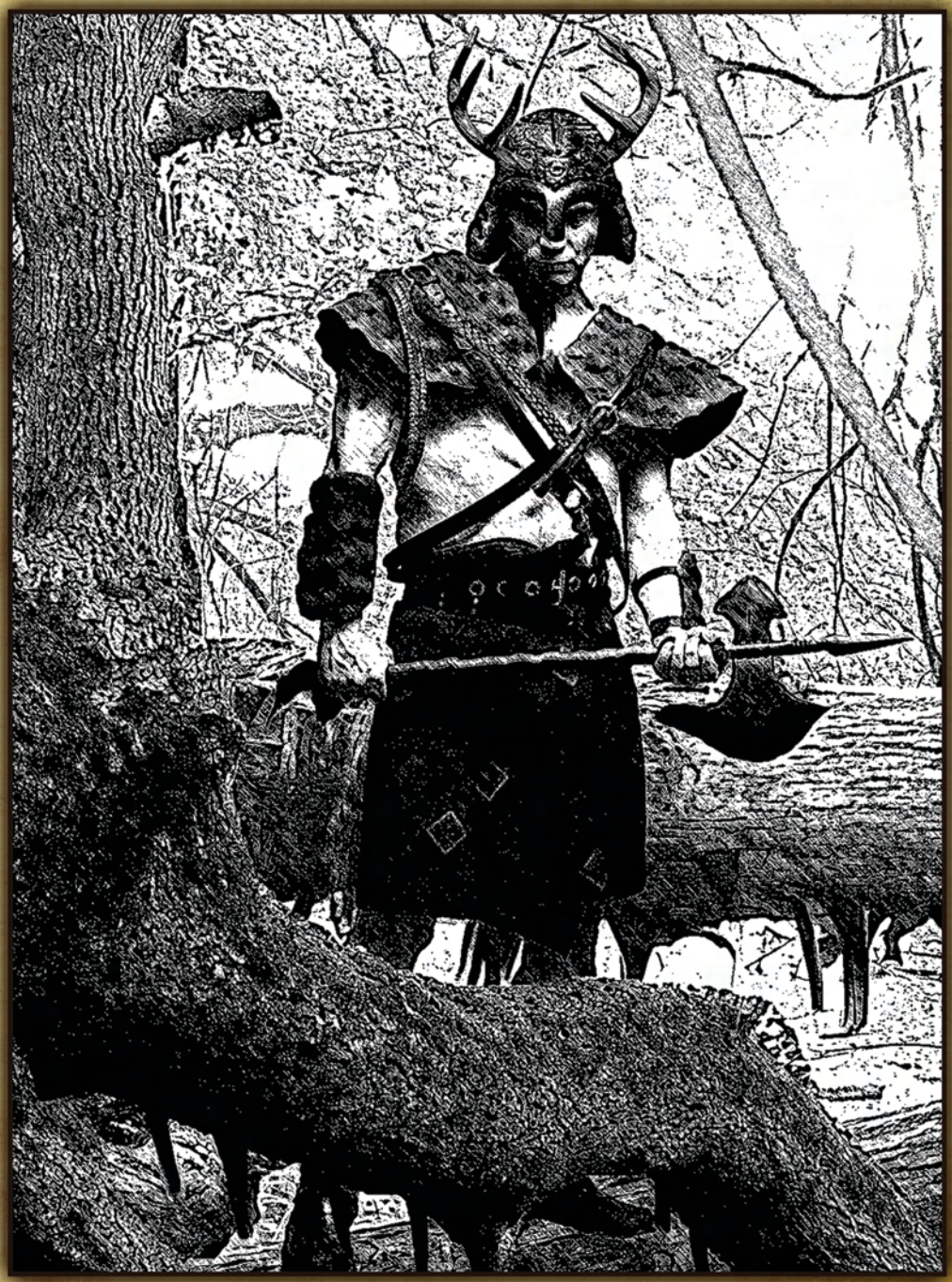
BASIC ROLEPLAYING

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The Green

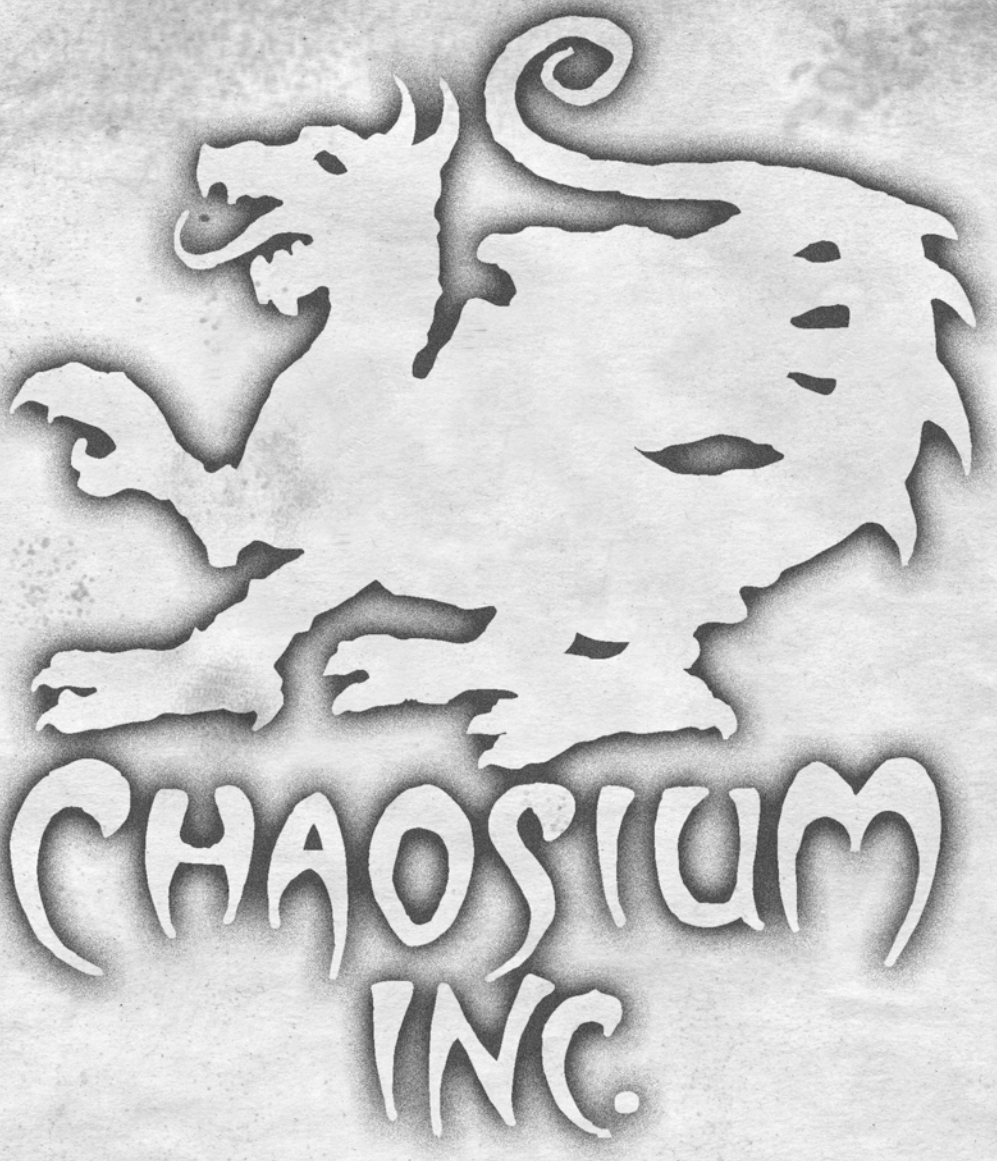


Magical Adventures Under the Canopy

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Credits

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Simon Phipp in particular for help with the potion brewing rules.



World with no name.
Green it was.
Green and gravid.
It lay supine in a sea of sibilant jet, a festering emerald in the universe ocean. It did not Support life. Rather, on its surface life exploded, erupted, multiplied, and thrived beyond imagining. From a soil base so rich it all but lived itself, a verdant magma spilled forth to inundate the land.
And it was green. Oh, it was a green so bright it had its own special niche in the spectrum of the impossible, a green pervasive, and everywhere-all–at–once, omnipotent green.
World of a chlorophyllous god.

-Allen Dean Foster- *Midworld*

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THE GREEN

Some say it began as a garden planted by the old gods when the world was young, so they might shade themselves from the fiery sun and take rest from their divine pursuits. Others maintain that a strong, healthy magic infuses the mountain waters that feed it, giving its flora and fauna their prodigious health and size. Still others have called it a verdant hell where the spirits of the prideful and cursed are damned to spend eternity among the insects, hounded by venomous predators. And perhaps there is a bit of truth to each…

AN INTRODUCTION

Beneath the roof of sleeping leaves the dreams of trees unfold.
-J.R.R Tolkien, ***The Two Towers***

Stretching eastward from the windswept coastlines to the Skyshelf Mountains, lie the forest lands of Verduria—more commonly called the Green. Unknown to most of the known world and long thought to be legendary by the rest. Verduria is slowly becoming a fabled destination for those seeking the bounty of its resources, the adventure of its giant beasts and unholy creatures, and the secrets of its ancient magic. It is a land beautiful and harsh, populated with fierce tribesmen and intrepid explorers, forgotten races and creatures of myth.

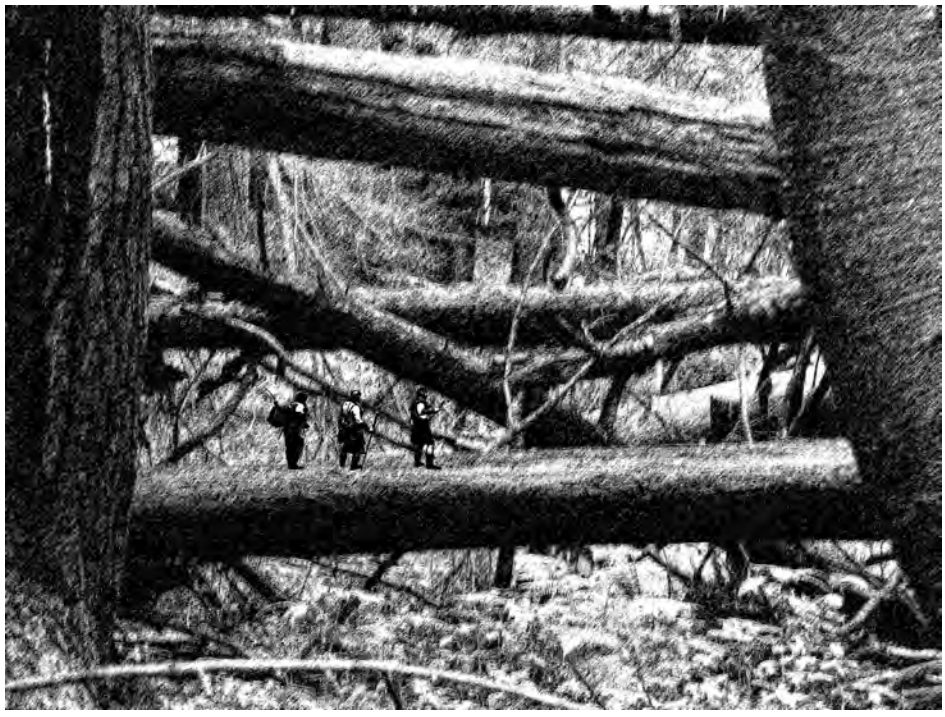
To enter the Green is to enter a land strange and foreboding. To newcomers it appears to be a landscape made for giants or towering gods, for the trees rise hundreds of feet in the air and spread a lofty maze of branches easily large enough for man to traverse. The dense leafy canopy allows only broken shafts of sunlight into the dim interior. Far below, the land is dark and wet, with mist curling among pillars of giant roots, and creatures moving in the shadows of swamps and vine-choked channels. The rivers that pass through Verduria are the arteries of the land, stretching from their reedy, mangrove-choked deltas to the mountain gorges of their source.

Lush New World

The name of Verduria has been known for centuries in other parts of the world, but the hyperbolic tales of giant landscape and wild magic seemed always to come from fringe scholars and drunken sailors. It was only in recent years that Verduria was "discovered" by well-financed merchant ships and verified by reputable scholars. Now products of the Green are appearing in far-off cities to great demand, leading more and more outworlders, as the local people call them, to journey here. They have found a land both rich and dangerous.

The Forest's Bounty

The trees and swamps of the Green provide shelter and sustenance to a broad array of life – human, animal, and otherwise. Thousands of species of insects, snakes, lizards, mammals, and birds—some grown to enormous size – make their home in and under the trees. Though a dangerous land of predators and unholy creatures, the Green is also abundant with unique herbs, fruits, and



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flowers which are highly sought-after for their superior medicinal, alchemical, and artisanal uses. The wildlife itself provides a variety of trade goods: venoms, furs, horn, ivory, and even giant insect chitin fetch high prices in markets outside the Green.



Ancient Magic
The Green is a place of rich magic. Several species of trees have mystical properties, their wood providing material for magic staves, or their sap the bases for potions and other compounds. Most intelligent beings practice a form of ancient, Glyph-based spell-casting, in which power is drawn from esoteric symbols tied closely with the land itself. Some practice a more feral magic, aligning themselves with Beast Totems to draw strength and powers from creatures. Some few, hated and feared by all others, embrace the Une, a powerful death-magic that warps and corrupts natural magic.

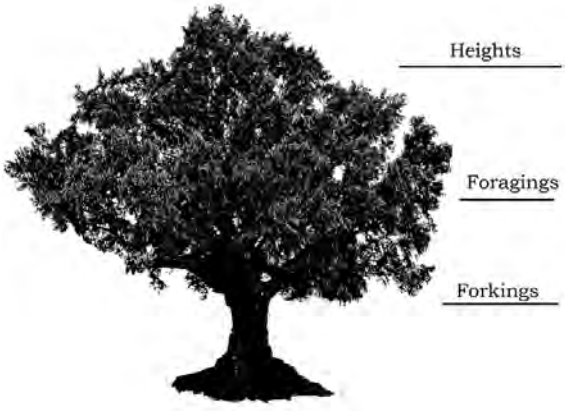
Those Who Call It Home
Though seemingly barbaric or even wild to outsiders, Verduria is home to rich diversity of cultures and races. Most are human, from the indigenous Sooli and Gwali tribesmen who live on the ground, to the River People, to the Nifara living in their treetop cities. There are also the Trogod, a fierce goblin race; the Mamprusi, a species of intelligent ape; the Tree Children, wild and deeply magical; and the ancient Morpa, who are said to have lived in the Green when the trees first came forth from the earth. At the far edges of Verduria, in the rocky heights of the mountains, are the rugged Thromakites, men known for stone- and metal-working, and the bloodthirsty Kuzi, scourges of nearly every other culture in Verduria. Some of these peoples keep to themselves deep in the interior of the forest, others mingle and trade freely, while still others raid and skirmish with each other on sight.

Regions of The Green
The Verduria most often spoken of in the outside world—the giant trees and the towns and cities built on their limbs—is known as The Canopy, and is in fact only one part of this fabled land. Below the Canopy are the murky Root World and the slow-moving Rivers, and at the edges of The Green are the Scarps and the Skyshelf Mountains. Each of these places has it's own culture, flora, and fauna.

The Canopy
The Canopy is home to the Nefara as well as certain tribes of Trogod. Tree Children and Morpa also dwell deep in the leafy interior, and of course Mamprusi spend much of their time here in the trees.

The lower Canopy, where the limbs of the trees first begin to spread out, is referred to as the *Forkings*. These limbs are enormous, enough so that on their foundations roads and bridges have been built connecting the villages, forts, and other settlements. Some are so large at their forks that vines, flowers, and other vegetation grow in the knots and crevices of the bark.

Above the Forkings lie the *Foragings*. This is where the great quantity of life in the Green makes its home. The great boughs of the Forkings rise up to normal tree-like foliage which can be climbed and traversed like the limbs of terrestrial trees. This level is where hunters and foragers must go to find the fruits and prey that are most nutritious and tasty. Unfortunately, the foragings are less stable, easier to fall from, and are home to many dangerous and poisonous creatures. Human hunters and foragers often wear body harnesses that can easily be roped to stable branches and act as a ballet line when they travel to this level.



Finally, the Foragings give way to the *Heights*. The Heights are emergent trees that rise from the forest canopy. It is dangerous for humans or any large creature to climb into the heights as the branches are often not strong enough to maintain their weight. Birds and smaller creatures make their nests in the relative safety of the Heights. Many spectacular flowers and fruits grow in abundance at this level where they are close to the sunlight.

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The Root World
Below the Canopy lies the dark, wet Root World: a morass of swamps and waterways broken by the massive gnarled roots of the trees above. Though it is evident that in ages past channels were built to connect rivers and islands, many have long since become clogged with fallen limbs and debris which must be continually cleared. In some cases they are completely grown over. However, many still are maintained, and some lead to settlements located on dry spots or islands, others connect rivers and waterways, and still others seem to lead nowhere.
The Root World is also plagued by mud gnats, snakes, crocodiles, and other dangerous and poisonous creatures. Tree peoples sometimes descend to fish or hunt, but they retreat to the Canopy to sleep or to travel, and otherwise generally avoid the Root World. There are other beings, though, that have adapted to the swampy terrain and live out their lives in the gloomy umbrage beneath the leaves.

The Rivers
Three major rivers transverse the western Green: the Tundell, the Leanders and the Torrus. Many creeks and streams follow rocky paths down from the Skyshelf in waterfalls and pools to form the meandering rivers. These rivers are very broad and slow moving as they stretch out over the Verduria landscape. They finally spill forth in broad swampy deltas into the western oceans. As it is generally too hard to navigate through the rooty swamps the rivers are the primary highways of the Green and as such are home to tribal peoples, the floating caravans of fishermen, and to the Island holds of the Enarchs, or River Lords.

The Sky-Shelf Mountains
The northwestern border of Verduria rises out of the swamps and into the rocky wall of the Sky-Shelf Mountains. The forest becomes gradually less dense as it climbs the rocky ground known as the Shelf Scarps. Travel is still difficult due to the many ravines and gullies creasing the land. Though the ground sometimes follows a gentle slope out of the bogs, great cliffs and escarpments more often divide the wetlands from the higher plateaus.

From the Shelf Scarps the mountains themselves jut sharply skyward, often in sheer cliff banks, their cloud-wreathed summits standing majestically over the forests, their peaks wreathed in clouds. The mountains are cut with deep valleys, crevasses, and hollows where cascades of water spill over and run to the misty Green below. In these ravines the giant trees of the lower Green become sparse and give way instead to a jungle of smaller bushes and thickets. Finally, where the air is hard to breathe the foliage gives way entirely to the great tooth-like peaks that hem in and overlook the garden land.

It is on this vine-curtained stage that the cultures, creatures, and heroes of Verduria dance out their dramas, and is here that you will hew out your fortune and, if luck is with you, become the subjects of saga and song.



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I. CULTURES UNDER THE CANOPY

THE NEFARA

"this YEOMAN was dressed in a green coat and hood. He carried a sheaf of bright, keen peacock arrows attached to his belt, and a strong bow in his hand. He knew very well how to care for his equipment, and the feathers on his arrows never drooped…He understood all the tricks of woodcraft. He wore a bright lither side, and a fine ornamented dagger, as sharp as the point of a spear, on the other… and he had a hunter's horn with a green cord. In my opinion he was a real forester."

-Chaucer, ***Canterbury Tales***



Several hundred years ago the Nefarites came through the strange gates in the Sky-Shelf Mountains and settled in The Green. Initially they kept to the rare dry patches in the swamps and along the rivers, but the dangers of predators and of diseases from which they had no defense drove them to make their first tentative climbs into the great boughs of the lower Forkings. Here they were befriended by Tree Children, who taught them how to survive in the trees. Over the ensuing years, the Nefarites not only survived but also learned to bend the dangerous environment to their pursuits. By establishing the trading network that still exists through the forest today, they brought their own brand of civilization to Verduria and have created a unique, thriving culture in their new arboreal home. They have spread far and wide, with many villages and even cities throughout The Canopy.

Nefarite settlements are governed by chieftains called Reeves, and are generally referred to as Reeveholds, though in some places they are referred to as Groves or simply Holds. Spread throughout the Forkings, these settlements lie on, or within a few miles of, the major bough-roads. Reeveholds vary in size, but they are all similar in general structure. First the Canopy is cut back to prevent dangerous insects and other creatures from migrating to their homes from the surrounding limbs. The great trees are then hollowed out at different levels and structures built on great platforms around them.

Nefarites are unparalleled artisans and workers of wood. Their great oaken halls, covered in all manner of scrollwork and carvings, are breathtaking to behold. Grapevines and olive branches are common motifs, and bas relief-like depictions of various scenes in Nefarite history are also popular, such as the travels of A'doss or the feats of Nerayda. Shops and homes are often constructed to look like extensions of the trees themselves. The halls, shops, and homes all rest at varying heights and are connected to one another by great bridges between trees, sweeping stairways winding around trunks, and railed walkways from one place to another.

Above the rooftops and walkways of the Reeveholds is the true genius of the Nefarite settlements. The higher, denser limbs of the Foragings and Heights are strategically trimmed back to allow the sun to nourish bountiful gardens. By observing the way smaller scrub trees would grow from the tremendous limbs of the great trees, the Nefara developed great skill at splicing vines and plants to the great oaks themselves. Now the Heights above Nefarite settlements contain all manner of fruit-bearing trees, as well as vines strung along high arbors. Grapes and olives are the most prominent crops, and word of Nefarian made Verdurian wines and oils, is just now beginning to spread beyond The Green and into the outside world.

Aside from these hanging gardens, the Nefara also hollow out troughs in some of the big limbs and fill them with mulch and compost to grow tubers and root vegetables, as well as a robust variety of tobacco, the smoke of which helps keep flying insects away. This tobacco, cultivated mainly for practical purposes rather than luxury, has yet to attract many admirers outside of the Nefara.
The Nefara also work the forest below the Forkings, where they paint the trunks with a noxious substance

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to prevent dangerous insects and snakes from climbing into the settlements. Down at the root level, many settlements have built wooden platforms on the root systems themselves, divided here and there by mushroom patches in the rich earth of the occasional dry spot. These platforms are found mainly where the settlements are near rivers, and the undergrowth is kept cleared from lagoons and channels used for trade with the Rivermen.

Halfway between the roots and the first levels of the Forkings are networks of tree-taps or spouts with clay buckets for catching sap and resins. These are collected daily by workers using climbing spikes and ballet lines, and are sent via lifts to the boilers, or Resin makers.

All around the settlements, from the low Forkings to the higher reaches of the Foragings, are many species of sloth, lemur and monkey that the Nefara have tamed. Certain tree sloths and lemurs are particularly prized as pets because they eat scorpions, centipedes, and other dangerous insects. The natural enemies of snakes, they also serve as a sort of watchdog by making a horrible ruckus whenever one enters the area.

NEFARITE BACKGROUNDS

Give me a land of boughs in leaf,
A land of trees that stand;
Where trees are fallen there is grief;
I love no leafless land.
-A.E. Housman

Starting Goods: Nefarites are assumed to begin play with proper clothing, a *Treefarer's* kit, spear or axe, self bow and 20 arrows, a knife, as well as leather armor and a hood. They also begin with 2d6x10 bronze rings or the equivalent in furs or other goods.

Languages: Nefarites will know Treespeak at their Int x 5 and divide their Int x 3 in up to two other languages. Thuronish and Frelmick are the most common secondary languages for the Nefara.

Magic: Nefarites who begin play with magic may choose between the following traditions and their glyphs:
Wealding: Glyphic (Tree),
Daucheit: Glyphic (Enhancement),
Adossian: Glyphic (Enhancement),
Arrowdancer: Glyphic (Arrowdancer),
Warder: Glyphic (Beast). Nefarites who know one of these glyphs may begin with four levels of spells.

Skills: Nefarites Begin with +10% to Climb and Jump skills.

Boilers

Most Nefarite villages have several folk that are particularly skilled at the craft of boiling, mixing or working with saps, resins and other herbal ingredients to produce many of the goods that consume or use in trade. These individuals usually dabble with concoctions, potions and healing remedies of various kinds and have often learned much about the local flora and its potentials.

Skills: First aid, Brew potion: (Bodily enhancement, Spirit Enhancement, Healing, Oils and Resins, or Fragrances), Knowledge (Area), Preserving, and any three of the following: Language, Melee Weapon, Throw, Listen, Insight or an appropriate Craft.

Most boilers train by making alcohol. All boilers will gain an additional 30% in brew (alcohol). Boilers should begin the game with 2d4 of the necessary ingredients to make their potions. They also begin the game with the tools of their trade, usually a portable boiling kit, mortar and pestle, salt, alcohol and other common ingredients.

Healer (Dauchiet)

Nefarite healers generally belong to the Brotherhood of the Dauchiet and follow its tenants. They are the most educated class of the Nefarite, studying language and literacy, medicine, and local crafts. Among the Nefarites, healers are generally held in high esteem and are often included in meeting and councils. Itinerate healers traveling the bough roads are often given food and lodging for free.

Skills: First Aid, Glyphic (Enhancement), Literacy, Language, Preserving, Influence, Medicine, Staff, and any two of the following: Appraise, Brew Potion (Healing), Craft (Wood or Leather and Bone), Insight, Knowledge (Regional), Meditate, Spot.

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Highfarmer/Treeswinger

Many Nefarites make their living growing crops in the tops of the boughs around their settlements. Highfarmers spend their day dangling in the treetops pruning, grafting and harvesting fruits, nuts, honey and other crops and produce that grow high in the lighted part of the forest. They often then sell their excess produce to wandering merchants. They differ from foragers in that they tend to stick to the cultivated treetops close to their settlements.

Skills: Bargain, Climb, Craft (leather and bone), Jump, Preserve, Rope, Weapon, and any three of the following: Brawl, First Aid, Knowledge (Regional), Listen, or Spot,

Merchant

Many Nefara take to trading up and down the bough roads with various inhabitants of the forests and rivers. Nefara usually trade animal and tree products in return for metal implements, tools, and weapons.

Skills: Appraise, Bargain, Insight, Knowledge (Regional) Language (Other), Spot, Staff. As well as three of the following: Animal Lore, Fast talk, Literacy (Nefarite), Preserve, Persuade, Rope, or Weapon.

Wealth: Merchants begin play with an additional 3d6+10 rings or guilders worth of trade goods.

Rangers/ Hunters/Foragers

Many Nefara travel far into the boughs and the foragings looking for large prey as well as various plants, trees, fruits and small insects. Nefara hunt many different types of game, some large and dangerous and others small and crafty. The Nefarite hunters have learned varying ways to lure, trap, and kill the varying fauna. Some hunters hide silently in blinds while others take to herding or actively chasing their game. Other Rangers specialize in collecting various plant products. Many of the more valuable products are high in the foragings, so gatherers must be skilled with both climbing and the use of the harness.



Skills: Climb, Knowledge (Regional), Listen, Rope, Spot, Stealth, and any four of the following: Dodge, Hide, Jump, Knowledge (Animal), Preserve, Trap, Track, Weapon (melee), Weapon (Missile).

Shieldbearers

Reeves from the larger Treeholds generally maintain a small retinue of warriors who act as his guard and specifically train in the art of hand-to-hand combat. These are often called Shield Bearers, as they carry large shields to protect themselves and their lords from missile fire in combat.

Skills: Brawl, Dodge, First Aid, Knowledge (Regional), Melee Weapon (any), Shield and four of the following: Grapple, Jump, Listen, Melee Weapon (second), Missile Weapon (any), Navigate, Spot, Strategy.



Treethanes/Swordborn

Treethanes are the hereditary noble/warrior class of the Nefara. In older settlements they are called Swordborn as there were only a few remaining swords that the Nefara brought with them into the Green, and those were hereditarily passed down. Swords were a high status symbol. Since then the availability of swords from the Riverstone or the Thromakite smiths have lowered the value of these artifacts, but the old term still remains. Treethanes begin play with twice the amount of goods and money that other Nefira begin with. In addition they will have hereditary sword.

Skills: Appraise, Command, Influence, Knowledge (Regional), Language (Other), Literacy, Status Weapon (Sword), Treethanes may choose any three other skills that they have studied in their free time.

Wealdling

One of the most common magical traditions in the Green is the Wealdling Way of the Witawealds. Wealdlings are magicians or shamans who practice the magic of the Wealding or Tree glyph. Most settlements have at least one or two people who are sent off or trained by the Witawealds to learn the useful magic of the groves. Although many Nefarites may practice the tradition and magic of the Witawealds, this background represents those who have been brought up and formally trained in the arts, stories, and music of the trees.

Skills: Craft (wood), Listen, Perform (drum or flute), Persuade, Preserving, Glyphic (Tree), and any four of the following: Art (wood carving), First Aid, Hide, Insight, Listen, Sneak, Spot, Status, Bow, Spear or Staff.

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THE RIVER PEOPLE.

Wherever there is a channel for water, there is a road for the canoe. **- Henry David Thoreau**

The greatest concentration of humans in Verduria is along the great wide rivers that flow from the Sky-Shelf Mountains to the sea. Numerous cultures known collectively as the River People include native tribesmen who have lived in The Green for centuries as well as the descendants of outworld explorers and pirates.

River People vary in their trades, from fishing along the relatively safe rivers to trapping along its banks and into the edges of the Root World where the game is bigger and more dangerous. Foraging is common, which involves going deep into the flooded Root World or back in the ravines of the rivers' sources in search of valuable plants and resins.

Most River People are nomadic, traveling up and down the rivers in large caravans of home-boats –- large flatboats with cabins for living quarters. They are usually equipped with smaller, more manageable coracles and canoes lashed to the side. During their travels the Rivermen use these smaller craft for fishing and foraging in shallows and in the narrower, denser waterways of the Root World.

The travels of the River People tend to be cyclical, with the caravans moving for weeks along the rivers, gathering their various goods. At certain points along their routes, or at certain times of the year, they will steer into inlets and river bays, where they have permanent docks and stilted shelters. Here they tie down their home-boats and make temporary raft cities. Some of these raft cities are simply places where fishing or foraging is good, but the increase in outworld trade into The Green has turned many of them into bustling, short-lived floating bazaars, particularly near the river-mouths. In light of this, many Rivermen have become traders and merchants as much as hunter-gatherers, taking the valuable resources of The Green to the raft-cities and changing them for coin or for the manufactured goods of more civilized lands.

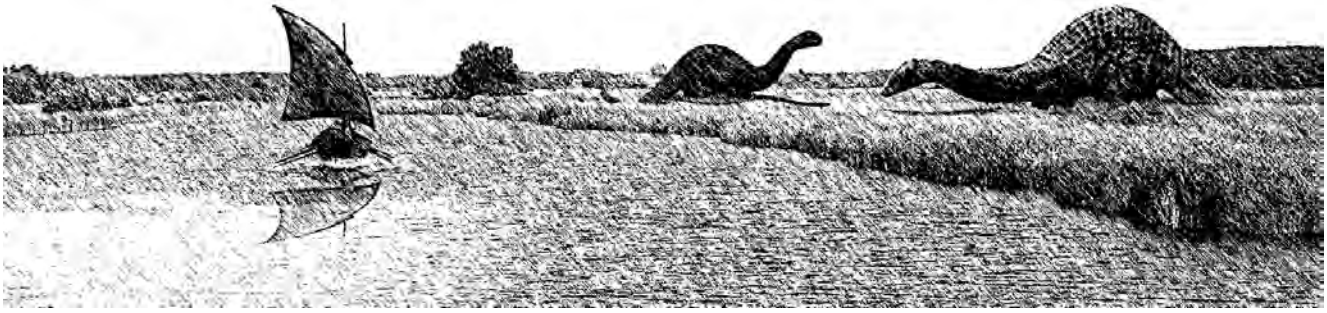
The Enarchs

While the docking points of the nomadic Rivermen are generally seasonal, there are a number of permanent settlements along the rivers, ranging in size from clustered pier-towns to small cities. These are typically on rocky islands that are easily defended, or at points where the Bough Roads cross the river and trade between River People and Nefara is brisk. Many of these settlements began as colonies and outposts for a once far-reaching empire from the world outside the Green. When the empire declined and fragmented, these colonies lost contact with the outside world and began to become self-sufficient. The leaders of these outworld settlements kept control, becoming petty kings of their own colonies and are now known as Enarchs, or River Lords. Today, the strength and influence of the Enarchs varies from town to town and river to river. Some are quite powerful, establishing rule over several miles of river or even whole river systems, but others are more akin to mayors or trade organizers. In places where more ambitious traders or pirates have become Enarchs, they also often act as contacts or middlemen between the people of the deep Green and the merchant sailors of the outside world.

Ichorites

Among the River People are conclaves of learned individuals called Ichorites. These skilled alchemists and apothecaries are keepers of a vast and guarded knowledge of tree and plant secretions as well as animal products and venoms. While many tree products can easily be created in the vats of wise-women and resin-boilers of the Nefara, certain others must be painstakingly prepared, distilled and mixed before they are ready for consumption, and some even require magical attention. This lore is the domain of the Ichorites.

The Ichorites originally came into the Green with the first outworlders. They had a deep interest in the essences and ichors of different plants and the medicinal and magical powers many of them held. Through the years many of these individuals set up mini factories or laboratories along the rivers to manufacture these various nectars and resins into goods that could be sold for vast fortunes in more civilized lands. The Ichorites often worked with various adventurers who were setting themselves up as petty kings along the rivers. The Ichorites received the protection from the Enarchs and in return they provided a steady stream of medicines, potions, incense, and dyes that the Enarch could earn a fortune from. In addition Ichorites were very learned, well educated and often acted as close advisors to the



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Enarch they worked for. Some original Ichorite conclaves, particularly those in the deeper Green, have become very much a part of Verduria, and many of their number were born and educated under the canopies. These often remain loyal to the Enarch realms where they dwell. In more recent times new Ichorites have arrived on ships from the outworld and have aligned themselves with various powers along the rivers of the Green. Powerful Merchant and Magical Guilds from the outside world usually finance these more recent Ichorites. These guilds have become interested in the stream of goods and produce originating in the Green and are vying for a stake in the Trade.



Ichorites hold their secrets of production close—so close that different conclaves have become suspicious of one another, and have developed clannish tendencies. This paranoia, whether the threat is real or imagined, has lent a slight element of desperation to the conclaves in recent years. Many conclaves are loath to take on new apprentices, after recent incidents of journeymen with newly-learned lore being bribed away by other conclaves. There have even been a handful of deaths rumored to be caused by feuding conclaves. Where Ichorite conclaves used to be found alongside the shops and homes of Rivermen settlements, many have now moved deeper into The Green, away from prying eyes and closer to the Nefara, where they can more easily acquire their raw materials. There are still conclaves in almost every permanent settlement, but they are most often in the employ of the Enarchs, who help trade their products in return from the protection the conclaves so often feel they need.

Tribal Peoples

Before the coming of the outworlders and the Nefara there were numerous tribes of men that lived along the rivers and in the swamps of The Green. Many of these tribes practiced horrible death rites, involving poisons and were commonly at war with one another and with other races in The Green. There is evidence that they were survivors of a once thriving society the ruins of which are scattered half-sunken throughout the emerald realm. The stories of the surviving tribes relate an apocalyptic destruction by water that drowned these cities and the peoples that dwelt there. According to folklore the survivors of this deluge became the ancestors of the tribal people who now inhabit The Green. Some indigenous people have been swallowed up in the influx of new cultures, and many have taken to Nefarite or outworlder ways. Others have kept to their ancient traditions. Two of the most widespread and unique tribes that inhabit the rivers and marshes are the Gwali and the Soolie.

The Gwali

The Gwali were originally spread out along the Leanders and Tundell rivers, and most consider those places the birthplace of their people, with ancient myths connecting them to the waters. However, as the banks and inlets have become populated by Enarch holds, more and more Gwali have given up their tribal ways, trading with and living in the newer settlements.

Often called the first nomads of the rivers, many of the Gwali still travel up and down the rivers with the seasons; but while their ancestors were driven by animal migrations and water levels, the current generation mostly works a trade route like the other Rivermen. Meanwhile, those who have rejected many of the old ways now live in clustered villages made of stilted houses, rope bridges and ladders. These Gwali are known to breed a species of large frog which they keep in netted pools. Though mildly venomous, these frogs grow to the size of small dogs, and along with fish make up a large part of the Gwali diet.

The Gwali are experts with frog spears and nets, the primary tools with which they make their living. Though ordinarily not a confrontational people, the Gwali can be dangerous in battle, as they have developed a method for refining the venom of their frogs into a deadly coating for their spearheads.

Among the Gwali there are many who still paint themselves in garish colors and practice the Frog Eater Rites. In tribal rituals and protected with strong magic they often eat the smaller, and sometimes poisonous tree frogs, to gain the spiritual power.

The Soolie

The Soolie are a dour and moody people who live along the mud banks of the rivers and in the coastal swamps and tidewaters of the Green. Their villages are recognizable by the dome-shaped dwellings made of willow limbs and hide, raised up on stilts above half-log docks and walkways.

With the tide of outworld merchant ships rising, rumors have begun to spread about “fierce, blue-skinned hunters on the backs of leathery beasts, their only prey a monstrous reptile so huge that the earth shakes when it falls to their arrows and spears.”

Often referred to by others as “mudskins”, the Soolie are known for covering themselves in a mud-based compound to repel mosquitos, gnats and marsh flies. This compound includes an indigo dye that gives it a bright blue tint.

