM:* 1D10/1D10/1D4
INT: Non-
THACO: 13, *SZ:* M
Specials: Poison: save vs. Poison or die

Giant scorpions detect prey by vibrations carried through the ground and can attack even invisible opponents for this reason.

(1D10) Screech Bat
HTK: 5D8, *AC:* 7
MV: 3"/15", *AL:* N. Evil
AT: 1, *DM:* 2D4 (grab)
INT: Non-
THACO: 15, *SZ:* S
Specials: Screech: see below

These bats leave caverns in the Rim Foothills and hunt over the Amber Swamp at night. Screech bats stun mammalian prey with a hypersonic shriek, which they emit once per round. Victims save vs. Paralyzation or become immobilized for 1D4 rounds (due to the screech).

(2D12) Scum Worms
HTK: 1D8, *AC:* 8
MV: 3", *AL:* Neutral
AT: 1, *DM:* 1 HTK
INT: Non-
THACO: 19, *SZ:* S
Specials: None

Scum worms are one-foot long, pale, slug-like worms. Once attached to a victim, they inflict 1 HTK of damage per round until either the victim or the worm is dead. Any worm pulled off its victim inflicts 4 HTK of damage on the victim. Salt rubbed on the worm does 2 HTK of damage to it per round for 1D4 rounds.

(1D3) Shambling Mound
HTK: 8-11D8, *AC:* 0
MV: 6", *AL:* Neutral
AT: 2, *DM:* 2D8/2D8
INT: Low
THACO: 12-10, *SZ:* L
Specials: See below

These shambling plant-men seldom stray from the deep swamp, where they are most often encountered in the vicinity of old ruins.

If both of the mound's attacks hit in the same round, the victim is drawn into the shambling mound; in such cases, the victim will suffocate in 2D4 rounds if not released from the creature's grasp.

(1) Giant Skunk
HTK: 5D8, *AC:* 7
MV: 9", *AL:* Neutral
AT: 1, *DM:* 1D6
INT: Animal
THACO: 15, *SZ:* M
Specials: See below

Skunks are found throughout the High Fens District. They are especially bothersome scavengers at night, and spray if startled or cornered. A giant skunk sprays its musk in a cloud that covers a 2' x 2' x 6' area. If a save vs. Poison is failed, each victim is blinded for 1D8 hours and, is nausiated for 2D4 turns (DEX and STR reduced by 50%).

(1D2) Giant Constrictor Snake
HTK: 6D8+1, *AC:* 5
MV: 9", *AL:* Neutral
AT: 2, *DM:* 1D4/2D4
INT: Animal
THACO: 13, *SZ:* L
Specials: None

Giant constrictor snakes flourish in the wooded swamplands, dropping from tree limbs upon their prey.

(1D6) Giant Poisonous Snake
HTK: 4D8+2, *AC:* 5
MV: 15", *AL:* Neutral
AT: 1, *DM:* 1D3 + poison
INT: Animal
THACO: 15, *SZ:* L
Specials: None

Poisonous snakes favor the bogs and their bordering scrublands. Different poisonous snakes have different poisons (GM discretion).

(2D12) Snake Grass
HTK: 2D8, *AC:* 6
MV: 0", *AL:* Neutral
AT: 1, *DM:* 1 HTK + poison
INT: Non-
THACO: 16, *SZ:* M to L
Specials: None

Snake grass grows in clusters from 5 to 7 feet in height. Each stalk is tipped with a snake-like head that is difficult (GM discretion) to see unless the snake grass attacks. When approached closely, the snake grass hisses and snaps at the victim. If hit, the victim must save vs. Poison (at +4) or fall unconscious in 1D4 rounds and die of asphyxiation in 2D8 rounds (unless a Neutralize Poison spell is cast on the victim during the 1D4 rounds of unconsciousness).

(1D4) Spice Spore
HTK: 1D4 HTK, *AC:* 9
MV: 0", *AL:* Neutral
AT: see following,

DM: see following
INT: Animal
THACO: NA, *SZ:* L
Specials: None

Spice spores resemble sweet pea seed pods; they are found scattered on the vine or on the ground. If a spore pod is crushed, a cloud of fine dust bursts from it, filling a 3′ x 3′ x 3′ area. No immediate harmful effects follow. However, if the dust lingers on the victim's clothes or flesh, s/he has a 25% chance of ingesting some of the dust when s/he eats, drinks, or even changes his/her clothes. If this occurs, the victim must save vs. Poison at +2 or fall into a coma for 1D6 hours. Spice spores are so named because their dark gray dust resembles the seeds of a pepper pod.

(1D4) Spider Bug
HTK: 1D8+2, *AC:* 7
MV: 12″, *AL:* Neutral
AT: 1, *DM:* 1D8 + poison
INT: Animal
THACO: 18, *SZ:* S
Specials: None

The spider bug is a beetle-like insect with long, spider-like legs. It lairs in brushland and is incapable of holding any prey larger than itself (1-2′ diameter). Its bite is still painful, however, and the female's are poisonous. A creature bitten by a female spider bug must save vs. Poison or become comatose. A Neutralize Poison spell will neutralize all poison affects.

(1) Spinefish
HTK: 2D8, *AC:* 4
MV: 6″, *AL:* Neutral
AT: 2D4, *DM:* 1D10 each
INT: Non-
THACO: 16, *SZ:* S
Specials: None

This camouflaged flat bottom-dweller has several barbed, poisonous spikes protruding upwards from its back. The spikes are long enough to endanger even those wearing footgear.

(1D6) Spore Balls
HTK: 1D4 HTK, *AC:* 3
MV: 0″, *AL:* Neutral
AT: 1, *DM:* see following
INT: Animal
THACO: 16, *SZ:* S
Specials: None

Spore balls resemble chestnuts in their green, spiky husk, and grow dangling from tree branches in damp areas. When animal life walks beneath the tree, the spore balls sense the vibration and drop onto their target. Those that strike inject spores through their spiky tips. In 1D4 rounds the victim begins to itch and burn; if a save vs. Poison is unsuccessful, fungus starts to grow from the infected spot and kills the victim within one hour. If the save is successful, the victim's body fights off the infection, but his/her skin becomes mottled and bumpy in that time, with the disfiguration spreading to cover 10D6% of his/her body. If the infected area includes his/her face, the victim permanently loses 10 points of APL. A Heal spell can save the victim from death or a Cure Disease spell can stop the spreading disfiguration. Only a Wish spell can cause the disfiguration to disappear.

(1) Squeeze Vine
HTK: 10D8, *AC:* 5
MV: ½″, *AL:* Neutral
AT: 8, *DM:* 1D4
INT: Non-
THACO: 10, *SZ:* L
Specials: None

The squeeze vine is a parasite plant that wraps around and eventually strangles the host tree. This is a process that can take years, however, and in the meantime the vine feeds itself and its host by capturing bypassing creatures in a fifty-foot radius around the tree. It has numerous runners that trail over this area. When something disturbs one runner (GM discretion), other tendrils converge on the area, grabbing the victim and pulling it into the tree. Any creature within the trunk of the tree will take 1D6 HTK of damage per round from the vine's digestive juices.

(3D4) Strangle Weed
HTK: 2-4D8, *AC:* 6
MV: 0″, *AL:* Neutral
AT: 1, *DM:* Special
INT: Animal
THACO: 16-15, *SZ:* S
Specials: Drowning

Related to the squeeze vine, the strangle weed is an aquatic plant that ensnares and drowns passing prey. It is common to marshy areas in slow-flowing waters.

(1D10) Giant Swamp Bee
HTK: 4D8, *AC:* 5
MV: 12″/30″, *AL:* Neutral
AT: 1, *DM:* 1D4 + poison
INT: Animal
THACO: 15, *SZ:* M
Specials: Poison: save vs. Poison at -1 or be slowed until a Neutralize Poison is cast.

Giant swamp bees build hives in hollow, rotted wetland trees. Soldier bees are dangerous if the hive is disturbed; they are also drawn to areas within one-quarter mile of the hive if any other bees are killed. Drone bees have no attacks and the queen bee is three times larger with one-half the movement. Swamp bees die after they sting a victim.

(1D20) Talking Lizard
HTK: 4D8, *AC:* 6
MV: 9″, *AL:* C. Evil
AT: 3, *DM:* 1D6/1D6/1D8
INT: Semi-
THACO: 15, *SZ:* M
Specials: None

Talking lizards walk upright and average 4-5 feet in height. They are more dinosaur-like in appearance than lizardmen, whom they resemble. This semi-intelligent, semi-tribal species of reptile constantly babbles among themselves in an indecipherable langauge of hisses and clicks. Talking lizards are cunning and unpredictable and are found throughout the Swamp in small tribes.