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The Soolie have domesticated a herd beast called the humpback, a hippo-like creature with great ivory tusks and a hunched appearance. Humpbacks are used as mounts, both on land and in the water as a kind of living boat. They are also used as beasts of burden, clearing bushes and foliage for settlements. Soolie have developed a technique where pairs of humpbacks trample swaths of marshland into mud pools where they cultivate a form of wild rice.

Despite their function as work animals, the humpbacks are sacred to the Soolie, and this fact more than any other has kept the tribe somewhat estranged from other peoples of The Green. While Soolie herdsmen will use humpback ivory for tools and weapons, they will only kill them within the confines of specific rites. For anyone else to kill them is sacrilege. Outworlders and less-scrupulous River People have sought to harvest humpback ivory themselves, only to find that they have made terrible enemies of the Soolie. The Trogod (see below) are very fond of humpback meat and will hunt the "riverpigs" (as they call them) whenever they can. For this reason alone Soolie have been known to attack and kill Trogod on sight.

Nevertheless, Soolie do have interactions with the other denizens of The Green. Humpback riders will hire on as guides and guards along the rivers, and have even been known to harness humpbacks to boats in order to drag them against the current. And, like all Verdurians, the Soolie trade with nearly any and all who have goods to barter. Rice and ivory are the usual offerings, but because of their growing reputation, outworld demand has increased for the indigo dye they use on their skins, as well as for goods made from the "monstrous reptile" they are known to hunt.

Perhaps as widely-known as their blue appearance and the sanctity of their humpbacks, the Soolie traditionally hunt the great brontosaurs that still roam the more remote reaches of the marshes and coastal swamps of The Green. These creatures are somewhat rare, and a hunt happens only once or twice a year, usually drawing Soolie hunters from several clans. When the time comes, dozens of Soolie painted in dyed mud and using special ceremonial weapons stalk the brontosaur and bring it down. Afterwards there follow days or even weeks of making use of the game—its meat, bones, teeth, and hide. When the Soolie trade with others, especially outworlders, they have been able to fetch great prices for the inscribed bones and the vast sheets of leather made from brontosaur hide. The dried and cured meat also seems to keep longer than most others, and is gaining popularity as a travel provision.

RIVERMEN PROFESSIONS

'And you really live by the river? What a jolly life!' 'By it and with it and on it and in it,' said the Rat. 'It's brother and sister to me, and aunts, and company, and food and drink, and (naturally) washing. It's my world, and I don't want any other.
-Kenneth Grahm, Wind in the Willows

Skills: Rivermen Gain a +10% cultural bonus in Swimming and Pilot (Boat) skills.

Languages: Rivermen will know a primary language at their Int x 5 and may distribute their Int x 3 between up to two other languages. Thuronish is the most common language spoken along the rivers and most can speak it at least partially. Many also speak Olds Speach and some learn Treespeak.

Magic: At the Gm's discretion, beginning characters may have magical skills. Characters may substitute one Glyphic skill for one of the optional skills in their profession. Characters who know a glyphic skill will know up to four levels of spells pertaining to their glyph.

Wealth: Rivermen begin with 4d6x10 in guilders, Equiptment or trade goods.

Merchant

The river merchants travel up and down the rivers of Verduria trading goods between the sea coast and the deep Green. At the deltas they pick up goods from the outside world and then ride the winds up the rivers into the Green to trade with the Nifarite and Trappers.

Skills: Appraise, Bargain, Knowledge (Area), Insight, Language (Other), Pilot (Boat), Staff. As well as three of the following: Fast Talk, Spot, Literacy, Navigate, Preserving, Persuade, or Weapon.
Magic: Glyphs of Water, Beast, or Enhancement.
Wealth: Merchants will begin with an additional 4d6x10 in trade goods.

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Fenwalker
Fenwalkers are the hunters, trappers, and fisherman of the river folk. They often navigate up small tributaries to "secret" locations where the fishing or trapping is best. Many seasonally follow the rivers up into the valleys deep in the Scarps.
Skills: Pilot (Boat) Listen, Greenic Lore, Spot, Swim, Track, Trapping, and three of the following: First Aid, Hide, Missile Weapon, Listen, Spear, Craft (Boat).
Magic: Glyphs of Water, Beast, or Enhancement.

Ichorite
The Ichorite background assumes that a character is in the employ or was apprenticed at a young age to one Ichorite conclave or another. They may begin as lab assistant apprentices or as venture apprentices.
Wealth: Ichorites are usually well financed and may begin with an additional 4d6x10 in goods as well as a number of potions, concoctions, or other items at the Gm's approval.

Apprentice Assistant:
Skills: Appraise, Devise, Preserving, Literacy, Language, Craft (any), and any four of the following skills Brew (Choose one: Acids, Glues and Resins, Fragrances, or Poisons), Brew Potion (Choose one: Bodily Enhancement, Spirit Enhancement, Healing) Knowledge (Any).

Apprentice Venture:
Skills: Appraise, Bargain, Navigate, Pilot (Boat), Preserving, Weapon (any) and any three of the following: Brew Potion (Bodily Enhancement or Healing), Devise, First Aid, Language, Listen, Literacy, Weapon (Other), Spot.

Magic: Glyph of Alchemy, Water, or Physic.

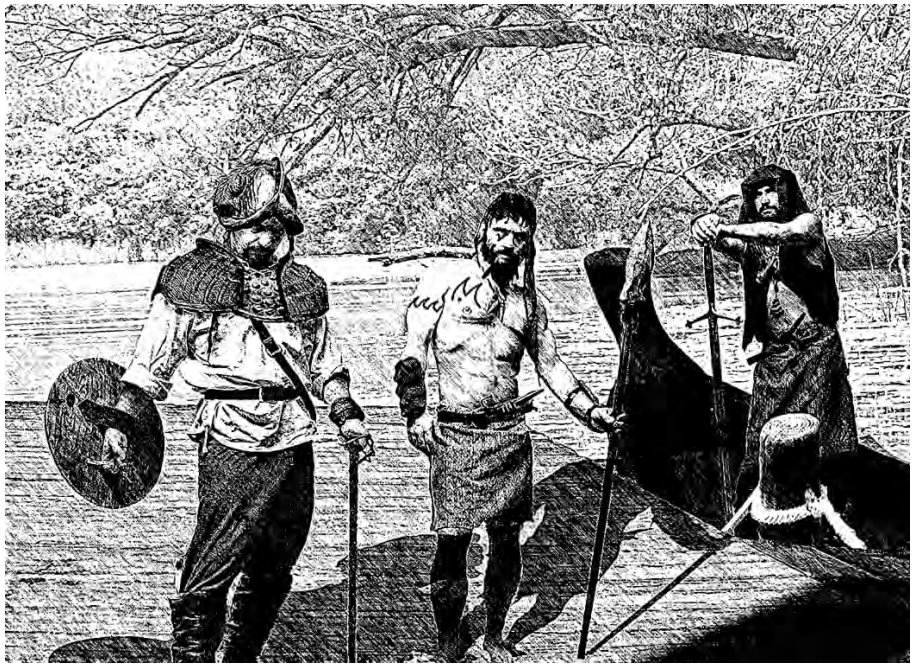
Healer
Riverman healers generally belong to the Brotherhood of the Dauchiet and follow its tenants. They are generally well educated, usually studying language and literacy as well as medicine and often learn the local crafts as well. Among the Rivermen as well as the Nifarites healers are held in high esteem. Itinerate healers traveling the waterways are often given food and lodging for free.
Skills: First Aid, Literacy, Language, Preserving, Staff, Influence, Medicine, and any three of the following: Appraise, Craft (any), Dodge, Insight, Meditate, Spot.
Magic: Glyph of Enhancement (Physic).

Riverward Guard
The river wardens are the guards and warriors of the various river princes. They usually are well paid and housed by their employer. They are also often hired by or leased out to Ichorites as guards.
Skills: Brawl, Boating, Dodge, First Aid, Melee Weapon (any), Missile Weapon (any), Swim, and three of the following: Command, Grapple, Hide, Influence, Language (Other), Listen, Melee Weapon(second), Navigate, Spot.
Riverwardens will begin with 1d6 x 50 guilders in extra arms and armor.

Corsair/Pirate/Out world sailor
Many sailors, pirates and other ship workers from the outside world make it into the Green. Most return, with their ships full to bursting with valuable cargo. Occasionally several stay behind or are marooned in the Green. In addition there is a band of corsairs who operate along the Sable river.

Skills: Climb, Craft (any), Dodge, Grapple, Navigate, Pilot (Boat), Swim, and any four of the following: Artillery, Command, Language (Other), Listen, Repair (Structural), Spot, or Weapon (any).
Magic: Glyphs of Enhancement or Water.

Tribesman Primitive
There are many primitive tribes that have lived in the Green prior to the coming of the Nefarite. The two most common that live along the rivers are the Gwali and the Sooli. Although some have become civilized and should use the preceding entries, others who have maintained their tribal customs should use the following backgrounds.



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Gwali Tribesman

Skills: Hide, Melee Weapon (usually Spear or Club), Pilot (Boat) Spot, Stealth, Swim, and four of the following skills: Brawl, Craft (any), Dodge, Climb, First Aid, Jump, Missile Weapon, Preserving, or Track.
Magic: Gwali use the Glyph of Water or the Totem of Gwalk (Frog-eater).

Sooli Tribesman

The Sooli are tribesmen who live in the rivers, salt marshes and open swamplands of the Green. They are well known for riding and herding the massive hippopotami-like humpbacks.
Skills: Animal Lore, Craft (Leather and Bone), Grapple, Melee weapon, Ride (humpback), Spot, Swim, and any three of the following: First Aid, Missile weapon, Pilot (Boat), Preserving, Shield, or Devise (Trap).
Magic: Sooli often use either the Glyphs of Water or Beast.

Wealth: Primitive Tribesmen should begin play with their tribal weapons, leather armor, and 2d6x10 in trade goods.

THE HILL FOLK

In the foothills of the Skyshelf Mountains, where the ground rises out of the soggy morass into stony heights, dwell the Thomakits and Kuzi. These people shun the swampy depths of the lower Green, preferring instead places of good solid earth and stone, where their magic flows freely. Most of the hill tribes dwell in the Scarps or in the great valleys and gorges of the mountains themselves. They usually only venture down to the swampier lands for trading, hunting, or raiding.



The most numerous and powerful of the hill tribes are the Thromakites. They are devout followers of the ancient smith-king Thromak whom many of their number, particularly the chieftains and nobles, claim as an ancestor. As a great hero Thromak had many aspects to his character. First and foremost he was a great worker of metal and stone and it is said that he first taught the Earthen Glyph to mankind. Fittingly, smiths and masons are highly regarded in Thomakite society as well as those that till the earth. The most common magic among the Thromakites is that dealing with the Earthen Glyph. Earth mages hold high positions in Thromakite society and most chieftains are required to attain high rank in the tradition before they can rise to their thrones.

Perhaps the most renowned of the Thromakites are the fierce berserk warriors of the Urstrom Bear totem. According to the legends within the Urstrom tradition Thromak once had a wrestling contest with a Trogod chieftain and stole from him his bear pelt which held the magic powers of the Urstrom totem. In his later struggles Thromak often is depicted as wearing a bearskin. Many warriors and hunters of the Thromakites belong to the Urstrom tradition and practice the magics of the Totem and it is they more than any other group of Thromakites that tend to make their way into the Green.

The Thromakites' primary homelands lie up through the pass known as Thromak's Teeth, in the misty reaches of the Skyshelves, where they build the great citadels and keeps known as Stoneholds. Wildlife is typically smaller here than in the forests, and perhaps not as abundant, but there is a species of bighorn sheep which the Thromakite herd and use as pack animals. They are extremely sure-footed in the gorges, and the rams are large enough to be used as mounts.

In recent years Thromakites have begun to come to the lower Green more often. Though the tangled depths are as strange and dangerous to them as to any outworlder, it is also a place of adventure, where they could as easily earn fame and wealth or die horribly beneath the steamy verdure of the boughs. Those who dwell closest to the Scarps now come down through the mists to hunt the big animals of the forest and swamp; many creatures of the Green end their days as trophies above the mantelpiece in Thromakite mead halls alongside the wolf, bear, and mountain cat.

And, of course, there is trade. Thromakites increasingly prize wood, amber, incense, dyes, and leather. In return they provide the people of the Green with much-needed metal weapons, tools and armor, along with coins, gemstones, and jewelry. Thromakite metalwork is sturdy and beautifully-wrought and is becoming more and more sought-after in the Green and beyond. Thromakites have made treaties with the Nifara and the River People to strengthen commerce. Commonly agreed-upon rendezvous have been set up where hill folk and Greenic traders can meet and barter in relative safety.

Some Thromakites have even hired on with the Enarchs, where their skills with metal and especially stone are very much in demand. Many have been equipped with smithies for forging weapons and armor, and some have been hired to increase the might of the Enarchs' fortresses.

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The Kuzi:

The Kuzi are a race of men living in scattered tribes throughout the high scarps and low mountains of the Green. They are a very violent and warlike people and often travel the uplands of the Green in small bands raiding, pillaging and often taking slaves. Kuzi are short, heavy of build, dark of skin and thick of brow. They deck themselves in garish and ferocious styles and fashions, including tattooing, body piercing, sharpening teeth and often self mutilization. They often have a great range of hair styles from long wild or braided hair and beards to shaved heads with long topknots. They venerate scalp-taking and often incorporate skulls and trophies of the enemies that they defeat in combat into their dress. In demeanor they are often are a dour, violent, and warlike people who find great glory in war and conquest and often raid other tribes and races of the Green.



The Kuzi often travel the Green in small warbands lead by minor chieftains and petty warlords hunting raiding and making war on other peoples of the Green. Their more permanent homes are in cave complexes located in the scarpes, cliffs, and valleys of the Skyshelves. These cave complexes are ruled by matriarchal Earth Witches, sometimes called Cave Mothers who often maintain a strong hand in ruling various Kuzi chieftains and warbands. The Earth Witches are quite powerful cultic leaders of the Kuzi. Earth Witch traditions are skilled in the use the Earth Glyph as well as often having skilled practitioners of snake totems.

There is a strange relationship between the nomadic Warbands and the Cave Mothers. At various times through the year Kuzi warbands return to the caves to place their trophies and spoils before the Earth Witches and compete for their favors. The required offerings often include slaves, furs, and meat from hunting excursion as well as scalps and skulls and other gruesome items important for their magics. In return the Earth Witches teach magic and grant metal weapons to the Kuzi chieftains and war-bands they favor. Although the Kuzi hold the Earth Witches as holy, there are often power struggles between the witches and particularly powerful and popular chieftains with the Earth Witches usually winning out. Most Earth Witch caves host numerous warbands and often keep chieftains competing with one another for their magics and other favors.

The Earth Witch's keep many servants and slaves within their caves. Maimed warriors and slaves are often taught secrets of working metal and other slaves are used to mine ores from deep within the caverns to supply the forges. Earth witches keep tight control over their forges and grant gruesome metal weapons and sometimes armor to warriors who are particularly pleasing to them. These weapons are thick heavy and crude, made more for function than beauty.

Among the servants of the Witches the most valued are cave trolls usually captured and trained as infants to follow the orders of the Cave Mothers. These Trolls, although generally few in number act as a formidable guard for the witches. Sometimes these Trolls are lent out to favored Kuzi chieftains to accompany them on their raids. The Witches also usually keep a number of pets including huge cave Hyenas and all manner of snakes.

The Kuzi claim almost all other tribes and peoples of the Green as their enemies. They often raid Thromakite, Nefira, Troll, and Trogod alike. They particularly hate tree children who often shoot them with arrows and quickly run away. Kuzi hate this style of warfare and find it very cowardly. They call Tree children Leaf Devils. The Kuzi were once a powerful tribe in the Green and were one of the few people that used metal, but have been on the decline for many years and have dwindled since the coming of the Nefira. Their actions and behavior have made many other races distrust, fear and hate mankind.
Some of the more dangerous of the Kuzi are warbands that have had serious quarrels or have fallen out of favor with the matriarchal witches. These bands often turn to other patrons and sources for spiritual and magical talents. Some have been known to turn to the use of the Une and others have joined and hired on as mercenaries with the slavers and pirates dwelling at the mouth of the Sable river.

Although the Kuzi are becoming more scattered and rare in other areas of the Green, there are still many clans that dwell along the headwaters of the Sable River and in the overlooking scarps. They often raid and are raided in turn by the pirates that dwell at the mouth of the river. They are also known to climb to the bough roads to prey on any vulnerable Nefirite or Trogod settlements.

HILL MEN PROFESSIONS

The Thromakites originate from the mountains north of the Green. They are well known for their ability to work stone and metal and their valuable trade goods brought from the deep mountains. Only the most adventurous journey to the lowlands of the green as they find the swampy and unsteady ground disturbing and the fauna much to dangerous. That said many have come down to the borders of the Green to trade

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various metal and stone goods for the herbs and foodstuffs of the jungle forests and there is a prosperous settlement of Thomakites at Highleaf Hold.

Languages:

Thomakites know their own language, Stonespeak at Int x 5, They will also know one other language.This is often Treespeak or Thuronish at their Int x 3.

Wealth: Thromakites will start the game with metal weapons, a helmet, and ring mail armor. They also have 3d6x10 in coin or precious metals.

Magic: Thromakites who use magic can substitute the Glyphic (Earth), Totem (Urstrom) or the Glyphic (Beast) skills for one of their optional skills.

Crafter/Merchant

The most common type of Thromakite to come into the Verduria are the merchants who double as metal smiths or masons. Their skills command very high prices in The Green and it is easy for them to hire on and make a fortune from almost any Reeve or Enarch. These often work for a while and then return to their homeland laden with valuable woods and furs.

Skills: Appraise, Bargain, Craft (Mason), Craft (Blacksmithing), Insight, Knowledge (Regional), Ride (Ram), Spot, Weapon (Melee) and two of the following: Climb, First Aid, Grappling, Listen, Repair (weapons and Armor), or Shield.

Weapon Thane /Guard

Many Thromakite warriors come down into the land below the clouds. The Green is a land of high adventure for them and it is a place to prove themselves. The warriors act as guards for merchants, craftsmen or nobles of their people who descend to the Green to hunt.

Skills: Brawl, Craft (Blacksmithing), Dodge, Weapon (Missile) Listen, Spot, Weapon (Melee) and any three of the following: Climb, First Aid, Grapple, Ride (Ram), Shield, Weapon (Melee Other).

Raider/Hunter

Thromakites often come to hunt for furs or animal trophies which bring high prices in their homeland. The same set of skills can be used for raiders of both Kuzi and Thromakite origin.

Skills: Animal Lore, Hide, Listen, Weapon (Melee), Weapon (Missile), Stealth, Spot, Track, and any two of the following: Brawl, Climb, Dodge, Grapple, First Aid.

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TROGOD (Goblins)

"Nature teaches beasts to know their friends."
-Coriolanus (Act II, Scene I)



Among the peoples of the Green, the most fierce and feral are the goblin, or Trogod. Some legends hold that they were created as animal warders for the greater powers, while others hold that they were born of forgotten, unnatural magics crossing men with beast. As practitioners of bestial, or Totem magic, the Trogod do in fact have a great empathy with the beasts they keep and even tend to develop animal traits. They are particularly known for their screeching war cry that shakes the leaves and chills the blood as the Trogod enter battle. Their war cry contains all the rage and spirit of a goblin's totem animal, and gives him strength and resilience in the fray.

Goblin tribes are drawn around particular animal totems, and most individual Trogod keep their totem animals as companions and pets. The culture and behavior of each tribe is determined primarily by its totemic practices.

Closely bound as they are to the rites of the animal Totems, Trogod often recognize no laws, taboos, boundaries or traditions but their own. This causes great conflict between them and nearly every other culture in Verduria. They often feud with Tree children, and their conflict with the Mamprusi is as legendary as it is violent.

On the other hand, several tribes of Trogod were once allied with the Nifara and the two peoples still treat each other with a grudging respect. The Trogod also have an abiding hatred of the Une and will tirelessly fight any of its manifestations, and have joined with other peoples in fighting the foul blight.

As one of the older and wider-spread races in the Green, the Trogod have evolved and adapted to their environments over the centuries, and are actually comprised of several sub-races.

Karee (Long-haired goblin, Tree goblin)

The Karee are tree-dwelling goblins noted for their great manes of hair that they, work into coarse braids and pull back into bundles at their napes. They have large pointed ears and a keen sense of hearing as well as smell. Older Karee grow thin, scraggly beards as a sign of their wisdom and age. Karee are excellent hunters and carry themselves with the savage nobility of jungle cats.

Indeed, many of the Karee practice the rites of Peruth, the cat totem, and form bonds with the fierce leopards and tree lions of the canopy. These goblins develop yellow eyes with vertical pupils and can see well in the dark, and long, sharp finger- and toenails, which greatly aid in their climbing. Karee Trogod travel the boughs in small hunting parties or war bands led by minor chieftains or spiritual leaders. There is a large tribe that has made its home in the ruins of Sallow Isle, which has become a gathering and trading place for many of the other tribes.

Karee

Characteristic	*Roll*	*Average*
STR	2D6+4	11
CON	2d6+6	13
SIZ	2d6+2	9
INT	3d6	10-11
POW	3d6	10-11
DEX	2d6+6	13
APP	3d6	10-11

Move: 11 **Hit Points:** 11
Damage Bonus: - **Armor:** Soft Leather, 1 pt.
Attacks: Short Spear 40%, D6+1+db (impaling)
War club 45%,d8 (Crushing)
Bow Composite 40%, D6+1(impaling)
Shield 35%

Skills: Skills: Climb 45% Dodge 40%, Hide 35%, Jump 40%, Language (Wortounge) 50% Language Treespeak 20%, Listen 35% Sense 40%, Spot 40%, Stealth 40%, Track 30%.

Powers: Karee often Practice the Totem of Peruth.

Kwelkie (Rat Tooth Goblin):

The Kwelkie, or rat-tooth, goblins are the smallest of the Trogod and are named for their rodent-like features and teeth. Of all goblin-kind, they live closest to mankind and civilized society, usually on the outskirts of cities and large settlements, and are widely looked upon with derision. Those who practice magic ally themselves with the Totemistic tradition of Skierfing the Rat. Those who bond with swamp rats live at the water level, along the muddy edges of fetid coastal swamps, while those who bond with tree rats take to the branches. Because of their size and social standing, Kwelkie are commonly captured and used as slaves by other Trogod and sometimes-even humankind.

Rat Toothed Goblin.

Characteristic	*Roll*	*Average*
STR	2d6+2	9
CON	2d6+6	13
SIZ	d6+6	9-10
INT	3d6	10-11
POW	3d6	10-11
DEX	2d6+8	15
APP	3d6	10-11

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Move: 12 **Hit Points:** 10
Damage Bonus: -d4 **Armor:** Leather 1 pt
Attacks: Warclub 45 %, d6 –d4
Spear 40%, d6+1-d4
Sling 40%, d8-d2

Skills: Climb 65%, Dodge 45%, Hide 40%, Jump 50%, Language (Wortounge) 40% Language (Thuronish) 15%, Listen 40% Sense 45%, Spot 40%, Stealth 45%, Swim 55%.

Powers: Rat Tooth common use the magic of Skierfing the Rat.

Kweeg (mud-Goblin, River Goblin, Swamp Goblin)

The Kweeg dwell in the swamps and along the rivers of the Green. Though the name encompasses a single sub-race, Kweeg vary greatly in appearance, temperament, and culture due to their varied environments and totems. In general they are squat of face and mostly hairless, and are talented swimmers who can hold their breath for long periods of time. Some have webbed fingers and toes; others have mouths full of jagged teeth while others have an almost scaly skin.

There are many tribes of Kweeg in the Green. The most common are those who follow the totems of Gartooth, Turtle, or Gator. The Gartooth tribes stay to the rivers where they make their Totemistic pacts with the garpike. They use the gar like hunting dogs to fish for them and will even use them as attack animals if they can lure enemies into the water. Gartooth Kweeg often have the most contact with humans and commonly travel to river settlements to trade smoked fish and bone implements and even amber with humans in return for metal. They are also fond of wondrous items brought from the world beyond the Green.

Large tribes of the mysterious Turtle Kweeg dwell in the Weed Sea and delta of the Leanders River. They are known to ride and live on enormous turtles that live there and lead a nomadic existence carrying everything they own on their turtles backs.

The most feared of the Kweeg follow the rites of Wazzaka the Gator. These mud-goblins keep mainly to the root world and are fiercely territorial. They are also quite warlike and frequently raid river settlements, or even other Trogod parties. Wazzaka Trogod tends to be covered in livid scars, which are part of the brutal rites of their totem. No one knows if the scars come from self-mutilation or from their alligator companions.



Kweeg

Characteristic	*Roll*	*Average*
STR	2D6+5	12
CON	2d6+6	13
SIZ	2d6+3	10
INT	3d6	10-11
POW	3d6	10-11
DEX	2d6+5	12
APP	3d6	10-1

Move: 10, 6 Swimming
Hit Points: 12
Damage Bonus: -
Armor: Hard Leather, 2pt.
Attacks: War club 45%, d8+db (crushing)
Short Spear 40%, d6+db (impaling)
Bow, Self 40, d6+1 (impaling)
Shield 40%

Skills: Skills: Boating 40%, Dodge 35%, Hide 35%, Language (Wortounge) 50% Language (Thuronish) 15%, Listen 35% Sense 40%, Spot 40%, Stealth 35%, Swim 75%, Track 30%.

Powers: Powers: Kweeg often use the Totemic magic of Wazzaka, the Gator.

Feral Goblins

When goblins give birth to large litters there is sometimes one among them that is particularly bestial. They tend to bear exaggerated features of their parents' animal totem—wild, feral eyes, long teeth, bony claws, and coarse fur or even pebbly scales. They are more cunning than intelligent and usually never learn to speak more than a few guttural words. Usually they are cast away by their parents and don't survive more than a few days, but in some parts of the Green they are leashed and kept by their kin as a particularly twisted kind of pet. Though they are defiant and mean, they can through rigid training be taught to obey simple commands. As their sense of smell is much greater than even a typical goblin, they are used as bloodhounds or even attack animals, though more than one would-be Trogod master has been found mutilated at the hands of his Feral ward.

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TROGOD BACKGROUNDS

Languages: Most goblins only know Wortongue, but for ease of play Trogod adventurers may speak Wortongue at Int x5 and may split their Intx3 into up to two other languages, Usually Treespeak or Thuronish. Some Goblin Tribes, particularly along the rivers have taken on Thuronish as the primary tongue. In these cases characters will know Thuronish at Int x5 and Wortongue at Int x3.

Skills: +10% racial bonus to *Listen* and *Sense*. Furthermore Forest/Tree Goblins will have +10% to Climb and Marsh/River Goblins will have +10% to Swim *(see below for Regions).*

Magic: Totemistic Magic is common among the Trogod. Totem (Peruth, Wazzaka or Skierfing) may be substituted for any optional skill**.**

Wealth: Goblins will begin play with their tribal weapons made of hardened bone or flint, and leather armor. They may start with 1d6x10 guilders in tradable furs, bone or other animal products. If it is fitting the Gm may allow marsh goblins to begin play with a coracle or small boat.

Region: Characters should choose the region that the Goblin originates from between: Tree/Forest Goblins and Marsh/River Goblins.

Tree/Forest Goblins: Goblins that make their homes and hunt in the Canopy, usually Karee and some Rat Tooth Goblins. Tree Goblins will always have the options: *Climb* and *Jump* added to their basic profession skill options.

Marsh/ River Goblins*:* These goblins make their homes in the swamps and riverbanks, usually Kweeg and some Tribes of Rat Tooth Goblins. Marsh Goblins will always have *Pilot (canoe)* and *Swim* added to their basic profession skill options.

Hunter/Warrior: Animal Lore, Hide, Listen, Sense, Stealth, Spot, and any two of the following: Bow, Melee weapon, Dodge, Shield, Track, Traps.

Trader / Crafter: Appraise Animal Lore, Bargaining, Craft (Leather and Bone), Language, Sense, and any two of the following: Melee Weapon, Spot, Sleight of Hand.

Totemist: Appraise Animal Lore, Craft (Leather and Bone), Listen, Play (Drum), Sense, and any two of the following: Melee Weapon, Dodge, and Spot..

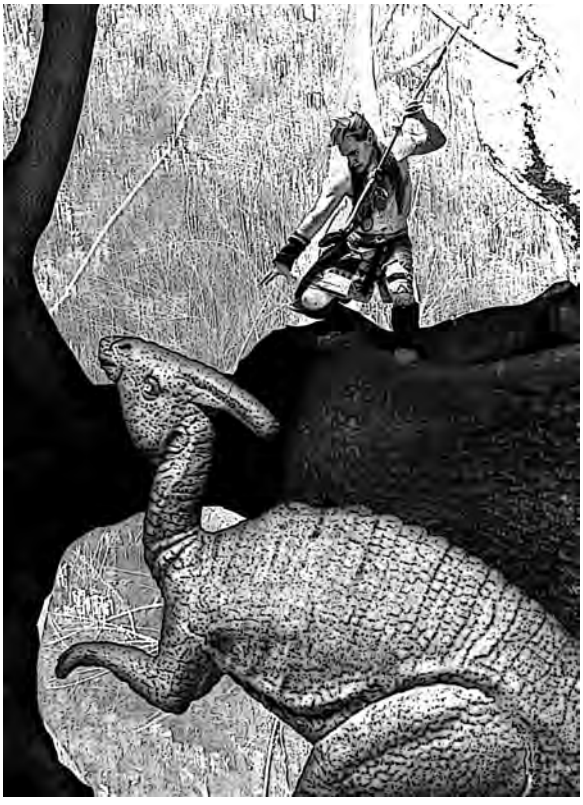
TREE CHILDREN

Isn't it enough to see that a garden is beautiful without having to believe that there are fairies at the bottom of it too?

-Douglas Adams

Tree Children are a race of pygmies who have lived in The Green since its trees were young, and are deeply connected to its primal magics. It's not entirely clear whether they are a race separate from man or simply diminutive humans who have dwelt so long in the forest that they have become inextricably bound to it. They are small, wiry, and nimble, with great manes of hair and intricate patterns of tattoos over their bodies and faces. Their feet are particularly dexterous, as well-suited to climbing as to walking. Tree Children's tribal homes are often high in the treetops, in the topmost reaches of the Foragings and sometimes even well into the Heights. They tend to be shy and avoid contact with other races, keeping a curious eye on the goings-on from the safety of the high branches. They distrust ground-dwellers, whom they consider dirty (their word for the land below the trees translates literally to "big muddy"), and will generally avoid the ground level. Some tribes have been known to attack any intruders in their parts of the forest. This is especially true with Tree Children who live near populations of goblins, whom they despise for their magics and their barbarity; Tree Children and Trogod frequently skirmish back and forth in the upper reaches of The Green.

When roused to combat, the Tree Children make use of their small size and agility, remaining in higher branches than most humans can safely reach.



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From these heights they hide and watch, loose darts or arrows on their foes, and flee higher and deeper into the trees when the enemy gets too close. A favorite tactic is to lead pursuers to pre-planned traps or to areas with weak, dead, or thin branches.

Aside from this guerilla-style combat, Tree Children are well known for their potent use of the ancient and mysterious Wealding magics, calling on the trees themselves for power. Those Tree Children who have devoted themselves to magic can bend the forest to their will, either for healing and nurturing purposes or for summoning attacks on enemies.

Other Tree Children are known for their use of various insect totems. The Chirpa often practice a totemistic magic that allows them to domesticate certain varieties of insects of both giant and regular size. The more adventuresome of the tribes sometimes come down from their heights to trade in honey, chitin and other insect products.



The Fremlik

Among the xenophobic Tree Children, the Fremlik tribe is by far the one most likely to be encountered by man. When the Nifara first entered The Green, it was the Fremlik who uncharacteristically befriended them, guided them above the "big muddy," and taught them the secrets of living in the boughs. They also taught the use of Wealding magic. The two peoples developed a close friendship, and to this day they often live and work together. Fremlik villages are frequently no more than a short jaunt away from smaller Nifarite settlements; villages are less common near the larger Nifarite cities, but even there it is not uncommon to find a Fremlik Tree Children among the population.

Fremlik villages are all but invisible from lower levels of the trees, or for that matter at their own level from more than a few dozen yards away. As natural climbers they have little use for bridges or stairways, so these structures are markedly absent. The dwellings themselves are fashioned from the living foliage of the forest. Through the use of their magics, the Fremlik shape vine, limb, and bole into huts and enclosed terraces. At first appearance, a Fremlik village appears as nothing more than a bit of forest grown into twisted and oddly beautiful shapes. On the largest trees, their dwellings mark the entrances to networks of living and social spaces inside the trunk itself.

Because of the lack of walkways and the instability of the thinner branches, Nefara and other outsiders don't ordinarily visit Fremlik villages, though the Nefara who work the Heights can often be found sharing a meal or conversation with Fremlik near the village.

The friendship between Fremlik and Nifara, old and strong as it may be, is not without its detractors. While the Fremlik are not precisely ostracized from other Tree Children for their relationships with Nefarites, there are many Tree Children tribes who frown upon it, occasionally to the degree of open hostility..

Meanwhile, the Fremlik-Nefarite relationship has also brought occasional bitterness from other human cultures, particularly those who have had violent encounters with Tree Children (usually with tribes other than Fremlik).

Nevertheless, the bond between Fremlik and Nefara remains strong, and these particular Tree Children remain a common sight among the settlements in the boughs of The Green.

Tree Child

Characteristic	*Roll*	*Average*
STR	2d6+2	9
CON	3d6	10-11
SIZ	1d6+4	7-8
INT	2d6+6	13
POW	2d6+6	13
DEX	3d6+3	13-14
APP	3d6	10-11

Move: 10, Trees 8
Hit Points:9
Damage Bonus:-
Armor: 1or 2 point leather or wood armor
Attacks: Self Bow 50%, d6+1,
Short Spear 40% D6+1
Powers:
Most Tree children use Wealding magic. There are some who practice the totem of Chirpa.

Skills: Climb 70%, Dodge 55%, First Aid 40%, Hide 55%, Jump 60%, Knowledge(Tree lore) 45%, Language (Treespeak) 80%, (River tongue) 20%, Listen 55%, Sense 40%, Stealth 60%, Track 40%.

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TREE CHILD BACKGROUNDS

Languages: Tree Children will know Frelmick at their Int x 5. They may also know Treespeak or Handcant at their Int x3.

Skills: Tree children have a +10 racial bonus to Climbing, Jump, and Listen.

Wealth: It is assumed that Tree Children begin with tribal weapons, leather armor, a rainproof cloak or tarp, knife and rope. Individuals will also have tools necessary for their professions. GM's may want to gift them with a concoction or two made up by their herbalists.

Magic: Tree Children can know *Glyphic (Tree)* as an optional skill.

Forager:
Most tree children spend time in the branches between the foragings and the Heights, hunting and searching for food and other valuable produce.
Skills: Climb, Knowledge (Area), Hide, Listen, Preserving, Spot, Stealth, and any two of the following: Dodge, Jump, Throw, Track, Weapon.

Herbalist:
Herbalists are the potion makers, healers, cooks and sometimes craftspeople of the Tree Children. They have a great store of knowledge of the trees and their products and know many concoctions, poisons and herbal remedies.
Skills: Brew (Potion), Brew (Potion x 2), Climbing, Craft (wood), First Aid, Knowledge (Area), Preserving, and any three of the following: Brew (Potion x3), Hide, Melee weapon, Stealth, Spot, Throw.

Hunter/Warrior:
Most clans include several dedicated hunters and trackers whose game supplies the necessary meat, hides and bone for the tribe. These hunters also act as scouts and warriors for the tribe as their hunts often take them far from their treetop homes. In some clans hunters have been known to practice the rites of Chirpa the insect totem.
Skills: Animal Lore, Climb, Hide, Knowledge (Area) Listen, Spot, Stealth, Trap, and two of the following: Bow, Dodge, First Aid, Melee Weapon, Shield.

Wealding: Wealdings are Tree children who have learned the magic and lore of the boughs at an early age and practice the ways of the Witawealds. They are often the best educated and the crafters and leaders of the Tree child clans.
Skills: Climbing, Craft (wood), Glyphic (Tree), Perform (drum or flute), Persuade, Preserving, and any four of the following: Brew (potion), First Aid, Hide, Insight, Language (other), Listen, Stealth, Spot, Status, Weapon.

THE MAMPRUSI

The Mamprusi are a race of intelligent apes that range the rivers and bough roads of The Green, hunting, fishing, and occasionally trading with other Verdurians.

They are of course excellent climbers, but many are also well adapted to the water, with vestigial webbing between their digits and the ability to hold their breaths for long periods of time. While they can walk upright, Mamprusi are much faster and more agile when using their forelimbs for locomotion. Some use spears and clubs, which they carry in sheaths on their backs, but often they simply wrap their forearms in tough leather vambraces, in which they embed spurs of bone and thorn. These armbands not only protect their limbs from damage, but also make their punches especially deadly.

Like the other cultures native to the Verdurian forests, Mamprusi are essentially tribal and nomadic, though for the most part their wanderings are loosely dictated by following game or by obscure religious drives. They travel in troops of about five to thirty individuals, plus one or more shamanic spider monkeys and other simian pets. Some tribes prefer living close to the ground along the rivers and swamps, while others prefer the security of the canopy.

Their tribal structures are mostly incomprehensible to other races, but seem to be based on seemingly minor racial features such as fur or even eye color, size, or build, so that one Mamprusi tribe may consist of hulking gorilla-like individuals with silver-tipped black fur, while another might be more lean and wiry,



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with reddish manes. The one common factor among all the tribes is the presence and influence of their *Wisdom Shriekers*—spider monkeys "awakened" in a magical religious ceremony by the Mamprusi themselves to serve as familiars and spiritual advisors. These Wisdom Shriekers, often simply called wisdoms, are powerful spell weavers, and are considered full members of the tribe.

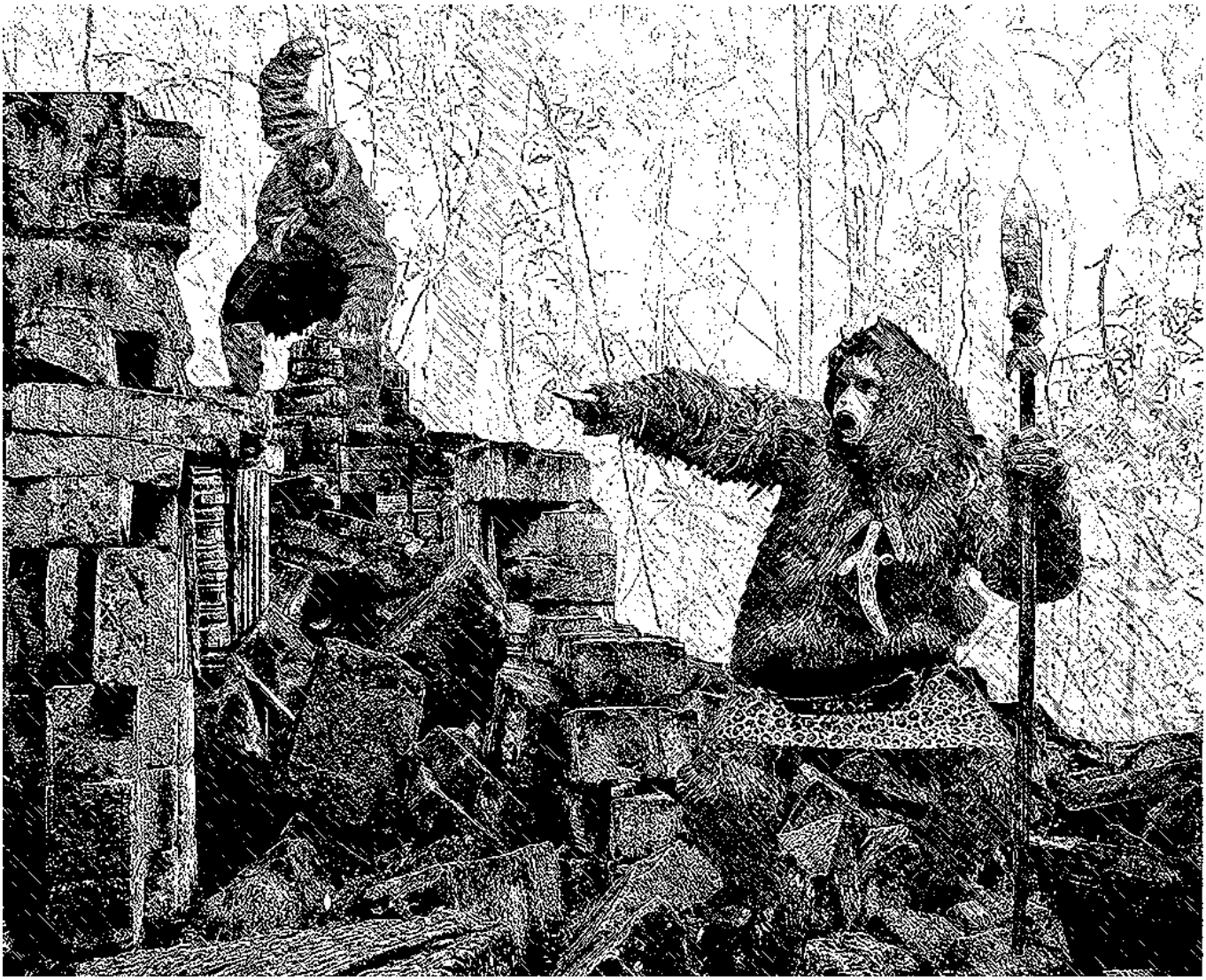
Though the Mamprusi as a whole spend most of their time in reaches of the Green nearly impassable to humans and others, they do have regular contact with the other peoples of Verduria. Small groups of Mamprusi are often found in trading towns on the rivers and along the bough-roads. Ichorites and Boilers especially welcome them, as their deep forest rangings yield many saps and tree products that are otherwise very difficult to come by. The Mamprusi mainly seek metal in their trading—finished products like spearheads, hunting knives, fishhooks, and other tools.

In addition to trading, some curious Mamprusi have recently been hiring themselves out as mercenaries or guides among the human explorers and adventurers.

The Mamprusi and Trogod have shared a deep and violent hatred for as long as either race can remember. The quarrel is partly territorial—both races share similar habitat and hunt similar game—and largely religious, dating to the time of their races' creation. For the most part Mamprusi will simply avoid Trogod and their known areas, but if they do encounter them they have been known to become enraged and tear goblins limb from limb.

Most Mamprusi maintain a mostly neutral attitude toward other cultures, but there are several tribes of Mamprusi that are particularly savage, warlike, and territorial. Some of the more violent clans from the deep Green have even been known to practice cannibalistic rites.

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Mamprusi

Characteristic	*Roll*	*Average*
STR	3d6+6	16-17
CON	3d6	10-11
SIZ	3d6	10-11
INT	3d6	10-11
POW	3d6	10-11
DEX	2d6+6	13
APP	3d6	10-11

Move:10, 6
Hit Points:11
Damage Bonus: D4
Armor: 1 point skin
Attacks: Claw 45% d6+d4, Bite 40%d6+d4, Spear 40% d6+d4+1

Powers: Mamprusi often are attuned to the Totem of Bombaygo. Some have been known to attune themselves to the Water or Wealding Glyphs.
-Minor Quadruped mutation.

Skills: Climb 70%, Jump 60%, Listen 45%, Sense 35%, Spot 40%, Swim 60%.

Mamprusi Backgrounds:

Languages: Mamprusi characters will know their own language at 5x their intelligence. They may also know one other language at their Int x 3. Based on the proximity of the Mamprusi's tribe this is usually Treespeak, Thuronish or Rivertongue. (Most Mamprusi can only speak their tribal language; the player characters are exceptional individuals).

Skills: Mamprusi have a +15 racial bonus to *Climb, Jump, Sense,* and *Swim*.

Wealth: Mamprusi can begin with their tribal weapons and 2d6 Guilders worth of oddments and trade goods.

Magic: Mamprusi can become talented in the Bombaygo Totem at the start of the game and know up to four levels of spells.

Mamprusi generally have no specific professions, as they all tend to share the work of the tribe. The following skills can be chosen in such a way to represent the different roles of a Mamprusi clan.

Skills: Dodge, Claw, Climb, Jump, Spot, Swim, Throw, and any three of the following: Club, Drive (Boat), Grapple, Hide, Listen, Play (Drum), Spear, Stealth, Totem (Bombaygo).

MORPA

Trees are sanctuaries. Whoever knows how to talk to them, whoever knows how to listen to them, can learn the truth. -- ***Herman Hesse***

Said to be as old as the trees themselves, and as imbued with magic, the Morpa dwelling in the Green today are the last members of an ancient and peaceful race—some say the first mortal race to be born of the Green. Legend holds that it was the Morpa who first passed down the secrets of the wealding glyph to the Tree Children. Extremely long-lived, many Morpa alive today can remember the coming of the Nefara, and even further back to the days when the river tribes were many and varied. The Morpa are generally nonviolent and spend most of their time among the great trees. Some travel slowly along the lesser-known bough roads gathering knowledge and living a nomadic life. Others will settle in a particularly beloved or sacred tree where they are known to store among other oddments, libraries of birch bark and papyrus scrolls. It is not uncommon for an old Morpa to take up in a Tree Child village, where he is welcomed as a wise man and friend. Though not often encountered, the Morpa are well-known throughout Verduria for their almost whimsical demeanor belying their great age, their deep connections to the trees, and their legendary workings of wood.

Morpa vaguely resemble large humanoid sloths: they have short legs and long arms, clever fingers and prehensile toes, and large soulful eyes. Like the creatures they resemble, they are excellent climbers but slow-moving. However, for most movement they walk upright, often leaning on stout walking staffs for support.

Gatherers of knowledge, Morpa are known to carry pouches and satchels with writing instruments and parchments both loose and bound. They are almost universally interested in languages, folklore, music, history and all sorts of writing. They are particularly apt at making a form of paper out of birch bark, which they illuminate with intricate inscriptions and pictures.
They are also known as peerless workers of wood and amber. The style of their craftsmanship appears organic as if the items were grown rather than sculpted. The Morpa originally were not interested in trading items of their craftsmanship for gold or money, but sly traders have found that the Morpa greatly covet books and scrolls of all sorts. If the books happen to be particularly interesting the Morpa can even be convinced to trade.

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Larger Nifara tree- cities and the occasional Ichorite conclave often have hand-scribed books by Morpa wanderers, which have come to them through a series of trades and gifts. These tomes usually contain—to those who can read them—an assortment of notes on plants or animals, the locations of particularly good wierding-trees, snatches of sparse poetry, and paragraphs of prose that seem to be a combination of history and myth, often with references to unkown places or individuals. Though not often immediately useful to humans, these books are highly regarded and can command high prices in trade. They will sometimes contain useful plant information—either the location of a rare species, or a previously unknown use for a plant, and sometimes, otherwise unknown magical secrets.

For a number of reasons, including their plodding size and limited speed, Morpa are not among the great warriors of the Green, on the other hand, they tend to be exceptionally crafty and often are potent wielders of wealding magic. When attacked, the Morpa often will not counter-attack in any usual sense, but the would-assailant soon discovers that the Morpa have a great repertoire of defensive and evasive options. It's said in the Green that it is easier to capture and kill one of the great Verdurian oaks than it is a Morpa spell caster.



Not that attacks on Morpa are common. They are highly regarded throughout the Nifarite world in the canopy, and are always welcome sights on the bough roads. Even very ancient Morpa tend towards an almost childlike sense of wonder, serenity, and friendliness, and are greatly beloved by children. The only time one is likely to see a darker mood in a Morpa is at the mention of – or worse, an encounter with – the Une. Even Trogod are generally respectful, though the more feral of them can strain a Morpa's mood.

Regarded as a tragedy by most cultures, but simply accepted by the Morpa themselves, they are a dying race. Morpa are often solitary and rarely reproduce and even then only tend to have only one offspring. Due to their extreme longevity, there will be Morpa walking the bough-roads of Verduria for many years to come, but eventually they will exist only in memory.

Morpa

Characteristic	*Roll*	*Average*
STR	2d6+6	13
CON	3d6	10-11
SIZ	2d6+2	9
INT	3d6+3	13-14
POW	2d6+6	13
DEX	2d6+2	9
APP	3d6	10-11

Move: 6,6 in trees
Hit Points: 10
Damage Bonus:-
Armor: 2 point fur
Attacks: Staff 45%, D8, Axe 35%,d8+2
Powers:

Skills: Climbing 70%, Spot 55%, Jump 50%, Stealth 45%, Sense 60%

Note: A morpa's arms are much larger than typical humanoids. If using hit locations a Morpa's arm Hp's should be equal to that of the legs.

Starting Goods: Morpa begin play with a staff or other weapon, and a satchel with scrolls, ink, and writing equipment.

Languages: Morpa will know Treespeak at 5x their intelligence and up to two other languages at 3 x their Int. Morpa are always taught to write when they are young and assumed to be literate.

Skills: Morpa get a +20% Racial Bonus to Climb, Sense, and Hide.

Morpa Professions:
Morpa do not have professions per say. The following skills are common for their background: Knowledge (Area), Knowledge (Verdurian Lore), Language (additional), Literacy, Preserving, Hide, Stealth, any three of the following: Brew (any potion)*, Climb, Craft (wood), First Aid, Glyphic (Wealding)**, Insight, Listen, Perform (Flute, Drum), Spot, Staff.

**Morpa who have the Brew Potion skill will begin play with 2d4 ingredients.*
***Morpa who begin play attuned to the Wealding Glyph will know four spell levels.*

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CHARACTER CREATION NOTES

May I set the stage? I shall impersonate a man.
Come, enter into my imagination and see him!
-"Man of La Mancha"

Characters may be created using any of the normal options available in BRP. Professions for characters originating in the Green are provided along with the cultural descriptions in chapter 1. Other Professions are possible particularly with individuals and groups that are entering the Green from the outside world.

Other Appropriate Professions:

Artist, Assassin, Craftsman, Entertainer, Explorer, Farmer, Gambler, Hunter, Laborer, Merchant, Noble, Occultist, Pilot, Priest, Sailor, Scholar, Scientist, Servant, Shaman, Slave, Soldier, Student, Teacher, Thief, Tribesman, Warrior, Wizard.

Powers: Magic

Although it can be played as a low magic setting, the Green is intended to be a highly magical environment where many, if not most characters will have access to magic. Some GMs may prefer to have characters join traditions and learn magic during play, while others may wish characters to know magic when play is begun. In order to begin play with magic, characters must spend the appropriate permanent Pow to join a particular tradition and become talented (see chapter 2). They may then allocate skill points into the glyphic skill by substituting the appropriate glyphic skill as an optional skill that characters are allowed in their Professions. Characters who do this may begin with up to four levels of spells. For *Heroic* or higher campaign levels GM's may want to increase the number of starting spells available.

Note: Although Glyphic Magic provided later in the book is the predominant magic used in the Green; Magic, Sorcery, and possibly other powers can easily exist within the setting.

Option: Magic is quite common in the Green. But there are also many who do not use magic. GM's may desire to give bonuses to characters who do not choose to use magic. Characters that do not gain magic of any kind in their background may take a bonus of +30% to any one skill.

Anther option is to allow non-magic characters several bonus points to be distributed to their characteristics thus buffing up their characters to make up for the lack of magic. This would represent time and practice they spent while others were studying glyphs and learning the lore of their traditions.

New Skills:

Beast Lore: Knowledge (Animal)
Base chance: 05%
Category: Mental
This skill allows a character to understand general knowledge about animals and creatures in the Green. Animal Lore represents the knowledge of the general habits, foodstuff, and dangers as well as how to hunt various animals. Beast Lore also allows them to know what parts of the animal are edible, usable for various tools, and are valuable as trade items: furs, feathers, horns etc. This skill is also necessary to properly clean and preserve animals to get the most out of each kill.

Craft (Bowyer/Fletching):
Base chance: 05%
Category: Mental
This skill allows characters to make Arrows and Bows. The skills are normally taught together in the Green but Gm's may choose to split this into two different skills: Craft: (Bowyer) and Craft (Fletching). s may take a bonus of +30% to any one skill.



Craft (Leather and Bone):
Base chance: 05%
Category: Mental
In most traditions in the Green the Crafting and working of leather and bone is taught as a single skill. This skill involves engraving, sculpting, fastening, and well as hardening bones, skins chitin and carapaces of creatures. Through the use of various layers of resins and heating methods some artisans in the Green can fashion weapons and armor of almost the equivalent of metal. Use of this skill is considered as much and art as a craft in many cultures.

Devise: *Technical skill (Traps):*
Base chance: 05%
Category: mental

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Devise represents the skill of designing creating traps, simple machines, pulleys, simple gears, and very primitive engineering. In many ways Devise is similar to the Rope skill.

Glyphic (various):
This skill represents a character's magical knowledge of a particular Glyphic Realm. It also assumes a character's knowledge over the concept or element involved. Glyphic (Physic) would include basic anatomy; Glyphic (Earth) would also include basic geology, and masonry. The skill also includes a knowledge of the history and folklore of the traditions that teach the Glyph.

Optional Rule for Crafting.
If a Gm wishes they may substitute the following optional rule for the crafting rule on pp. 54.
If a character rolls a special roll during the crafting of a item they may add a virtue to the item. If they roll a critical they may add two virtues to the item.

Once a character is successful with their initial crafting skill and the item in question is created they may continue to improve, embellish and refine the item, attempting to add virtues to the crafted work by rolling a special or critical success. Each further roll a crafter makes, his skill is at –25% and requires again the amount of time as the original crafting. A failure means that the item is finished and no further work can gain any special benefits. A simple success allows a character to roll again at a further –25%, a fumble will destroy the item. On a special roll, the crafter may add one virtue to the item in question. On a critical they may add two virtues.

Virtues:
Sturdier: Adds a further + 20% to the hit points to the item.
Increased Balance/ Function +5% to skills up to 15%
Light/ easy to carry/ well balanced: 2/3 normal weight.
Superior appearance: Twice normal value.
Increase Damage: +1 damage. May not be chosen and stacked consecutively. Additional damage may only be chosen as one out of every two virtues.
Improved armor: +1 Armor Points. Armor should be made one location at a time.

Bonuses to the craft skill:
The following may modify the crafter's skill chance:
Meticulous: Doubles normal crafting time +5%.
Superior tools or workshop: +5 to +15%.
Superior material: +5% to +20%.

Knowledge (Regional):
Base chance: 05%
Category: Mental
Regional knowledge includes current events, best forms of travel, where settlements are located etc. Some possible regions include: Sable River, Tundell River, Leanders River, Reeve's Holds, or Scarps.

Pilot (Boat):
Base chance: 10%
Category: Physical
This represents a character's ability to successfully steer or keep from capsizing such vessels in adverse conditions, move with and against strong currents, and other such activities. It also represents a character's ability to maintain and repair such vessels.
(Canoe): Canoes, coracles, kayaks, and dugouts.
(Raft) Log Raft, Flatboat, and River Barge.
(Ship) Longship, other ocean going vessels and wind powered ships.

Preserving: ***Knowledge (Herbal)***
Base chance: 05%
Category: mental
Preserving represents the not only the recognition of valuable plants and herbs, but also the ability to properly pack and store both animal and plant products once they have been harvested. Many valuable herbs and plants of the Green quickly wither or loose their effectiveness, potency, or taste if they are not carefully preserved when harvested..
Preserving also incorporates a shallow understanding of Alchemy and healing, and how herbs and other products can be simply combined to produce valuable products. Successful use of the Preserving skill generally needs a small kit of packets, gourds, alcohol, salt and various tea leaves and often a mini mortar and pestle. Preserving represents the skill of Knowledge (Herbal)

Rope: ***Fine Manipulation***
Base chance: 05%
Category: Manipulation
Life in The Green often requires that farmers, scavengers and hunters have an intrinsic skill of working with ropes, knots and safety devices of various kinds. Most Nefarites wear a harness with numerous hooks and rings that they can attach and tie vines and ropes though. The Rope skill incorporates the tying of ropes, knots, quickly and efficiently as well as the devising of various rope traps and nets that are common among their folk. The skill can also represent a characters skill of quickly throwing line and hooks into tree when attempting to swing or even falling.

Totem (Various)
The Totem skill is a characters chance of successfully casting totemic spells. It also includes a detailed knowledge of the totem animal including its anatomy, behavior, tracks, prey, and the folklore surrounding its magic.

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Languages

The jungle has many tongues. I know them all.
-Kipling, *Jungle Book*

There are a wide variety of diverse languages spoken in the Green and one of the most difficult problems facing merchants and adventurers is often communication with the many tribes and backgrounds.

People growing up in the Green generally know more that one language. Characters are assumed to know at least two languages. Characters will know their own language at their Int x 5. They may also spread their Int x 3 skill points in one or two other languages.

Treespeak: The language of the Nifarite, Treespeak acts as a bit of a common tongue in the Green. It is a polyglot language incorporating bits of Thuronish and Frelmick. It is spoken by the Nifara as well as many Frelmick and can often be heard in river people settlements. The written version is rough and still under development. It uses the Thuronish alphabet as a base. Complex thoughts may not be communicated very well in the written version of the language. Those who know Treespeak will be able to speak Thuronish and Frelmick as *Hard* skills.

Thuronish: It is sometimes called Enarch or Rivertongue. The language of the outside world, it is similar to Latin during the fall of the Roman Empire. Most people coming into the Green from the outside world speak it and it is the common language along the rivers. Many of its words and phrases are used in Treespeach. Thuronish writing has a thoroughly developed alphabet and is the most common form of writing. People who know Thuronish can attempt Treespeak as a *difficult* skill.

Stonespeak: This is an ancient language used by the earth people. Thromakites, Kuzi and Trolls all speak variations of this language. Often runic inscriptions in stone or metal work are written in Stonespeak.

Frelmick: The tribal language of many Tree Children Tribes. Many of its words and phrases have been picked up by the Treespeak language.

Old Speach: This language was commonly used by the tribal river people before the coming of the Outworlders. Gwali and Sooli both spoke different dialects of this tongue before the coming of the Enarchs. The language is now being overshadowed by Thuronish. Many of the inscriptions on the old ruins are written in this language, but few know how to read or write the language anymore.

Hand Cant: This is a silent hand or sign language used by Tree Child hunters. Arrowdancers have picked up this language and often use it when stealth is necessary.

Wortongue: Often called Totemic or Beast Speech this is the tribal language of the Trogod as well as the Mamprusi. It incorporates a lot of non-verbal and sign language and commonly borrows words from other local languages. There are many dialects of Wortongue.

Sounding: In order to speak over distances in the Green languages have developed using musical instruments. Sounding is usually communicated with a Horn or a Drum. Soolie and Nifarites are known for their use horns. Trogod, Tree children and Mamprusi usually communicate by the use of Drums. No complex thoughts can be communicated through the use of sounding. The skill for using or transmitting this language is actually represented by a character's Play Instrument skill. The language is very easy to understand and characters from a particular tribe or people are assumed to know what various notes mean when they hear them.

Gnothic: This is the ancient language of glyphs. Skill in this language does not represent the power to use glyphs to cast spells, but rather the understanding of the language itself. Characters who know Gnothic may know what spell foci are, and what effects and spells they affect, but are not able to use magic inherent in them. Gnothic is a dead and complicated language but many old inscriptions are written in the Gnothic tongue. It is often studied by Dauchiet brothers as well as wizards and those interested in history and the arcane. Many Grimioires are written in Gnothic.

In the default setting (see the GM's Section), all of these languages with the exception of Sounding came from the same root language: Gnothic. To simplify matters a GM may wish to assume that the languages are still similar in many ways. Those who know one language may communicate in any other as a *Difficult* skill.

My lord, the hands that made the road wrote the wonderful writings. We know not who wrote them.

-Rider Haggard, *King Solomon's Mine*

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List of Skills Common in the Green

Skill	*Category*	*Base%*	*Page*
Appraise	Mental	15	50 BRP
Bargain	Communication	05	52 BRP
Brawl	Combat	25	52 BRP
Brew Potion *Spirit Enhancement* *Bodily Enhancement* *Healing* *Poisons* *Glues, Oils and Resins* *Fragrances* *Acids*	Mental	0	Green
Climb	Physical	40	52 BRP
Command	Communication	05	53 BRP
Craft	Manipulation	05	54 BRP
Blacksmith			
Carpentry			
*(Leather and Bone)**			Green,
Stonemasonry			
Devise (*Technical skill**)	Mental	05	82 BRP
Disguise	Communication	01	55 BRP
Dodge	Physical	Dex x 2	55 BRP
Etiquette	Communication	05	56 BRP
Fast Talk	Communication	05	57 BRP
Fine Manipulation	Manipulation	05	57 BRP
First Aid	Mental	INT	58 BRP
Glyph **(Specific Glyph)**	Mental	Pow + Int	Green
Grapple	Combat	25	60 BRP
Hide	Physical	10	62 BRP
Insight	Perception	05	63 BRP
Jump	Physical	25	63 BRP
Knowledge* Area Beastlore Folklore Greenic History	Mental	01	64 BRP
Language	Communication	INT	66 BRP
Listen	Perception	25	66 BRP
Literacy	Mental	01	67 BRP
Meditation	Mental	00	68 BRP
Medicine	Mental	05	69 BRP
Melee Weapon		Varies	69 BRP
Missile Weapon		Varies	69 BRP
Navigate	Perception	10	70 BRP
Perform	Communication	05	71 BRP
Persuade	Communication	15	71 BRP
Pilot	Physical	10	72 BRP
Raft /Flatboat Canoe /Coracle Ship			Green
Preserving	Mental	05%	Green
Ride	Physical	05	75 BRP
Ropes	Manipulation	05%	Green
Sense	Perception	10	77 BRP
Shield	Combat	Varies	78 BRP
Sleight of Hand	Manipulation	05	78 BRP
Spot	Perception	25	78 BRP
Stealth	Physical	10	80 BRP
Swim	Physical	25	81 BRP
Teach	Communication	10	77 BRP
Totem **(Specific Totem)***	Int+Pow	Int+Pow	Green
Throw	Physical	25	83 BRP
Track	Perception	10	83 BRP



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II. GLYPHIC MAGIC

The only words that ever satisfied me as describing Nature are the terms used in fairy books, charm, spell, enchantment. They express the arbitrariness of the fact and its mystery.
-G. K. Chesterton

Magic in the Green incorporates elements of both *Magic* and *Sorcery* from the core BRP book and yet is somewhat different from either. Magic is divided into various Glyphic realms. Each Glyphic realm represents a magician's influence over a particular sphere or aspect of magic represented by a glyph. Characters who have expertise in a Glyphic realm are called talented. Characters may only use spells from realms that they are attuned to or talented in. Various traditions throughout the Green specialize and teach particular talents and spells to practitioners, initiates and students.

Traditions

Traditions are societies, orders, brotherhoods, cults, or tribes that teach the magic of varying Glyphs. Each tradition teaches the skills and spells of one or more Glyphs as well as various skills and customs that are related to their way of life. These Traditions are the primary vehicle for the learning of magic and a number of the most prominent are detailed later in this chapter.

Becoming talented

To cast spells a character must first become talented or attuned to a particular glyph. Attunement of an individual must be overseen by a teacher who has become a master in a particular Glyphic realm (See mastery suffix below). The most common teachers are the leaders of various traditions. Becoming talented varies from tradition to tradition but usually involves a ritual and often must be accomplished at portentous times or locations. At the end of the process a character must spend one point of permanent Pow to bind or attune themselves to the glyph and its powers. At this point a character gains the skill in that particular glyph equal to his Int + Pow.

Learning Spells

Once a character is talented they may begin to learn spells and enchantments associated with their particular glyph. Spells are learned similarly to sorcery spells in BRP (124-126) and Characters may learn up to their Int in spell levels. Due to the lack of literacy in the Green, spells are usually learned via a teacher.

Once spells are known they may be cast at a skill equal to the character's skill with the relevant glyph. Spells do not each have individual skills. All spells within a glyphic realm are cast using the pertaining *Glyphic Skill*.

Note: Characters do not need to have a Pow of 16 or better to cast spells.



What are Glyphs?
Glyphs are pictographic symbols or ideograms representing the essence of a particular power, concept, or force in the physical world. The glyphs themselves do not contain any power and by themselves are only a symbol or type of writing, but to those talented in their use glyphs become much more. They are a mystical focus representing a spoken sound as well as a hand or body motion. Using a glyph as a focus these gestures and utterances used in concert with particular thoughts, images, and beliefs, may bring about magical and physical manifestations in the material world.

Foci
In order to successfully wield spells a character must have specially prepared Glyphic Foci for that particular spell within his vision as well as be able to make gestures and utterances to bring about the effects of the spell. Gyphic Foci are often worn as tattoos or carved into wands staffs or weapon hilts. Most spells also require certain components, or ingredients to be cast successfully.

Spell Focuses (How magic works)
The glyphs themselves represent the particular concept or idea and alone are simply a form of writing or symbol. The pictograph can then be combined with accent marks or diacritics to add verbal action, meaning, and manipulation to the glyph. Each spell tied to a particular glyph has a pictographic symbol or foci depicting the glyph itself modified by the accents necessary to affect the spell. Spell Foci are usually inscribed on weapons, jewelry, staves, rods, or as tattoos on hands and arms. When characters learn spells it is assumed that they learn the required accents, as well as the gestures and utterances that when added to the glyph will bring about the spell effects.



These glyphs are examples of Foci for Dexterity Enhancement and Constitution Enhancement spells using the Glyph of Physic, and a Breath of Life Foci using the Glyph of Water:

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Grimoires
Many spell casters are not literate in the Green so spells that characters "know" but are not "ready" are not always stored in the traditional book form of grimoires. Instead they are often "written" in pictograms depicting hand and body motions on shell-woven wampum belts or on wooden or bone epistles, wands or staves that effectively act as a character's Grimoire.



Spell Descriptions

"But as a matter of fact he won't be killed. Before I send him up in the hills I'm going to give him a magic word."
"That's a good idea," said the Professor. "Sometimes they work wonders".
-Heywood Broun, *Fifty-First Dragon*

Duration: Unless otherwise noted a particular spell's duration equals the casters Pow in combat rounds. The duration can be extended with the Durative Suffix (see below).

Range: Defines the distance or possible area of effect for a particular spell.

Self: This type of spell may only work on the magician himself or on his familiar.

Touch: A spell caster must be able to touch the target or recipient of the spell. Spell users who have magic wands or staffs may use these items as extensions of their "touch".

Ranged: These spells have a definite range or area of effect and vary based on the spell. The distance Ranged spells can be cast is often based on the Pow of the magician casting the spell.

BRP Spells:
Many Glyphic magic spells refer to spells listed in the *Powers* section of BRP. In this case the BRP spell name will be listed along with the page number of the spell. The effects of Glyphic magic spells generally resemble *Sorcery* spells. Some spells mimic the effects of *Magic* or *Psychic* powers but are limited by their listed maximum level similar to sorcery spells. Some spells have different *ranges*, *effects,* and *durations* than the listed BRP spells. This is intentional and reflects the unique magic of the Green.

Common Spells

Although spells cast from varying totems and glyphs appear and manifest quite differently and require different components, many of them have similar in-game effects. Rather than explain the effects of these spells in each entry, a list of generic spells effects are explained here.

Weapon Enchantment (1-4)
Weapon enchantments vary from tradition to tradition but generally have the same in-game effects. Each level of the spell adds +5% to the enchanter's weapons skill when using the enchanted weapon. The spell also increases the damage result by +1, up to the maximum damage possible using that weapon. Weapon Enchantments vary from tradition to tradition, but most only work on weapons that have been ritually prepared before hand with particular glyphs, symbols, or on weapons specifically created for the purpose. A similar enchantment is used by some traditions to enhance Claws or other natural weaponry.

Protection/Armor Enchantments (1-4)
Protection Enchantments increase armor by one point per level of the spell. The nature of the spell varies greatly from tradition to tradition. Some spells, particularly those of the totemsists, are used to increase the power of armor or hides that are worn. Protection spells in other traditions, for instance the Wealdings, increase the toughness of the skin. In order for these spells to function properly tattoos and Glyphs and symbols must be carved or tattooed or engraved on the surface the spell effects at the time the character first learns the spell.

Enhance Characteristic (1-3)
Characteristic Enhancements will temporarily increase a character's characteristics by three points per level of the spell. They function as Sorcerer's Strength, Sorcerer's Suppleness, Sorcerer's Speed, Sorcerer's Vitality, etc, although there is no possibility of the effects becoming permanent as with the sorcery spells. Depending on the glyph or totem involved, these types of spells usually require certain components, tattoos or artifacts to function properly and some, particularly those of the Totemists, may physically alter the actual body of the target to bring about the effects.

Augment Skill (1-4)
A skill augmentation increases character's success percentages in certain skills. Each level of spell will increase a particular skill by 20%. The components, effects, and appearance of these augmentations vary greatly between glyphs and totems. As with Characteristic Enhancements, these spells often physically alter a character's body to grant them the added skill.

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Advancement within Traditions

Glyph of Spirit (Essence)

The Glyph of Spirit, often called the Glyph of Essence by more civilized societies, embodies the natural flows of magic in the material world. Attunement to this glyph represents a deeper understanding of the source of magic and how, through belief and sympathy it works and affects other glyphs. Most magical societies allow for the attunement and training in the Spirit Glyph as well as their primary glyphs. One must already be attuned to and have a skill of at least 75% in a core glyphic skill in order to become talented in the Spirit Glyph. Furthermore, a character must invest a permanent point of Pow to be attuned to the Spirit Glyph. A character's skill in the Spirit Glyph can never be the highest glyphic skill they have.

Becoming talented in the Spirit Glyph expands characters spiritual abilities and makes them more aware of the Spiritual world. This grants characters the following benefits:

-Characters may learn and cast spells associated with the Spirit Glyph. These are cast using a character's Glyphic (Spirit) skill.

-They may add 3 Pow to their species maximum when determining Pow gain rolls.

- Spirit Sight. Characters automatically gain the ability to cast the *Witch Sight* spell. This spell is not counted against their Int, but it still costs the allotted Pow to cast.

-Many Traditions require that their practitioners attune the Spirit Glyph before they are granted a Magical Staff or similar item.

Some types of metal have a detrimental effect on the use of the Spirit Glyph and act to ground out the magical flows necessary to cast spells. Each Enc point of metal carried by a character subtracts 20% to any Glyphic (Spirit) skills. So a character who wants to cast spells while carrying three daggers would use his glyphic skill at a –30%. Metal only has this effect on the individual drawing the power and casting the spell. Wearing metal has no defensive or detrimental effects on the recipients or targets of spells. Silver and gold have no ill effects on magic, Iron and Bronze do.

Suffixes

There are several powers or augments that a character can learn to use in combination with the core Glyph to increase its function and potency. These Powers are called Suffixes and represent a character's deeper learning of the tenants of the core glyph and how it functions to affect the world. Their secrets are usually closely guarded and only taught to highly skilled and trusted individuals within magical traditions. Characters must know the core glyphic skill at least 90% or more in order to become talented in its suffixes. Each Suffix must be attuned and cost a permanent point of power like other glyphs. Once they are attuned to a suffix characters will gain the particular Suffix skill at a percentage equal to their Int + Pow.



Durative Suffix

Casters who are attuned to the Durative Suffix may extend the duration of many spells by rolling under both the Glyphic Skill of the base spell as well as their skill of the Durative Suffix. In order to double the duration of the spell an additional power point must be spent during the original casting; In order to triple the length of the spell two points must be spent etc.

In addition The Durative suffix is necessary to infuse items with permanent magical powers and spell like abilities. The use of the Durative glyph in this way generally costs permanent Pow.

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Durative Enchantments:
When a spell caster wants to enchant an item they must first prepare the item with the proper glyphs and runes. Some traditions may require particular material or items for enchantments: bone, special types of wood, or metal. Amber is commonly used for enchantments for most traditions.
Enchanters must then cast the particular spell that they want to enchant the item with by rolling under their Glyphic skill, followed by a roll on their Durative suffix skill. If both rolls are successful they must spend the required Pow (1 Pow per level of the spell for spell-like matrixes and 1+1 Power per level for permanent effects) and the item becomes enchanted. If the enchanter fails either roll the casing is unsuccessful, but the enchanter does not loose their Pow. If either roll was a fumble the spell is unsuccessful and the caster looses a point of Pow.
Once items are enchanted with *spell-like abilities* anyone can use them with a Skill level equal to their Pow x 5, or with their current skill in the glyphic realm that was used to create the enchantment, whichever is higher. Items that are permanently enchanted may be used by anyone.
When creating magical items refer to creating Sorcerous Artifacts on pp. 246 of BRP.

Protection Enchantments
Characters who know the Durative Suffix may make the effects of Protection spells permanent. In order to affect this they must spend a permanent point of Power for each level of the spell for each location protected by the enchantment (arms and legs count as a single location for figuring the Pow cost). So to permanently enchant an entire set of humanoid armor with 1point of Protection the cost would be 5 Points of Pow. Permanent Protection Enchantments are still considered spells and further spells cast over permanent Protection Enchantments will not increase the level over the maximum level of the base spell.

Weapon Enchantments:
Permanent weapon enchantments will only add the +1 damage bonus or the +5% per point of Pow spent on the enchantment. Permanent weapon enchantments are still considered spells and further spells cast over permanent weapon enchantment will not increase the level over the maximum level of the base spell.

Magic staffs, Familiars and Items of Tradition.
In the case of magic staffs, familiars, or traditional items this magic works slightly different. In the preceding cases the enchantment is a cooperative effort between the enchanter, who is talented in the Durative Suffix and an initiate or applicant to a particular tradition. The spell is cast using the enchanter's skill, but the applicant expends the permanent Pow necessary to enchant or bind the item.

The Durative Suffix appears as a circle surrounding the core glyph and represents the unending or infinite cycle of the glyphs power.

Mastery Suffix
The mastery suffix allows magicians to cast spells at a greater level than may normally be possible. The Suffix of Mastery may be added to any spell and allows variable spells to be cast at any level up to ½ the casters Int as long as the caster knows the base spell and rolls under both the Core glyphic skill and the Mastery Suffix skill. The spell still requires the allotted Pow expense. A character rolling under his normal Glyphic skill but over his Mastery Suffix skill will cast the spell at its normal maximum level.

Casters talented in the Mastery Suffix no longer need foci or components to cast spell as they have infused the essence of the core glyph into their bodies and minds. A magician casting spells without components or foci must roll under both the core Glyphic Skill and the Mastery Suffix Skill.
Those who would become talented in the Mastery Suffix must know the core glyph at a skill of at least 90%.

Characters who know the Mastery Suffix are usually teachers and leaders in their particular traditions. Once one knows the mastery suffix they may oversee the binding ceremonies and teach the mysteries of the core glyph to others.

The Mastery suffix appears as an enclosed arch surrounding the core Glyph with the pediment beneath and the arching crown above.