(3D12) Tick, Giant
HTK: 2-4D8, *AC:* 3
MV: 3″, *AL:* Neutral
AT: 1, *DM:* 1D4
INT: Non-
THACO: 16-15, *SZ:* S

Specials: Blood Drain: 1D6 HTK/
round the tick is attached.

Giant ticks infest much of the shielvik brushland. They especially favor snagwood thickets. They spring on any prey that doesn't appear too dangerous.

(1D3) Trapper Plant
HTK: 4D8, *AC:* 7
MV: 0", *AL:* Neutral
AT: 1, *DM:* See below
INT: Animal
THACO: 16, *SZ:* L
Specials: None

The deceptive trapper plant grows among the lush vegetation of the deep swamp. The trapper lures insects and small animals to it with a pollen-based fragrance which, unfortunately, has the same affect on most humanoids. Travelers within fifty feet of the trapper (or 100 feet downwind) must save against STA or be drawn to the source of the fragrance. When the victim steps on the trapper's fronds, the leaves close around him/her and a highly acidic liquid is secreted. The victim takes 1D4 + 4 HTK of damage per round trapped until he is reduced to a jelly-like substance and consumed by the plant. Victims cannot be freed until the plant is dead. Rescuers within the plant's area of affect must save as noted previously.

(1D4) Giant Snapping Turtle
HTK: 10D8, *AC:*0/5
MV: 3"/2", *AL:* Neutral
AT: 1, *DM:* 4D6
INT: Non-
THACO: 10, *SZ:* L
Specials: Surprise: 1-4 on 1D6

Always hungry and eager to hunt, the giant snapping turtle is most at home in the marshland waterways and the Stoney River delta. Turtles lurk near river bottom, then dart out their long necks (up to ten feet) to snatch their prey.

(4D6) Vulture
HTK: 2D8, *AC:* 6
MV: 3"/18", *AL:* Neutral
AT: 1, *DM:* 1D2
INT: Non-
THACO: 16, *SZ:* S to M
Specials: None

The vulture is the most common carrion bird throughout Plateau Province. They investigate wounded and motionless animals or persons and, remaining out of attack range, wait for the creature to weaken past the point of resistance before moving in to dine.

(1D20) Giant Wasp
HTK: 4D8, *AC:* 4
MV: 6"/21", *AL:* Neutral
AT: 2, *DM:* 2D4/1D4 + poison
INT: Non-
THACO: 15, *SZ:* M
Specials: None

Giant wasps may be encountered anywhere in the shielvik brushlands of the High Fens. They continually hunt for prey — whether animal, insect, or humanoid — both to devour and to use as a host for their eggs. Giant wasps attack with their powerful jaws and their poisonous sting. Any victim of a sting must save vs. Poison or become paralyzed permanently, with death occurring in 1D4 + 1 days. However, if a Neutralize Poison spell is cast on the victim within the 1D4 + 1 day period, the victim will suffer no ill effects.

Their mud nests are camouflaged and blend in very well with brown rocky outcroppings of the Low Plateau Foothills. Twenty-percent of these nests house 21-40 adult wasps.

(1D3) Will-o-(the)-Wisp
HTK: 9D8, *AC:* -8
MV: 18", *AL:* Neutral
AT: 1, *DM:* 2D8
INT: Exception
THACO: 12, *SZ:* S
Specials: See below

Will-o-wisps haunt the marshlands and bogs of the Amber Swamp. They seem to be more common in the boggy areas, where they can blend with ground mist and bog vapors and more easily approach wayfarers undetected.

Will-o-wisps are only affected by the following spells: Protection From Evil, Magic Missile, and Maze.

(1) Waste Weed
HTK: 3D8+4, *AC:* 8
*MV:*0", *AL:* Neutral
AT: 2-20, *DM:* See below
INT: Non-
THACO: 16, *SZ:* S to M
Specials: See below

The curly fronds of this vine-like plant attach to a victim and drain 1D4 STR points, first affecting the limb or area where attacked. When STR is reduced to 2, the first area attacked begins to wither. When STR reaches 1 the withering in that limb or region is permanent (unless a Regenerate spell is cast upon the affected area). If STR falls to 0 the victim will die in rounds equal to his/her STA unless magically healed in some manner (GM discretion).

Populations

Lizardmen

Vital Statistics

Geographical Area:	*Amber Swamp*
Number of Lizardmen:	*84,000*
% of District Population:	*33%*
% of Total Race:	*58%*
Languages:	*Lizardman, Calandian, +1 lang. per INT point over 15*
Ability Score Adjustments:	*as per Character Race booklet*
Average Life Span:	*80 years*
Height:	*as per Character Race booklet*
Description:	*dark green to brown scales, lizard-like eyes*
Armor & Arms:	*trident, net, no armor 50%* *trident, s. sword†, no armor 45%* *b. sword*, shield, no armor 20%* *b. sword*, shield, plate 5%*

†= short sword *= bastard sword

Lizardmen

The race of lizardmen and something of their background is described in the Character Race booklet included in the City-State of the Invincible Overlord boxed set. Because they represent the dominant culture in the Amber Swamp, certain of their customs and attributes are expanded upon here. This information also applies to groups of lizardmen living outside the High Fens District.

Lizardmen began to appear in Calandia over 300 years ago. Exploited by clansmen for their strength alone, lizardmen were a slave race until their uprising and triumph in the Slave War (187 SL) ended their servitude forever.

Culture and Customs

Lizardmen mate once a year, in the early spring. Eggs are fertilized in the tribal nesting grounds, traditionally warm mud flats or cool sand banks in the desert. The newtlings hatch by mid-summer, but there are no strong familial bonds between newtling and its unknown parents. Rather, the young are raised communally and are overseen by those adults dedicated to nurturing the young (see shkel'th, which follows). Youths are given the opportunity to study and work with a variety of craftsmen and professions, either in their clan of birth or among neighboring septs.

By the time s/he is ten, the newtling is expected to choose a profession or craft to learn. When this choice is made, the youth joins that shkel'th, a voluntary association of craftsmen which serves as both guild and family group for the individual. Shkel'th ties are as binding to lizardmen as blood ties are to clansmen, determining education, inheritance, duty, and obligation for the individual. It is extremely rare for a lizardman to belong to more than one shkel'th, or to leave a shkel'th once he has joined it.

Lizardmen come of age at sixteen. For most it is a strictly ceremonial occasion, but certain shkel'th, such as warriors, expect the newtling to prove him-/herself by killing a highly dangerous creature single-handedly.

There are seven major tribes of lizardmen. These tribes are subdivided into septs, combinations of shkel'th groups totaling 25 to 150 lizardmen. Lizardmen may identify themselves by both tribal and sept name, as well as their personal name. Personal names are often derived from a deity's full name.

Usually a single lizardman deity is the patron god of a tribe or sept, and the choice of that deity affects everything about the tribe. In this pantheon, the Egg-Mother, G'gessgir, and her mate gave birth to the Seven Siblings, the other deities of the pantheon. An eighth sibling, ignored by his brethren and most lizardmen, is a deity who was cast out of this shkel'th of gods for his counter-social ways and who is now worshipped only by evil or renegade lizardmen. These deities and their spheres of influence are summarized in the table, Lizardman Deities. Also given are the major tribes affiliated with a particular deity. These choices of gods are a general rule only and need not apply to Characters.

Lizardman shkel'th and religious affiliation can be seen in the markings they apply on their scales. Scales are painted or gilded in distinctive patterns that identify tribe, clan, shkel'th, and deity. This is done for formal or ceremonial occasions, although lizardmen of great rank (or vanity) may wear scale markings always times. A tribe's battle colors are also related to its particular deity.

Traits

Lizardmen tend to be just, fair-minded, and conscious of group needs. They do not pity or favor the weak and have a stark "the strong will survive" attitude, exception in regards for females during their gravid phases. The female lizardman is slow-moving and less able to protect herself when egg-bearing; this is the only weakness lizardmen of which they never take advantage.

Females are traditionally the seers and diviners of the tribes and are generally the teachers of the lizardman written langauge, an ancient and intricate pictoglyphic script.

All lizardmen have an innate "water-sense" (the ability to sense the whereabouts of water within a half mile and the ability to retain one's sense of direction if surrounded by or submerged in water).

Characters

An NPC lizardman is usually Chaotic or Lawful Good, has a strong sense of principles and scruples, and an unbending concept of what constitutes "proper" behavior under any circumstance. This, however, is from a lizardman point of view, and other races may find this behavior unnatural. This Character is unerringly dedicated to the principles of his/her deity and can become quite righteous when a dearly-held principle is defied by others.

All lizardmen from the Amber Swamp tribes are considered to be natives of the Swamp and gain bonuses to their saving throws for not getting lost (see Amber Swamp Encounters).