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MAGIC TRADITIONS



The Way of the Witaweald

The Magic of the Trees.

When in the springtime of the year
When the trees are crowned with leaves
When the ash and oak, and the birch and yew
Are dressed in ribbons fair
When owls call the breathless moon
In the blue veil of the night
The shadows of the trees appear
Amidst the lantern light.
-Loreena McKennitt

In The Green, the trees themselves are the most significant and evident force of nature. For those who live in the boughs, they become the ground to walk on and the roof to shelter under, the providers of food, tools and weapons. They also provide essential magical forces to those spiritually talented enough to use them. Drawn upon through the glyphs of tree and wood, this sympathetic magic is called Wealding magic. Those who practice it are called Witawealds.

Wealding magic has been used by the Morpa since the forest was young. The Tree Children learned it from them and later passed it to the newly-arrived Nefara. It is still the primary magic used by all three peoples, though the traditions themselves and the spells they teach vary somewhat. No particular grove or conclave will teach all of the spells listed here; some will know only a scant few while others will have a fairly large repertoire. The teachers and elders of the grove, called Treespeakers, determine spell availability.

Brother of Wood

Wood, of course, is a primary medium for Wealdling spell foci, generally in the form of staffs and wands, spears, and carved talismans. However, the deep relationship between Witaweald and forest has fostered certain rituals and beliefs. Witawealds are forbidden to kill a tree for its timber—including the smaller trees and saplings that grow from the crooks high up in the big trees.

When a Witaweald needs wood, he may prune it from a tree after chanting a little charm and giving one power point back to the tree to help it heal. This charm does not take an Int to learn, it is simply something all Witawealds know as part of their craft. It goes:

"O Brother of wood awaken now.I have need of thy



leaf, thy branch, thy bough.I am Grateful for the bounty thou does endow. Re-grow with the gift I give back to thee now."

Witawealds frown on those who cut and break trees without casting this charm and are often disturbed when an entire healthy tree is cut down. Similarly, firewood must be dead and down or pruned in the proper way. Among the Morpa and Tree Children, these beliefs are part of everyday life. In Nefara towns where Wealding magic is prevalent The burning of live wood is taboo. Witawealds are often involved in the woodcutting and pruning of workers and farmers, casting the charm and giving the healing Power back to the tree.

Becoming Witaweald

In order to use Wealding magic a character must first be attuned to the Wealding, or Tree, Glyph. This is accomplished in a ceremony overseen by a Treespeaker and costs the initiate a permanent point of Pow. After the ritual the character will gain the Glyphic Skill (Wealding) at the beginning percentage of Pow + Int. This skill represents a character's ability to successfully cast Wealding spells. The character is now considered a Witaweald.

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Wealdling Skills:
The most common skills taught to Witawealds are Bow, Climb, Craft (wood), Dodge, Glyphic (Wealding) , First Aid, Hide, Jump, Listen, , Preserving, Sense, Spear, Spot, Stealth, and Play Drum or Flute.

The skills Play Drum and Play Flute are a bit different for Witawealds. Wood flutes and especially drums are used by Witawealds to communicate over distances in the forest; the skill represents the Witaweald's ability to play the instrument, but also has magical applications. The music can be particularly restorative to soul of a Witaweald. Successful Play Drum or Play Flute rolls may restore d6 magic points to the character or any Witaweald hearing the tune or rhythm. This restoration may only be done once per day and only for those attuned to the Wealding Glyph. The effect requires a half hour of peaceful, uninterrupted playing or listening.

Witawealds also teach the secrets of making many types of potions. They may be taught the following skills: *Brew Potion (Bodily Enhancement), (Spirit Enhancement), (Healing), (Poisons), (Glues, Oils and Resins), (Fragrances).*

Treespeakers

When a Witaweald's skills and devotion to the Grove reach a certain point they may be invited to become Treespeekers. To become a Treespeeker a character must have a Glyphic Wealding skill of at least 80%. They must also know at least two skills associated with the Wealding Way at 75%, and a Pow of at least 16.

Having met these requirements, the Witaweald must then go through an initiation ceremony overseen by a Treespeaker. Applicants are often required to make a special quest or perform services to their clan before they are initiated.

Treespeeker Benefits:

With the aid and guidance of a Treespeaker, Witawealds can be attuned to and taught the Spirit Glyph at the cost of a permanent point of Power.
Treespeakers who have a Glyphic (Wealding) Skill of at least 90% may attune themselves to the Mastery and/or Durative Suffixes and learn how they interact with the Wealding Glyph at the cost of a permanent point of Pow each.

Treespeakers are allowed, and often required, to teach spells to members of their communities but they do not have the power to attune individuals to the Wealding Glyph until they are attuned to the Wealding Mastery Suffix.
Treespeakers may quest for or be given a magic staff (see p. 91 in BRP.)

Common Spells:

There are many different traditions of Wealding magic in the Green. No particular grove or conclave will teach all of the listed spells. Some traditions only know a couple of spells. The Witawealds and Tree Speakers of any particular grove determine spell availability. Even spells with the same name and powers may be essentially different in varying traditions and may require different components to bring off the effects.

Wealding Spells		
Spell Name	***Spell Type***	***Range***
Barkskin (1-4)	Protection Enchantment	*Self*
Bougharm (1-3)	Enhance Char: Strength	*Self*
Camouflage (1-4)	Enhance Skill: Hide	*Self*
Forest eyes (1)	Sorcerer's eye, Brp, pp.133	*Self*
Glowmoss (1)	Appendix, p.125	*Touch*
Greenlife (1-3)	Enhance Characteristic: Con	*Self*
Hailshard (1-4)	Appendix, p.125	*Powx3 Meters*
Heal (2)	Heal, BRP, p. 131	*Touch*
Leafsneak (1-4)	Enhance Characteristic: Dex	*Self*
Limbleap (1-4)	Augment Skill: Jump	*Self*
Muddle (1)	Appendix, p.125	*Pow x 3 Meters*
Poisonthorn (2)	Appendix, p.125	*Touch*
Shapers Hand (2)	Appendix, p.125	*Touch*
Smokenut (1)	Appendix, p.125	*Touch*
Spikethorn (1-4)	Enchant Weapon	*Touch*
Splinterthorn(1-3)	Appendix, p.125	*Touch*
Squirrel Vision (1)	BirdsVision, BRP, p.128	*Self*
Treesecret (1-4)	Skill Augment: Tracking	*Self*
Ward (3)	Ward, BRP, pp. 139	*Touch, Sight, etc.*
Woodmeld (2)	Appendix, p.125	*Touch*
Wood Weave (4)	Appendix, p.125	*Touch*
Writhvine (1-3)	Appendix, p.125	*Pow x 3 meters.*

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The Brotherhood of Dauchiet

Nature has so mingled the intelligence with the composition of the body, as to have allowed you the power of self-determination and of bringing under subjection all that is your own.

- **Marcus Aurelius VII , 67.**

I will prescribe regimens for the good of my patients according to my ability and my judgment and never do harm to anyone..
-Hippocratic Oath

The Brotherhood of Dauchiet is an ancient order of peace and healing which dates back to the dawn of man. It ascribes its philosophies to one of the last surviving elder mystics of the Shea race who, it is said, instructed the first human Phraters, or Brothers, beneath the limbs of a *dauchiet* tree. He taught that through discipline, meditation, and right action, man could achieve the unity of mind, body and spirit, and ascend to a higher existence. From these origins come the well-known symbols of the order: the triangle and the dauchiet tree.

Today the Brotherhood of Dauchiet is best known for its powerful healing abilities, and Brothers of the order are accorded a place of respect in most societies. Because of the varied diseases and poisons of the Green, as well as natural sicknesses, the presence of the Brotherhood is integral to the survival of many of the human settlements. It is quite common for reeves and chieftains to include a Brother in their personal retinue to act as physicians and advisors.

While smaller villages might only include a single brother of the order, or Phrater, larger settlements have a Dauchiet cloister of healing, which act as hospitals as well as schools. Cloisters are large, triangular-shaped porticos built beneath a dauchiet tree, or within a grove of them. Gardens and pots of healing herbs are grown on the porticos, and teaching is done beneath the leaves in the Dauchiet way. The center of the triangle is enclosed and contains small infirmaries as well as simple quarters for teachers and visiting Phraters.

To Do No Harm
While not true of all members, the many in the Brotherhood are pacifists and will refuse to fight under most circumstances. Defending oneself or an innocent is generally considered acceptable, though many Phraters would attempt to evade or simply protect themselves (or an innocent) from harm before actually fighting back. Any creature aligned with, under the influence of, or created by the Une Glyph is not only exempt from this pacifism, but considered a blight that the Brotherhood is *obliged* to destroy.

Even among those who would fight, the order instills certain principles of mercy. Phraters must grant quarter and surrender for any opponent who asks, and may not kill any who are no longer able to fight (again, excluding the Une). They also may not engage in or condone torture of any kind, nor may they profit materially or in social position from acts of violence.

Phraters who violate these principles may be directed to do a rigorous form of penance before they are allowed to learn any new spells or skills, and those who continue to act in a violent or mercenary manner may be asked to leave the order.



Beneath The Dauchiet Tree
Though not native to Verduria, dauchiet trees were cultivated from cuttings and saplings and have taken very well to the Green, growing at a startling rate when grafted to the big native trees. In addition to its historical significance to the Brotherhood, its fruit has powerful medicinal properties and bits of its wood are often incorporated into magical staffs. For these reasons, the tree itself is one of the revered symbols of the Brotherhood.
The other symbol of the order is the triangle, whose shape not only alludes to the dauchiet leaf, but also represents the union and concordance of the three Glyphs central to the order's magical power: Enhancement, body; Mente, mind; and Essense, Spirit.

The Brotherhood of Dauchiet openly teaches its philosophy, skills, and certain magics. A great many people of both the boughs and rivers have been students of the Dauchiet at one time or another, as the training is a great asset.

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Students
To become a student, one must perform a small service or sometimes give a donation. Then he must simply be willing to learn and uphold the tenets of the Brotherhood. After the student has learned the skills and magic of the Dauchiet, he is free to go on to whatever pursuits he wishes. He is not considered a member of the order itself.

Students can be taught the skills of Art (various), First Aid, Craft (Wood), Herbal Lore, Language, Listen, Martial Art (Brawling) Meditate, Perform (Musical Instrument), Literacy, as well as Staff Combat.

New Skill: Meditate
Meditation allows one to go into a trance to increase concentration and the abilities of the physical body. A successful meditation skill role will allow a character to add 10% to any physical skill or Effort, Stamina, or Agility roll. The skill must be a single action the character can visualize and concentrate on for instance making a long jump, climbing a cliff face, or lifting a huge log. It does not work for combat rolls.

A successful meditation roll also allows characters to recover fatigue, hp, or Pow at twice the normal rate. This requires characters to stay in a meditative state for the duration.

Glyph of Enhancement (Physic)
Students are also taught the intricacies of, and bound to, the Enhancement Glyph which represents the body, the first of the three Glyphs of Concord. The Enhancement Glyph concerns the use of the mind and spirit to temporarily enhance the physical body. Members of the order freely teach the manipulations of this Glyph and it is one of the most common and well-known magical Glyphs used by man.

To be able to use the Enhancement Glyph students must first attune themselves to the Glyph itself. This requires the dedication of a permanent point of Power. The student then gains the skill Glyphic (Enhancement) at a percentage equal to his Int + Pow. Characters who are *talented* may then learn and cast the spells associated with the glyph. Students are usually required to learn Heal as their first spell.

Phraters

Students who prove dedicated to the Dauchiet philosophy may be invited to become a member of the Phratry. The applicant must have a meditation skill of at least 50%, the Glyph (Enhancement) skill of at least 80% and a Pow of at least 16. In addition they must know the spell Heal.

Benefits: - Having learned the Glyph of Enhancement as a student, the initiate of the Phratry may also be bound to and taught spells of the deeper Glyphs of Concord: *Spirit* and *Mente.*

The Glyph of Mente: The Glyph of Mente deals with aspects of the mind and the power it has over the material world as well as other peoples' perceptions. The Brotherhood only teaches the mastery of this Glyph to its most trusted phraters, as it is very powerful and the wrong person could use mastery of it for great harm.

The Glyph of Spirit: The Spirit Glyph deals with understanding the magical flows and weaves that underlie the Glyphs themselves as well as everything in nature. Characters who learn the Spirit Glyph seek to learn of magic itself and how Glyphs are connected to and give power to the mundane world.

- Phraters may be gifted with or create a Magic Staff out of the wood of the Umma and Dauchiet trees for the prescribed cost of one Pow. This process must be overseen with the aid of a Dauchiet Brother skilled in the use of the Durative suffix. See BRP p.91.
Note: The additional d6 damage the magic staves of the Dauchiet do should be considered a stunning charge. The damage works in the normal way but will be recovered in d6 hours.

- Phraters can and must learn the spell Deep Heal.

Deep Heal (3) *Range: Touch*
This spell works similar to heal but may restore d6 rather than d3 damage and may be used more than once on the same wound.

Deep Heal is a spell unique to the Brotherhood and can only be cast by a Phrater who is attuned to at least two of the three runes of concord. It is cast under the Enhancement glyphic skill.

- Phraters who attain 90% in any of the three Glyphs of Concord may also be taught and integrate the Durative or Mastery suffixes for each of the Glyphs independently.

Glyph of Physic (Enhancement)

Name	Type	Range
Enhance Vision (1)	Sorcerer's Eye, BRP,p133.	Self
Heal (2)	(Heal) BRP,p.131	Touch
Qucikeye	Green, Appendix, p.125	Touch
Swiftness	Enhance Characteristic: Move	Self
Strength(1-3)	Enhance Characteristic: Str	Self
Suppleness (1-3)	Characteristic Enhancement: Dex	Self
Vitality (1-3)	Characteristic Enhancement: Con	Touch
Breath of Life (1)	Breath of Life, BRP, p.130	Self
Surefoot	Augment Skill: Jump	Self
Sureness of Mind (1)	Green, Appendix,p.125	*Self*

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Glyph of Spirit (Essence)		
Name	**Effects**	**Range**
Cut Essence Weave (1-4)	Refutation, (BRP, p.133), or Dispel (BRP,p.132). Either spell, as caster wishes.	*Self, Touch*
Danger Sense (1)	(Danger Sense, BRP,p.115) (Spell must be actively cast for the ability to operate).	*Touch*
Detect Lie (1)	Green Appendix, p.126	*Touch*
Soul Deep (1-3)	Enhance Characteristic: Pow: (Character does not gain more magic points but does use heightened Pow for Luck rolls and Pow-based resistance Rolls).	*Self*
Soul Spear (1-2)	Green Appendix, p.126	*Touch*
Spirit shield (1-4)	Green Appendix, p.126	*Touch*
Summon Spirit Dream (5)	Green Appendix, p.126	*Touch*
Ward (3)	Ward, Brp, p. 139	*Tch, Sght, etc.*
Wisdom (1-3)	Characteristic Enhancement, Int	*Self*
Word(s) of Command (2)	Green Appendix, pp.126	*Hearing*

Glyph of Mente		
Name	**Type**	**Range**
Emotion Control (2)	Green Appendix, pp.126	Powx3 Mtrs
Muddle (1)	*Muddle, BRP, p.132*	*Powx3 Mtrs*
Sleep (2)	Green Appendix, pp.126	*Touch*
Soul Deep (1-3)	Character Enhancement: Pow	*Self*
Truthsight (1)	Green Appendix, pp.126	*Sight*
Wisdom (1-3)	Characteristic Enhancement, Int	*Self*
Word(s) of Command (2)	Appendix, pp.126	Hearing

Arrowdancers: Followers of the Huntress



When the Nifara first entered the Green, a teenaged girl named Nerayda was among their number. A skilled huntress even at her young age, she took to the giant forest more quickly than many of her kinsmen and provided meat in those early days on the forest floor. It was Nerayda who first encountered the Tree Children, leading to the ascension of the Nifara to the boughs where their towns and cities lie today. Her skill with the bow is legendary and her image is common in Nifara woodcarving and leatherwork. She remains one of the foremost heroes of her people, and many Nifara still follow her steps and learn from the paths she walked. Those who seek to emulate the Huntress are known as Arrowdancers, and they are the foremost hunters and warriors of the Nifara clans. Most settlements will have one *Bowbinder* (one who has mastered the skills of Nerayda and serves as leader and teacher) and any number of Arrowdancers.

The Winged Arrow

In one of the many legendary tales of the Huntress, Nerayda undertakes a quest with a band of Fremlik companions to find the Old Man of the Woods, in the hope of gaining wisdom and power for the great battles against the Une invasions. From this mysterious figure they learned a new and deadly combination of Glyphs that is the core of their magic to this day. Arrowdancers call this the Glyph of the Winged Arrow, and it incorporates the Tree, Air, and Death glyphs. In itself the Winged Arrow is subtle, even weak by comparison to other Glyphs, but when used on matrix-inscribed bows and arrows and combined with the required skill and concentration it is exceedingly lethal.

Becoming an Arrowdancer

Passed down from Nerayda herself, the Arrowdancer way is practiced only among the Nifara. Some individuals are invited to become followers of the Huntress, others approach the Bowbinder and request instruction, but all must have proven themselves as archers and hunters. Characters who would become Arrowdancers must have a Bow skill of at least 70%.

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They must also know Craft (Fletching/Bowyer) and one other Arrowdancer skill at 50% or better.

At the initiation ceremony they are presented with a bow inscribed with a spell focus for the *Truedraw* spell. The new Arrowdancer must then expend a point of Pow to attune themselves to the Arrowdancer Glyph. After the initiation they will have the Glyphic skill of Arrowdancing at a level equal to their Int+Pow.

Truedraw (1-4)
Truedraw is cast on a particular bow that has been inscribed with a Truedraw Focus. Any arrows fired from the magic enhanced bow gain +5% per level to the attack.



Arrowdancers may learn the spell *Quickeye*. (See the *Physic* spell of the same name on p. 125)

Arrowdancer Skills:
Among Arrowdancers the skills of stealth and bow are paramount. They teach the skills of Bow, Hide, Craft (Fletching/Bowyer) Climb, Listen, Jump, Spot, Stealth, Track and Quickdraw.

Arrow Chants:
Many Arrowdancer spells are called Arrow Chants. They work only on arrows that have been specially prepared from a particular type of wood and soaked or lacquered in solutions. Preparing a batch of arrows takes 3 full days and subsequent Fletching skill roll to create the new arrows.

Casting the spell requires a quick, one-sentence chant. An Arrow Chant takes 3 strike ranks plus the spell level to cast, but does not spend the user's action like other spells, and it can be cast on the same round the bow is fired. Each spell requires its matching arrow (i.e., the Wind Dart spell can only be cast with an arrow prepared for Wind Dart); they cannot be mixed and matched. The arrows in an Arrowdancer's quiver are often coordinated by color to facilitate their easy drawing and use.

Red Arrow (1-4) (5 arrows per batch). These arrows gain +1 damage per level of the spell.

Black Arrow (2) Arrow of Piercing. (3 arrows per batch). This enchantment doubles the chance of *impaling* with the arrow

Blue Arrow (1) Wind Dart (2 Arrows per batch): These arrows are specially made from bamboo like shoots that are common in the Green. They are cut and crafted so that they make a horrible, unnatural, shrieking noise in flight. The noise has a magical stunning ability reinforced by the arrows user's magic. Everyone within five feet of the path of the Arrow must make a Pow vs. Pow resistance test against the Archer or become stunned and unable to act in the following round. Wind darts are often fired high to spook predators, and drive game to other waiting hunters.

Bowhook (1) (3 Arrows per batch): These arrows are made to drive and hook deeply into wood. They are usually attached to delicate spidersilk lines that are hooked to the Neraydian's harness. Neraydians often use Bowhook and line to traverse the boughs and swing from tree to tree.

Yellow arrow (2) (2 arrows per batch) Arrow of wounding: These arrows are covered with a virulent poison activated by the Arrowdancer casting the spell. Once a target is wounded by one of these arrows the caster can activate this poison once per round with a Pow vs.Con resistance test. If successful the poison does additional d3 damage to the location wounded. The target must be within Pow x 10 yards as well as be in sight for this spell to work.

Tanglevine (1) (1 arrow per batch). This spell requires a combination of two arrows fired from the bow simultaneously. Between the arrows is a Str 10+d6 net made of strong finely woven spider silk. On a successful hit with the arrows this spell will cause *entanglement*. The use of this spell quarters the normal range of the bow.

Bowbinders

Bowbinders, or Bowbound, are the leaders and masters of the Arrowdancer sects. To become Bowbound, Arrowdancers must have a Pow of 16 and attained at least 90% in Bow and Glyphic (Arrowdancing) skills, as well as at least 75% with the Fletching/Bowyer skill.

Benefits:
Bowbinders will be taught the secrets of making their own magical bow. Under the tutelage of an existing Bowbinder the applicant may craft a bow out of the wood of a giant yew tree and the wood of a weirding tree. This costs the Bowbinder 1 Point of permanent Pow. The bow will then work much like a Wizard's Staff and can operate as a magical "battery," storing Pow equal to half the Bowbinder's current Pow.

Bowbinders may also learn the *Windwing* spell.

Windwing (2) *Range: Sight*
This spell uses soft but powerful breezes of air to aid a Bowbinder's movement. While this spell is in effect the Arrowdancer may Jump three times as far and can float safely to the ground if they fall or jump out of a tree. They may also add 40% to their Jump skill.

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Adossians

Always give a word or sign of salute when meeting or passing a friend, or even a stranger, if in a lonely place.
-Tecumseh

Is there a name within the Forest Mountains
That carried more respect than yours--and yours?
On names like these the people build their trust
In time of need--such names are household words.

-Johann Christoph Friedrich von Schiller, William Tell



Adoss was the greatest of all the Nefarite heroes and their stories, settlements, and songs resonate with his legend. Many of the Nefara aspire to be what Adoss was: a great trader, drinker, warrior, adventurer and friend. His titles are many: Boughwalker Winestrider, Axebound, Unesbane, Manyfriend, and He of the Goblin's Grasp. Many Nefarite name their children after him and there are famous sights scattered throughout the Green that are tied to one story or another of Adoss' exploits. Stories have turned into tradition and many Nefara try to emulate the deeds of Adoss and walk in his footsteps. This fellowship of admirers is aptly called Adossians.

Boughstriders: Many children as well as adults admire Adoss and enjoy the stories of his adventures, but there are some that take the example of his character more seriously. These are often called Boughstriders. Boughstriders must find Eldar Adossians and take specific oaths to follow the manner and customs of this great hero.

Once a boughstrider has taken the oaths they must:

1. Always greet strangers with the Adossian greeting. Raise a hand in salute and then drink wine from your own wineskin or flask to prove it is not poisoned and then offer it to the stranger. This greeting is very important to Adossians and has become a common greeting in the Green even among non-Adossians.

2. Always come to the aid of any Frelmick, Arrowdancer, Phrater of Dauchiet, or Goblin practicing the Totem of Peruth. In addition, leaders of these people or traditions may ask a boon or favor of any Adossian but must grant a gift of like or greater value in return. This trading of skills and gifts is highly regarded by both parties and taken very seriously.

3. Always trade honestly and fair. Never play a trick or try to pawn off false or defective goods during trade.

4. Always compete in at least one event at the great festivals that Adoss instituted.

5. Actively attack or attempt to destroy any Une-born or creature practicing Unec magic. This does not force any Adossian to go on suicide missions, but they must spend resource, magic and effort to try to destroy the foul blight upon the land. Once the Unec influence is identified an Adossian may not sleep under a roof or shelter until the evil is rooted out.

Benefits:
1. To aid him in his quest the new oath sworn Adossian begins a series of tattoos on his right hand and arm. With each story or adventure an Adossian experiences they may add to the storied tattoo on the right arm. One of the first tattoos inscribed is the Glyph of Enhancement (see p. 35). This Glyph is bound and taught by the Eldar Adossians or Phraters of Dauchiet during the oath taking ceremony and it costs the oath sworn one Point of Power.

2. Adossians also gain the special ability of blood health:

Blood Health: When the arm is tattooed it is also infused with a special elixir that increases the Adossian's resistance to disease and poison. Axe-bound gain a bonus of +25% when resisting poisons and Disease.

3. In addtion to the normal spells available under the Enhancement Glyph Adossian may learn Transfuse and Gift of Tongues.

Transfuse (1) *Range: special*
With this spell an Adossian may add his blood to the bloodstream of another. This will grant them *Blood Health* for a number of rounds equal to his power.

Gift of tongues (1-4) *Range: Self*
This spell allows an Adossian to communicate and understand behavior and non-verbal as well as verbal language better. Each level of the spell adds 10% to the Adossian's language based skills as well as their ability to communicate with other individuals. This spell does not allow an Adossian to communicate in a language they do not know at all, but it will allow them to get ideas across better with non-verbal communication.

Other Glyphs: Adoss was a student of many different traditions within the Green although he mastered none. To follow in his footsteps, Adossians may join different traditions and learn the power of their glyphs.

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Commonly Taught Adossian Skills: Axe, Appraise, Bargaining, Bow, Climbing, Craft (leather), Craft (Wood), Jumping, Language, Listen, Play Instrument (horn), Rope, Spot.

The Axebound

Adoss was known as the Axebound and was very fond and vain about his beautiful axe. Once while traveling the boughs Adoss came across several Frelmick hard beset by a band of Une-born. The Axebound dove into the fray quickly dispatching the foul creatures but in his last strike lost hold of his new metal axe and it plummeted to the swamps below with his last victim. Adoss was bestraught. He searched the water in vain and could not find his valued axe. The leader of the Frelmick was a woodworker of great reputation amongst his people. In appreciation he created for Adoss a great work of art; an axe not made of metal, but of wood. The blade was formed of a hard jeweled substance made from the resin of trees and became the symbol of Adoss.

Requirements: To become Axebound a character must have followed the vows of the Boughstrider for at least a year. They must also have accomplished a great deed of daring-do that somehow was of great help to others. They must also have learned the skill of Axe and at least two other Adossian skills at 75% and know at least three languages at 30% or better. At which point their accomplishments and skills will be examined by an Elder Adossian and judged. If they are found acceptable they may request a jeweled axe.

Benefits:
To all Adossians the jeweled axe writhed in vines is a sacred symbol of their hero. Upon being initiated into the Axebound ranks of the Adossians, an adventurer is presented a jeweled amber axe in a special ceremony. (Although it is called a gift, adventurers are often required to either pay a fee or perform a deed of daring do for the craftsmen who creates the axe).

Jewel axes incorporate a number of different grains of wood, including that of the wierding tree. The head of the axe is often made of bone. Intricate designs are carved into the wood, depicting vine-work and often great events in the life of Adoss. In addition, the axe is inlaid with a special Compound Glyph. The axe is then hardened with a type of resin that soaks into the wood. Lastly the head of the axe is layered with a shellac, that when hardened, resembles amber. Any style of axe may be used; some Adossians use battle axes, other use tomahawks and still others wield great axes.

At a special axe-binding ceremony presided over by a Witaweald as well as an Elder Adossian, the axe is presented and bound to the Adossian. This costs the applicant a point of permanent Pow. Axes contain amber and may store power similar to a magic staff but only at a ½ character's current Pow.

New glyphs inscribed on the axe and arm is a compound glyph, sometimes called the Adossian Axe Glyph that incorporates the wealding glyph and the glyph of enhancement. The glyph will grant the user the ability to cast the following spells.



Call Axe (1)
Range: Touch
This spell will return the axe to the users hand after it has been thrown. The strength of the returning axe is at ½ the Axebound's Pow. The axe takes one melee round to return so it may be thrown every other melee round.

Cachunk: (1-4)
Range: Touch
This spell adds +5% to the users attack skill as well as +1 damage per level of the spell for the duration of the spell.

Repair axe (4)
Range: Touch
Adossian's may use this enchantment to repair their axe if it becomes damaged. Each casting of the spell will restore one Hp to the axe.

Vine Striders

Other Adossians follow the path of the Vinestrider, which focuses on the trading aspect of Adoss' character rather than that of the warrior. To become a Vinestrider one must know Bargaining, a Craft skill, and one other Adossian skill at 75% or better and at least three languages at 50% or better.

Benefits:
-Vine Striders may become talented in the glyph of Commerce for the investment of 1Pow.
-Vinestriders may gain a magical staff (p. 91 in BRP).

Elder Adossians
As Adoss aged he laid down his adventuring gear and became a free citizen and trader of the trees.

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Although due to the respect he had gained and his popularity, he could have easily set himself up as king, he did not. Instead he retired and became an artisan, trader and a teacher of children. This decision endeared him to the hearts of the Nefarite more than any other.

Again, Adossians emulate their hero. Elders are Adossians who have risen through the ranks of axe bound or vine strider and have become teachers and storytellers of the Adossian way.

To be counted an Elder Adossian one must have been a Vine strider or Axebound for at least three years and have a Pow of at least 16. They must know the *Enhancement* Glyph, the *Axe -bound* Glyph, or the *Commerce* Glyph at a skill of at least 90%. They must also know two other Adossian-taught skills at 90% or better.
Although many Elders, like Adoss, retire, others, especially those who are still young, continue their trading or adventuring careers.

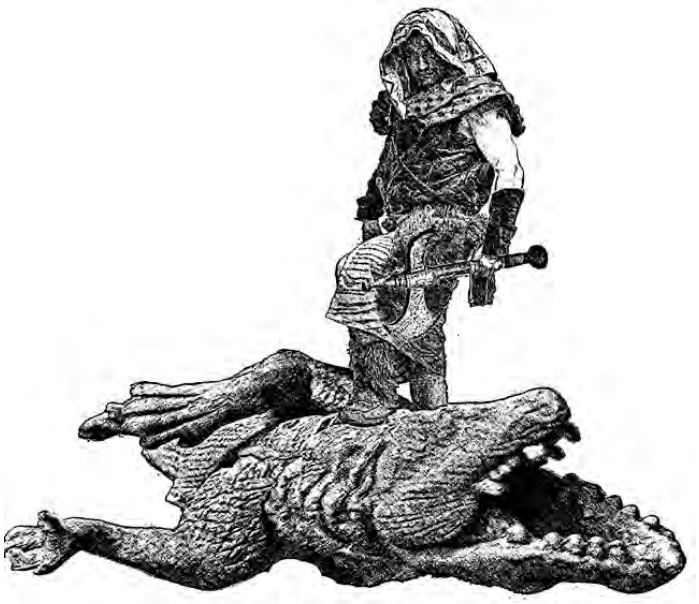
Benefits-
-Elder Adossians may become talented in the Spirit Glyph at the cost of one Pow.

-Those who reach 90% in the *Enhancement, Axe-bound,* or *Commerce* glyphs may learn the coinciding *Mastery* or *Durative* glyphs.

-More importantly, Elder Adossians are greatly respected and honored, particularly among the tree folk and often hold equal or greater social standing than nobility.

The Legends:
The stories of Adoss have turned into myth and many different versions of each cycle vary from settlement to settlement, and from tribe to tribe.
It is said that Adoss was the first child born to the Nefarite in the Green and his very existence promised new life to the hard pressed Nefara. In his youth Nerayda the Huntress trained him in the arts of hunting and archery. Although he could track and drive game he was too antsy and could not sit still enough to be a proper hunter.
As Nerayda learned the skills of survival from the Frelmick, Badoss wondered what other tribes and people could teach the Nefara. He brought with him the one great produce the Nefara had to offer, Wine. Nefarites, had brought with them the knowledge of vines and fermentation, and with Frelmick and tree magic help had quickly learned to grow vines far up in the heights where they could absorb the suns rays. Wine was something of a novelty to the green grew in popularity among the Frelmick and other tribes that lived close to the Nefara.
Armed with this new fruit of the vine Badoss and several companions began to make new contacts and travel the boughroads looking for new ideas, products, and abilities that would help the Nefarite in their struggle to survive. Eventually he came across the explorers along the river who also were from the outside world and looking for trade goods from deeper in the Green. The two societies quickly set up a trading network extremely beneficial to both parties.

The period saw great cooperation and friendship not only between the River people and the Nefirite, but also with other peoples and tribes who previously only made war and killed on another. Adoss was a master communicator and often quickly made friends with, and between formerly hostile peoples and taught them the benefits of trade and harmony.



This peaceful time was short lived though. Soon, trading caravans were found destroyed, mangled and looted. Tree children talked of forgotten shadows in the limbs. Several settlements of various tribes were found mangled or burned. Distrust arose. News came of bands of horrible twisted creatures traveling through the trees and defiling the boughs as they came. These were the children of the Une and they threatened to overrun the Green. Adoss rose to the challenge. Acting as an ambassador he traveled from one people to the other trying to unify the peoples against this vile threat. The most difficult allegiances were the bonds formed with the Karee Trogod who practiced the Totem of Peruth. In those days the Karee were the one of the most powerful tribes in the northern Green and their numbers and skills were badly needed. Badoss spent valuable days and hours in council with the Trogod while the forces of the Une-fell upon the Nefarite homelands.
Finally Adoss formed the alliance and the forces of Karee arrived with no time to spare and fell on the rear of the Unic forces. The battle was fierce and the outcome was uncertain for a time, but, with the help of the Trogod, the alliance overcame the Unec raiders with a horrific cost. Ungbad, the chieftain and

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Clawlord of the Karee was mortally wounded and Adoss's arm was horribly mangled and venom had permeated the wound. His arm would be amputated if he were to survive. As the two lie near each other Ungbad made a gruesome choice.

There was an old healing spell among the Trogod whereupon the limb of one person would be grafted upon another. Ungbad, as he was dieing, requested that his arm be given as a gift to his human war brother, Adoss. Someone must go to finish off the foul creatures of the Une in their lair, they were broken, but had retreated back into the mountains and west of the Tundell River. With the gift of his arm Ungbad laid a geas on Badoss, that he would continue to war with the Une and its foul creature until they be utterly scourged from the Green. Once Adoss healed he carried out an unrelenting war against creatures of the une and there are hundreds of tales recounting his heroic deads. Eventually he and his folk even assaulted the Demon's Teeth and burned the surrounding forests in the Vinsaule Vale. As Adoss grew old and could no longer travel, he passed on his knowledge, skills, and his Geas to his younger followers and they formed a fellowship or order dedicated to imitating Adoss and his ways and carrying on his dreams of a united Green and the elimination of the Une influence on the lands. This Fellowship is still alive and well amongst the Nefira and even tribes of Frelmick and Karee.

Weywenders

Weywenders are traditionalists who are particularly concerned with the powers of water, trade, movement, and the rivers themselves. Weywender societies represent a merging of Thuronish and Enarch societies with ancient Gwali river traditions. As the Thuronish settlers began trading and intermarrying with the Gwali tribesmen, many of their cultural traditions and magics have merged and adapted to the new economic and social conditions of the riverlands. Nowhere is this more evident with the Weywenders.



The Waywenders have no strict guidelines or specifically outlined traditions; rather they pass on their philosophy, stories and magic as they pass from boat to boat and village to village. The river always changes and always brings change and so their tradition finds comfort in its ability to adapt to the ever-changing ways and courses of trade and life.
Weywenders have few ancient stories or reverend founders. They are more interested in current events and gossip. Likewise, instead of sacred grounds Weywenders teach their magic at market places or wherever boats and people gather.

Skills: Skills taught by Weywender traditions vary, but commonly include Bargaining, Boating, First Aid, Perform (Flute), Swim, and may include: Dancing, Dodge, Language, Navigate, Rapier, Spear, Staff or Trident.

Weywenders teach the Glyph of Water and the Glyph of Commerce. Since both of these Glyphs are taught by other traditions as well, they will be discussed individually.

Glyph of Water
Traditions that teach the Glyph of water understand that water is the essential element of life. It constitutes much of living bodies and incorporates powers of healing as well as strengthening and enhancing physical abilities. It may also be used in a more malignant fashion to cause much harm to living things.

A number of different traditions teach the mysteries of the Water Glyph including Weywenders, pirates, and merchants who travel the high seas, as well as various totemic traditions.

Much of the Green is flooded and many of the major highways are along rivers or canals so Glyph of Water is often connected with movement and trade as well as health and healing.

To become talented in the Glyph of Water characters must find a teacher who has mastery in the Glyph. In most waterborn traditions the teachers are called wavedancers. The process and ceremonies of becoming talented the Water glyph varies from teacher to teacher and from practice to practice, but usually there is payment in some kind whether by monetary mean, trade, goods or favor.

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The applicant must first be taught the philosophy of the waters and the primacy of the element to health, life, trade and movement. The applicant must spend a point of permanent Pow and undergo a drowning or baptizing ceremony where they are drown in symbolic death and reborn from the waters. Once they are drawn anew from the waters they will gain the skill Glyphic (Water) at a base of their Int + Pow and be able to cast the glyphic spells using this skill. Users of the Water Glyph are often called Waterborn.

Glyph of Water		
Name	***Effects***	***Range***
Breath of Life:	Breath of Life, BRP, p.130	*Self*
Current (1-4)	Appendix, pp.126	*Powx5 meters*
Sinew surge (1-3)	Enhance Characteristic Str	*Self*
Bloodsource (1-3)	Enhance Characteristic Con	*Self*
Flow (1-3)	Enhance Characteristic Dex	*Self*
Purge wound (2)	Heal, BRP, p. 131	*Self*
Purify (1)	Appendix, p.126	*Touch*
Disrupt (1)	Appendix, p.126	*Pow in meters*
Extinguish	Appendix, p. 128 (Alchemy)	*Pow in meters*
Summon Elemental (Water)	See Summoning Elementals (Green,p. 63)	*Touch*

Skills: Skills taught by waterborn traditions and philosophies vary. They include Swim, Boating, Perform (flute), First Aid, and often include: Bargaining, Dancing, Dodge, Language, Navigate, Rapier, Spear, Staff or Trident.