Lizardman Deities

	Deity (gender)	AL	Color	Tribe	Sphere
1.	Ask'la (f)	*NG*	yellow	*The Sun*	Warmth: sun, love, earth
2.	Lethsak (m)	*N*	green	*The Sharp Fang*	Growth: plants, children
3.	Ka'agesk (f)	*LG*	blue	*The Barbed Trident*	Care: females, mothers, nests, divination
4.	Nass'naklith (m)	*CG*	orange	*The Hslass Nation*	Freedom: escapes, tyranny overthrows, councils, travel
5.	Snath'sk (m)	*CN*	red	*The Bloody Claw*	Feeding: hunting, wildlife, self-preservation
6.	Essk'atlik (f)	*NG*	violet	*The Drifting Sand*	Nurturing: newtlings, clans, shkel'th, philosophers,
7.	Ath'khass'ke (m)	*N*	brown	*The Severed Hand*	Training: shkel'th, specific professions
8.	G'gessgir (f)	*LG*	gold & white	*Any*	Egg-Mother: preservation of life, life-giver
9.	Hslajj (m)	*N*	silver & grey	*Any*	The Watcher: guard, protect, teach
10.	Khask'gerr (m)	*NE*	black	*Renegades*	The Unnamed: outlaws, the unscrupulous, the self-serving

Dasslar

Vital Statistics

Geographical Area:	*Amber Swamp*
Number of Dasslar:	*5,000*
% of District Population:	*4%*
% of Total Race:	*100%*
Languages:	*Dasslar, (10%) Calandian, (30%) Merchant*
Ability Score Adjustments:	*DEX -1, STA +2, APL -2*
Average Life Span:	*40 years*
Height:	*3' crouched, 5'legs extended*
Weight:	*70-100 lbs*
Description:	*Frog-like with moist skin, color varying from green to yellow-brown. Protruding eyes, webbed fingers, splayed toes, and needle-sharp teeth*
Armor & Arms:	*s. sword†, b. gun‡, no armor 45%* *spear, s. sword†, leather 25%* *spear, no armor 20%* *spear, b. gun‡, s. leather° 10%*

† = *short sword* ‡ = *blow gun*

° = *studded leather armor*

The dasslar (gurkperi) are a race of omnivorous amphibians which live in marshlands bordering the Amber Swamp. Dasslar, along with carocs, are the original native races of the Swamp. Two hundred years ago, this folk had a reputation as cannibals and were believed to waylay and consume anyone foolish enough to stray into their territories. With the spread of lizardmen, dasslar population has declined, and survivors have been confined to the marshlands.

The dasslar are a client nation of the City-State, a status which means little to them. They have few goods to trade outside their borders and hence pay low or no tariffs; the presence of lizardmen acts as a buffer against the marauding carocs, the dasslars' only natural enemy in the Swamp.

Traits

Dasslar are patient, cunning, and adept at hunting and building traps. They regard intruders suspiciously and confront those who travel through their lands almost immediately.

Dasslar are very knowledgeable about the marshlands and, once befriended, may be willing to act as guides or provide shelter to strangers, although most humanoids find dasslar nests to be too damp and muddy for a pleasant stay. Dasslar covet spices, metal weapons, scrubland insects (for food), and woven cloth (for decorative purposes), and enjoy bartering for these items. They usually have only marshland creatures, sometimes captured live, to offer in exchange. They do not work metal or wood and do not often utilize fire. They lack a written langauge but have a rich tradition of oral history. The tribal elite are shamen who are keepers of (oral) records and agreements and arbitrators of disputes.

Characters

NPC dasslar are usually Neutral, with either Good or Evil tendencies, are concerned with their personal and tribal interests, and are shrewd and cunning in their actions. They use darts tipped with natural poisons made from Swamp growths, particularly mad mold, which induces hallucinations, or blackwood leaf, which makes the victim sleep. When desperate or angry and unarmed may bite their opponent for 1D3 HTK of damage. They can operate underwater without hinderance in the same manner as lizardmen.

Orc-men

Vital Statistics

Geographical Area:	*Blood Caverns* *Low Plateau Foothills*
Number of Orc-men:	*1,000 (estimated above ground)*
% of District Population:	*.08%*
% of Total Race:	*25% (remainder in Underdark)*
Languages:	*Orcish, Calandian,* *(15%) Merchant, (25%) Drow* +1 lang. per INT point over 16
Ability Score Adjustments:	STR+1, STA +2, *INT -1, APL -1*
Average Life Span:	*50 years*
Height:	*5′ to 6′*
Weight:	*130 - 200+* lbs
Description:	Half human, half orc. Dark hair, eyes, and complexion 10% can pass for human
Armor & Arms:	spear, dagger, no armor 45% broad sword, dagger, leather 40% b. sword†, *crossbow, chain 15%*

† = *bastard sword*

Orc-men are the remnants of a human-bred slave population, descended from villagers captured from the Low Plateau Foothills by orcish raiding parties. When the Cracked Ruby tribe of orcs was driven back to the Blood Caverns by clansmen, a number of their slaves remained in the foothill villages. These orc-men, unable to return to the Caverns through the military cordon, were forced to make a life for themselves in the once-abandoned villages of their human ancestors.

Some interbreeding continues with slave-class orcs and the occasional captive human, so the orc-men race has become self-perpetuating.

Orc-men have no legal status in the City-State and are considered to be under the authority of the Moidheri clansmen in the neighboring East Slope Divide.

Traits

Most orc-men are unmistakably orcish in both looks and manners. Ten percent of them, however, pass for human: crude and brutish humans, but human nonetheless. This ten percent has also inherited human intellect and has come into positions of power and leadership among the orc-men. This same elite interacts with clansmen for trade goods. Orc-man handicrafts are clumsy and rough, but with gemstones received in trade from the Blood Caverns orcs, they can purchase many useful items from the human clans.

Like orcs, orc-men are amused by cruelty. They have little regard for life or respect for the weak and slavery and abuse is a way of life among them. A large number of brigands and highway robbers has orc-man blood, for that sort of pursuit is exactly in line with their natural inclinations. The human-like ten percent is somewhat less ruled by its orcish heritage; those "human" orc-men who have no taste for orcish amusements are often outcast or even outlawed from these brutal communities, if they do not end up leaving on their own. With education and opportunity, such outcasts can lead a relatively normal life among certain human communities. However, their children, if any, are sometimes (25%) throw-backs to the orcish side of the parents' heritage, a fact certain to betray the "human" orc-man's true nature.

Characters

NPC orc-men tend to be Neutral Evil, while the human-appearing ten percent is often simply Neutral. They are unappreciative of beauty and enjoy physical pleasures such as lots of food and drink. An orc-man will push to have things his/her own way, and only backs down when s/he is confronted by someone bigger, tougher, or more powerful than him-/herself. This Character likes to fight, even if just a brawl, merely to see who s/he can beat. His/Her respect can be gained only by beating him/her, or giving him/her a reason to fear someone. Orc-men are sly, greedy and self-interested. The more intelligent orc-men enjoy intrigue and plotting and make surprisingly good con-men if they are thieves.

Orc-men communities are poor training grounds for a Character with a wide range of interests. These folk are at best mediocre masters of handicrafts and other job skills and for professions produce only thieves, assassins, fighters, or, rarely, a cleric.

Humans: Hillmen, Swampies, and Keitar Clans

Vital Statistics

Geographical Area:	*Rim Foothills*
Number of Hillmen:	*34,200*
% of District Population:	*28%*
% of Total Race:	*2.25%*
Languages:	*Calandian, (20%) Merchant* *+ lang. as per Standard rule book*
Average Life Span:	*60 years*
Height:	*4½′ to 5½′*
Weight:	*120 to 200+ lbs*
Description:	*Curly dark brown hair,* *hazel or brown eyes*
Armor & Arms:	*short bow, no armor 40%* *spear, dagger, no armor 40%* *broad sword, leather 20%*

Hillmen

The men of the Rim Foothills north and east of the Amber Swamp are descended from farmers who settled this region centuries ago. They were little bothered by nomads during the Great Misery, for the mounted wanderers swept past their canyon-filled foothills in preference of the Great Basin which later became the Amber Swamp.

The hillmen, left to themselves, continued their tradition of terrace planting on steep hillsides and building stone walls and houses (unmortared and later, unmortared). Under the Dragon Kings, trade came to this area on what is now known as the Old Road and along the Pottowa Trail, used to transport goods between the Rim Foothills and the top of the Great Plateau. Along these trails hillmen traded barley, beans, and handicrafts of wood and leather. With the discovery of mineral deposits in the lower elevations of the Rim, their economy changed rapidly. Younger generations turned to coal mining as a far more profitable work than farming, and old terraced farmsteads fell into disuse. Some

subsistance farming continues throughout the foothills, but the folk of the small, scattered mining communities buy or trade for much of their sustenance with either farmers or swampies (see following).

Traits

Although hateful towards bugbears and hobgoblins, hillmen are hospitable to most strangers. They make friends easily and enjoy the give-and-take of trade and barter. These folk take great pride in their handicrafts and skills, whether farming or mining, and make eager and friendly teachers of these abilities. Their children begin apprenticeships as early as five years of age. Lizardmen in particular understand this joy in practical knowledge, seeing similarities with their own shkel'th system that puts them on notably good terms with the hillmen.

Characters

Most NPC hillmen are Chaotic Good, a reflection of their worship of Nalagar, the most popular deity in this locale. Many Characters are familiar with at least one handicraft, aside from any other job or professional abilities s/he may have. This handicraft skill (woodcarving, leather working, blacksmithing, etc.) should be specified before a Character begins adventuring. S/He then gains a +20% modifier to rolls using that ability in the future.

Hillmen keep their hair about collar-length, much shorter if they work the mines. Women who lead an active life keep their hair a similar length or let it grow long and pin it up, with ringlets falling to the shoulder. Farm women and housewives favor cotton dresses of mid-calf length with a full-length over-apron. Active women and working men wear trousers, low boots of hard leather, and a long, robe-like tunic laced shut in the front and tied up around the waist when working. In cool weather, a light cloak of linen or broadcloth is worn draped over one shoulder. Hooded cloaks of heavier material or lined with wool are worn in the higher foothills above 4,000'. Both sexes favor broad-brimmed, flat hats with a round crown when working outdoors in the sun.

Among the adventuring professions, hillmen make reliable, although uninspired, fighters. Some few make excellent rangers and clerics. Mages, thieves, and mounted fighters are rare among these people, but some train with the lowland clans and become knights (keitari) as described in Keitari, following.

Swampies

Vital Statistics

Geographical Area:	*Amber Swamp*
Number of Swampies:	*11,400*
% of District Population:	*9%*
% of Total Race:	*.75%*
Languages:	*Lizardman, Calandian, +lang. as per standard rules*
Ability Score Adjustments	*STA +1*
Average Life Span:	*55 years*
Height:	*as per standard rules -1D4'*
Weight:	*as per standard rules -1D4 x 10 lbs*
Description:	*Curly dark brown hair, hazel or brown eyes*
Armor & Arms:	*trident, net, no armor 50%* *trident, b. gun‡, leather 30%* *trident, s. sword†, leather 20%*

‡= blow gun †= short sword

Swampies

Swampies (Plaishmordi) are the descendents of humans who lived in the great basin when it was dry, and remained in the area as the Amber Swamp grew to its current size. Occasionally they enter the heart of the wetlands, but most swampies live in small extended family goups in reed hut villages on the edge of the Swamp, and eke a living from the marshes and bogs.

Swampies are known as reliable guides through this terrain and skilled trackers of wetland wildlife. They know and consume many dangerous and unusual swamp life-forms and also acquire these exotic creatures for use as trade items.

Traits

Swampies lead a very isolated existence and seem to have forgotten how to interact with other human groups. They are shy and quiet around strangers, often avoiding them entirely. They become very elusive when they don't want to be found. Swampies stay away from dasslar territory, fight carocs whenever encountered, and are cordial but distant to lizardmen.

A custom of tatooing has grown among the swampies, with ritual, religious, and hunting camouflage significance. Some swampies are completely covered with tatoos and many wear bones, quills, and other souvenirs of their kills in earlobe, nostril, or lip. These folk have forgotten the written language and history they once had and have developed an oral tradition of legends which bears little resemblance to historical fact. This is understandable, since one test of a swampie's gift of gab is his ability to embroider the truth.

Characters

Most swampy NPCs are Chaotic Neutral followers of Seidrun, the goddess of water, weather, and wind. These people have an unfailing sense of direction in the wetlands, a "water-sense" that also functions 75% of the time when on or surrounded by bodies of water other than the Amber Swamp. Swampies add 40% to their base chance of success for hunting or tracking whenever they are in wetland terrain.

The number and type of tatoos worn by a swampy are the choice of the individual Character. These folk wear little or no clothing during warm weather and stick to loinclothes and sarongs even when it is cold. They go barefoot in the Swamp but may wear sandles if they venture into the scrubland or travel far from home. Both men and women keep their hair shorn close to the scalp. Family elders may indicate their rank by shaving their skulls or leaving a topknot if widowed or unmarried. From the lizardmen they have learned to hunt with trident and net, but also use blowguns and short swords. Like the dasslar, their blowgun darts are tipped with poisons extracted from mad mold (for hallucinations) or blackwood leaf (for sleep).

Swampy Characters who wish to become clerics follow a shamanistic tradition of nature magic and gain some spells (GM discretion) normally available only to druids. Other professions open to these Characters include fighter, ranger, and thief. Swampy thieves are initially unfamiliar with locks and lockpicking, but know all other thiefly arts and gain +5% to their scores for moving silently and hiding in shadows.

Keitar Clans

Vital Statistics

Geographical Area:	*Shielvik scrublands*
Number of Keitari:	*30,400*
% of District Population:	*25%*
% of Total Race:	*2%*
Languages:	*Calandian, +lang. as per standard rules*
Ability Score: Adjustments	*NA*
Average Life Span:	*70 years*
Height:	*as per standard rules, +1D4'*
Weight:	*as per standard rules, +1D6 lbs*
Description:	*dark straight hair, hazel to brown eyes fine-boned features*
Armor & Arms:	*spear, horn bow, no armor 60% sabre, horn bow, leather 25% sabre, horn bow, splint 15%*

Keitari

Keitari are the clansmen who live a semi-nomadic life on the shielvik scrublands of the High Fens. With these people originated the profession of keitar, the mounted fighter class described in the following section.

Keitar clans raise horses and cattle throughout the scrublands of this district. They roam the shielvik in large family groups and mobile camps, and winter periodically in numerous small, semi-defensive freeholds. Some of these clansmen live permanently on the Low Plateau Highlands, although most go there only in the summer to graze their herds. Their lifestyle is so nomadic that the only settlements of note among these people are Swifthome in the East Slope, Scout Camp on the Highlands Trail, and Lucan's Station in the South Slope. Moidheri, na'Seidruni, Pallanae, and Ludheimis are the most common clan names in the High Fens District.

Traits

Generous, daring, and consummate horsemen, the keitar clans represent the epitome of the nomadic tradition in Calandia, virtually unchanged through the generations.

An unusually large percentage of these natural cavalrymen is in the provincial army on a reserve militia status.

Characters

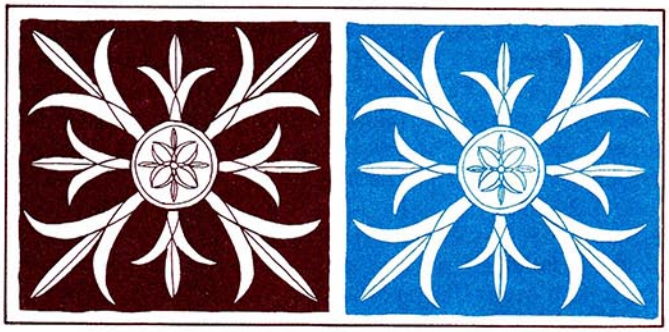
NPC clansmen tend towards Neutral Good or Chaotic Neutral if part of clan na'Seidruni (almost all followers of the goddess Seidrun). Clansmen add 25% skill rolls for riding abilities.

By far the majority (75%) of these proud and honorable people chooses the class of keitar for a profession, a class which complements the keitar's duties as herdsmen. Both Ardruna and Seidrun are popular deities among these people and a number (5%) of clansmen follows careers as clerics. A minority (2%) leaves the province entirely to seek training in the ways of magic.

New Character Class: The Keitar

Keitar as a form of address may mean Captain, Knight, or Attack Leader. These titles connote roughly equal rank in Calandia. However, Keitar in the sense of a class of mounted fighter implies much more, as explained previously.

The class had its origins in the urgent need for scouts and raiders during the Great Misery, when nomadic tribes wandered extensively and came into conflict with almost



everyone they encountered. The keitar today is the most honored and respected of all the fighting classes of Calandia.

A keitar trains from youth to become one with his/her mount (80% of which are horses). S/He is skilled in all manners of riding maneuvers, including acrobatics, troop formations, and mounted combat. It is said of a keitar that s/he will never walk if s/he can ride, and never dismount if s/he can accomplish the task while mounted. Keitari control mounts easily, the result of tireless training and a natural rapport with these animals. (Some are even capable of controlling a mount without the use of reins, bridle, or headstall.)