Wavedancers
Wavedancers are those who have studied the primacy and flows of water and have a deep understanding of its ways and powers. Along the rivers, many Wavedancers have their own boats and live a nomadic lifestyle, trading, teaching and fishing with the currents and seasons. On the high seas, Wavedancers often are hired by boat captains and given their own quarters aboard ships in return for their skills acting as a kind of chief engineer or navigator as well as a physician.

Requirements: To become Wavedancers, Waterborn must have a Pow of at least 16. They must attain 80% or better with their Glyphic (Water) skill. They must also know Swim, Boating and (GM's option) Perform (flute) at 75% or more and know the spell Breath of Life. They must also find an existing Wavedancer willing to instruct them in the final secrets. Usually some form of payment is required.

Benefits: Wavedancers may become talented in the Spirit Glyph for the cost of a point of Pow. If they gain 90% in the Water Glyph they may also learn the Mastery Suffix and the Durative Suffix at the cost of a point of Pow each. They will begin each of these skills at their Int+Pow.

Waterborn spells that have a range of *self* become Touch for Wavedancers.

Some societies allow Wavedancers to gain a familiar (pp.90). Wavedancers within the Frog-eating societies of the Gwali the familiar is a frog.

The Glyph of Commerce (Trade)

The glyph of commerce is taught by a number of different traditions throughout the Green and the world beyond. Among the Nefarite it is taught by Adossians. Along the rivers it is commonly taught by the Weywenders. The Glyph deals with movement, protection and communication as well as trade. Many who use its magic believe that fair trade and communication are the grease that makes the world turn. Each person, tribe, nation or society has great wealth of some sort and it is in the interest of all law-abiding people to work together. The Glyph of Commerce as well as its spells and skills are usually taught in return for a price, good or service.
Characters who reach 75% can become talented in the Spirit Glyph and those whose skill reaches 90% with the Glyph of Commerce may also be taught the talents the Mastery and Durative Suffixes. Each of these will cost a character a permanent point of power as well as the teacher's fee.
Skills usually taught along with the Glyph of Commerce are: Bargaining, Boating, Dodge, Evaluate, Influence, Insight, and Staff.

The Glyph of Commerce		
Name	***Effects***	***Range***
Oath (2)	Green Appendix pp.127	*Touch*
Pax: (2)	Green Appendix pp.127	*Pow x5 meters*
Presentation:(1-3)	Green Appendix pp.127	*Self*
Protection (1-4)	Protection Enchantment	*Touch*
Squirrel Vision (1)*	Bird Vision, BRP, pp.127	*Sight*
Sure Path (2)	Green Appendix pp.127	*Pow x10 Meters*
Thought Speak (1)	Speak to Mind, BRP, pp.100	*Sight*
Trade Ward (3)	Green Appendix pp.127	*50ft Square*
* Object of the spell is squirrel instead of Birds.		

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Glyph of Earth



The land here is strong
Strong beneath my feet
It feeds on the blood
It feeds on the heat

-Peter Gabriel, *Rhythm of the Heat*

The Glyph of Earth is one of the most ancient and well-known magical Glyphs. There are a number of different tribes, races and traditions that revere and teach the Glyph of Earth in the Green. Although they differ in practice, ritual, and belief they generally hold several tenets in common. To those who use the Earthen Glyph, Earth is the Arche, or prime, original substance from which all other life gains its power. Man originated from earth and goes back to earth when they die. Trees, crops, and all food and sustenance originate in the Earth. Shelter, stone, and wood all are drawn from the bounty of the Earth. The gifts of metal and technology are all gifts of the ground on which all creatures walk. Even magic is drawn from the depths of the land itself.

Earthborn are individuals who use the Glyphs of Earth to power their magic. The original teacher of Earthen magic to mankind was the Shea hero Thromak. Those who follow his teachings are often called Thromakites. There are other traditions that use the glyph of earth as well. Trolls often use Earthborn magic and in the Scarp Steps a earth witch cult has developed among the Kuzi clans that uses the Earthen Glyphs.

Users of the Earthen Glyph must stand on solid ground or stone to properly cast their spells. Earthen spells will not work if the user is in the water or on boats. If the caster standing on trees or high in the boughs Earth spells cost twice their normal power as the power must be transferred through the wood.

Earthborn tattoo variations of the Earth Glyph as well as their foci on their bodies and weapons. When they cast spells these tattoos can be seen to glow faintly. The weapons of Earthborn, normally a Hammer or Axe, are usually covered with glyphs that can contain the knowledge of their spells and function as a sorceror's *Grimoire*. These weapons are a status symbol for Runites and usually wonderfully made with many carvings and embellishments.



Earthborn: Earthborn must be bound to the Glyph of Earth in order to use spells. This is accomplished in a ceremony overseen by and Stone Father and costs the applicant a permanent point of Pow. Once a character is bound to the Glyph they gain the skill Glyphic (Earth) at their Int +Pow. In addition to casting spells Earthborn may add 1% bonus per 5% Glyphic (Earth) skill to any other skill or craft roll involving earth, metal, or stone.

Skills: Appraise, Art (Architecture, Sculpture), Climb, Craft (Blacksmith), Craft (Stonemasonry), Literacy (Runic), Hammer, Axe, Mace, Shield.

Earthborn Spells:

Name	*Effects*	*Range*
Earthtouch (1-3)	Appendix p.127	*self*
Earthdrain(1)	Appendix p127	*Sight*
Earthblock (1-4)	Appendix p.127	*Touch*
Earthstrike (3)	Appendix p.127	*Touch*
Secrets of the Earth (2)	Appendix p.127	*Powx5 in Meters*
Sense Earth (2)	Appendix p.127	*Powx5 in Meters*
Earth Meld (2)	Make Whole, Make fast BRP, p. 132	*Touch*
Stoneskin (1-4)	Protection Enchantment	*Self*
Ward (3)	Ward, BRP, p.102	*Touch, Sight, etc.*
Weapon Rune (1-4)	Enchant Weapon	*Touch*
Wall of Earth (1-5)	Wall, BRP, p. 101	*12 Meters*
Summon Earth Elemental (1-3)	See Summoning Elementals(Green p.63)	*Touch*

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Stone Fathers: The leaders of the varying Earthborn traditions are called Stone Fathers (or Mothers). As well as being learned in the stories and rites of their particular tradition, they are generally known to be excellent craftsmen of stone and metal.

Requirements: To become a Stone Father a character must have a Pow of at least 16, the skill Glyphic (Earth) at 80%, as well as either Stonemasonry or Blacksmithing, and Axe or Hammer at 75% or more.

Benefits:
Stone Fathers may learn the Spirit Glyph for the cost of one permanent point of Pow.

Once They reach 90 % In the Glyphic (Earth) Skill Stone Fathers May gain the Mastery or Durative Suffixes for the Cost of a permanent point of Pow each.
Stone Fathers may learn the spells: *Wall of Earth* and *Summon Earth Elemental*.

Stone Fathers may also be taught special enchantments for their Rune Hammers (or axes). These enchantments cost a permanent Pow point and allow the Hammer to act as a *Magic Staff(BRP,.91)* In most Earthen traditions the business end of Rune Hammers are generally made of a special magical stone rather than metal.

Ichorites

What potions have
I drunk of Siren tears,
Distilled from limbecks
foul as hell within.

- Shakespeare, "*Sonnet 119*"



The first Ichorites who came into the Verduria were passengers on ships, explorers looking for strange new herbs and plant products to use in their concoctions and to bring back to the civilized lands. These explorers soon set up small laboratories and workshops at major settlements paying rent with valuable potions and other concoctions. The establishment of Ichorite workshops were a great boon the lords of the settlements and holds. Ichorites not only paid well for their housing, they also hired many of the local hunters and foragers to accompany them on their expeditions into the deeper Green. They soon set up small research conclaves and laboratories at many holds and settlements paying their rent with valuable potions and other concoctions. By using their skills Ichorites could refine many products of the Green into smaller, easier to transport forms. They also learned, as well as taught skills and remedies from the local wise-woman and boilers. Many Ichorites left after a season or two but some remained to build permanent structures and even settlements of their own, housing laboratories and workshops.
There are now several different conclaves of Ichorites some of which are sponsored by outside interests. These different conclaves sometimes work together, but more often they compete with one another for trading rights, secret formulas, strategic locations, and most valuable produce the Green has to offer. Often the rivalries lead to bloodshed.

Apprentices:

Although many Ichorites come from the outside world they often have need of aid from inside the Green. River people are sometimes adopted as apprentices. Applicants must have at least a 60% skill in Preserving and 30% at Literacy (Thuronish).

Apprentices must have no other allegiances to tribe or lord or magical society and must take serious vows and oaths to keep the inner secrets of their order and masters.

To become an Apprentice a gift of at least 200 guilders or its equivalent in goods must be donated to the particular ichorite establishment or sect. This money is an investment in the conclave and is used to pay for ingredients and supplies necessary for the Apprentice's training. Apprentices are generally fed, clothed, and taught valuable skills in return for their services. In return they are required to work, doing menial labor and making the lesser potions and other concoctions for the conclave. Most adventurers will prefer to become Venture Apprentices.

Venture Apprentices (Ichorite Guard):
Ichorites have a need of explorers and men of action to enter the deep Green in search of new herbs and knowledge. Although they often hire mercenaries of various tribes and peoples, some individuals are actually indoctrinated into the conclave. Venture apprentices are apprentices who work for the Ichorites in return for gain in knowledge and wealth. Venture apprentices are similar in all ways to normal apprentices except instead of performing routine errands they are required to travel the Green as guards for Journeyman or act as explorers and foragers in their own right. As with normal apprentices Applicants must have no other allegiance and often the initiation fee is waived, but they must

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have at least 75% in three skills that are particularly valuable to the Ichorite conclave.

Apprentices may be taught and become talented in the Glyph of Alchemy and learn the related spells. They may also learn many basic potion making and other skills taught by their conclave.

Ichorite Skills: Brew Potion (Bodily Enhancement, Spirit Enhancement, Healing). Brew (Acids, Gums and Glues, Fragrances, Oils and Resins, Poisons). Bargaining, Crossbow, Devise, Preserving, Literacy(any), Language(any) Throwing. (If allowed, Black Powder: Pistol, Rifle, Shotgun).

Apprentices may also buy Ichorite potions and goods for 50 percent off the normal price. Often venture apprentices will be paid for their services in goods or training. Furthermore, when working for their conclaves, Venture Apprentices are usually provided with high quality arms and equipment from the conclave's armory.

Journeymen:

Journeymen are the managers and captains of the Ichorites. They take care of the general day-to-day business as well as organizing foraging expeditions. To become a Journeyman characters must have the knowledge of Preserving, Literacy (Thuronish), two Brew Potions Skills at 70%, and Glyph (Alchemy) at 80%. They must also be in good stead with the Ichorite masters and be utterly trustworthy.

Benefits: When they are not busy with running the day-to-day business, Journeyman will be able to use the conclave's laboratory. Journeymen may begin to learn the secret skill of Concoct (Grenade). Once Journeymen reach 90% in the Glyph of Alchemy they may learn the Mastery suffix. Journeymen are often allowed to use the stocks of Ichorite laboratories to make their potions. They may buy other potions and concoctions at 65% of the normal price or at cost.

Masters:

Once a Journeyman becomes skilled enough in alchemy they may become masters. Masters must know Preserving, Two Potions skills, and the Glyph of Alchemy skill of at least 90. Most of their time will be taken up by brewing potions and researching new concoctions. They tend to leave the day to day running of the Conclave to Journeyman or apprentices.

Glyph of Alchemy:

The glyph of alchemy is a compound glyph incorporating the elemental glyphs of air, earth, fire and water. The glyph allows several spells. It is also very helpful in the brewing and concocting of potions. Characters who use the Glyph of Alchemy when making potions or other concoctions should roll against their Glyphic skill. If they are successful they may add +20% to their Brew Potion or Concoct Skills. Characters who roll under both their Glyphic (Alchemy) skill as well as the Alchemy Mastery Suffix skill may add 25% to their Brewing and Concoct skills.



Alchemy Spells		
Name	*Effects*	*Range*
Ignite (1)	Green Appendix, p.127	*Powx3 meters*
Spray (1)	Green Appendix, p.128	*Pow in meters*
Preserve (1-4)	Green Appendix, p.128	*Touch*
Detect (substance) (1-4)	Green Appendix, p.128	*Powx10 meters per spell lvl.*
Extinguish (1)	Green Appendix, p.128	*Pow in meters*
Dull (1-4)	Dull, BRP, p.97	*Pow in meters*
Ironfire (2)	Green Appendix, p.128	*Touch*
Firebolt (2)	Green Appendix, p.128	*Touch*

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Warders, (Beast speakers)

The Glyph of the Beast

Warders are animal tenders and trainers or hunters who use the Bestial Glyph to aid them in their profession. Varied Warder and Beastspeaking traditions are quite common among both the Nefirite and River settlements, as well as among the Thromakite, Sooli and other tribal peoples. There are numerous Warder traditions. Among the Nefirite there are the Hunters of the Hornic Call, and bird speakers called Aviarchs. Among the Sooli, Warders are called Gutin Anam who tend the Humpbacks and are often powerful members of the community.



Although similar to totemic magic, Warder's charms and spells allows control over a wider variety of species and animals and the traditions differ greatly as Warders take the role of animal tenders and trainers rather than blood kin to their beasts.

To become a Warder one must generally make a donation or gift equal to a value of at least 300 rings or guilders to a *Nietynarch* or beast lord to take them on as apprentices. They must then prove that they have an aptitude with animals by making a successful Animal Handling roll. If they fail they may attempt again, with another equal gift, but if the roll is failed a second time the Warder will loose interest and no further attempts will be allowed.

Apprentices will be attuned to the Beast Glyph in a ceremony conducted by a Nietynarch. This ceremony will cost the apprentice one point of permanent Pow like any other Glyph. After this is accomplished they will gain the Glyphic (Beast) skill at a percentage equal to their Int + Pow. From then on they may then learn the proper foci, gestures and chants to cast the spells common to their Glyph and particular tradition. Bestial Glyphic magic only works on natural creatures. Fish, amphibians, and reptiles are somewhat resistant to the bestial spells and any spells affecting them are considered *Difficult*.

Warders also teach the following skills: Glaive/Beast hook, Glyphic (Beast), Grapple, Animal Handling, Staff, Track, Play (horn).

Nietynarchs

The most gifted and powerful warders are the Nietynarchs or Warder Lords. In order to become a Nietynarch Warders must have a Pow of at least 16. A skill of 80% in Animal Handling and Glyphic (Beast), and 75% in Play Instrument, (usually horns, flutes among aviarchs) and Staff or Glaive. They must then be raised to the position by a council of elder Nietynarchs.

Nietynarchs may become talented in the Spirit Glyph for the cost of a permanent point of Pow.

When Nietynarchs reach 90% In Glyphic (Beast) they may begin to learn the mastery suffix for the cost of a Pow point. They begin the skill at their Int + Pow.

Nietynarchs may gain one or more animal familiars. See pp. 90 in BRP.

Long Glaives or Beast hooks are common weapons among many Warder Traditions. Beast hooks are pole arms are spear or glaive-like but have hooks at the back of the haft that are often used to trap beasts or immobilize their more dangerous appendages. Beast Glaives can be used to *entangle* opponent's limbs.

Beast Glyph		
Name	*Effects*	*Range*
Command (species) (2)	Appendix p.128	*Pow x 5 m*
Forceful Hand (1)	Appendix p.128	*Powx3m*
Beastspeak (2)	Appendix p.128	*Self*
Call (beast) (1)	Appendix p.128	*Hearing*
Xenohealing (2)	Appendix p.128	*Touch*
Scent (1-3)	Appendix p.128	*Self*
(Beast) Rider (1)	Bird's Vision, BRP, p. 128	*Sight*

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The Une

"No one who, like me, conjures up the most evil of those half-tamed demons that inhabit the human beast, and seeks to wrestle with them, can expect to come through the struggle unscathed."
-Sigmund Freud



Ages ago, when the world was not quite so ancient, it is said that a powerful Shea sorcerer named Koru-Su dreamed of power beyond what was possible in his mortal coil. Although extremely long lived, Koru-su was mortal and there were natural limits to his power. He knew that no matter how powerful he became he would one day die. Koru-Su schemed and plotted and through the use of powerful magical gates he summoned and conversed with dangerous and powerful gods from other worlds. From these beings he learned how to warp the magical power inherent in the glyphs and brought the blight of the Une into the world. With the power of the Une, Koru-Su was able to cheat the natural laws of death and become immortal. He was also able to wield other powers unimaginable. Eventually though, through great deeds that live on in song, the heroes of legend brought him down and slew him. The powers that he summoned into the world were not so easily destroyed. The Une and its warping powers still exist and are a blight to all that is natural.

Several aberrations of nature are clearly attributed to the Une. Through the powers of the Une, death itself can be cheated and immortality attained. To avoid death many have used the Une-Death glyph to become undead. With the use of the Une and its power new terrifying creatures were created in ages past; foul, twisted mockeries of existing races: the Une-born. Many of the Une-born were sterile and died but others, hateful, and glorifying in the profane, continue to breed and spread their existence across the land.

To most traditions and peoples the Une is a powerful twisting cancer on the magical and spiritual force inherent in the natural world. Untold power is available to those who wield the Une-glyphs, but it is a diseased power that has the potential to warp all who use it. It can break down the natural essence of magic and existing natural laws. To some who use the Une it is a vehicle of change that can improve the world or help them form realities that are better. These individuals believe the Une can be a powerful force of change in the world if it can be harnessed correctly. They see the old traditionalists as caught in their ignorant ways.

The Une is a Glyph in its own right or it can be combined as a prefix with other glyphs, mirroring their powers in twisted mockeries of spells and enchantments. For instance, one talented with the Une-Tree Glyph would be able to mimic most Wealding magic spells. The game-world effects would look quite different though as the Une mutates and twists anything touched with its power.

To those unused to its power the Une is a particularly warped and vile force tainting the magic fields. Those who come in contact with its taint are often overcome by its blighted force. Characters, whose souls are touched by the Une should roll on the following taint chart.

Une-Taint
1-40 Causes the character to immediately gag and vomit for 1d6 melee rounds.
41-50 Blinds for 1d6 melee rounds.
51-70 Inflicts d6 damage to a random hit location.
71-95 Drains d10 power points.
95-100 Lose 1-3 permanent points of a random characteristic.

Une-Glyph spells:		
Blight (20)	Appendix, p.128	*Range: Touch*
Call Une-born (5-15)	Appendix, p.129	*Range: Pow x 5 miles.*
Command Une-born (2)	Appendix, p.129	*Range: Sight*
Create Tree Ghoul (20)	Appendix, p.129	*Range: Touch*
Create Zombie (20)	Appendix, p.129	*Range: Touch*
Dispel (1-5)	Dispel BRP, p.96	*Range: Pow in Meters*
Disrupt (2)	Appendix, p.129	*Range: Pow in meters*
Draw soul (1-4)	Appendix, p.129	*Range: Touch*
Midnight (1)	Midnight BRP, p.132	*Range: Sight*
Muddle (2)	Muddle BRP, p.132	*Range: Pow in Meters*
Sacrifice (10)	Appendix, p.129	*Range: Touch*
Umbra (1-4)	Appendix, p.129	*Range: Touch, Sight*
Une-shield (1-5)	Appendix, p.129	*Range: Touch*
Une-touch (2)	Appendix, p.129	Range: Touch
Une-wound (1-3)	Appendix, p.129	*Range: Touch, Sight*
Vomit Une (2)	Appendix, p.129	*Range: Pow in Meters*

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TOTEMIST TRADITIONS

"Fair peace becomes men; ferocious anger belongs to beasts."
-Ovid

Totemist traditions are aligned to particular beast glyphs called totems. Through the use of totems these traditions can gain certain sympathy with particular beasts and derive feral and spiritual abilities from their bestial counterparts. There are a great variety of totemist traditions spread across the lands and climates and their institutions and cultures vary as well as their influence and place in society.
Totemist traditions are the strongest among the Trogod who often have an in-born talent and connection with particular species of beasts. Indeed the totality of many Trogod religions and societies are based on their totemic traditions and rites.

Totemist Spells:
Many totemist traditions require certain components for their spells

Pelt Spells:
These spells require the caster to wear an appropriate animal pelt to cast. Totemist pelts are normally taken from animals and prepared with the appropriate magical symbols during the initiation ceremony. The pelts are cut and worn differently from tribe to tribe but may be designed to cover all hit locations. Some wear them loosely, like a great cloak; others cut and bind them around the body like armor. In addition to holding spell foci, the pelt supplies armor equal to that of the beast it originally belonged to.

Bone spells:
These spells only work on the original bones, claws and teeth of the animal slain in the initiation ceremony. These items are engraved with runes and totems, and often crafted into deadly weapons.

Blood spells:
The following spells require the blood of the animal killed at the initiation. Most blood spells require the ingestion of the blood. This blood is preserved with herbs and worn in a small vial-like gourd around the Totemists' neck. Adding the blood of another like animal to the gourd can renew and extend the origial concoction but it must be mixed with at least a portion of the original blood.

The Totem of Peruth the Lord of Cats.

"Of all God's creatures, there is only one that cannot be made slave of the leash. That one is the cat. If man could be crossed with the cat it would improve the man, but it would deteriorate the cat."
- Mark Twain



Many Trogod in The Green practice the totemic rites of the great cat Peruth. "Peruth" is the name of the Totem, the god-like manifestation of the Totem, as well as the goblin name for cats in general. Many Karee goblins have bound and made pacts with the great tree leopards as well as other feline species. In the Green, Peruth is known as the Leopard Lord or sometimes the Lazy Lord.

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Membership:
To be initiated into the cult of Peruth a goblin must first go on a sacred hunt and slay one of the tree leopards on his own to prove his strength and worth as a hunter and killer. Once this is accomplished he must carefully, ritually clean and skin the leopard and bring the remains back to his tribe. The meat is shared with the tribe and the bones, blood, and skin are prepared for the goblin's rebirth as a child of Peruth and as a full leopard brother. This involves tattooing the totem of Peruth on the pelt as well as on the Goblin himself. The bones and often the teeth and claws are treated, hardened and made into weapons. The blood is preserved with herbs and placed in small gourd vials. Finally the goblin must make a sacrifice of one permanent Pow to the spirit of his new skin and totem to activate it. From that time onward the pelt and other artifacts in concert with the Totem of Peruth grant the Totemist his powers. He may begin using his spells and other abilities with a new skill Totem (Peruth) at a percentage equal to his Int + Pow.

Peruth Spells		
Blood of Beasts(1-4), Bl	Heal BRP, p.130	Touch
Cat Thews (1-3), P	Enhance Characteristic: Strength+ Augment Skill: Jump	Self
Fartooth: (1-4), Bo	Enhance Weapon (Missile)	Touch
Growltongue (1) Bl	Appendix, p.130	Self
Hunter's Awareness (1-4), Bl	Augment Skill (Listen, Sense, Spot,)	Self
Hunters Veil (1-4), P	Augment Skill: Hide and Stealth	Self
Leopard Life (1-3,) Bl	Enhance Characteristic: Con	Self
Panther Stride (1-3), P	Enhance Characteristic: Speed and Dex	Self
Pelt Skin (1-3), P	Protection Enchantment	Self
Razorclaw(1-4), Bn	Enhance Weapon (Melee)	Touch

Peruth Skills: Bow, Claw, Climb, Craft (Leather and Bone), Dodge, Hide, Listen, Stealth, Sense, Spear, Spot, Track, Warclub.

Claw Priest

Requirements: Clawed Priests must know the skill of Totem (Peruth) at 85%, and two other tradition skills at 75%. Furthermore they must have a Pow of 16 and have proved themselves to the tribe.

Benefits:
*Clawed priests may learn the Spirit Glyph and how it relates to their totem for the cost of one Permanent Pow.

*When their Totem (Peruth) Skill reaches 90% or more they may be attuned to the Mastery or Durative Suffixes at the prescribed cost of 1 Pow each.

*Clawed Priests may gain a tree leopard familiar as discussed in the Magic Chapter on pp 90. in Brp. Ignore the Size requirements printed there, but the cost is 2 Pow instead of only 1.

*The Claw Priest may go through a ceremony and sacrifice a permanent point of power or more to gain a tree leopard form. He should then roll up tree leopard statistics for this form. The clawed priest maintains his original Pow and Int attributes. For an additional permanent point of Pow spent during this ceremony the Claw Priest may roll twice for each attribute and pick the highest statistic of the two.

A priest must re-learn pertinent physical skills while in leopard form. Although priests that have learned the Claw Weapon Skill using Pelt Claws (see new weapons section) may use their present skill in the leopard form. A Claw Priest may take the leopard form any time afterward with the use of the Transform spell.

Transform (3)
Range: Self
Allows the priest to meld with his pelt and take on his Leopard form. A Priest may stay in leopard form after the initial duration by spending an additional power point. Each Pow thereafter will extend the spell another Pow x5 rounds.

A user may spend a permanent point of Pow to double the duration of this spell from that time on. Each point sacrificed will again double the duration as the priest becomes more and more attuned to his cat form.

Leopard Lords

Particularly powerful hunters and warriors may become Leopard Lords. These are the chief hunters and war leaders of the Peruth Totemists. Leopard Lords may become living avatars of Peruth by melding with their pelts and assuming a were-leopard form, incorporating features of both Goblin and Leopard.

Requirements: To become a Leopard Lord a totemist must know the skills of Totem (Peruth), an appropriate weapon skill, and two of the following skills at 80% or more: Sense, Listen, Climb, Spot, Stealth, and Hide.

When they are initiated, Leopard Lords must invest a number of permanent Pow points to increase the potency of their were-leopard form. When they assume this form Leopard Lords essentially gain the effects all the spells they sacrificed Pow for. For each permanent Pow they spend on this ability they may add the effects of another spell they already know from the following list to the Were-leopard form: *Cat Thews, Growltongue, Hunter's Veil, Leopard Life,*

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Panther Stride, or *Pelt Skin.* (This cost is for each spell and not every level in each spell). Transforming to were-leopard form takes one round and will never cost more than four power points, no matter how many levels of spells are cast. Furthermore, the were-leopard form lasts Pow x5 Melee rounds.

In addition to the listed spells, a totemist may spend permanent Pow to gain the following abilities when under were-leopard form.

-**Elongated Claws:** Claws in weretiger form do d6 damage normally. Each additional Pow invested to the claws will add another damage level to this: For 1 pt sacrifice they do D8, 2pts: D10. Totemists may not increase this over d10.

-**Magical immunity:** For each point invested the leopard form will add d3 Pow to any resistance rolls against offensive magic a were-leopard is forced to make.

-**Extension:** For each point sacrificed the Were-leopard spell doubles in Duration.

For example: Long Claw the totemist has become a Leopard Lord. He has three points of Pow to invest in his were-leopard form. He knows Cat Thews 3,, and Leopard Life 2. He invests his three points into Cat Thews, Leopard Life, as well as Elongated Claws. When Long Claw becomes a Were-leopard it will cost him 4 power points and give him the effects of Cat Thews 3, Leopard Life 2, as well as doing D8 damage with his claws.



The Totem of Wazzaka The Gator

"If you're going to live by the river, make friends with the Crocodile".
-Indian Proverb

In the swampy depths of the Green dwell the totemist goblin tribes of Wazzaka the Gator.
Wazzaka is worshiped as a god and embodies the Fury of the gator and crocodile; clans worshiping him are known for their moodiness and fierceness when aroused. Although most who practice the Wazzakian rites are Trogod, some small tribes of men living in the deep swamps have been known to take on the aspects of the Gator and even worship Wazzaka as a death or war god.

Membership: To become initiated in the Wazzaka totem the applicant must first wrestle an alligator or crocodile in a shallow pool, the bigger the gator the better. This gator is then dragged on shore where it is ritually slain. The ritual costs the applicant one permanent point of Pow. During the ritual the Gator's skin, blood, and bones are carefully preserved and prepared for the initiate. The bones and teeth are used to make weapons. The skin is used to make the potent ritual armor and the blood is preserved with herbs and carried in vials around the Totemist's neck and often used as a component for spells. The Crocodile skin will count as 3 points of armor.



Going through this ritual and becoming bound to the Wazzaka totem has a strange effect on Trogod. They will begin eat more voraciously and bulk up. Within a month after they bound, the Wazzaka totem they will gain d4 Siz points.

The Initiate will gain the Skill: Totem (Wazzaka) at a level equal to his Int + Pow and be able to cast the Wazzaka spells with this skill. There are three types of spells each requiring components from a gator to cast. There are Pelt spells requiring a gator skin garments or armor to cast, Bone spells, and Blood spells.

Wazzakka Skills: Pilot (Canoe), Craft (Leather and Bone), Fang Fist, Grapple, Hide, Shield, Swim, Spear, War-club.

Scaled Father

The scaled fathers are the spiritual leaders of the Wazzaka clans. They officiate the rites and ceremonies of Wazzaka as well as teach magic and skills to other totemists.

Requirements:
To become scaled father a Totemist must have Pow of at least 16 and know Totem (Wazzaka) at 80%. Futhermore they must know Swim, and one other Wazzaka skill at 75%.

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Wazakka Spells		
Name	**Effects**	**Range**
Blend (1-4) P	Augment Skill: Hide	Self
Blood of Beasts (2)Bl	Heal,BRP, p. 13l	Touch
Croc-mind (1-4) Bl	Countermagic, BRP, pp.96	Self
Croc-Rage (1)	Fury,BRP, p.131	Self
Gator Call (2)	Appendix, p.131	
Gator's Breath (1) Bl	Breath of life: BRP, p.130.	Self
Scaled Heart (1-3) P	Enhance Characteristic: Con	Self
Scale-skin (1-5) P	Protection Enchantment	Self
Scale-strength (1-3) P	Enhance Characteristic: Str	Self
Wazzaka's Tooth (1-4) Bn	Weapon Enchantment (Melee)	Touch

Benefits:
* Scaled Fathers tend to meld with their ritual skins and take on more and more crocodilian features. As their ritual skin melds with their own skin it becomes more effective increasing its armor to 4.
* The *Command Gator* spell of a Scaled Father is more effective and gators no longer are able to break the effects of the spell every time a new command is given. In addition the spell works on up to three crocodiles with one casting.
* Scaled Fathers may be attuned to the Spirit Glyph for 1 Pow. When they reach 90% in their Totem (Wazzakka) skill, Scaled Fathers may learn the Mastery and Durative Suffixes for one point of Pow each.
* Scaled fathers may also sacrifice permanent Pow to gain the following abilities:

Awaken tail (1 pt.): This Enchantment animates the tail of the totemist's skin and attaches it to his body as if it were a mutation. The tail adds + 40% to the swim skill and may be used as a weapon (10% starting skill, D6 damage). In addition the tail acts as a magic staff (Pow battery of current Pow).

Chomper (1pt): This spell mutates the head of a Totemist into that of a crocodilian. It allows the Totemist a bite attack (20% starting skill, D10 damage).

Croc slave (1pt): A scaled father may have a crocodile slave that he keeps close by. The croc will follow only very simple verbal commands: attack, follow, stay, guard, heel. They do not operate as full familiars.

Scar Bearer

Scar Bearers are the warriors of the Croc clans and are noted for their ferocity in combat and particularly for their Rage Scream ability.

Requirements:
To become a Scar Bearer a totemist must know Totem (Wazzaka), a Weapon skill, and Swim at a minimum of 85%. They must have consistently shown bravery in combat. They may then request a special scarring ritual or ceremony to become Scar Bearers.

During the Scarring ritual they must pay at least one point of permanent power to gain their Rage Scream ability and become a Scar Bearer. Rage Scream allows a Scar Bearer to go into a berserk fury that has the effects of casting a number of particular spells in one combat round. When Scar Bearers activate their rage scream they automatically gain the effects of Croc-Rage at no cost, in addition they may gain the effects and abilities of other Spells.

When they are initiated, Scar Bearers must invest a number of permanent Pow points to increase the potency of their Rage Scream. For each Permanent point sacrificed they may add the effects of another spell they know from the following list to the Rage Scream effects: *Wazzaka's Claw, Croc-mind, Scaled Skin, Scaled Heart,* and *Scaled Strength*. The Rage Scream ability will never cost more than four points of power to cast regardless of total spell level.

For example: Three Fang is a Scar-bearer. He has sacrificed two points of Pow to add Scaled Skin and Scaled Strength to his Rage-Scream. He knows Scaled Skin 3 and Scaled Strength 2. When he induces the Rage-Scream it costs him 4 Pow and he combines the effects of Croc rage, Scaled Strength 2, and Scaled Skin 3.



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Urstrom: The Totem of the Bear



Among the Thromakites there are fierce bands warriors and hunters who practice the totem of Urstrom the great bear. They are widely known for their fighting abilities, great pride, drinking ability, roaring temper, and their hatred for the une.

In his mythic struggles with the une, Thromak once tried to get a fierce goblin tribe to help him combat the evil blight. When Thromak's oratory did not work he challenged the chief of the tribe to a wrestling match. The Trogod put up his bearskin cloak containing his Totemic powers as ransom while Thromak staked his earth powers in the form of his hammer. The struggle was long and arduous, but in the end Thromak was victorious and claimed the pelt and the powers of Urstrom, the bear totem as his prize. None are sure that these events ever happened. Some think it alludes to an ancient conflict between the Thromakite people and a lost Trogod tribe who possibly lived in the hills and mountains. Either way, Thromak has always been associated with the totem of the bear as well as his better-known association with the Earth Glyph.

In order to be initiated into the Urstrom Brotherhood one must first go on a great hunt and slay a bear. In the initiation ritual the bear is skinned and cleaned and the hide claws and bones are prepared with glyphs in a rite overseen by the Ursine Fathers. During the rites the applicant must pay one point of permanent Pow to attune themselves to the magic of the totem. The character will then gain Totem (Urstrom) at a beginning skill equal to their Int + Pow. The bear's skin, claws and bones are then enchanted and inscribed with the proper foci to cast the Totemic spells.

Urstrom Skills: Grapple, Shield, Brawl, Play (Drum or Horn) Melee Weapon Skill.

Pelt Sworn

The *Pelt sworn* are the spiritual leaders and chieftains of the Urstrom Totemists. They often act as the bodyguards, warlords, and battle leaders of the Thromakite clans.

Requirements:
Pelt sworn must have a Pow of 16 and know the skill of Totem (Urstrom) at 80%. They must also know Grappling, and one other weapon skill at 75%. Pelt Sworn must endure a dangerous ceremony were they must wrestle an enraged bear for five melee rounds. Applicants may wear armor and cast protection spells, but may not use any weapons. Survivors may become Pelt Sworn.

Benefits:
-Pelt Sworn may learn the Spirit Glyph and how it relates to their totem for the cost of one Permanent Pow.

-When their Totem (Urstrom) Skill reaches 90% or more they may be attuned to the Mastery or Durative Suffixes at the prescribed cost of 1 Pow each.

BROTHSTRUM SPELLS		
Name	***Effects***	***Range***
Strength of the Bear (1-3), P	Enhance Characteristic: Strength	*Self*
Pelt Skin (1-4), P	Protection Enchantment	*Self*
Bearspeak (1), P	Green Appendix p.130	*Self*
Razorclaw(1-4), Bn	Weapon Enhancement	*Touch*
Bearheart (1-3), P	Enhance Characteristic: Con	*Self*
Blood of beasts (2) Bl	(Heal), BRP, pp.131	*Touch*
Bear Scent (1-4)Bl	Enhance Skill: Sense	*Self*
Fury 1Bl	(Fury), BRP,p.131	*Self*

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-Pelt Sworn may spend a point of permanent Pow to place a great enchantment upon their pelts. Pelts enchanted in this manner will store power equal to the enchanter's Pow, similar to a magic staff. The pelt can alsostore up to half the Pelt Sworn's Int in ready spells.

Ursine Rage:
Pelt Sworn may gain the Ursine Rage ability at a cost of at least one Permanent Pow.
The Ursine Rage allows a Pelt Sworn to go into a berserk fury that has the effects of casting a number of particular spells in one combat round. When Pelt Sworn activate their Rage they automatically gain the effects of *Fury* at no power point cost. In addition, they may gain the effects of a number of other spells. Bear sworn must invest a number of permanent Pow points to increase the potency of their Bear Rage. For each Permanent point sacrificed they may add the effects of another spell they know from the following list to the Bear Rage effects: *Bearheart, Peltskin, Razorclaw,* or *Strength of the Bear*. (The Pow sacrifice is for each spell, not each spell level). Activating Ursine Rage will never cost more than four power points no matter what the cost of casting the individual spells would normally be.

Skierfing: The Way of the Rat



The Way of the Rat is one of the most widespread and varied totemist traditions. While other totems seem to signify a single archetypical beast, the Skierfing totem represents a whole colony or pantheon of rodents who all have their own character and specialty. Some prevalent totems include Skiercha the Sneak King, Kamoch the Swimmer, Barcha the Night Biter, Auocha the Trickster, and Glittergrab the Thief among others. Most Skierfing traditions are well versed in the arts of stealth, perception and magic dealing with night and shadow is very common.

Along the rivers and in the deep forests of Verduria a number of colonies and tribes form totemic pacts with the many forms tree and swamp rodents. Each tribe or colony practices slightly different rites and teach different spells to its practitioners. Although most Skierfing tribes are Trogod, it is not unknown for tribes of men to practice the Skierfing rites. The Skierfing totem is even somewhat popular among pirates and practitioners can be found not only in the wilds, but also amongst the wharves, slums, and docks of the dirtiest and most populous cities. In urban regions many dissolute and downtrodden will find solace in the secrets of Skierfing. Rat cults are highly distrusted, suspected and often outlawed in many civilized cities and lands.

To become an initiate an applicant must have proved themselves loyal to the pack or colony. Initiates must then undergo a series of tests to prove their abilities. These include Perception tests (Usually Sense or Listen), Balance and Agility (Dex based skills), and their sneaking abilities (Hide and Stealth). They are then brought to a tribal totem pole, stand, or tree. These are protected places and sacred to each colony and are covered with glyphic symbols and decorated with bones of rats and various other creatures. At these Totemic shrines the applicant must sacrifice a permanent point of power and are finally initiated and become talented in the Skierfing Totem. They gain the skill Totem (Skeirfing) at a percentage equal to their Int +Pow. As part of the initiation the applicants are also taught the basics of Chattertongue, a secret language discernible to rats. They begin this at a percentage equal to their Int.

Skierfing spells

Name	Effects	Range
Blood of Beasts (2) Bl	Heal BRP, p. 131	Touch.
Skierfing's Call	Appendix, p. 130	Hearing
Midnight (1)	Midnight, BRP. 130	Sight
Quickeye (1-4)	This charm adds 5% per level to the Dodge skill per level of the spell.	Self
Rat Cloak (1-4)	Skill Augmentation, Hide	Self
Ratscratch (1-4) Bn	Weapon Enchantment (Only works on fingernails or weapons made of giant rat bone).	Touch
Rat-heart (1-4)	Characteristic Enhancement, Con	Self
Ratdance (1-3)	Characteristic Enhancement, Dex	Self
Rat Sense: (1-4)	Skill Augmentation: Listen and Sense. This spell also allows the user to discern the speech of rats.	Self
Rat's Vision (1)	Rat's Vision, BRP, p.132	Sight
Rat's Ear (1)	Sorcerer's Ear, BRP, P.133	Sight
Scurryfoot (1-4)	Skill Augmentation, Sneak	Self

Common Skierfing Skills: Climb, Dagger, Dodge, Hide, Jump, Listen, Play Flute, Sense, Spot, Stealth, Swim (river rat clans), Appraise, Language (Chattertongue), Sleight of Hand. In The Green rat clans teach Spear but in more urban setting Skierfing gangs, covens, or packs teach short sword or rapier.

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Rat Canters

The spiritual leaders of the Skierfing packs are called Rat Canters or sometimes Rat Speakers.

Requirements:
To become a rat canter a character must have proven their loyalty and ability to the clan and have a Pow of at least 16. They must also know two clan skills (usually Hide, Sense, Stealth, or Listen) at 75%, as well as the skill of Totem (Skierfing) at 80%, and Chattertounge at 50% or more.

Benefits:
* Rat chanters may learn the Spirit Glyph and how it



relates to their totem for the cost of one Permanent Pow. Futhermore when their Totem (Skierfing) Skill reaches 90% or more they may be attuned to the Mastery or Durative Suffixes at the prescribed cost of 1 Pow each.

The following benefits differ from Clan to Clan. Rarely will any one clan offer all of the following abilities.

*Rat Chanters may gain a rodent familiar as described in the Core BRP book on pp.90.

*Rat Chanters will gain access to special spells.

*Transformation
In some clans Rat chanters may transform into rats. Rat Chanters may spend two points of permanent Pow to gain a Skiefing form. From that point on they may transform to their rat form with the use of a *Transform* spell. The form usually takes the shape of a slightly large rat or rodent of the clan's particular species. Stats should be rolled up for the rat form. **(Rat:** Str: d3, Con: 2d4, Siz: 1d2, Dex: 2d6+12. Int and Pow remain the same as the base form).

*Mutations
Through special ceremonies Rat Chanters of certain clans may take on certain embodiments of Skierfing, They may gain the following mutations at the cost of 1 Pow per level:(Disease Carrier, Keen sense: Touch, Keen sense: Hearing, Keen sense: Smell, Natural Weapon: Claws, Ratskin: hairy 1pt armor) .
These mutations often manifest themselves physically, are visually noticeable, and can denote one as a Skiefing initiate.

*Tails
Among certain practices Rat speakers may grow a tail. This requires an involved ceremony and is a sign great devotion to the cult. The ceremony cost 1 Permanent Pow. Tails are highly magical and can be used to store power similarly to a magic staff. Tails can be used to make a separate additional attack as if it were a whip. Growing a tail is a high honor and tailed speakers are well regarded among Skierfing initiates.

Rat Chanter Spells:

Sleek: (2 or 4)
Range: Touch, Sight.
When cast on a rat this spell will make it transform and grow into a Sleek. Sleeks are huge were-rat creatures. They may be commanded by a successful use of the Chattertongue skill.
Certain augments and long ceremonies can make this spell permanent. This costs 1 permanent point of Pow. The totemist must roll under both their Durative Suffix skill and their Skierfing totemic skill to make the effects of the spell permanent. If they fumble the roll they lose the Pow investment. These horrific rats are then used to guard dens, catches, or secret meeting places. At other times they are used as guards for the Rat speaker who created them.
The two Power Point version of the spell creates sleeks similar to Dogs (BRP, p.335), Whereas the four point version creates sleeks similar to Wolves (BRP, p.340).

Transform :(2)
Range: Self
This spell allows a Rat chanter to change into his rat form discussed earlier. The rat attributes must be rolled up separately and should be kept handy on the character sheet. The sorcerer maintains his Pow and Int and may cast spells when in rat form.

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Frog Eaters of Gwalk: The Totem of the Frog



Among the Gwali river-folk many tribesman practice the Totem of Gwalak the frog totem. Practitioners of this totem are often called Frog Eaters due to their practice of devouring frogs to gain power over poison and to strengthen them in the spirit world. Many frog eaters also paint themselves in multi-colored hues like the poison frogs they revere.

In order to become a frog eater initiates must devour certain frogs to be able to gain their power and become talented in the Frog Totem. These frogs are poisonous and the initiate must make a Con resistance roll against a Pot 10 poison. If an applicant fails the roll they cannot become talented and will be affected by the poison. *Spirit Leapers* with healing magic are generally at hand to prevent them from dieing, but the applicant will loose one permanent Pow point. If the applicant succeeds they must also sacrifice a Permanent point of Pow, but they will gain the skill Totem (Gwalk) at their Pow +Int. Afterward they may learn Frog Eater spells and cast them using their Totem (Gwalk) skill.

In order to learn spells Frog Eaters have to track down a particular type of frog that is known to grant the particular spell they want. Once they have learned the spell they must eat the appropriate frog in order to gain the ability.

Enhancing spells: Frog eaters can enhance the effects of their spell casting by eating another frog of the same species as that originally granted them the spell. If a Frog eater has a frog on hand of the original species and eats it as the spell is cast, the Frog Eater may add a one level to the effects of variable spells. This does not cost them extra power points and they may cast spells at a higher level than otherwise possible by using this procedure.

Frog eaters who live by rivers also often become talented in the Water Glyph. Spirit Leapers often know and freely teach the Water Glyph within the Frog Eater traditions.

Skills Commonly taught by Frog Eater Traditions: Blowgun, Brew (Poison), Climb, Totemic (Gwalk), Hide, Jump, Listen, Net, Play (Flute), Spear, Stealth, Swim.



Gwalk Frogeater Spells			
Name	***Effects***	***Range***	***Frog Type***
Deaf Croak (2)	Appendix p.130	*Range: Pow in Yards*	Bull roarer
Gwalktoe (1-5)	Augment Skill: Climb	*Range: Self*	Frog type: Sticky toed tree frog
Frog Breathe (1)	Breath of Life BRP,130	*Range: Self*	Green bubbler
Frog Call	Appendix pp.130	*Range: Pow x100 yds or hearing*	Bull roarer
Frog Leap (1-5)	Augment skill: Jump+ See Appendix p.130	*Range: Self*	Blue Bouncer
Frogstalk (1-4)	Augment Skill: Stealth+Hide	*Range: Self*	Stalking fly-snatcher
Frog's Vision (1)	*Bird's Vision (pp.128) Works with frogs rather than Birds.*	*Range: Touch*	Swivel- eye Jumper
Healing(2)	Heal BRP,p.130	*Range: Touch*	Emerald Dew-Drinker
Strengthen Life (1-4)	Enhance Characteristic: Con	*Range: Touch*	Yellow Dew-Drinker
Slipquick (1-4)	Enhance Characteristic: Dex	*Range: Self*	Bark hopper
Anti-venom (1-4)	Appendix pp.130	*Range: Touch*	Blue Dew-Drinker
Envenom (1-4)	Appendix pp.130	*Range: Touch*	Yellow dropper

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Spirit Leapers

Spirit leapers are the teachers and hetman of the frog eating traditions. Some are spiritual minded mystics, teaching spells and meditating, while others take up leadership roles in Gwali and other Frog Eating societies.



Requirements: Spirit Leapers must have a Pow of at least 16. They must also know Swimming, and two other Frog Eater skills at 75% and the skill Totem (Gwalk) at 80%.

Benefits:

- Spirit Leapers may learn the Spirit Glyph at the cost of one permanent Pow.
- Spirit leapers who reach 90% with the Skill Totem (Gwalk) may learn the Mastery and Durative Suffixes.
- Spirit Leapers gain the natural ability of the Frog Call spell. It no longer costs them any Pow nor does it cost them a Int to keep the spell in memory.
- Spirit Leapers may also gain a Frog familiar for the cost of 1 Power point. See pp. 90 of BRP.
- Spirit leaper may learn the spell Envenom.

Envenom (1-4)
Range: Touch
This spell poisons the target with a touch or successful attack. The caster must overcome the Power of the victim. If successful the recipient is poisoned with a 3x (level of the spell) Potency venom that has an instant effect. Variations of this spell affect Dex and Strength instead of Hp.

Frog Eating Rituals:
Once every six months Frog Eaters may eat soul dancer frogs. Eating these frogs bring about strange dreams and act as pot 8 poisons that will permanently cost a character a point of Pow if they fail the resistance roll. If they successfully resist the poison they may attempt a Pow gain roll.
Similarly once every year characters may eat the blood binder frog which acts as a pot 8 poison. Totemists who fail the poison resistance test will loose one point of Con. If they succeed they add d3-1 to their Constitution. Generally the Blood binder and Soul Dancer frogs are eaten during long ceremonies and dances among the Gwali.

Bombaygo: Totem of the Monkey

Why have I never been taken among the Monkey People? They stand on their feet as I do. They do not hit me with hard paws. They play all day. Let me get up! Bad Baloo, let me up! I will go play with them again."
- Rutyard Kipling, *Jungle Book*

According to Mamprusi folklore, Bombaygo was the Monkey King in the days when the world was young. It was in those days that the Trogod mystics first began making their totemic "pacts" with the animals of tree and swamp. To Bombaygo, the goblins offered no pact, but rather a form of imprisonment and degradation; let the rat and the gator and the rest of the crawling things do as they wish, but the apes needed no keepers or overseers. There was resistance and even battle—the first of many that would continue to this day—and in the end Great Bombaygo made off with the secrets of intelligence and speech, which he bestowed upon his people. Thus awakened, the Mamprusi have practiced the Totem of Bombaygo the Monkey King ever since.

Varying Clans and tribes practice slightly different Bombaygo traditions each emphasizing different aspects of Bombaygo's character in stories and folklore, rites, and spells. There is Bombaygo the Trickster, Bombaygo Triumphant (warrior), Bombaygo the Swimmer, Bombaygo of the Trees. Mamprusi behavior differs greatly depending on the tradition they practice.

Mamprusi who want to become talented in the monkey magic must first be taught its secrets by aWisdom, one who has attained the Mastery of the totem. Then in a long ceremony they are bound to the Totem of Bombaygo by spending a permanent point of power to awaken their abilities. At that point they will gain the Skill Totem (Bombaygo) at a level equal to their Int+Pow. The Totem of Bombaygo allows Mamprusi to learn and cast spells related to their totem.

Bombaygo Spells

Name	*Effects*	*Range*
Avatar of Bombago (1-3)	Enhance Characteristic: Size	*Self*
Bombaygo's Claw (1-4)	Weapon Enhancement	*Self*
Bomabaygo's Rage (1)	(Fury), BPR, p.131	*Touch*
Bombaygo's Word (2)	Appendix, pp.130	*Self*
Foulbomb: (1-4)	Appendix, pp.130	*Sight*
Heal	(Heal), BRP, p.131	*Touch*
Leap(1-4)	Augment Skill: Jump, Enhance Characteristic: Move	*Self*
Monkey's Vision	works on small monkey's, similar to Rat's Vision: BRP, p.132	*Sight*
Sneak (1-4)	Augment Skill: Sneak, Hide	*Self*
Thickskin (1-4)	Protection Enchantment	*Self*

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Skills commonly taught by the Bombaygo Traditions: Brawl, Claw, Climb, Club, Dodge, Grapple, Hide, Jump, Listen, Play(Drum), Spot, Spear, Stealth, Swim, Throw.

Wisdoms: Bombaygo totemists who who have a Pow of 16 and attain 80% in Totem (Bomaygo), and 75% in two other Bombaygo skills may become Wisdoms. Wisdoms may learn the Spirit Glyph at the cost of one permanent Pow. Wisdoms that gain a Totem (Bombaygo) skill at 90% may gain the Mastery Suffix Skill for the cost of one Pow.



Wisdom's Shriekers: Wisdoms can gain a monkey familiar called Wisdom's Shrieker. To do this they must gather the sap of a Godthorn tree (no easy feat) and feed it to a spider monkey in a special ceremony that costs them 1 Pow. The spider Monkey is then awakened to full intelligence *(2d6+6)*, can speak, and acts as a familiar and advisor to the Mamprusi. Wisdom Shriekers can immediately bind themselves to the Totem of Bombayga for a cost of one Pow and will automatically know Totem (Bomaygo) skill at the same level as their Mamprusi companion at the time of their awakening. Wisdoms also automatically know and can cast any spells their Mamprusi companion knows at the time of their awakening. Any spells that have *Range: Self* become *Range: Touch* if Shrieker casts this spell on the Mamprusi he is bound to.

Wisdom's Shriekers are generally smarter and more magically potent than their Mamprusi companions. While in game terms they act as familiars, in Mamprusi culture they will often quickly transcend this status and take on leadership roles in the community. Most often it is the spider monkeys that teach spells and act as spiritual councilors for the tribe.

Fate, Fortune, Luck, and Destiny.

There are strong and varied beliefs concerning fate, often called luck, fortune, destiny, and chance throughout Verduria. Many believe that these forces are random and passive, but others strongly hold that one's fortune may be manipulated by a strong drive, will or belief. There are as many different philosophies regarding the unfathomable concept as there are Individuals, and many proverbs and sayings are uttered to explain the vagaries. Those who do not belong to other traditions or practice magic themselves often trust in fate. Belief in the power of fortune is very common among those who commonly count on their own skills. Pirates, sailors, corsairs, and mercenaries who come into the Green from the outside world often have strong beliefs in the winds of fortune. There are a number of glyphs that represent the aspects of fate and people hold that these glyphs hold real power. These glyphs are often used as tattoos or painted on shields. Others beliefs hold various trinkets, coins, animal feet, and bones as fate charms.

Optional rule: Fate Points

Fate points are covered in BRP on PP. 176. Game masters may use the system as written or they may use the following options. In order to use Fate Points characters must place their belief in a fate charm. This costs the character a point of permanent Pow. The charm can be anything: a tattoo, a rabbit's foot, a feather, a family heirloom, a lucky coin, or a glyph on their shield. Once an item becomes a fate charm the character may use the rules for Fate points as written as long as they are in possession of the charm. As there are a number of different options for fate points; a GM may optionally allow only one fate point power per charm. Each additional power may require a separate Pow cost and or a different fate charm.

For example: Agrus Brightooth shoots a saber tooth cat with a lucky arrow shot through the eye. He believes from then on that that arrow is lucky and wears the arrowhead on his necklace as a fate charm. This costs one point of Pow and will allow him to use the Power of spending five power points to re-roll any percentile dice. He then pulls the teeth from the great cat and makes another necklace. For the cost of one more Pow point the tooth charms will grant him the ability to ignore damage from a single attack at the cost of 3 power points per point of damage.

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Potions and Concoctions

Better read it first, for if one drinks much from a bottle marked "Poison", it's almost certain to disagree with one sooner or later.

- Lewis Caroll, ***Alice's Adventures in Wonderland***

There are many varieties of potions and concoctions that can be brewed using the plethora of flora and fauna of the Green. Many traditions teach the art of Potion making to supplement their glyphic skills. The Nefira are known for their outdoor laboratories called boiling pits in which they often make dies, stains, and saps, but sometimes mettle with brewing potions and unguents. The Morpa and Tree Children are also known to hold many secrets in the use of rare herbs and forest remedies. Foremost among the potion makers are the alchemists of the Ichorites who know the arcane secrets of the Alchemical Glyph and spend lifetimes learning the art of refining and combining.

Knowledge to brew varying types of potions is divided into a number of individual skills. Each skill allows a potion brewer to create a different variety of potions. The different skills are listed below. In order to create a potion characters must roll below their Brew (*Potion type*) Skill.

To successfully create a potion a character must have the proper ingredients. These may be bought or foraged for. Each potion has a potency rating determined by the ingredients at the time they are created. More powerful ingredients are normally more expensive to purchase and are often rarer. It is up to the GM to determine the availability and potency of ingredients a brewer has to work with. Many ingredients are common and can be harvested quite readily from local flora and fauna with a successful Preserving skill. Others, often the most potent herbs and minerals, are very rare and may be quite expensive.

For ease of play most potions are assumed to take effect one melee round after they are imbibed or applied and their durations are based on the ingredients used. GM's are encouraged to introduce ingredients that may produce varying times of effect and duration. Ingredients harvested in certain places, or at certain times of year may increase or decrease the initial Potency or duration of the potion they create. Two or more potions cannot be combined to increase Potency, and spells that have the similar effects cannot be used to increase the effects of Potions unless otherwise noted. For instance a character using a Pot 5 strength potion cannot drink another Pot 3 Strength Potion or cast a Strength spell to give them the effects of a Pot 9 Potions. Only the effects of the most Potent potion or spell will take effect.



Modifiers

Special successes while brewing potions allow characters to add +1 to the Potency of the potion they are creating; Criticals allow them to add +2.
To brew a potion generally takes one day, plus one additional day for each refinement or modification the brewer attempt. Brewers may be particularly meticulous and exacting to improve their chances of success; this doubles the brewing time but careful brewers may add 10% to their success chance.

Potion makers may try to *Refine* the ingredients of some potions to increase the level of Potency or the Duration of a potion. To accomplish this brewer must first create the potion in the normal way, and then they may attempt to Refine it by re-rolling their Brew Potion Skill at –10%. If they are successful they may double the potions duration or increase its Pot by one. If they are unsuccessful the potion stabilizes and cannot be refined further. If they fumble the potion is spoiled. Characters may continue to *refine* potions until they fail or fumble the skill roll, but with each attempt it becomes increasingly more difficult. To add the second point of Pot or to triple duration character's brew potion skill becomes –20%, the third Refinement adds +30%, etc. A special success during Refinement will add +2 Potency or triple the duration and a critical will add +3 to Pot or quadruple duration.

Characters may attempt to brew larger batches of a potion at one time if they have enough ingredients. For each additional dose subtract 10% from the potion skill.

Characters who know the Glyph of Alchemy may use it to increase their potion making skill. Brewers may add 1/5 of their Glyphic (Alchemy) skill to their Brew Potion skill. Similarly, those that know the Wealding Glyph may use it to increase their Brew

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Potion skill by 1/5 their Wealding Glyphic Skill when using plant or tree based ingredients.

The Brew Potions skill assumes the use of a laboratory or special boiling pits. Portable potion-brewing kits are often used if a laboratory is not available. If a character uses a portable kit his skill is at –20%.

There are several settlements in the Green that boast full Ichorite laboratories with a plethora of the best equipment and glassware known to alchemy. Character fortunate enough gain access to these while brewing potions will gain +10% to their Brew Potions skills.

Certain ingredients or particularly pure or powerful ingredients may increase the potion skill roll, potion potency, duration, or decrease brewing time.

Related Skills:

Many techniques and formula are similar from one Brewing skill to the next and they are divided into families. A Brewer who knows one Brew skill in a family may attempt to concoct other potions in the skill family as a *Difficult* skill.

Skill Families:
(Bodily Enhancement, Healing, Antidotes)
(Poisons, Antidotes)
(Glues, Oils and Resins, Fragrances)

Formulae

Characters who know a particular Brew skill does not necessarily know how to make all the potions included under its umbrella. Each particular potion has a specific formula. These can be learned similar to spells and may be kept in memory, or more commonly they may be written down in a Grimoire. Knowledge of individual potions does not count against the number of spells a character may learn. Those who know how to write often keep a small library of scrolls or a book containing their formulas.

Some formulae are fairly well known others extremely valuable and are kept as closely guarded secrets particularly by Ichorite factions.

Common Potions and Concoctions

Type: The catagory of potion the ingredient is used to create.

Pot: The average Potency of the ingredient before any refinement.

Duration: This denotes the length of time the potion's effects last once applied or imbibed.

Cost: This is the average cost of the ingredient followed by the cost of the finished potion per point of potency.

Brew Potion (Bodily Enhancement):

This skill allows for the brewing of potions that increase characteristics or skills. It includes Strength, Dexterity, and Constitution enhancement potions.

Firgum: **Type:** Bodily Enhancement, Dex
Pot: 3 **Duration** 15 Minutes
Ingredients: 25 Guilders
Finished Product: 40 per point of potency.

Firgum is extracted from a creeper vine that grows high on the foragings and hieghts throughout the Green. It is one of the most common ingredients used to make Dex Enhancement potions.

Strogbow leaf: **Type:** Bodily Enhancement, Str
Pot: 3 **Duration:** 15 Minutes
Ingredient Cost: 20 Guilders
Finished Product: 40 Per point of Potency.
The strongbow tree is a smaller sapling like tree that grows in clearings, near rivers or areas where its small height can get light. Its wood is often used to make bows. The juice extracted from the leaves holds the most common ingredient for strength potions.

Blood Root: **Type:** Bodily Enhancement, Con
Pot: 3 **Duration:** 20 minutes
Cost: 20 Guilders
Finished Product: 40 Per point of Potency.
Blood root is a strange tuber that grows in dark swampy areas around the base of trees. When broken or cut it exudes a red bloodlike ichor useful in constitution enhancement potions.

Wereroot **Cost: 50 per dose**
Wereroot is a powerful mutagenic herb often used and traded by the Trogod. There is much speculation around the origin of the substance and Trogod are very tight-lipped about where they find the ingredients. Although it is often used in totemic rites, it is also highly sought after by potion brewers. Wereroot is often used to aid in the creation of Bodily Enhancement potions or other potions that have the power to physically change individuals. Using a dose of Wereroot in this fashion allows the brewer to add 20% to his chances of making and refining the potion.

Brew Potion (Spirit Enhancement):

Includes Power Restoring and Power Enhancement potions as well as Intelligence Enhancing potions. Enhancement potions add one characteristic point per point of Potency.

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Witchleaf : **Type:** Spirit Enhancement, Pow
Pot: 3 **Duration:** 25 Minutes
Cost Ingredient: 45 Guilders
Finished Product: 30 Guilders per point of Potency
Witchleaf is a rare plant that grows in the bowls and crevices of other trees. Witchleaf is combined with other tobaccos and smoked. Witchleaf can also be used as a Pow Restorative (see below).

Thought Root:
Type: Intelligence Enhancement,
Pot: 4 **Duration:** 20 Minutes
Cost Ingredient: 25 Guilders
Finished Product: 30 Guilders per point of Potency
Thought Root is a strange carrot like plant that grows in dryer areas where it can get sunlight. These places are rare in The Green

Power Restoration:

This type of potion is brewed with the Brew Spirit Enhancement skill. It will restore a character's spent power back to maximum at a rate of one power point per point of potency. It will not give characters Pow over their maximum.

Witchleaf: **Type:** Power Restoration
Pot: 5 **Duration:** Permanent
Cost Ingredient: 40 Guilders
Finished Product: 30 Guilder per point of Potency
Witchleaf is a rare plant that grows in the bowls and crevices of other trees. Witchleaf is combined with other tobaccos and smoked. Witchleaf can also be used as a Spirit enhancement agent (see above). Unrefined Witchleaf can be also be used with lesser effects. Freshly picked Witchleaf has a pot of 2.

Shroomspoor **Type:** Power Restoration
Pot: 3 **Duration:** Permanent
Cost Ingredient: 20 Guilders
Finished Product: 30 Guilder per point of Potency
These regenerative spores are taken from a type of brown and white mushroom that often grows on and around the root of trees in damp swampy regions.

Brew Potion (Healing):

Healing Potions: When drunk or applied, each point of potency will heal one hp of damage permanently. Many healing plants are potent in their natural forms and do not require the Brew Potion skill to be used to help with healing. A successful Preserving or First Aid skill will allow characters to use healing plants at ½ their nomal listed potency.

Greengourd: **Type:** Healing
Pot: 4, Unrefined 2 **Duration:** Permanent
Cost Ingredient: 40 Guilders
Finished Product: 30 Guilders per point of Potency
Greengourd are a type of hanging fruit that grows on vines high up in the canopy. Vine usually hold d4+2 gourds. The inner "meat" and juice is used to make the potion and the outer shell is often used as a bottle. The finished greengourd healing potion is usually quite large in volume, almost a half liter.

Fallowbark: **Type:** Healing
Pot: 2, Unrefined 1 **Duration:** Permanent
Cost Ingredient: 10 Guilders
Finished Product: 35 Guilders per point of Potency
The Fallow tree is a tall thin tree similar to a birch that is relatively common in the Green. The inner layer of the bark is used for the ingredient and also works as a mild painkiller. The Bark itself is often used as a form of paper.

Frogeye berry: **Type:** Healing
Pot: 7, (Unrefined 3) **Duration:** Permanent
Cost Ingredient: 60 Guilders
Finished Product: 35 Guilder per point of Potency
Frogeye berries are quite rare and are usually found high up in the foragings or heights. They are noted as one of the more powerful remedies in the Green and have powerful regenerative effects. Healing Potions made of frogeye berries that have been refined to over 12 Pot may help to heal a severed limb. Two doses of the powerfully refined berry are required. One is ingested and the other is placed over the Re-attached limb. The wounded character may do nothing strenuous for a week after which they must make a stamina roll. If they are successful regeneration has taken place and the limb is again functional. (Gms may want to permenantly lower the hp of the limb by 1 if the hit location option is being used).



Poison Antidotes

Antidotes and anti-venoms can be made for specific poisons and often require a sample of the original poison or venom. Pitcher Dew is a quite powerful universal antidote. Con Enhancement potions can also be made with this skill (see Bodily Enhancement potions).

Pitcher Dew:
Type: Universal antidote **Pot:** 4
Duration: Permanent **Cost Ingredient**: 40 Guilders
Finished Product: 40 Guilder per point of Potency
Pitcher Dew is collected from a vine that grows pitcher like flowers or protuberances that trap insects. When prepared correctly, the liquid that forms in the bowl of the plant works as anti-venom against most

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poisons. Many villages try to cultivate the pitcher vines close to their settlements so as to have a ready supply of the valuable substance.

Green gourd:
Type: Con Enhancement **Pot:** 3
Duration: 15 min. **Cost Ingredient**: 40 Guilders
Finished Product: 25 Guilders per point of Potency
Green gourd can, also used to make healing potions may be used by healers to make Con Enhancement potions as well.

Brew Poisons

This skill is necessary to brew or refine poisons and antidotes. Poisons generally affect Constitution, but may be created with various ingredients to affect other characteristics. Poisons can be refined to increase the speed of effect. The time of effect may be cut in half for each 10% penalty a brewer takes to his Brew (Poison) Skill. The poison skill also assumes a character knows the creatures and plants that have natural venom and poisons that may be of use and how to apply them to weapons. See pp. 229 in BRP for further rules on poisons or pp. 272 for other poisons.

Bloodeye essense:
Type: Poison **Pot:** 10
Speed of Effect: 10 Min.
Symptoms: Severe Vomiting, Hallucinations.
Cost 60 Guilders +20 Per Refinement.
The Bloodeye is a vine that erupts in beautiful white and red flowers. The essence of these flowers contains a dangerous poison.

Tree Frog essense:
Type: Poison **Pot:** 12
Speed of Effect: Under 8 minutes.
Symptoms: Muscle Contractions and Convulsions.
Cost 80 guilders +25 per point of refinement.
There are many types of multihued tree fogs that live in the Green that have varying levels of toxicity. There some traditions that hold these frogs are sacred harbingers of death and regularly harvest frogs of their toxic essences.

Other Poisons
Juljub Juice:
Pot 8, 10 Minutes
Stumleroot:
Pot 7, 5 min. Attacks Dex rather than Hit Points.
Soul Rot :
Pot 9, 10 Min. Attacks Pow rather than Hit Points.

Brew (Fragrances)

Numerous plants in the Green are used to make perfumes and incense. Many fragrances have no in-game effects, but are portable, easily shipped, and fetch very high prices in the outside world. Various poison and noxious dusts and irritating fragrances are also possible with this skill.

Fire Seed Dust: **Type:** Fragrances/ Poisons
Pot: 12 **Duration:** 2 rounds
Cost Ingredient: 40 Guilders
Finished Product: 40 Guilders per point of Potency
Made from a plant with peppery seeds, exposure to this fine powder causes a character to make a Con Resistance roll vs. the Pot or tear up and break into sneezing fits for the duration where in they may do nothing but defend themselves. Fire Seed dust doubles as a spice for foods.

Blue Lotus Mist:
Type: Fragrances
Pot: 13 **Duration:** 2 Turns
Cost Ingredient: 100 Guilders
Finished Product: 20 Guilders per point of Potency
Refined essence from the blue lotus plant has pleasant hallucinogenic effects. Characters may resist its effects with a Pow vs. Pot resistance test, if they fail they fall under its effects which works similar to a Muddle spell for the duration.

Silver Lotus Mist **Type:** Fragrances/ Poisons
Pot: 14 **Duration:** instant
Cost Ingredient: 70 Guilders
Finished Product: 20 Guilders per point of Potency
Creatures or characters smell the essence of the silver lotus must Resist its Potency or loose Power points equal to ½ its potency and be stunned for one round. The lost power will be recovered at the normal rate.

Brew (Acid)

Acids do their Pot in damage to anything they come in contact with. Special glass or clay vials are made to safely hold acid when it is made. Each Refinement of Acids may add 1pt. to the damage they inflict per round.

Pitcher Drip: **Type:** Acid
Pot: d3-1
Cost Ingredient: 80 Guilders +30 per point of Potency.
Finished Product: 30 Guilders per point of Potency
This acid is made from the liquid contained in a variety of pitcher plant that feeds on insects and dissolves its victims.

Burnvine
Type: Acid **Pot:** d4
Cost Ingredient: 120 Guilders +40 per point of Potency.
A rare red strangle-vine contains the powerful acidic ichor that can be refined into a powerful acid.

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Concoct (Grenades)

The specialty of the Ichorites, the art of making grenades is a well kept secret. Grenades are commonly made in a sealed clay pot and attached to a fuse. Grenades that can be made with this skill include: Flares, Fragmentation, Molotov cocktail, Smoke, and Gas. (Poison for the gas grenade must be made separately using the Brew Potion (Fragrance or Poison) skill. Grenade types are listed on pp. 267 of the BRP main rulebook.

Flares
Cost Ingredient: 20 Cost finished: 50
Fragmentation
Cost Ingredient: 50 Cost finished: 100
Molotov Cocktail
Cost Ingredient: 40 Cost finished: 100
Smoke
Cost Ingredient: 30 Cost finished: 60
Gas
Cost Ingredient: 10+cost of poison Gas
Cost finished: 40 +cost of poison Gas

Note: Molotov Cocktails and other use of incendiaries are deeply frowned upon by most societies that live in the Green and users of such items will find they have many enemies.

Brew (Glues, Oils and Resins)

Oils are made from plant and animal parts for consumption, lubrication, as well as to burn in lamps. Using oil as a weapon to start fires is dangerous and strongly frowned on by inhabitants of the Green even though most of the trees are generally wet and do not burn well. Resins and lacquers are used as preservatives on ropes, wood, clothing and even paper. Some Resins are used to make incense.

Glues take 1 melee round to apply and have a Strength equal to their Potency. They may be refined to increase Pot at or decrease the drying time by half. Some glues are stored in small clay pots that can be thrown at enemies or areas enemies may walk on.

Colo Root: **Type:** Gum.
Pot: 5 **Drying time:** 2 minutes.
Cost Ingredient: 20 Guilders
Finished Product: 20 Guilders per point of Potency
Colo Root grows along the banks of rivers. Once the Glue is made it must be quickly sealed in a container to prevent it from drying. It congeals in a sticky mess that is a horrible nuisance. It is often thrown in clay pots to gum up opponents.

Stickgum Resin: **Type:** Gum.
Pot: 10 **Drying time:** 10 minutes.
Cost Ingredient: 20 Guilders
Finished Product: 20 Guilders per point of Potency
Stickgum Resin dries quite hard and fairly quickly. It is often refined to increase its strength and drying time and used in clay pots to throw at enemies. It also can be used as a waterproofing agent.

Wrapping resin:
Type: Gum and Glue. **Pot:** 16
Drying time: 1 day
Cost Ingredient: 30 Guilders
Finished Product: 20 Guilders per point of Potency
Wrapping resin is often used in combination with leather thongs to attach weapons to their hafts. It is also a valuable water resistant when dried and is often used to make or waterproof boats.

Weirding Resin **Cost: 80**
Weirding Incense **Cost:160**
Weirding resin is one of the more sought after treasures of the Green. The wood of the wierding is important in the manufacture of magical staves. Known Weirding trees and groves are well guarded and milked carefully for their resin at regular intervals. Other Weirding trees are known to exist in the deep Green and confirmed maps to unclaimed weirding groves can fetch high prices. Weirding resin is a powerful and magical catalyst that can be mixed with other potions while they are being created for enhanced effects.
- Weirding Resin mixed with any Potion excluding Poisons may increase the brewer's chances or creating or refining by 15%.
- Breathing incense made from weirding resin acts as a 2d4 Pow Restoring potion.
-Weirding Resin is also used in the creation of mundane and enchanted items. +15 to any craft (wood) skills, +5% to the Durative suffix rolls if incorporating wood treated with weirding resin in the mix.

Soulwood Tree:
The Sap produced by the Soulwood tree is very fragrant and well known for its powerful magical qualities. Syrup made from the Sap of the Soulwood tree has restorative powers. Characters drinking raw Soulwood syrup will recover d6 spent Pow pts.

Incense made from the resin of the Soulwood tree is rare and highly sought after by many religions and cults for use in their temples. Characters who breathe this incense while making a Pow increase roll may Roll d3 rather than d3-1 when they gain power.

Godthorn Resin **Cost: 200**



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Growing singularly on the slopes and in the crevices of the Sky Steppe Mountians, the Godthorn tree is a small tree that is highly sought after, particularly by the Ichorites.

The Resin of the Godthorn is used by the Ichorites to concoct an elixir that is able to extend life and restore youth. The exact formula for the potion is kept a tight secret and even single doses of the potion have gone for thousands of Guilders in the outside world. Incense made from the sap of the Godthorn allows a Free Pow gain roll once per season. Godthorn Resin can also be used to create potions that will restore lost characteristic points.

Other Potions

Numerous other potions can be made which duplicate spell effects. These potions must each be learned with a separate individual skill.

Summoning Elementals and Dryadics.

Elementals are Spiritual being that inhabit and give shape to their particular element and have potent physical and magical abilities over and within their substance. Several glyphic traditions learn spells to summon and make pacts with elementals. The most common way to summon elementals is through the use of specially prepared musical instruments.

When a character learns a *summon (elemental)* spell they must first acquire or craft a musical instrument appropriate to their summoned element; usually these must be made from particular and even expensive materials related to the element in question. Sometimes the caster creates their own instrument but often they pay a master crafter to make the instrument for them. The instrument is then covered with the proper glyph and prefixes to substantiate the magic. The summoner must then be able to go to a location where the element is magically strong and spirits of the element dwell. They must then play the proper music to lure and entice an elemental (successful Play (Instrument) roll). If they are successful they have successfully summoned the elemental and may bind its essence in the instrument by defeating the elemental in a Pow vs. Pow resistance test and spending the permanent Pow necessary to bind the elemental. (Pow costs for binding elementals vary. See the creatures section for cost). If they are unsuccessful they may try again if there are other elementals of the proper size and type present. If the character fumbles during any part of the ceremony they will loose one permanent Pow.

Once an Elemental is bound a character may copy down the statistics of the elemental and call on that particular elemental until it is destroyed or the instrument broken.

The relationship between the elementals and their summoners is up to the GM. It can be friend to friend or it can be master to slave. Much depends on the nature of the summoner and the elemental type. Dryadics would generally be friendly to Wealding magic users but act only under compulsion to others.

Summoning and commanding elementals.