The keitar of olden times wore little or no armor in order to remain agile and unencumbered and to enable the warrior to move silently when dismounted. Modern warfare against well-armed and -armored opponents has forced the development of an armored keitar resembling in some ways the cavalier-type fighter come to Calandia from alien worlds. Nevertheless, a minority (15%) of keitari fight in heavy armor and even fewer (10%) in plate.

Lance combat, although mastered by every keitar, has never become the stylized fighting form it has among cavaliers. Keitari have their own ironclad code of honor and aspire to the ideal and tradition of the ancient nomadic warrior (see following).

Qualifications

Any person, male or female, may attempt to become a keitar. Although uncommon, it is even possible for an individual with a physical infirmity, such as a lame leg, to be accepted for training. Persons born of distinguished parentage (i.e. related to clan or military leaders) are considered before those of more common birth, but birth rank alone does not guarantee acceptance or success in the apprenticeship. (GMs may wish to make a reaction roll for the Horse Master, modified by a PC's APL, to determine if a PC is accepted for keitar training or not. At the GM's discretion, the roll may be further modified by factors such as birth rank or general ability scores.)

There are no minimum ability scores required for a Player Character who wishes to become a keitar. Poor scores simply reduce the chances of success in training and increase the likelihood that s/he will suffer a mishap that may injure or handicap him/her in some way. This training process is described following.

The keitar is a single-classed profession limited to Characters capable of riding a mount under extreme conditions: nagas, pixies, minotaurs, demitrolls, dwarves, gnomes, and shirelings are excluded from the class. A centaur may become a keitar, but learns only combat and other skills not related to horseback riding. There is no alignment restriction on keitari. These Characters make all saving throws as a fighter, but use the HTK and the experience point spread as given in the table entitled Keitari.

Keitari

XP	Skill	# of D10 for HTK	Skill Title (Calandian)
0	0	½	Horse-Boy (Eimlis)
1-2,500	1	1	Out-Rider (Keiseng)
2,501-5,000	2	2	Messenger (Lugai)
5,001-10,000	3	3	Scout (Pallan)
10,001-20,000	4	4	Raider (Ludheimis)
20,001-40,000	5	5	Senior Raider (Den-Keitar)
40,001-85,000	6	6	Horsemen (Morlis)
85,001-150,000	7	7	Senior Horsemen (Obreimar)
150,001-230,000	8	8	Attack Leader (Keitar)
230,001-300,000	9	9	Battle Leader (Keisemar)
300,001-600,000	10	10	Horse-Master (Keirodhar)
600,001-900,000	11	10+2	Horse-Master (Keirodhar)
900,001-1,200,000	12	10+4	Horse-Master (Keirodhar)

Application for Apprenticeship

A person wishing to train as a keitar goes first to a Horse Master of good reputation. This may be the Master of one's own clan, a different (allied) clan, or of a nearby estate. Applicants are presented to the Horse Master after the spring foaling. This is done at the traditional age of ten, but apprentices of any age may be accepted at the Horse Master's discretion. The Horse Master, always a keitar him-/herself, has sole say over who is accepted or rejected as an apprentice. The apprenticeship resembles a contract of fosterage, forgoing ties of alliance between families. There are generally no more than four apprentices accepted per Horse Master, or two per Horseman (the Master's junior assistant). There is fierce competition among clan leaders and estate holders to attract and retain Horse Masters of repute.

First-Year Training

The keitar apprentice, called a Horse-boy/-girl, is matched with a foal and given complete responsibility for it. This is the horse/mount that will train with him/her and carry him/her later when it is full-grown. The youth is taught how to care for his/her mount, but the true test comes at the end of the first year, when the apprentice is expected to demonstrate that s/he can ride his/her yearling. This must be accomplished with no help by experienced riders or trainers, and the apprentice may not treat his/her mount roughly at any time. Surprisingly, the majority (60%) of Horse-boys/-girls pass this test at the end of their first year.

The mounts whose riders have failed the test are given to the more promising apprentices, who become responsible for two mounts instead of one. The failed Horse-boys/-girls are dismissed, and a formal program of training and instruction begins for those who remain.

Player Characters who go through this process have a base 60% chance of success, modified by the factors on the list following. A Player must roll 60 or less on D% to pass this part of his/her Character's training successfully. If the modified roll is 95 or greater, roll on the table Mishaps, following. A Character who fails this first test of keitar training is free to pursue any other class training but adds one year to his/her age when dismissed.

First Year Training Modifiers

Attribute Rating		Roll Modifiers
STR:	per point over 12	-2
STR:	per point under 8	+3
INT:	per point over 15	-2
INT:	per point under 6	+3
INS:	per point over 15	-2
INS:	per point under 6	+3
STA:	per point over 16	+1
STA:	per point under 5	-2
DEX:	per point over 12	-2
DEX:	per point under 8	+3
APL:	per point over 16	-2
APL:	per point under 5	+3

Mishaps

Roll (1D8)	Results
1-2	Embarassing fall from horse (constitutes failure).
3-4	Horse sidles and shies away. PC unable to mount horse (constitutes failure).
5	Horse nips rider in calf. Deemed as PC mistreatment (constitutes failure).
6	PC is thrown from horse. PC suffers a sprain. (constitutes failure).
7	PC is thrown from horse. save against DEX or suffer broken wrist*. (constitutes failure).
8	Bucking horse ejects PC. Hooves strike PC. PC breaks knee⋆. (constitutes failure).

* PCs suffering from a broken wrist sustain 1D4 HTK of damage, have -4 modifier on "to hit" and damage rolls with daggers/ dagger-sized weapons, cannot use weapons larger than daggers, and are unable to cast spells requiring somatic components.

⋆ PCs suffering from a broken knee sustain 1D8 HTK of damage, move at ¼ of normal movement, attack at -2 on "to hit" rolls, and carry only ¼ of weight allowance.

Subsequent Training

A Horse-boy/-girl trains until s/he masters everything a keitar must know and is judged fit by the Horse-Master to become a keitar. Such training requires eight to ten years; the average apprentice becomes a keitar at the age of nineteen.

Throughout his/her adventuring career, it is possible for a keitar to improve personal attributes through his/her untiring work with mount and arms. Upon becoming a Skill 1 Keitar, D% are rolled and the total added to the PC's scores for STR, DEX, and STA. For each Skill that the keitar advances, 3D6 are rolled and added to these percentiles. When a percentile passes 100, the ability score is

raised to the next whole number, and the PC's stats adjusted accordingly (e.g. a keitar with a STR of 14/87 rolls 3D6 (the result of which is a 15) upon reaching Skill 2. STR now becomes 15/02, but is still treated as a score of 15.)

The skills mastered by a keitar are described as follows:

- Mounts:

  A keitar learns to distinguish good mounts (the type s/he rides) from poor (90% accurate); can judge a mount for stamina, speed, and temperament; can estimate its worth; and can administer basic medical treatment, from stitching cuts to treating colic, founder, and parasites. S/He can rough-break or gentle-break a mount and teach it to respond to voice and body signals, using the latter to control it in combat (75% chance). A keitar's steed will have from +1 to +3 HTK per HTK die, upto the maximum possible (GM discretion).

- Riding:

  A keitar can keep his/her seat 90% of the time; if the mount falls, a keitar will be 80% likely to leap clear and spring back into the seat when the horse arises. These chances are reduced to half if the keitar is riding a mount other than the type he trained with. Keitari know how to pace an animal for extended periods of endurance riding to cover great distances without undue exhaustion of mount and rider. It is possible for a grain-fed horse to travel over 100 miles in one day in this manner.

As the keitar increases in skill, s/he gains the following abilities:

Keitar Abilities

Skill:	New Abilities
1	Can maintain seat (see previous). PC has same chance of maintaining seat when on a jumping mount. Can vault into saddle if wearing leather or lighter armor. Mounted attacks are made as if PC was one skill higher.
2	Can jump mount over obstacles (GM discretion) with a 1% chance of being unseated.
4	Can vault into saddle in armor as encumbering as chain mail.
6	Can urge steed to greater than normal speeds, adding 2" of movement (for 2 hours). Steed must then rest for the steed's HTK in turns.

Acrobatics

A keitar wearing leather armor or less can perform a number of acrobatic stunts which are useful in combat. These can be accomplished simply by stating the intent, but the GM may wish to have the PC save against his/her DEX in dangerous circumstances.

A keitar can snatch things from the ground while mounted and moving at full gallop. S/He can change mounts without dismounting and can leap to or from the saddle of a moving steed without injury to him-/herself. Whether riding with saddle or bareback, a keitar can shield him-/herself behind his/her mount's body.