Once an elemental is bound the character may summon them at any time by successfully playing the instrument provided there is enough of the element present to for the elemental to properly form. It takes one melee round and one magic point to summon an elemental per point of Pow originally spend to bind the elemental, so a three point elemental would take three rounds to form and require three successful Play instrument rolls to form. If a character fails a Play Instrument roll the elemental will find it hard to form and the character must keep playing until they roll the required number of successes. On a Special success an elemental of any size will form in a single round.

Once the elemental has formed they will follow the casters musical directions. The music acts as a form of telepathic communication between the caster and elemental. As long as a character continues to make successful Play Instrument rolls the Elemental will act as the character wishes. If the summoner does not play for some reason or fails his Play (Instrument) roll the elemental will continue the last command given, if possible, or will do nothing. If the summoner fails to play the proper tune for five rounds the elemental will begin to lose substance and fade back into the raw element. Each round thereafter the Elemental will lose d6 siz until it totally looses shape and must be re-summoned. Any time before the Elemental fades the summoner may start playing again and re-establish its form at the rate of d6 Siz per successful Play (instrument) rolls per round.

Any wounds an elemental takes will remain on the elemental even if it is re-summoned. The summoner may heal an elemental by summoning it and then playing a long tune taking 15 minutes and requiring a successful Play (instrument) roll as well as a one magic point expenditure per point of damage healed. This will allow an elemental to knit itself back together. Elementals that are killed or destroyed cannot be re-summoned and a character must find and bind a new elemental, which will cost them a new sacrifice of Pow.

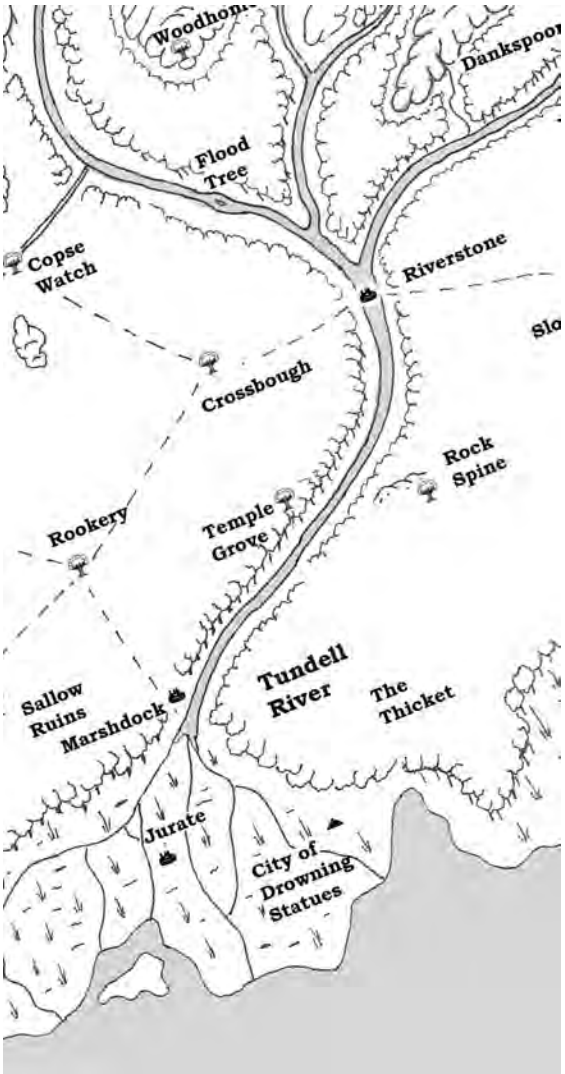
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III. GAZETTEER

This was a land of enchantment-a land of horror and fearful mysteries, the jungle and river natives had said, and he had gotten whispered hints of its terrors ever since he had set his back to the Slave Coast and ventured into the hinterlands alone.
-Robert E.Howard, ***The Moon of Skulls***.

The Tundell River

The Tundell River is the queen of the Verdurian rivers and is the primary artery leading into the Green. It is navigable from Jurate to the Riverstone where it breaks into numerous tributaries.



Stiltwashes

There are a number of small settlements called *stiltwashes* strung along the banks of the Tundell river. Due to the marshy ground and the seasonal flooding of the river, the homes and buildings of these little hamlets must be built high on stilts. Stiltwashes are often just a handful of huts for fishermen and potters, but some are true villages with shops and the occasional rustic inn, along with floating docks at the water level. While the buildings of these villages are still high above the river plane, they are connected by rope bridges and catwalks, and have a number of simple plank stairways ascending from the docks to the upper levels.

Jurate (Mudtide):

Lying at the swampy delta of the Tundell River, Jurate, otherwise known as Mudtide, is built upon the immense inundated ruin of some long lost civilization. The lower part of the city and most of streets are totally under water and mud, but many structures and temples of the city were built upon higher ground or raised cyclopean foundations or pediments. These stony islands and foundations still rise above the waterline and have again become the foundation of a somewhat less glorious city.

Jurate lies several miles east of the primary running of the Tundell River and is connected by a large navigable and easily defensible channel to the river proper. Ships pass through this channel and into the harbor of the inundated city where they can trade their cargoes and fill their holds with the valuable, exotic produce of the Green. The flooded city is the first major settlement in the Green from the outside world and to many pirates, merchants, adventurers, and pilgrims it is the gateway into the verdant world beyond.

Mudtide, in all its lurid, swampy glory is the trading Mecca of the Green where rivermen and Soolie and all manner of other creatures bring their goods to trade them with merchants of the outside world. Virtually every stony pediment and ruined temple has become a storefront or warehouse of sorts where goods and wares can be displayed. Jurate is known for its pottery made from the ever-present clay and mud. Urns, pots, Jugs, and vessels of all kinds line the merchants booths and are used to store and transport the valuable oils, resins, dies and other produce that come from the deep Green.

At the heart of Jurate lies the old acropolis that still rests a good deal above the waterline. Amid the cyclopean blocks of temples, a wooden stockade and blockhouses have been built to protect the little collection of warehouses, boarding houses, and taverns that form the city. At the crest of the hill the lord of the drown city has built his keep, a mixture of stone and stockade, to protect, govern, and watch over his trading empire.

Glax Hadrenus

Glax Hadrenus is the present overlord of Jurate. Glax is the son of a corsair captain and a Soolie maid. He has in his veins the best blood of both cultures and under his leadership Mudtide has truly thrived. In the past Mudtide was favorite target of pirate raids and

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was a dangerous port for ships of the outside world. Glax and his father before him have repelled numerous pirate invasions which have added immensely to the stability and good fortune of the city. At present, the city remains reasonably safe for riverman and sea merchant alike and has become a mixing pot of Greenic and outworld cultures. Like his father before him, Glax has married a Sooli maiden, Sharna who is daughter to one of the more powerful Chieftains in the area. The marriage and continued alliance of the Sooli tribes in the region has added greatly to the stability of the settlement.

Ichorite Stronghold.

An Island on the northeast side of the old harbor is the headquarters for one of the most prosperous Ichorite conclaves of the Green. The island sports two stone towers and a number of docks and multi-storied buildings. The chimneys of these buildings are constantly smoking as the Ichorites laboratories and factories are working day and night to boil down the bounty of the Green into products that can be easily placed into the holds of ships. Phistuous, the present Ichorite lord and manager, works for two masters. His presence represents a contract between Jurate and a powerful outworld merchant family.

The Ichorites and Hedronus work in a symbiotic relationship. The Ichorites are leased the island for their work and thrive at the port, the major artery between the Green, the oceans, and the world beyond. The ships of house Ortez are able to dock here and re-supply and load their ships in relative safety. Glax does not fully trust the outworlders or Phistuous though and no more than three ships are allowed in the harbor at a time and then they are watched very carefully.

In return the Ichorites work for Glax; boiling and manufacturing his goods as well as their own. They also add greatly to the defense of the settlement. Ichorites have supplied ballistae to many of the towers and ships as well as providing grenades, flammable pitch as well as fire retardants to Jurates arsenal. They also have several engineers who have labored over the battlements and other defenses of the settlement.

The Inner Harbor.

The crumbling remains of two monolithic sphinx-like statues stand like sentinels over the flooded lower ruins of the ancient city. This inner harbor is quite shallow and during the dry season timbers and stone emerge from below the waterline. Most ocean-going craft cannot navigate through to the inner docks. Shallow bottomed river craft do not have this problem and the docks are often lined with all manner of rickety boats and rafts. During the certain times of the year the population of the city easily doubles and it is often possible to cross the entire inner harbor by stepping from one boat to the next.

Huge docks and decks have been built all over the harbor to accommodate the yearly pilgrimage, and even the remnants of plinths and statues of the old city, now just islands protruding above the waterline, are lined with docks and mooring points. The entire front of the settlement facing the harbor is lined with a boardwalk-dock accommodating the yearly flood of river people. This boardwalk is the primary market for the entire settlement and the buildings facing it are the most sought after real estate in Jurate.

Looming above the inner harbor is the massive ruin of an ancient ziggurat. This ancient temple is now the foundation for the fortress stronghold of Glax Hedronus. The ziggurat is strange to behold and a mixture of new and ancient architecture. The upper reaches of the ziggurat have been quarried and somewhat leveled and now a wall and towers have been erected on its steps and slopes. The modern castle sits perched upon the monolithic foundations like a strange fungal growth. Inside the keep and on the lower levels of the ziggurat are buildings housing the great hall of Glax Hedronus as well as barracks for his retainers and storehouses of the most valuable goods and supplies in case of a siege.

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One great tower has been erected slightly off center that rises above the island and has an incredible view of the surrounding swamps and waterways leading to Jurate. It was once the personal quarters and stronghold of Glax, but much of the tower is now used as a giant silo for grains and other goods. There is always a lookout on guard here and the tower is equipped with a great ship's bell that is rung when any large ocean going ship or ships approach the city. This was originally a defensive measure but now more often serves to warn merchants that new opportunities for trade and wealth are about to arrive. New ships arriving in the harbor are often immediately mauled and harried by little boats of small time merchants and craftsmen hawking their wares.



The Town:
The town itself has been built on a solid hill overlooking the harbor that rests far above the flood line and was once the acropolis for a much larger ancient city. For protection the city has been surrounded by a stockade that is attached to the ancient stone wall at the south west corner of the city. The biggest and best shops, inns and warehouses of the city front the docks and the harbors, while many of the homes, barracks, and living quarters are further up the hill south of the ziggurat and harbor.

Outside the palisades the ground tends to get increasingly mushy as the hill fades into the surrounding marshes and lakes. These areas often flood. In consequence, the surrounding homes and shops are all build high above the flood level on stilts. These are often connected to one another and sometimes the shore by bridges and planks.

The people of Jurate come from a wide variety of backgrounds and cultures. Old Thuronish settlers have mixed and married with woman of Sooli and Gwali blood, as have many of Glaxes original captains and corsairs. Many of the youth are of such mixed parentage it is hard to tell their true background. Each year more people make their home here as the stability and safety of the city become more apparent. Pirates and sailors have given up their dangerous occupations and have become craftsmen, shop holders, and innkeepers, and many Sooli have established settlements in the surrounding marshes outside the stockade. Almost half the city's population at any one time can be made up of rivermen docked in their boats and hawking their wares in the harbor. The entire city is a bustling hodgepodge of cultures and peoples.

Marshdock
Simply an overgrown Stiltwash this Trade post was once a Sooli village and has now become a prosperous trading port. It is located just above the place where the Tundell breaks into the delta and is connected to the lands of the Reeves via an ancient bough road. Outworlders who wish to avoid Jurate often dock here. Likewise Nefarite merchants who wish to avoid the Riverstone will bring goods to this seedy port to trade.

Temple Grove
Temple Grove is an island set into marshes on the east bank of the Tundell River. It is very similar in construction to the Shore Grove on the Sable River. The island rest well above the surrounding flood plain and is supported by stands of giant willows whose roots stabilize the mound in the otherwise marshy wetland. Giant alders grow in rows along the top of the island resembling man-made pillars and making the whole edifice seem like a great temple. The temple-like effect is heightened by the crumbling remains of a broad stone stair leading from the river up to the "temple" level.

As a rare spot of dry and stable land in the swamps, Temple Grove has become a settlement and marketplace for many River People. Crude docks have been built along the stairs and wooden huts line the alder rows. A great many Mamprusi live in the area and commonly sell fish, as well as herbs and plants from the deep Green, along the docks and in the market.

The Riverstone
Midway between the Skyshelf Mountains and the Delta, the colossal Riverstone rises from the center of the Tundell. Almost a mile long, this mountainous island is one of the largest trading centers of the inner Green. Its rocky heights give a purchase and stability rarely found in the surrounding riverbanks and Root World. It is said that the island is not of this world, but rather fell from the sky eons ago. Indeed, the rock itself is a different type from the rock of the nearby

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Skyshelves, and in the the deep forest some have found ancient carvings depicting this very event. In any case, it is clear that the Riverstone has been resting in its place for a very long time, for its depths are riddled with aged caverns and passages hewn long before the present lords claimed it.

On the eastern lee of the rock is a 100 meter-wide cove that serves as the primary port of the city. Moored here are all manner of small boats and larger river craft; as fishermen, trappers, explorers and hunters of all kinds dock in the port to trade their wares. Boardwalks and piers have been built at water level, the largest of them supporting rows of shops and trading booths. The rest of the city climbs up the cliff face itself. Structure is built upon structure, with porches and walkways protruding over one another. Steps and cave-like shelters have been cut into the cliffs, and an entire network of stairs, ladders and pulley contraptions allow the folk of the Stone to traverse the lateral hieghts of their city.



At the top of the Stone, facing south lies the Moonhorn: the keep of the Riverstone's Enarch and his river wardens. Made entirely of the same rock as the Riverstone itself, the Moonhorn towers above the rocky heights and is regarded as the strongest fortress of the Green. The towers of the Moonhorn are only the uppermost tip of an underground network of storeholds and mines that honeycomb much of the Stone.

The Riverstone is veined with ore deposits that provide metal, which is otherwise very rare in the Green. Mingurd has created much wealth by employing a team of miners, smiths and metallurgists to provide the iron tools and weapons that have become necessary to the Nefarite way of life. He trades this metal to Nefarite merchants in return for fortunes in tree products, which are then shipped south.

Mingurd has also built a fleet of river galleys that are among the quickest and most maneuverable boats on the river. Though they do have a central mast and sail, they also have five banks of oars and are typically manned by a crew of eleven (ten oarsmen and a tiller). Mingurd keeps these ships moored in a sheltered cove on the western side of the mountain. This cove is overlooked by a grotto which connects to the Stone's inner caverns by tunnels and stairs leading upwards to the Moonhorn.

The riverbanks on the shores opposite the island are scattered with small settlements and docks of their own, many with ferries to carry the traders to and from the Stone. On the eastern bank Mingurd has recently erected a large wooden dry-dock for building and repairing riverboats. While his shipbuilders can repair just about any vessel, he has just begun to build and sell galleys like his own, and to great success. As word of their superior speed and handling spreads, demand for them has been rapidly increasing.

Floodtree

The Floodtree is a settlement built on a mile-long island in the middle of the Tundell River. It has become a flourishing trading post, the destination of both forest dwellers and river folk on their way to the mountains. A long, arching bridge runs from the island to each bank of the river, and a number of docks lie in its shadows, welcoming river people. A major bough road also spans the river above the island, and other bridges and stairs have been built to bring Nifara and other forest traders to Floodtree.

The entire settlement is traversed by a wide stair winding around the largest tree on the island, with platforms, porticos, and buildings at every level from the docks to the high boughs.

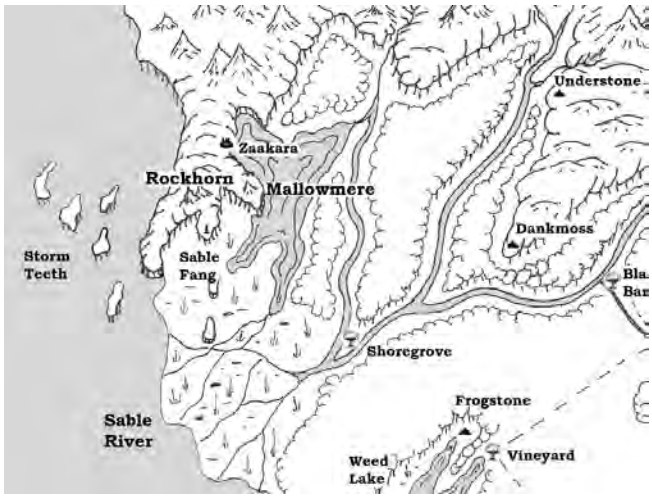
The Reeve of Floodtree, Telesphorus, is the product of a Nifarite Reeve and a River Lord whose union was made to unite the two cultures. He is a cousin of Mingurd of the Riverstone, and a powerful and well-respected Nefarite reeve in his own right.

The Sable River

Often called the Darkwater, the Sable River is the northernmost of Verduria's rivers. Along the Sable's banks are numerous tribes of Trogod, Mamprusi, Gwali and Kuzi, all seemingly at war with each other. Meanwhile, the outworld corsairs and slavers who make the journey around the Storm Teeth often steer their ships up the currents to raid and plunder. Trading does go on between the groups and with the outworlders, but there is plenty of tension and violence is known to erupt with little apparent cause. The mouth

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of the river is dominated by a tower inhabited by sorcerer lords who, it is suspected, work shrewdly to keep the denizens of the Sable at odds. It is also whispered that the Ancients known as the Three Sisters dwell somewhere near the headwaters of the river, and that it is due to their influence that so many tribes and traditions in this region are brutal and warlike.



Storm Teeth

Jutting from the waters of the sea just off the edge of the Skyshelves is a scattering of rocky, wind-swept islands known as the Storm Teeth. The last summits of the Rockhorn Mountians, they create straits of shallow, choppy water that make passage to the Green by ship very treacherous. Sailors coming from the north must steer far out into the open ocean, away from the safety of land. Near the northernmost Teeth, the wea-weathered ribs and masts of some of the first ships to approach the Green are still visible from parts of the Rockhorn.



The Rock Horn

On the westernmost edge of the Green a spur of the Skyshelf Mountains called the Rock Horn rises high above the land. The land above is jagged, windswept and hard to traverse. The only safe passages are ancient paths and a road running from the Rockhorn to the Stair at Zakara. The Rock Horn is flanked by sheer cliffs dropping to the stormy sea on the west face and to some of Verduria's thickest swampland on its east.

Sable Fang

The Sable Fang is an immense black tower perched on a southern precipice of the Rock Horn, overlooking the Sable River and the forests of the Green beyond. No one knows who built the tower, though it is rumored to have been ancestors of the Kuzi. At some point it was seized by a Troll king, who built a vast series of underground chambers and halls below the tower.

A hundred years ago a powerful sorcerer called Irkaz, an outcast from his own country, came into the Green and wrested the Sable Fang from the trolls who lived there at the time. Since then Irkaz and his ilk have been brooding silently in the depths of the tower and in the halls below, where they are said to live in splendor, protected from the dangers of the Green by the walls of rock and Irzak's magics.

Little else is known of Irkaz himself, though stories and rumors abound. Inhabitants of the tower occasionally make forays into the Green to find magical herbs or to trade iron weapons for slaves. Sometimes long, sleek ships with black sails can be seen coursing through the Mallowmere towards the Sable delta and the river beyond.

Irkaz the Obliderite: Irkaz was once not only a powerful sorcerer but also a nobleman and High Chancellor of the land of Drazid, possibly with royal blood running through his veins. It is unknown what his crime actually was—some say he was plotting to seize the throne, others maintain that he delved too deeply into forbidden texts and consorted with powers taboo even in that dark land—but only his lineage kept him from the executioner. Drazidian law required that a nobleman instead be exiled or made *Obliderite*, so Irkaz left his homeland, taking with him his slaves, a small army, and a handful of lesser sorcerers. He made for Verduria, and upon his arrival stormed the gates of the Sable Fang and slaughtered the trolls who held it. A few made it to safety, swearing vengeance on the Obliderite, though none have challenged him since. Meanwhile, Irkaz continues to brood in the tower and the rocky mansions below it. He has several sons, who are all vying for position when the old man passes, but Drazidians are long lived and Irkaz, it is whispered, has strange sorceries and potions keeping him alive.

Drazidian Magic

Drazidians are a very secluded and mysterious people, generally avoiding contact with the "lesser" denizens of the Green. They are very learned in arcane and occult lore and dabble in many sorceries and magics. In game terms Drazidians could use *Sorcery* or *Magic* from BRP and certainly forms *Glyphic Magic* as well. Members within their circles will know the Glyph of Alchemy. While there is much magic use in the Green, Drazidians, as least those of the ruling casts should be portrayed as proper and very powerful sorcererers and thaumaturgists. They should be portrayed along the lines of the inhabitants Howard's Stygia, Morcock's Pan Tang or Lieber's Quarmall.

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Mallowmere

Hemmed in by the Rockhorn, waters from the Sky Shelves gather into a vast swampy lake called the Mallowmere before they run out into the Sable River delta. The Mallowmere is tangled with deadfalls and weeds, and in many points it is quite shallow, but where the main channels run it is deep enough for ships to maneuver. Corsairs often enter the Mallowmere from the Sable River and set up bases along the shores to forage for food and forest goods. Many will make their way to the Rock Horn's stair to trade with Drazidians or tribal folk.

Zaakara (The Stair)

At Zaakara a great stair desends from the Rock Horn and the rocky land of the Drazidians to the damp, buggy shores of the Mallowmere. Here a large series of docks provides a marketplace for Drazidians to trade with Kuzi, corsairs, and slavers. Zaakara is a squalid city that has grown up around the market. A foreboding tower built into the cliff guards the stair and looms over the city like a black sentinel. It is rare that the anyone other than the Drazidians or their slaves are allowed to climb the stair to the lands above.

Shoregrove

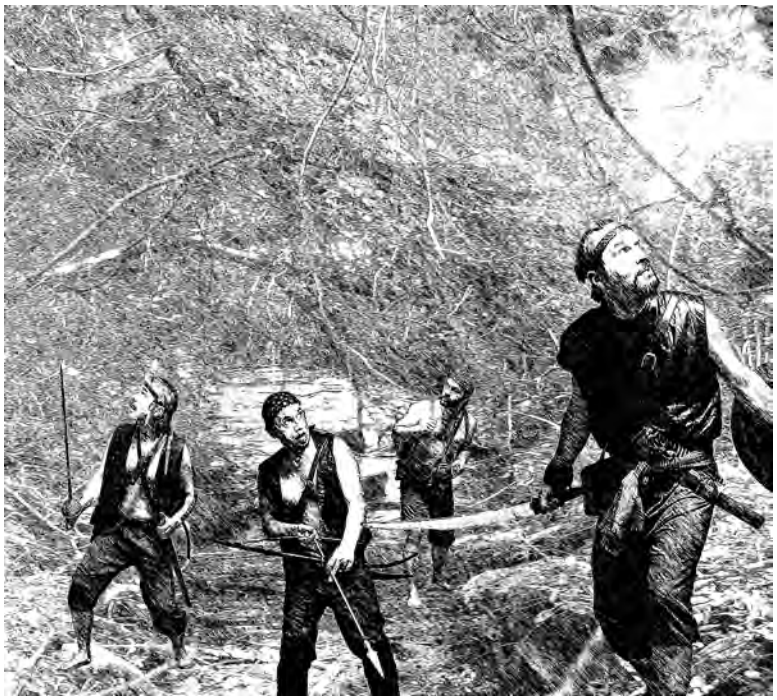
Overlooking the forks where the Merewater runs into the Sable is a mound-like embankment surrounded by stands of willow, the roots of which stabilize the mound in the otherwise marshy wetland. Rising above these stands are rows of giant alders which appear to have been planted ages ago, and which give the mound the appearance of an enormous temple. Wide stone steps leading from the water's edge to the alder grove enhance this effect. Visitors to both Shoregrove and the Temple Grove on the Tundell River will find the two places remarkably similar, though the creators and original dwellers of the groves have been lost to history.

Shoregrove is now the headquarters of The Painted Hand, a brotherhood of corsairs who terrorize the coasts of the Green and raid into the world beyond. The Painted Hand is ruled by an obese and balding old raider called Palcifer Fathand, who refers to himself as the King of the Grove. Lazy and self-important, Palcifer is not a particularly able leader, but he *is* brutal and intimidating, and has the support of the Drazidians at the Sable Fang, so the Painted Hand remains organized under him, if only barely. He is something of a henchman of the Drazidians, running river traffic for them and supplying them with choice slaves and goods. In return, Palcifer is allowed his hold at Shoregrove and is even lent the occasional sorcery adept to ensure favorable winds for his ships.

Having long ago given up actual pirating, Palcifer now runs a market at Shoregrove for trading slaves and stolen cargo. At the rear of the Grove he has erected a wooden stockade and a palace of sorts, which serves as a living quarters and meeting place for the captains of the Painted Hand, and from where Palcifer oversees the trading activity.

The nave, or central area of the grove, is generally filled with all manner of rogues and shady characters. It is frequented by Trogod of the Skierfing and Wazzaka clans as well as outcasts from Kuzi death cults. Even wandering outcasts from the Western Nifara are not unheard of. The Captains of the Hand will take on almost any comers provided they can take orders and are reasonably good fighters.

In the center of the nave is a deep, mud-bottomed fighting pit. Disputes between pirates are generally solved by throwing them in the pit and having them fight it out. Palcifer will also sometimes entertain himself by having slaves fight in the pit. In addition to profiting from the betting that ensues, he also sometimes gains a henchman from these fights, as winners who show particular fighting skill may be allowed to join the Painted Hand or even Palcifer's retinue of personal guards.



Understone

Understone is a set of caverns sacred to the Kuzi, located near a tributary of the Sable just below the place where the river runs out of the mountains. Many bands and tribes make their way here to consult the Witch Queen, a mysterious figure conversant in the Earth and Death glyphs. The Witch Queen's power and authority is such that Kuzi bands that would otherwise make war with each other will ignore their differences when they come to Understone. They bring slaves and the scalps taken by warriors in battle, and in return the Witch Queen imparts secrets of the Earth glyph. As with any earth witch, the Witch Queen's caverns ring with the sounds of forges deep below, and she is said to have magically enslaved many Cave Trolls to forge metal weapons for her warriors. It is whispered that her

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warriors are also magically enslaved and are merciless and brutal even by Kuzi standards.

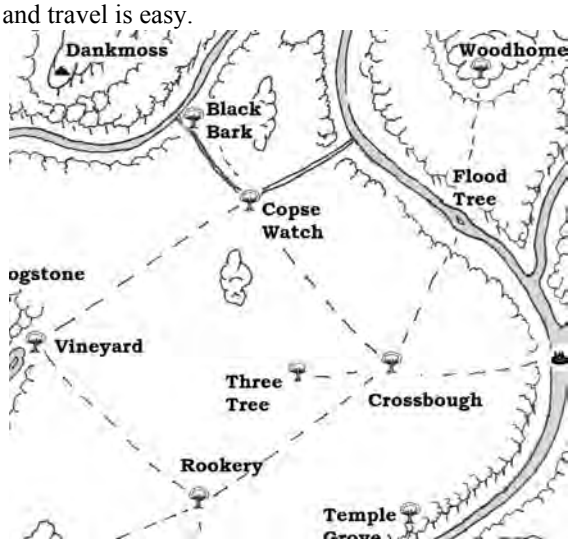
There is a resemblance between the Witch Queen and the Ancients known as the Three Sisters, which has led many to speculate they are simply manifestations of the same source legend. Wise men and lore masters of the Green disagree, arguing that the Witch Queen either learned her powers from the Sisters or is no more than a human imitation of a powerful entity.

Dank Moss Ruin

Once a mighty tower, now a broken and lichen-covered column of black stones, Dank Moss lies on one of the largest scarps overlooking the Sable River valley. What remains of the tower is strikingly similar to the Sable Fang in the west, and appears to have been built by the same people—though no one knows how this tower fell to ruin while the other survived the ages. It is believed that a vast complex of caverns lies below the ruin, filled with lost wonders and riches. This idea is so prevalent that in many port towns, trade centers, and stiltwashes, a traveler will find any number of maps of the caverns for sale, the accuracy of which is highly questionable. The ruins themselves are crawling with creatures under the influence of the Une, and the area in general is commonly hunted by the Kuzi, making it doubly dangerous. Still, adventurers and Adossians seeking glory frequently make their way to Dank Moss to explore the ruin. So far, very few have returned.

The Reeve's Holds

The Reeve's Holds are the heartland of the Nefarite and lie east of the Sable River, where the forest proper begins. Most of the Nefara live high above the swampy forest floor in small Treeholds along and just off of the major bough roads. Some of these settlements, particularly those near the crossing of two bough roads, have grown to become great trading centers and approach the size of small cities. The overlords and protectors of the Treeholds are known as Reeves. Bough roads in these areas are generally kept up and travel is easy.



Crossbough

Lying at the junction of four major bough roads, Crossbough is the most populous and prosperous steading of the Nefara. The sprawling tree city is located in an unusually large grove of *reach trees*. Huge platforms and stairs line the timbers constituting the largest market among the Nefirite Holds. While most Nefirite settlements are only the size of small villages, Crossbough has become a trading Mecca and the wonder of Nefarite society.

At the center of the city on the lower thicker boughs lies a large series of interconnecting platforms that consist of the great market. The trees above have been trimmed back in various locations to allow beams of sunlight to filter down to these lower levels. Many of the boles and boughs in the area are used as supports or hollowed out to allow for the many shops that line the bizarre. All manner of products and produce are bought and sold in the market. The bounty of Nefarite hunting, craftsmanship, and agriculture are all on display here and can be bought, often for bargain prices. Impressive works of leather, wood, and bone line the walkways and booths filled with fruits, potions, resins and herbal remedies. Shops selling the latest in metal weapons and tools are also present, their wares brought from the Riverstone and beyond.

Representatives from distant Nefarite Reeves and villages will travel here at regular seasonal intervals to bring the surplus of harvests and goods their tribes have accumulated. A whole cottage industry has developed among many Nefarite villages to fill the Market with interesting goods. Here they are traded with merchants who transport the goods to the Riverstone to be shipped down river. In return the merchants trade metal coin, weapons, and tools as well as curiosities from the outside world.

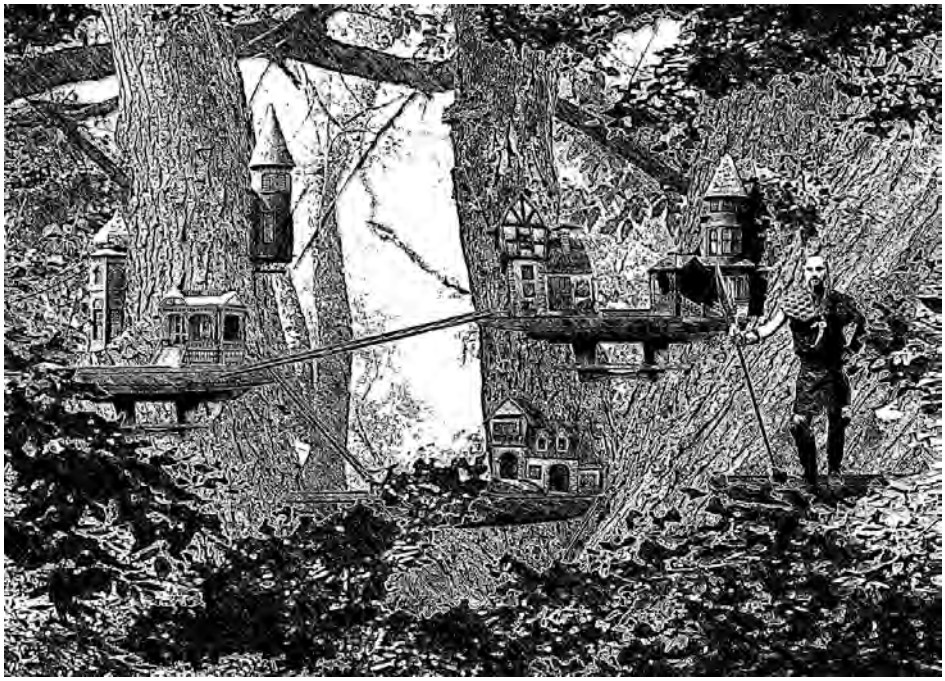
The market level also holds a number of wine shops, teashops, restaurants and inns. The most famous of these is the Fat Apple which is built along and inside the trunk of one of the pillar trees.

A large stair winds its way down from the market into the massive roots of the reach trees. A number of docks and warehouses have been built on the roots. From here a small channel has been widened and dug through The Green that eventually meanders its way to the Tundell River and the Riverstone. This canal has only recently been opened and is proving to be a great success as it is much easier to transport large amounts of goods via boat than it is to carry them by bough road.

In the boughs above the Market lies the Oakenthrone hall, a masterpiece of Nefarite woodwork and architecture. It is a huge hall in the typical Nefarite fashion, but on a much larger scale. The multi-storied Great hall lies in the center of a web of walkways and stairs leading to chamberlains, *swordborn,* successful merchants, and other nobles of Crossbough.

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High Reeve Garl Oakenthrone



Garl Oakenthrone is the current High Reeve of the Nefara and master of the Crossbough and the surrounding steadings. During his reign Crossbough has increased from a modest settlement to a thriving trade center. He is very popular amongst his people, the merchants he deals with, and even with most of the other Nefarite Reeves. At seventy he is aging though, and it bothers him that his bones ache and he rarely feels up to traveling or hunting any longer. His mind is as nimble as ever and he continues to rule very shrewdly.

Although he holds the title High Reeve, this is understood by most to mean first amongst equals or just a more prestigious ranking. Most of the greater reeves respect Oakenthrone's character, position, and particularly his trading power but none would actually feel bound to carry out his dictates, particularly the West Reeves and the reeves east of the Tundell River. His authority over the settlements surrounding Crossbough is a different matter though. Numbers of small villages and tree farms have grown up surrounding the great settlement at Crossbough taking advantage of the relatively safe area and close proximity to the market. These villages and settlements clearly act under Oakenthrone's authority.

As he continues to age Garl becomes more and more anxious about the succession. Garl had two legitimate sons. One was killed fighting creatures of the Une while the other fell from a tree while hunting hornbeak. His only surviving children are Rita and Lilly.

Rita was given the nickname Thornbrow due to her grim demeanor as a child. She is now a grown woman, an able warrior and *Bowender,* leading Crossbough's Arrowdancing faction. As Garl's eldest surviving child, she believes her father should name her next in succession. This would break with tradition as no woman has ever been named reeve. Garl argues that this would cause all sorts of dissention among the other reeves and has tried to make his daughter marry which she stubbornly refuses to do, as she wants the position herself. Suitors are not in great abundance as Rita is manly, not particularly fair to look upon, and her foul demeanor is legendary. Rita often antagonizes Garl and firmly argues he should break from tradition and name her to the succession. Although she is popular among the Arrowdancers and has other supporters, merchants from the Riverstone and many of the reeves fear her taking the throne.

Lilly, Garls second daughter who came to him late in life is the joy of his heart, but she is only nine. She is very dainty and promises to be a great beauty. Garl hopes to live long enough to marry her of to the son of some great Reeve and pass on the succession.

The Fat Apple

One of the most successful establishments of Crossbough is the Fat Apple, a large inn lying at the center of the great market. The Tavern brags the best cider in The Green. It is also known for its baked apple dishes and variety of apple and orange sauces that are served with Turkey. Although the tavern is at the market level, the inn is actually several stories high and built in and around one of the boles with terraces overlooking the great market. The wooden pillars that support the inn are all carved with images of Nefarite history, with stories of the great adventurer and trader Adoss prevailing. Adventurers and traders from throughout the Green gather here to swap gossip, brag, and tell stories.

The outdoor terrace at the market level has several wooden effigies of huge beasts that are used for tomahawk and knife throwing games. There is usually heavy gambling involved and it can get rather rowdy at times.

The Elmfist family has owned the inn as well as a large tree-born apple plantation and turkey farm for a number of generations. They not only supply most of the produce for the Inn, but also sell a large amount of surplus to merchants from the Riverstone. They almost yearly claim more of the forest as they expand their farm.

The proprietor is Junior Elmfist, a man of enormous proportions. He stands almost seven foot tall and his stomach bears witness to his love of good food and drink. He has become an Adossian and very proud of that fact. He has never been much of an adventurer though and greatly prefers the trading aspects

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of the tradition. He does love great stories and song and will pay good storytellers or musicians well to play at the inn.

His older but smaller brother Pete runs the plantation but often comes into the town to help out with duties at the inn. With the success of the inn and plantation the Oakfist family has become quite wealthy as very influential in the community.

Three Tree

Three Tree is said to be the largest living tree in the Green. Here three great Reach trees have grown together into one compound tree that stretches to the sky, towering over even the tallest of the surrounding trees. The settlement at Three Tree is the heart of the Fremlik community and holds great significance to users of Wealding magic. The tree itself holds many dryadic spirits, and pilgrims come here to be initiated into the Way of the Wealding or to be raised to Treespeaker or Witaweald. The patriarch of Three Tree is a Fremlik named Firglow, considered by many to be the greatest and wisest of Fremlik Witawealds.

Growing in the shadow of the Three Tree is a stand of Weirding trees where many of the Wealding ceremonies and rites take place. The stand is harvested for both its valuable sap-like essence and its fruit. Fallen limbs are used to form the magic staffs of the Treespeakers and Witawealds. Although many Frelmick openly mingle with the Nefara and in other settlements the two people live together, Three Tree has remained strictly a Frelmick settlement and only Adossians and Wealding users are commonly welcome at this most sacred of Frelmick settlements.