Arms

Keitari traditional weapons are mastered before proficiency in others is gained. The keitar begins with four weapon proficiencies and gains one every three skill levels thereafter. Keitari may not specialize in the use of any weapon. The traditional weapons are: the lance, javelin, horn bow (short bow of laminated horn), hand axe, dagger, and sabre.

The lance used by keitari is referred to as the keitar spear, an eight-foot-long polearm tipped with a narrow blade. This is strictly a thrusting weapon, equally suited for use in hunting, in the joust-like attack of an initial charge, and in melee.

The javelin favored by keitari is an abbreviated, four-foot long spear, made of a slim, ash shaft balanced for throwing. This javelin remains popular, especially among keitari whose clans do not use the bow for a missile weapon.

The keitar's sabre is less curved than a scimitar but more curved than a straight-bladed sword. It is made of the finest quality steel available, multi-layered with a visible temper pattern, and is a family heirloom. Many are several hundred years old, and are often ornately engraved and ornamented. (Sabre stats are the same as a scimitar.)

The horn bow is the preferred missile weapon of most keitari, but can only be pulled by a keitar with a STR of 15 or greater.

Keitari are skilled, mounted bowmen. Therefore, only when a mount is galloping or trotting does a keitar have a negative modifier of 1 (-1) applied to his/her "to hit" roll; no other gait affects the keitar's missile fire.

Horn Bow Ranges

RANGES	DISTANCES
Short	0 to 60 yds
Medium	61 to 120 yds
Long	121 to 200 yds

An arrow shot from a horn bow inflicts 1D6 HTK of damage plus an amount based on the wielder's STR, as per the standard rule book.

As the keitar advances in skill, the proficiency with his/her weapons of choice also advances. These advances are covered in the following table.

Proficiency Advances

Skill Level	Advances
1	+1 "to hit" with keitar lance (mounted only).
3	+1 "to hit" with sabre.
5	+1 "to hit" with bow or javelin (once specified, this weapon of choice cannot be altered).
7	additional +1 "to hit" with keitar lance (mounted only).
9	additional +1 "to hit" with sabre.
11	additional +1 "to hit" with bow or javelin (must be the weapon of choice picked at Skill 5).
13	additional +1 "to hit" with keitar lance (mounted only).

The progression continues as listed when the PC reaches higher skills. The pluses "to hit" do not affect damage on creatures hit only by magical weapons.

Favored Weapon

At first level, the PC must select one weapon of proficiency which will become his/her favored weapon. (The GM may wish to dictate this choice, depending on what weapons are common to the keitar's culture.) The keitar inflicts +1 HTK of damage with his/her favored weapon at Skill 1 and adds +1 HTK of damage every three skills thereafter. That is, Skill 1 adds +1, Skill 4 adds +2, Skill 7 adds +3, etc. These bonuses apply whether the keitar fights while mounted or not.

Parrying

If a keitar wishes to parry an attack, all of his/her "to hit" bonuses are subtracted from one attacker's roll. This is possible only when the parrying keitar is using his/her weapon of choice and includes all bonuses due to Skill, magic, STR, and use of favored weapon.

Armor

The traditional keitar wears no armor and uses no shield, trusting to his/her prowess to avoid injury and expecting a fair fight from like-minded enemies. As long as keitar fought keitar, this was mutually acceptable and the warrior's code of honor ensured fair encounters. When keitari fought enemies such as orcs, or when they encountered other opponents who did not adhere to their code of honor — such as farmers and townsfolk during the Great Misery — the keitari were forced to armor themselves. Nevertheless, groups of keitari or duelling individuals almost always fight with no more armor than a shield.

When combatting non-keitar opponents, keitari wear armor that is light and unencumbering. Since lighter armor is preferred, magical leather is highly valued for its protection while leaving the wearer unencumbered. The most sought-after keitar armor are regular riding leathers that have been enchanted, giving the wearer light, magical protection.

A round shield, usually of wood-reinforced leather, is preferred by keitari. Keitari will never were helms of any kind, for a helm obstructs the vision and is likely to come off if s/he attempts any acrobatic maneuvers.

Combat Maneuvers

The keitar has several time-honored attack forms that s/he uses whenever possible. First, s/he releases a volley of arrows while closing with the enemy on his/her galloping mount. S/He then secures the bow and readies the lance shortly before closing. If the lance can be used to spear more than one enemy in melee, the keitar does so, often thrusting one-handed while holding the shield with the other hand. If the melee is too close-packed to allow maneuvering, the keitar leaves his/her lance in an opponent's body and continues the fight with his/her sabre.

Combat against well-organized opponents forced keitari to evolve a number of cavalry formations and maneuvers for use on the battle field. Keitari and their mounts are well-trained in standard fighting formations; whenever a group of these mounted warriors fight together, they can quickly and easily form an effective cavalry unit even if they have never before worked in unison. Such formations fall by the wayside when keitari oppose keitari, however, for the loosely-grouped and unformed forces simply charge into each other and fight man-to-man.

Special Abilities

A keitar has an innate ability similar to the spell Animal Friendship when interacting with equines, resulting in a quick and natural rapport that soothes unruly beasts and brings obedience from calm ones. Equine animals in the presence of a keitar are 75% unlikely to bolt if exposed to magical fear. However, this ability does not let the keitar magically teach a horse any tricks.

Code of Honor

The code of honor stringently followed by the keitar is based on the following ancient precepts and beliefs:

- † honor, respect, loyalty, and obedience to one's sworn chief.
- † loyalty and faithfulness to one's comrades-in-arms.
- † respect and loving care to one's four-legged comrade (the mount).
- † respect is due the worthy opponent.
- † honor all members of one's clan.
- † no mercy to outlaws, bloodfeud enemies, or those who refuse the fairly-offered opportunity to surrender.
- † personal glory in combat is second only to the will of the war-chief.
- † a keitar's word is his bond.
- † every charge cheerfully accepted, faithfully fulfilled, and defended to the death.
- † death before dishonor.
- † without shrewdness, wit, and cunning, a keitar is no better than a non-intelligent animal.

In addition to this code, there are certain customs and attitudes unique to keitari. One is the belief that it is easy to kill an enemy, but — if the foe is honorable — it is a braver act to spare his/her life. In practice this means that a keitar may land a blow on an enemy to demonstrate that s/he (the keitar) could have slain his/her opponent — but did not. This tactic of counting coup usually only takes place in raids or skirmishes. It requires great skill to accomplish this in the heat of battle, since the keitar must strike and stun his/her enemy with the flat of a sword or handaxe, instead of slaying him/her with the blade. Alternatively, the keitar may strike when the enemy is unable or unprepared to defend him-/herself, as may happen during a raid on a sleeping camp. Such a daring move, in turn, demonstrates great courage, since in doing so the raiders rouse the camp and then must make their escape.

In game terms, the act of stunning the foe with one blow is possible if the PC keitar strikes his/her opponent by rolling a number five greater than the score needed "to hit." That is, if the keitar needs a 12 "to hit" an opponent, s/he can stun him/her (count coup) with one blow on a roll of 17 or better. Intent to strike with the flat and stun must be declared before the attack is made.

This ritualistic manner of defeating an opponent is done only with an honorable enemy, one who is expected to acknowledge that s/he has been bested and who will not then attempt to fight his/her victor — if that keitar or raid party's identity is known a second time. If the enemy does fight his/her vanquisher again, s/he is considered to be without honor and the keitar's code no longer applies in combat against that person.

Another custom among keitari is the the unequivocal word (harbure). This is an offer or a statement delivered to an opposing side in a conflict; the declaration is final and absolute. If the offer is declined or the statement disregarded, there can be no further communications and dire con-

sequences rebound on the loser. The harbure historically is delivered as a demand that the defenders of a place surrender completely and without terms. If they accept the offer, mercy is shown to each and every one of them, regardless of past dealings, and the victors reign absolute. If this offer is declined, there can be no future surrender; the attackers push the assault until every last defender is dead (including women and children), and the defended place burned and razed.

Harbure is always delivered from a position of strength from one side to the other; it is never open to debate or argument over terms. It is rare for anything other than an unconditional surrender to be the topic of this declaration.

The Keitar's Mount

The mount (usually a horse) is such a natural part of the keitar's life that there has never been a need to strictly codify the warrior's behavior towards his/her mount. Among old-line clans of nomadic descent (such as the keitar clans of the High Fens District), mounts are considered to be clan members and the animals are very well treated. An outgrowth of these ingrained attitudes is the fact that a keitar never willingly shoots a mount in combat. If s/he uses his/her mount as a shield against enemy fire, it is only done out of necessity and with great reluctance.

Keitari are highly respected and honored fighters. As such, they may claim hospitality from other keitari or from any clan or city that is not a declared enemy. Under these circumstances, a keitar is normally accorded the respect due a visiting clan chief. When others lay claim to the keitar's hospitality, s/he is measured not only by past deeds but by his/her generosity, wealth, and greatness of heart.

History

Men

When men first left the Great Plateau and migrated into the outer reaches of Calandia, no Amber Swamp existed. Tribes moved out onto a rugged grassy plain, criss-crossed by streams and dotted with trees, an excellent place to farm and graze their herds.

At the time of the Uttermost War, farmers and herdsmen clashed, and throughout the years of the Great Misery the nomadic herders pushed onward, settling on the South and East Slopes and the Low Plateau Highlands. During the next several thousand years, the tilt of the land changed and the great basin plains became flooded. As farmlands became swamp, farm-folk withdrew into the Rim Foothills or adapted their lifestyle to swamp living, becoming the ancestors of today's Swampy clans.

When nomads united the countryside over 3,000 years ago, the keitar clans of the shielvik scrublands played a major role in the leadership and military might of this movement, leaving a tradition of organization, rank, titles, and combat tactics that exist even today in the Overlord's armies.

The lifestyle of men in the High Fens District has changed little from the reign of the Dragon Kings until the present. The Amber Swamp has stabilized in its current dimensions, nomadic clansmen continue their annual migrations as they follow their herds, and the farmers and miners of the Rim Foothills prosper. The men of this region are staunch supporters of Lucius II and loyal to the Overlord in every regard.

Dasslar

The dasslar, first encounterd as a stream-dwelling amphibian race, easily adapted to the growth of the Amber Swamp and dominated the areas shunned by swampies. The history of their interaction with humans has been stormy, and only in the last 100 years (since they have been confined by the presence of lizardmen) have the dasslar been forced to coexist with others on their borders.

Lizardmen

The history of servitude and freedom of lizardmen is mentioned under Populations. Since the end of the Slave War, this race has made progress in establishing a homeland for its people in the Amber Swamp. Lizardmen have expanded throughout this region and by sheer numbers have forced dasslar, carocs, and even swampies to vacate coveted portions of wetland. This immigration movement has attracted lizardmen from Lake Pottowa, and desert dwellers along the notorious Trail of Bones, the former slave and trade route into the diamond-bearing Khastkeidan Drylands to the south. This burgeoning lizardman culture is still too young to have a great impact on Calandia in general, but is regarded with respect.

Orc-Men

The history of the orc-men of the Low Plateau remains cloaked in the obscurity of the orcish slave pits. These creatures of half-human heritage are neither slaves nor free beings; shunned by men, they live under the shadow of their orcish kin in the "no-man's-land" between the Blood Caverns and the East Slope. They have taken pains to avoid angering the keitar clans, who are ready and able to drive the orc-men back underground just as was done to their orcish kin.

Legends

•Amber Swamp Ruins

Nearly all folk of the Amber Swamp agree that long-lost ruins can be found in the swamp, varying from single structures to an entire city. In particular, tales are told of the Temple of Gambros, dedicated to the bat-shape, two-faced god of evil and destruction. An ornate temple was raised to this deity during the Great Misery; the building was never destroyed, but fell into decay as the Swamp grew up around it. It is difficult to find and those who do so never return, for the place is evil and said to spawn foul creatures. Fabulous treasure is said to be hidden in the temple, as well as Gambros' holy relic. It is believed that the couatl which is sometimes seen over the heart of the Amber Swamp is a guardian who keeps an eye on the Temple of Gambros.

•Mardik the Faceless

The Blood Caverns once served as a fortress stronghold for the corrupt wizard Mardik the Faceless, who conducted experiments with time and dimensional travel. A portal is said to exist there which can catapult one across space and time, but the knowledge to use it safely perished with Mardik when a dimensional flux caved in part of the Caverns centuries ago.

Commerce

The High Fens District supports most of its inhabitants in a subsistance economy. A meager surplus from this level of production circulates as trade goods.

Trade Patterns

Horses bred by the keitar clans find their way along the Aldar's Road to markets both east and west from the district, although most of these are regional horse markets and trading fairs rather than urban centers.

Lizardmen and swampies procure rare woods from the forested wetlands and there is a small but thriving business in herbal extracts for Great Plateau markets.

Gemstones and some minerals enter the marketplace by way of orc-men, who in turn have traded with orcs for quicksilver, sulphur, rubies, and garnets. Gemstones also come from the neighboring Drylands District, where desert-dwelling lizardmen work the diamond fields as free creatures where once they were slaves. These jewels go north along the Trail of Bones and the Marrahoe Road to Lucan's Station, and, eventually, to the Great Plateau.

Leatherwork, woodwork, and pottery are the primary handicrafts traded out of this region, but coal — and coal alone — is the single largest export item in the district. It is in great demand in Great Plateau manufacturing centers and weaponry centers such as Delios in the White Peaks District.

Goods which have a ready market on the Great Plateau — primarily horses, cattle, rare woods, and coal — travel to Derric's Deep and up the Pottowa Trail to Plateau markets. Such goods are traded there for woven cloth, metalwork, and some glassware. Most of this commercial activity is done with and by clansmen, since lizardmen have little use for goods they cannot manufacture themselves, with the notable exception of weaponry.

Roads

There are several noteworthy roads and trails in the High Fens District. They are described here.

•The Aldar's Road.
This official trade road skirts the Low Plateau on its circuit of Calandian provinces. It is the longest roadway in the High Fens District. Along its length, only a few waystations and caravan campsights interrupt the patchwork carpet of the shielvik scrublands. It is kept in fair condition and, except for a few washouts, can be traveled throughout the year.

•Highlands Trail
This trail is the most commonly-followed route to the the summer grazing lands atop the Low Plateau.

•Marrahoe Road.
This road passes through Plateau Province into Marrahoe Province and terminates at Kentils on the coast at the end of the Marrahoe Mountains far to the south. A fair amount of trade with the mountain folk comes up this trail to Lucan's Station and to other marketplaces.

•Old Road.
This ancient trade route has become submerged and lost in the depths of the Amber Swamp. However, the portion of it which connects the Aldar's Road with the Pottowa Trail is still in use, serving as an important route for trade with the Great Plateau.

•Pottowa Trail.
This route along the flank of the Great Plateau is the most direct path for trade goods and travelers bound to or from Lake Pottowa. It is traveled most heavily by oxen-drawn coal carts, and is kept in good repair all year round.

•Swifthome Trail.
This trail leads to the settlement which is home base and trading center to the Ludheimis clansmen.

Towns & Cities

Villages of 50 to 200 inhabitants are scattered throughout the Rim Foothills, while freeholds and nomadic camps are found unpredictably in the shielvik scrublands. Even in the swamp, wide-spread communities of only several family groups are the rule, not the exception.

•Derric's Deep: *(pop. 4,000).*
Home of the richest and most extensive coal deposits in the High Fens District, Derric's Deep grew large in the first boom days of the mining industry. Since then, production has tapered off to a lower but steady level and the Amber Swamp has swallowed parts of this foothill city. Almost half of Derric's Deep lies in ruins, half-submerged in the invading swamp, while the hilly segments of town support untouched dwellings and coal mines. The Pottowa Trail begins here and remains safe from the ravages of the Swamp.

•Lucan's Station: *(pop. 15,000).*
This stockade-dominated town was built originally as a military garrison, a courier station, and trading post. It served well in these capacities, but truly prospered when the flourishing Drylands diamond trade brought an influx of gems and wealth to the area over 200 years ago. Lucan's Station, strategically placed on the only north-bound road from the Drylands, was a natural destination for the jewel traffic and trade center for the na'Seidruni clansmen. It remains important today for the same geographical reason and is experiencing a revival as troops muster here to serve the Invincible Overlord, Lucius II.

•Scout Camp: *(pop. 3,200).*
Originally a raiding base and later a trading post, Scout Camp is home to the Pallanae clan. The greatest cattle market in the High Fens — some say in all of southern Calandia — is found here, as are a large number of leather workers, tanners, felters, and other craftsmen of the cattle business.

•Sinla: *(pop. 2,500).*
Before the Amber Swamp drowned the Old Road and cut off direct trade, Sinla was a major trade center. Its massive stone bridge across the Stoney River is still a functional marvel of engineering. Sinla remains a waystation for river traffic and Pottowa-bound trade fom the Twin Peaks District.

•Swifthome: *(pop. 3,900).*
This trail leads to the settlement which is home to the Ludheimis clansmen, a regional center of horsebreeding and keitar training.

Tribal Areas

Amber Swamp tribal names marked on the map represent the centers of greatest population density.

Military Units

Plateau Provintial Army

The Plateau Provincial Army, under command of the Aldar, is headquartered at Lucan's Station. Troops are also posted at Swifthome and commonly ride desert patrol over the Divide and into the Drylands District. A reserve unit is at Derric's Deep. Troops are moving into the Amber Swamp, responding to unsettling reports from that region, but to date most units in the district remain concentrated near the Divides and Lucan's Station.

Gryphon Riders

This elite mercenary troop is divided into administrative and field cadre who are responsible for coordinating the patrols and expeditions of the crack scouts recruited by the Overlord. Major Mathosi Varez is responsible for the Gryphon Riders in Plateau Province; she has placed Captain Camus Pallanae, a local keitar clansman and long-time Gryphon Rider, in charge of scout activities out of Lucan's Station. Scouts in this district will deal with either Keitar Camus or one of his aides.

Important Persons

Lucos Lauros na'Seidruni,
Earl and Governor-General of Plateau Pronvince, in Lucan's Station.
Human, Skill 14 Keitar
STR: 15, *INT:* 15, *INS:* 14
STA: 9, *DEX:* 8, *APL:* 16
HTK: 78, *AC:* 3
MV: 12", *AT:* 1, *DM:* (by weapon)
AL: C. Neutral
THACO: 8
WT: 147 lbs., *HT:* 5'7"
Weapon Proficiencies: lance, sabre, javelin, horn bow, dagger, florentine fighting, & horseman's flail
Weapons: lance, sabre, javelin, horn bow, dagger, & horseman's flail
Armor: None
Magic Items: Bracers of Defense AC: 3
Spells: None

Lucos is in late middle age but retains the sharp gaze and military bearing of his youth. Lucos made a name for himself during his younger days in desert warfare against Cracked Ruby orcs and renegade Khastkeidan clansmen. Still known by his nickname of the Desert Eagle, Lucos is intimately familiar with the territory of his province and the capabilities of the clansmen.

Daimius Vedolros Moidheri,
Beldhar (Count), Moidheri chief, & District Governor in Lucan's Station.
Human, Skill 7 Fighter
STR: 11, *INT:* 13, *INS:* 12
STA: 9, *DEX:* 8, *APL:* 11
HTK: 63, *AC:* 6
MV: 12", *AT:* 1, *DM:* (by weapon)
AL: N. Good
THACO: 14
WT: 131 lbs., *HT:* 5'3"
Weapon Proficiencies: long sword II, short sword II, dagger, & florentine fighting
Weapons: long sword, short sword, dagger (x2)
Armor: +1 leather
Magic Items: None
Spells: None

Atypical of the clansmen of his region, Daimius is more interested in trade than in raiding, warfare, and other traditional nomadic pursuits. He has no grasp of tactics, although he is fair at economic strategy. This shortcoming is not known to the Governor-General, who referred Daimius to his post because it was politically expedient and believes he can entrust military command to him if necessary.

Es'geth Hslass,
Matriarch and Nest-Mother of the Hslass Nation lizardman tribe.
Lizardman, Skill 12 Cleric
STR: 14, *INT:* 15, *INS:* 17
*STA:*11, *DEX:* 7, *APL:* 13
HTK: 68, *AC:* 4,
MV: 12", *AT:* 1, *DM:* (by weapon)
AL: C. Good
THACO: 14
WT: 143 lbs., *HT:* 5'11"
Weapon Proficiencies: footman's mace I, throwing hammer I, & sling
Weapons: +2 footman's mace, throwing hammer, & sling
Armor: Chain mail
Magic Items: None
Spells: 8/7/6/3/2/2

As the oldest matriarch and head of the largest and most prosperous of lizardman tribes, Nest-Mother Es'geth is often called upon to serve as spokesperson for her people. She betrays little of lizardman interests to humans and is an enigmatic and uninformative Character with which to deal. She harbors a deep and unspoken distrust of humans.

HOW TO USE THIS BOOK

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

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

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

Armor Class works on a scale in which a lower number is better. A Character with no armor has AC: 10 unless statistical and/or racial bonuses apply. A shield adds one to make it AC: 9; chain mail is AC: 5; and plate and shield is AC: 2. (See the standard rule book for details).

HTK means Hits To Kill. This is the number of points of damage that a Character or monster may sustain before being killed. Player Characters and Non-Player Characters determine how many HTK they have by rolling one die for every skill level they have (see standard rule book).

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

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

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

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

For example, if a Character's THACO is 16 and his target is wearing chain mail with no shield (AC: 5), the Character needs to roll 11 or higher on 1D20 (16-5 =11) or roll 55% or higher on a D% (11 x 5% = 55%).

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

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

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

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

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

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

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

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

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

Reading the Entries

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

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

Example:

Encounter 13

THE CHAPEL

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

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

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

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

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

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

TERMINOLOGY

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

Pottowa Trail

Derric's Deep

Stoney River

(North Fork)

(Middle Fork)

(South Fork)

Scout Camp

Amber Swamp

Aldar's Road

Lucan's Station

N

PLAYERS' MAP

SCALE: ⊢—⊣ = 50 MILES

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POTTOWA DISTRICT
Great Plateau
Pottowa Trail
Derric's Deep
Skaa
Scarlet Claw
Hslass Nation
Barbed Trident
Amber Swamp
Gurrik
The Aldar's Road
Lucan's Station
HIGH FENS DISTRICT
Low Plateau
Goat-wood (Kaeldhovi)
(North Fork)
Drow Wood
Stoney River
Old Road
Sinla
(Middle Fork)
(South Fork)
Swifthome
Scout Camp
Highlands Trail
The Aldar's Road
Cathlindar
Twin Peaks Road
Aryen
TWIN PEAKS DISTRICT
Darshan
Twin Peaks
Marshoin
Blackwater River
Fegria
Blood Cavern
Trail of Bones
Border Trail
Drifting Sand
Tribe of the Sun
The Drylands (Khastkeidan)
Ubeslit
Trail of Bones
DRYLANDS DISTRICT
BARRENS DISTRICT
Marrahoe River
Marrahoe Road
Old Merchant's Trail
MARRAHOE DISTRICT
Marrahoe Mountains
Kentils

N

CARTOGRAPHER'S NOTE:
The area of interest on this map is the High Fens District. All other districts/areas are for geographic reference only.

SCALE: = 50 MILES

HIGH FENS DISTRICT

HIGH FENS DISTRICT

DRYLANDS DISTRICT

PLATEAU PROVINCE

High Fens™ Guidebook is a reference book detailing the High Fens District, the largest coal-producing district in Calandia™. The area's mines are crucial for coal production for the Overlord's army. Here, in the Plateau Province™, the Amber Swamp™ grows larger daily; dasslar, lizardmen, orc-men, swampies, and hillmen compete for land, food, and swamp resources.

High Fens Guidebook gives you the flexibility to run your game — describing the district broadly and without unnecessary specifics. All important aspects of this district are covered:

- *Provincial & District Boundaries*
- *Religion and Deities*
- *Clans, Kinship, and Government*
- *Minerals*
- *Terrain*
- *Climate*
- *Local Flora & Fauna*
- *Exotic Creatures*
- *History and Legends*
- *Towns and Cities*
- *Trade Patterns*
- *New Player Character Class: Keitar*
- *Local Military Units*
- *Important Persons*

The second Guidebook describing districts ruled from the City-State of the Invincible Overlord, *High Fens Guidebook* continues the popular format used in the master set's Map and Population booklet and the other supplements. This is the second part of a coordinated fantasy role-playing reference work describing the Invincible Overlord's empire.

This boxed set contains: the *High Fens Guidebook*, the adventure *The Wraith of Derric's Deep*™, a color poster-sized map of the High Fens District and surrounding areas, and a comparable Players' map.

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0 29877 01250
ISBN: 0-912771-87-9
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HIGH FENS DISTRICT

"Coal production has stopped . . . . The mines are haunted . . . ."

There will be no rest for you, even after a cross-country trek. The Captain of the Gryphon Riders needs his most capable people to go into the mines.

"Thirty-seven people are dead or have disappeared . . . others have refused to work underground."

Your guide looks around the mines nervously. His hand trembles as he grips the lantern.

"We were digging that coal when a ghost appeared . . . . It grabbed Erian and cornered Haric . . . . We couldn't help them, so the rest of us got out, fast."

A dark ghost-like figure moves swiftly. There is a wave of cold as it extends an arm and lunges toward you.

The Wraith of Derric's Deep™ is the second adventure in the Invincible Overlord campaign series. As elite scouts in the Overlord's army, your party must enter the mines of Derric's Deep and stop the hauntings that have even the bravest miners immobilized with fear. Succeed in this mission, and you will play an integral part in deterring the spread of evil throughout Calandia. For 4-6 characters, Skill Levels 2 to 4.

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