Copsewatch

The Copsewatch is the largest stronghold of the West Reeves. The West Reeves' proximity to the Sable River and its inhabitants has made them particularly pugnacious and dour. Many years of raiding by slavers, corsairs, Kuzi and Trogod have made these folk vigilant and wary in order to survive. Several years ago the Reeves of Copsewatch and the smaller, neighboring Treeholds tried to gather all the Nefarite clans to war on the inhabitants of the Sable River in order to consolidate their hold and make settlements safer places to live. The other reeves balked and ultimately did not rise to aid their westerling cousins. The Western Reeves left the conference and angrily seceded, thinking their eastern cousins cowards.

The Treehold of Copsewatch lies on a spit of dry land that divides channel which runs between the Sable and Tundell rivers. At Copsewatch there is a well-guarded portage between the channels.

Copsewatch is one of the best fortified of Nefarite settlements. There are small outposts and tree stands in the surrounding forests that guard all the incoming paths. The Nefara constantly patrol these paths on the lookout for raiders from the Sable River. Due to their constant struggles, there is a high preponderance of Arrowdancers at Copsewatch and its nearest neighbors.

Blackbark

These are the ruins of a once large and prosperous Nifarite community which was once a sister-hold to Copsewatch. Constant raids from the denizens of the Sable River made living here impossible. The settlement had several levels and platforms in the canopy, but they are now broken and moss-covered and in some cases burnt black. At ground level there are the remains of a docks and a small port where the channel enters the Sable River.

By all appearances Blackbark is abandoned, but the Nefara still maintain a watch over the ruin. The settlement is of strategic importance because it controls the channel, and also because it is near a number of valuable *Weirding* trees.

The area is guarded by well-armed Nifarite patrols and slightly in-forest from the ruins is a secret Nifarite fort high in the trees. From here the westerly Nefarite keep their vigil and have organized a whole network of early warning systems and traps to prevent incursions and raids into their deeper settlements.

Vine Yard

Overlooking the shores of Weed Lake, Vine Yard is a very prosperous Nifarite community. Since the entire southern edge of the settlement faces the open air over the lake, the orchards and vines can be spread out along the boughs rather than far up in the Heights. As a result Vine Yard is able to grow a large surplus of agricultural products. Much of the surplus fruit is made into wine and cider for trade, along with a type of brandy that is considered the best in the Green.

Weed Lake makes for very good fishing, and thus the people of Vine Yard have become accomplished boaters, an uncommon skill among the tree-dwelling Nifara.

The Rookery

The Rookery lies at the crossroads of several major bough roads and is quite a large Treehold. It gets its name from a series of great rope cages built in the Heights where the Nefara keep all manner of livestock—mostly birds, including local tree-dwelling species of turkey, grouse, and pheasant. While many tree holds have similar cages, none rival the Rookery in size or variety of animals kept. Because of this, the Rookery is a traditional training place for Warders.

Of the many animals bred and trained here, the best-known are the ravens, which are used to fly messages from one Treehold to another. So well-regarded are these birds that the lord of the Rookery and its surrounding settlements is known as the Raven Reeve.

Woodhome

Woodhome was the first settlement of the Nefarite in the Green after they came through the mountain gates. Founded before the Nifara moved into the boughs, it was originally built on the edge of a cliff overlooking the Green. The hold of Woodhome is now in the trees, but a large drawbridge connects the stronghold to the cliffs where the first settlement stood. An ancient road

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runs along the cliffs and back into the valleys of the Skyshelves, and the mysterious Gate Teeth.

A few miles from Woodhome is the place where Nerayda completed her legendary first hunt, slaying two giant harts. The site is sacred to the Arrowdancers today. The woods and *scarps* around the settlement are still among the most bountiful hunting grounds in the Green, home to fabled giant deer. Many Nifara, especially Arrowdancers, travel here in hopes of bagging one of the great stags and mounting its antlers over their hearths.

The nearby hills are also home to sure-footed mountain antelope and goats whose horns the Nifara use to call to one another on the hunt. Some smaller breeds of these have been brought into the boughs and are "herded" by Nifara, kept within a certain range but allowed to forage in the larger boughs around the settlement.

Jutlands and Marshtides

To the southwest of the Reeve's Holds, where the sea meets the lands of the Sable and Tundell rivers, lie the Marshtides. Close to the sea, these lands are covered with vast marshes and dotted with islands, but to the east they rise first to mangrove forests and then to dense bogs under the vine-strewn giant trees.

The Marshtides are inhabited by many Trogod tribes, as wells as Mamprusi and a few reclusive Tree Children. Scattered throughout the lower swampland are small bands of Sooli.



Weed Lake

This large, open body of water empties into the sea and is navigable by smaller ocean-going ships. The long western bank is home to kweeg trogod, who can often be seen in boats and coracles fishing, frog hunting, and patrolling their shores. The northernmost end of the lake divides into two long fingers of water. The Vine Yard, a Nifarite stronghold, lies at the tip of the eastern finger. The western finger teams with an enormous population of frogs and amphibians of all kinds. Overlooking this is the monolith known as the Frogstone.

Frogstone

The mountainous rock referred to as the Frogstone lies among the marshes in the northwestern finger of Weed Lake. The monolith is similar to the other strange temple structures in Verduria but is much more intact, with many visible statues and carvings. Most are of frogs or froglike creatures. Some portray creatures, or possibly gods, with human bodies and froglike heads. There are also many carvings of medusa-like beings, some with snake-like hair and others with snake-like bodies. The top of this vast rock is dominated by the remains of a small ziggurat that seems to have been some sort of temple.

The area surrounding the Frogstone is explosively populated with frogs; at dusk their croaking can be deafening. Many of these frogs are dangerous, in particular the giant bough-hopper and the brightly-colored poisonous frogs.

The City of Drowned Statues

A strange sight to behold, the ruined City of Drowned Statues lies deep in the thick swamps of the Tundell river delta, at the edge of a shallow lake. Though visible from some distance, the ruins are surrounded by some of the delta's most choked vegetation and murky waters, making approach difficult.

Evidently an ancient temple complex or theocratic city, the ruins are strewn with the remains of giant statuary that once lined a stone concourse leading to the temple proper. The statues closest to the lake are totally under water, but as the concourse rises in elevation, statues begin to emerge from the water in varying degrees of disrepair. Each one is different, yet each one possesses disturbing combination of human and bestial features. Many are missing limbs or heads, which lie in the muck and water below. The last two statues at the base of the temple pediment are relatively intact. One appears to be a winged, ape-like creature, and the other a medusa similar to those carved upon the Frogstone. The greater part of the ape's wings are missing and the head of the medusa lies at the base of the statue; most of the snakes have long since broken off and are gone.

All that remains of the temple itself is the pediment and rows of broken pillars that rise above. Behind the remains of the pediment is an army of man-sized statues in various states of disrepair. The statues are all armed and armored and stand at attention facing the raised pediment. There are rumored to be flooded caverns and a basement beneath the temple. A recent flood of gold cobras throughout the Green is rumored to have originated here.

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Sallow Isle

The Sallow Isle is a bit of hilly land that rises above the swamps and remains above water level even in the flood season. Rocky, forested hills dominate most of the isle and it is home to numerous land creatures less common elsewhere in the Green. The island is the hunting ground of one of the largest totemic goblin tribes of the Green.

An ancient ruin on the southern shore of the island is now inhabited by the Trogod. Goblins from most totems and tribes can be found here, but it is lorded over by the Clawed Priest and Leopard Lords of Peruth. At the center of the ruins stands a small intact ziggurat, the steps of which are covered by the skulls of successful hunts. On the full moon the lands surrounding the ruin echo with the thrum of Trogod drums and the screams of Peruth.

The reigning goblin kahn, Arhh-Sou, is a Clawed Priest of Peruth. He is troubled by the incursion of humans into the Green, but enjoys the trade goods they bring. He allows traders from Jurate to come to the island occasionally and trade with his people, but they must pay a high tribute to him for the privilege. Goblins have gone to Jurate to trade their goods, but this usually ends badly as they often get into quarrels with the many Soolie that live there.

Arhh-Sou is advised by Saash- Eeh, a great warrior and Leopard Lord of the Clan. Saash-Eeh dislikes humans, particularly those who are foreigners to the Green, and distrusts all they represent. He believes that the Tribes of Peruth should make war on the newcomers and decorate their ziggurat with their skulls— or, failing that, drive them back into the sea. He respects Arhh-Sou's will to a point and has thus far avoided attacks on the humans, but he likes to intimidate them and show them his prowess as a warrior.

Bone Scarrow

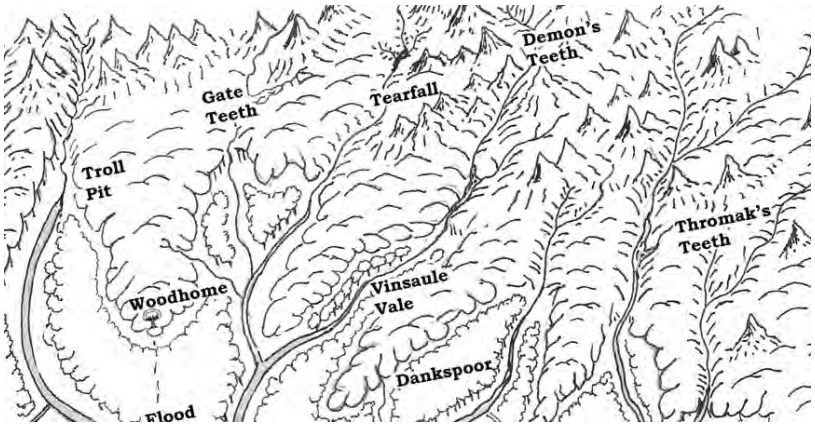
As it stretches toward the sea the Sallow Isle fades into the Bone Scarrow, a windswept wastland of sand, rock, and dune. There are many legends about how the Bone Scarrow was formed. Some say a great spell was cast that sucked the life from the land. Others tie it to legends of the Une-King or the Emerald Dragon.

The dunes of the Scarrow are occasionally broken by protruding rocks formations and interdunal forests. The sandier regions are littered with the eerie sand-blasted bone-like remains of roots and trees that give testimony that the area was once forested. Many have reported finding the ruins of a lost city or even individual buildings protruding from the sand. The dunes are unstable though and the land often changes after the fierce sandstorms that sweep the region. This makes it difficult to relocate many of the alleged ruins.

Natives and tribes people often come to the dunes after the stormy season to look for the strange fulgurites or lightning stones that form in the dunes. These obsidian-like fulgurites are said to be highly magical and are often used to store power.

The Scarps

The Scarps are the first rocky foothills of the Skyshelf Mountains, a transitional region between the deep forest and the high peaks. The Trees thins here, and the trees are a bit shorter and scattered among steep cliffs and vine-strewn gorges. The easiest routes for travel are the cracked remains of ancient roadways that rise out of the marshes from unknown sources and lead to the mountains. Humans from the forest venture here occasionally to hunt wild boar and the giant stags, but packs of wolves and the possibility of a Kuzi encounter keep many away. The Scarps are often pitted and cut by deep lakes, valleys, and ravines. Some of these valleys are hard to get to and remain cut off from the rest of Verduria; often developing their own unique cultures and eco-systems. Raging water has formed many strange landforms among these valleys and has riddled the rock with caverns and sluice runs. Many valleys are actually great pits where water enters in vast falls and exits through caves that finally open on the lower jungle miles away.



Dankspoor (Spoorgloom)

The Spoorgloom is a wide, dark valley between two scarps that rise up along a tributary of the Torrus. Traversing the canopies is much more difficult here, as the trees are less stout, thinner of branch and thicker of leaf. Their tangled canopy admits very little sunlight, making the valley floor damp and dark. In this environment a forest of enormous woody fungi has sprung up, with broad patches of mushrooms and other fungal herbs in its dank shadows. Many of these are valuable for medicinal or magical uses, but are quite rare elsewhere in the Green. Many expeditions have been planned, and a few executed, but many rumors abound about the nature of the deep shadows and preternatural quiet of the Dankspoor.

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The Troll Pit

Almost a hundred and fifty meters in diameter, the Trollpit is formed from living rock and drops deep into the bowels of the earth. A narrow, rocky path spirals down along the precipice, under vines and hanging mosses, to the caverns below. This is the realm of many Stone Trolls who guard their privacy jealously. Deep within the pits they work their forges and create beautiful armor, weapons, jewelry and other metal trinkets. It is widely rumored that the caverns originating in the floors of the pit lead for miles and open somewhere in the swampy forest floor along the base of the Scarps.

Many peoples of the Green come to the Troll Pit to trade for metal weapons and tools, but the Trolls are moody, heavy bargainers, and often dangerous. Among merchants who commonly deal with the Trolls, it is known that they have a weakness for liquor of all kinds and will often trade favorably if vast amounts brew are involved**.**

The Skyshelves

Rising up out of the swamps and scarps are the rocky heights of the Skyshelf Mountians. The skyshelves form a sheer wall of stone teeth that hems in the Green from the north and west. The mountains are cut by valleys and gorges that pour forth the streams and waterfalls that drench the Green and form the great rivers.

Restings

Scattered throughout the cliff faces in the ravines of the Skyshelves are numerous ruins and tombs. These are the resting places of the Azchirgnoth: the well known invaders of the Green that entered through the Gates in the distant past. Many tales and myths relate of their deeds. It is the Azchirgnoth who brought the influence of the Une into the Green. Many of the ruins that still lie scattered about the Green are said to be of their making. It is whispered that the Azchirgnoth never really perished, but still wait in their well guarded tombs for a time of their choosing to awaken again.

Most of the Restings are in places that are difficult to reach- usually halfway up a cliff face. Many of these tombs are well guarded with traps, and possibly guardians of a lost age who never truly died, but wait patiently, keeping watch over their masters until the hour of their reawakening.

Most people of the Green avoid the Restings of the Azchir at all costs. There are some though who are drawn to the tombs by the promises of great wealth and lost magic that resides in the ruins and caves.

The Gate Teeth

The valley of the Gate Teeth is where, as legend has it, the Nefarites entered the Green. There are the remains of an old stone paved road leading back into the gorge and far into the crevices of the mountains. Within these folds are ruins of stone, caves, and evidence of ancient temples and cities. High up in the cliffs surrounding the gorges are the tombs of ancient kings. Particularly brave and foolish adventurers have tried to loot these tombs, but very few ever return and those are often insane and rarely discuss what they have found. Still, rumors often declare that vast riches are buried with the dead and those brave or clever enough may be able to glean fortunes from the dead kings.

Deep at the source of the gorge are the caverns of the Gates. These are said to be labyrinthine and run for miles into the very roots of the Skyshelves. Some rumors even mention that they may run all the way through the mountains to an incredibly dry and dead land on the other side.

It is also claimed that somewhere in these stony passages and water filled grottos lie the gates themselves, various portals that connect to other places and even other worlds. Speculation about these gates runs rampant among people of the Green and Outworlders alike and even though explorers have made it to the caverns very few have ever returned with solid evidence of the gates themselves and often their stories do not seem to mesh with one another.

Many have mentioned meeting an old hooded man who guarded the caverns or gates and prevented the explorers from continuing. Inhabitants of the Green call this old man Won-je of the Gates and he is often mentioned in their tales and folklore. Others who have entered the Gates looking for Won-je himself often never find any evidence of him.

Travel to the Gate Teeth is a dangerous undertaking. The surrounding Nefira frown upon travel there. They feel that the Gates and the surrounding valley are holding something dangerous that could awaken at any time and any meddling could bring forth untold evil. Indeed, creatures of the Une often seem originate from the valley and the Nefara that dwell in Woodhome and other nearby settlements often send patrols and guards to watch over the Teeth and make sure no unknown horror is stirring in the valley.

Vinsaule Vale

This deep valley is cut by the Vinsaule River as it runs out from the Demons Teeth to join with the Tundell River. Even the mention of the Vinsaule Vale is disturbing to most inhabitants of the Green and to many it is the manifestation of hell itself. The trees of the Vale are horribly twisted and often diseased, and covered with strange mosses and fungal growth. The many pools are stagnant and covered with black algae and mold and hold foul slimy denizens.

There have been crusades of sorts to clean out the Vale and many twisted groves have been burned, but writhing vines and stunted trees quickly grow back to spread their black tendrils. It is said that during the time of Adoss the trees of Vale grew as large as the great trees of the Green, but he burned them down in an attempt to root out the Unec influence. Now the trees are smaller, short and stunted and are often uprooted and burned by Adossians who often travel to the Vale to fight the influence of the Une and earn their axes.

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Creatures of the Une often come out of the Demon's Teeth to dwell in the caves and beneath the trees of the Vale where they practice unwholesome rites. There are many caves high in the rocks above the Vinsaule Vale where tribes and bands of Chiloptera and other bat-like creatures make their homes and winged creatures can often be seen flying above the vale at twilight and dawn.

Regardless of the dangers, some still travel here to find the virulent poisons and ingredients to potions that are said to grow in the haunted land.

Demon's Teeth

From between these two mountain plinths the Vinsaule River runs down into the vale and the Green below. A small ancient overgrown road runs along the side of the stream, between the teeth, and deep into the hearts of the mountains. It is said that the path leads to caves where magical portals and gates lie. Many think that these are the very gates to hell itself. Few ever dare journey beyond the Teeth for many Unec creatures dwell in the surrounding chasms and caverns and the very air itself is said to hang heavy with the unec taint.

The cliffs above and around the Demons Teeth are riddled with caves that contain the tombs of the Azchirgnoth. This ancient race of necromancers is responsible for bringing the Une into the Green. For a time, these foul masters held sway over a greater portion of Verduria and enslaved much of the population. They used these slaves to carve vast palace-tombs for themselves in the rock. It is said they retreated and locked themselves in these tombs and would return again one day when the world was ripe for conquering. Many treasure hunters dream of looting these cliff tombs but the very real danger and difficulty of the expedition keep many from attempting such a foolhardy task.

There is a rumor that somewhere high in the mountains, beyond the Demon's Teeth, lies the skull and skeletal remains of the mythical giant zombie known as the Une-King.

Thromak's Teeth

The Teeth of Thromak loom over an immense valley that leads high up into the mountains. The earth people of Thromak live here, and place a vigilant guard at the entrance to their valley. Although they remain stalwart in their refusal to allow outsiders to pass through the Teeth, they are open to trade, and a small hamlet just outside the valley serves as a trading post. Here the Thromakites barter metal goods for some of the fineries of The Green. Visible from this hamlet is a curious rime carved into the face of the Teeth, its significance known only to the Thromakites themselves:

"A god unborn sat on rocky throne
Thought flesh is gone he is yet bone
His forever realm now heartless stone.
Far up between the Greying skies
At dawn of age 'midst wise men's sighs
Where Thromak left him, the Uneking lies."

Tearfall

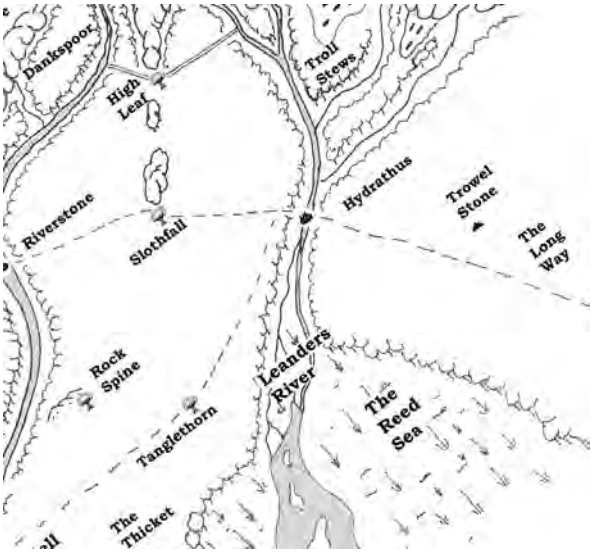
One of the most beautiful works of nature in the Green are the wonderful series waterfalls and known as the Tearfall. The falls are broken by a series of pools and lakes that gather water and pour again through the ravine in a rainbow of peaceful splendor. There is a tribe of Trogod that has made their home in the valley as well as several Stone Trolls.

A small group of Daucheit Nefirites have set up a cloister far up in the in caves among and behind the falls which are often visited by Daucheit pilgrims. Most of the other denizens have learned respect for the magical abilities of the pilgrims and generally let them pass unmolested. Some have even learned to come to the Dauchiet cloister if they are in need of healing or to trade for potions and other healing balms.

It is said that the pools below the falls are the spawning ground for a particular type of salmon that travel the world gathering wisdom. If these salmon are caught after they spawn and before they die off, and are cooked and prepared in a special way, they will bestow great wisdom upon the person that consumes them.

East Reeves and Leanders River

The traditional lands of the Nefara lie west of the Tundell River, but in recent years a number of reeves have set up very successful colonies and high holds east of the Tundell. These are known as the Eastreeves. They have not yet made any settlements beyond the Leanders River, but many travel as far as the river itself to trade their goods with the Enarch River Barons at Hydrathus.



Hydrathus:

Spanning the Leaders River is the remains of a vast bridge that once arched the waters. Several islands that served as anchor points are now littered with gigantic stones and pillars that once supported the cyclopean bridge. Among the ruins on these islands lie the trading post and river hold of Hydrathus. Hy-

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drathus is the largest settlement on the Leanders River and controls trade going up and down the river as well as commerce along the bough road leading to the Long Way and the Southern Green.

The settlement was founded several generations ago by Thuranian explorers and merchants from the outer world. Soon after its establishment the Thuron Empire erupted into civil war and Hydrathus was left to fend for itself. The Baron of Shaws, the duly appointed leader of the original colony, soon fortified his settlement and established himself as an independent river lord or Enarch. Trade continued within the Green as well as with pirates and smugglers from the outer world. The years have seen the power and influence of the settlement grow. In recent times outworld interest in the Green has increased and a number of factions have attempted to ally or make contracts with the Enarchs of Hydrathus.

Hydrathus is ruled by the Shaws, a family of river merchants who have held the fortress for several generations. Harold Shaws is the eldest of five siblings and claimed the title of River Baron or Enarch after his father died. Most actual power is in the hands of Harold's mother Claire who ruled through her husband and now rules through her son. The royal siblings do not get on so well and they often threaten each other, but their mother rules with an iron fist and usually keeps them from one another's throats.

At 42, Harold, the current river Duke, is a bit of a slovenly slob, but a stickler for numbers and bargaining. He runs the business ends of things quit well. He is often harried by his mother and sister. Harold is very vain and it is known that he is open to and can be influenced by flattery

Katlyn Shaws at 37 is the second oldest. She is the most physical of the lot, trains constantly, and has become a weapons master. She often ranges up and down the river on patrols and is responsible for the defenses of Hydrathus. She is very intolerant of lazy people or slackers and has little time for those who are less skilled or able than herself. She really doesn't like her elder brother whom he thinks is a worthless slob. The two often bicker and fight and Katlyn often slyly insults or baits Harold. None the less the two will quickly join ranks if Hydrathus or their family itself is threatened.

Charles Shaws the third sibling, has left Hydrathus, has forsaken his name and birthright, taken up the Nefarite way and travels the Green as Skyler Greenhand the bard. The youngest two brothers, 23, Jordan and Jake, are twins. They are hopelessly irresponsible and forgetful, but likeable. They both spend a great deal of time with drinking and pleasantries but find running the business end of Hydrathus boring. Both Harold and Katlyn think their mother still babies them.

The largest island, that closest to the east bank, is still connected via the original bridge to the shore and still contains the impressive ruins of the bridge builders. These ruins have been somewhat restored, fortified and strengthened with stone and wood. A wooden gate and stockade now protects the bridge from the east. A series of docks and a harbor of sorts have been built to accommodate river merchants, trappers, and traders. Larger ocean going vessels also travel up to the Leanders to this point but navigation is somewhat dangerous do to cataracts and large stone sections of the old bridge lying just below the surface. A new bridge of sorts has been erected on the foundations of the old. This new bridge is a long rope bridge that stretches from island to island and connects to the bough roads on either side of the river. It is rickety and unsafe to travel when there are storms or high winds.

One island in the middle of the river has been leased by a sect of Ichorites. Using stone from the old bridge they have build a tower and surrounded it with a stockade. Much of the island is dominated by the workshops and makeshift factories of the Ichorites who transform the resources of the Green into smaller, more valuable products that can then be sold to the outside world. They have mutually profitable relationship with the Shaw family and have much to say about the governing of Hydrathus and the river trade.

The sect is led by Corvus Vake a master Alchemist who dwells in the top of the tower. He is particularly interested in rumors of new or valuable herbs or other products from the deep Green. Exploration, hunting and foraging parties from Hydrathus are often accompanied by Ichorite journeymen and venture apprentices who not only add their skills to the party, but also continually log new information valuable to Corvus.

Much of the day to day business of the Ichorites is lead by Nigelus, Brookstaff, a journeyman, who runs the factories, organizes foraging parties, and sets the prices for Ichorite goods in the area. He is diligent and keeps things in order so Corvus can spend the greater part of his time in his laboratory.

Slothfall

Slothfall is a classic Nefarite treehold and is the center of much trading activity. It lies at a major junction of bough roads midway between the Tundell and Leanders rivers and connects the river holds of Hydrathus and the Riverstone. A third boughroad intersects here and leads north to the Scarps and the Settlement of Highleaf.

Slothfall rests above the southern tip of an island of stable and rocky ground that allows for excellent hunting of deer, wild pig and other creatures. The settlement also boasts one of the best taverns of the Green. The Feasting Squirrel is a huge multi-storied building with many rooms built at varying levels overlooking a huge covered pavilion that acts as a drinking hall.

Argent Strongbough is the Reeve of Slothfall and strongest of the East Reeves. He inherited his title from his father and as heir apparent he could not become an Adossian but he has always admired the tradition and surrounds himself with Axebound and Boughwalkers and greatly loves the telling of the tales Adoss. His best friend and brother in-law is Talker Greenhand the proprietor of the Feasting Squirrel and the two hunt and drink together often. Still one of the most respected and admired Reeves, Argent is begin-

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ning to show not only his age but also his love of feasting and is growing a slightly thick at the middle.

The Ichorites of Hydrathus and the Riverstone have propositioned and even bribed Argent to allow them to build laboratories or conclaves at Slothfall, but he has denied them both. He finds them shifty and he greatly mistrusts the Ichorites from both factions. None-the-Less he allows them to rent rooms at the Feasting Squirrel and tries to ignore their scheming and bickering.

Highleaf

Highleaf is a settlement built along the scarp cliffs. Bridges have been built between the high trees of the valleys and the caves that rest halfway up the scarp face. A narrow stone path has been carved into the scarp face that leads to the Green below as well as along the edge of the scarps towards the deeper valleys to the north.

Highleaf was originally a small trading post where the Thromakites and the Nefara would carry on their bargaining, but in recent years it has grown much larger and has become a major focus of trade in the region. Thromakites bring their metal craft and stone works to trade for the Verdurian produce, potions and woodwork.

The union of the two cultures was solidified by the Union of Jurgus Brownlock, Reeve of Highleaf to Evylen Snoweye, the daughter of a powerful Thromakite chieftain. Jurgus was young when he took the reeve seat five years ago, but now at 30 he is regarded as a wise and benevolent leader and his warriors are well armed with metal weapon and even metal armor. The trade continues to be lucrative for both the Thromakite and Nefarite factions of the settlement.

The Rock Spine

The Rock Spine is a large protrusion of rock lying some twenty miles east of the Tundell River. An old canal has been dredged out that runs from the stony outcropping to the Tundell allowing for easy access between the two. There are several stands of valuable wierding trees growing west of the Stone that are heavily guarded.

Clans of Kweeg Trogod who practiced the rites of Wazzaka once inhabited the caves of the Rock Spine. These Goblins were a nuisance and often raided river traffic. Thirty years ago a young Nefarite adventurer named Barr Bolker lead an expedition that attacked the caves slaying the unfortunate Kweeg. Bolker then settled here and established himself as Reeve of the region. He has ruled here for the last thirty years and has married numerous women and sired sixteen children. Most of his twelve sons are now grown and actively help rule their father's realm.

Barr is well known as one of the most boisterous, but also pugnacious and moody of the Nefarite Reeves. Jealous of the realm he has carved for himself, he often resorts to violence. He guards the *weirding* groves and is constantly wary of trespassers on "his lands". This has caused problems with local Tree Children, Gwali tribesmen, and Mamprusi. The Bolkers have had numerous squabbles with other Nefirite Reeves as well.

The Bolkers have built docks and set up a trading post and inn where the canal runs into the Tundell and would like to extend their influence into the Riverways. The Bolker Nefarites are not very experienced boatmen though. Many rivermen fear them and often avoid the new settlement and the high docking fees that are charged. It is usually well stocked with trade goods and is a relatively safe port though as the Bolkers guard it well.



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The Thicket

The Thicket is a huge fen of bramble and rootwhorl trees. Very few of the giant Verdurian trees grow in the area; rather, dense, hedge-like, foliage grows low and close to the water. A maze of channels, lakes and waterways cut through the dense hedge but they are extremely confusing to even the most able navigator, and they tend to shift and change their courses from season to season and flood to flood.

Many of the creatures of the Thicket are quite dangerous and there is a number of Bog trolls that make their home within its borders, as well as a least one tribe of Trogod. There are a number of valuable medicinal and magical spices and herbs known to grow deep within the Thicket and adventurers frequently brave the perils of the waterways and hedges to seek their fortunes.

Tanglethorn

Just off the edge of the land known as the Thicket, Tanglethorn is a relatively new Nefarite settlement built around an existing trading post to glean the herbs and other riches of the dense swamps. Darran Blackbuckle, a retired Adossian adventurer, has begun a settlement around his inn, Blackbuckle's. The village and inn also lie on an old, but well-used bough road that runs between Hydrathus and Jurate and offers a welcome refuge for travelers making the long journey between the two river holds. The village was partially financed by the Korvus Vake of the Hydrathus Ichorite conclave. The Ichorites have several buildings in the settlement, including a small laboratory, and the local Venture Apprentices make frequent forages into the Thicket looking for rare and valuable herbs.

Troll Stews

North and east of Hydrathus and the Leanders River is the strange rocky fens of the Troll Stews. No large trees grow in this area and strange flat stone islands lie just above the water level. The whole area murmurs with strange, bubbling pools. Toward the center of the flats are weird lakes that leak black and red substances into the rest of the water. In other places tendrils of smoke mark pools where the water boils as it comes out from the ground. The barren rocky land rises out of the lowlands in very strange, smooth rock formations as it rises to the scarps. At *scarp* level the land looks like a rocky playground broken by rifts, caves and geysers.

Many trolls live in this area: bog trolls in the lower swampy regions, and rock trolls in the scarps. They consider many of the pools and vents as sacred. The Trolls are known to breathe the strange volcanic steam and often bath and soak in the otherworldly pools. The waters of these flats are a preferred ingredient in various healing potions, and the Ichorites of Hydrathus often sponsor gathering and explorative parties here.

The Reed Sea

This vast expanse of soupy marshland lies along the mouth of the Leanders River. Even the smaller trees fade here, growing only on the occasional dry patch. As the marsh nears the ocean there are no trees at all; only the endless, watery fields of windswept reeds. In some areas deep within the sea, certain varieties of reeds grow to immense size resembling small tree trunks. The woody substance of these giant reeds is very light and buoyant and often used to make boats and canoes. Several tribes of Sooli and Gwali live here, but the Reed Sea is best known for the giant tortoises that live here in herds like floating islands amongst the river and weeds.

The Trowelstone (Wyvernstone)

This large protrusion of rock rests in the middle of a long, deep lake. The sides are sheer cliffs rising 200 feet to a summit topped with the jagged remains of towers. There is clear evidence that the Trowelstone was once quarried as a source of rock, probably for the Bridge at Hydrathus. There is a tunnel at the water level that is rumored to lead to the grottoes deep in the interior of the stone. A set of weatherworn stairs rises from the lake and winds up the cliffs to the summit.

The Trowelstone is well known to the people of Hydrathus and figures in their history.

About a hundred years ago there was a sorcerer who made the Towelstone his home. The grandfather of the present Shaw Duke raided the tower and killed the sorcerer and his minions but found unspeakable horrors in the caves and grottos of the stone. He burned what he could and abandoned the stone, never again speaking of what he encountered.

Today the ruined towers at the summit hold eyries for a large population of king wyverns. So many wyverns, in fact, that in recent years, people have begun referring to the rock as the Wyvernstone. The wyverns glide above the stone and make it difficult for boaters to reach the stone or to climb the stairs once they are there. The river dukes still occasionally patrol the lands around the great lake, but fear to venture onto its waters, suspecting that there is still something evil lurking in the stone and in the lake itself.

The Longway

The Longway is a long, poorly kept boughroad running for miles southeast of Hydrathus and eventually into the lands of the Lower Green. The influence of the Nefara flags here and the trees are smaller while the ground becomes drier. At places the Longway swings down to the ground and becomes a stone-paved road. It is said the Longway leads to a land were mountains spew red fire and rock burns.

There are a number of fierce tribes east of Hydrathus that have skin as black as ebony. Traders, slavers, and raiders have occasionally come up the Longway from the lands far to the South and East. These invaders boast of large cities where people still revere and worship the entity of stone, fire and death known as the Jade Dragon.

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VI. BESTIARY

Natural Creatures

"Everything in this place is always trying to eat every other blasted thing!"
-Morgan-Warlord #73

The Green is a environmentalist's dream... or possibly nightmare. The forests of Verduria are home to an endless variety of creatures. Many resemble natural earthly creatures but they have adapted in varying ways to life in the trees or the watery ground. Many, like the trees, have grown to enormous size, while others have developed longer claws and lithe bodies to aid them in climbing and arboreal motion. Still others have adapted to the watery environment. The following selection is just a small sample of creatures lurking in the dark verdure of the jungles.

Bat, Giant

There are many bat species living in the high trees of the forests or deep caverns of the Skyshelf Mountains. Some of them grow to monstrous size. Many of the large bats feed on fruit, but some of the largest are ferocious nocturnal predators. The following stats are for one of the larger species of bats that terrorize the night skies of the Green.

Giant Bat

Characteristic	*Roll*	*Average*
STR	4d6+1	15
CON	4d6	14
SIZ	5d6	17-18
INT	4	4
POW	3d6	10-11
DEX	2d6+8	15

Move: 4, 14
Hit Points: 16
Damage Bonus: d6
Armor: 2 point skin
Attacks: Claw 30% d4+d6
Bite 45% d8+d6
Skills: Dodge 35%, Listen 100%, Sense 60%.

Hit Location	***Roll***	***AP/HP***
Right Leg	01-03	2/3
Left Leg	04-06	2/3
Body	07-10	2/8
Right Wing	11-13	2/3
Leg Wing	14-16	2/3
Head	17-20	3/5

For Smaller Bat swarms the rules for Rat Packs (BRP, 337) can be used.

Bear (Marsh)

Common to the swamps and waterways of the Green is a strange mammalian species that appears to be a cross between a bear and giant beaver. Marsh bears are similar to a polar bear in size and are more at home in the rivers and swamps as on land. They are equipped with webbed claws and have a thick flat beaver-like tails that they use to propel themselves through the water. They are known for their large walrus like tusks but also have small chisel-like upper teeth that they use to gnaw wood like beavers. They also build beaver-like lodges out of sticks and trees.

March bears are extremely territorial and have the disposition of a badger. They often are known to attack or flip small craft that trespass in their pools. The fur of Marsh Bears is resistant to water and highly valued to make waterproof hats and other garments. Bog trolls often domesticate marsh bears and use them as watchdogs to guard their pools.



Bear Marsh

Characteristic	*Roll*	*Average*
STR	3d6+21	31-32
CON	2d6+6	13
SIZ	3d6+21	31-32
INT	5	5
POW	3d6	10-11
DEX	3d6	10-11

Move: 14 /8 swimming
Hit Points: 32
Damage Bonus: 3D6
Armor: 4-point skin
Attacks: Bite 50%, d10+3d6(bleeding)
Claw 60%, d6+3d6(bleeding)
Marsh Bears can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.
Skills: Climb 40%, Listen 75%, Sense 75% Swim 80%

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Bear (Tree):

Tree Bears are longer and leaner than typical bears and have large hooked claws all of which aids their climbing abilities. They often prefer fallen areas of forest where they can ascend to the lower level of the forkings and boughs by climbing fallen trees and branches. They are sometimes a problem on bough roads where they find the climbing and traveling easy.

See page 336 in BRP for statistics.

Black Swans

Black swans are a strange creature common to the rivers and wetlands of the Green. They are a motley cross between swans and vultures with strong reptilian features. From a distance they appear as graceful giant black swans, but a closer view reveals a very ugly, featherless, baldhead similar to that of a vulture and armed with a toothed beak.

Black swans spend most of their time in the water, are excellent swimmers and can even dive for long periods of time. Like their namesake they are less graceful on land, moving with a waddling cantor. They can fly, but it requires great effort to lift their bulk. Although black swans generally feed on fish, they often prefer carrion or even freshly killed meat. They are very gregarious and travel and hunt in small flocks that often spread out, but stay within easy calling distance of one another. When one makes a kill or senses prey they set up a call that will swiftly bring others. As a whole they are extremely territorial and aggressive.

Black Swans		
Characteristic	***Roll***	***Average***
STR	3d6+3	13-14
CON	2d6+6	13
SIZ	3d6+6	16-17
INT	4	4
POW	3d6	10-11
DEX	3d6+6	16-17

Move: 6 Walk / 7 Swim /12 Fly
Hit Points: 15 **Damage Bonus:** 1D4
Armor: 4 point scales and feathers
Attacks: Bite 50%, d8+db (bleeding)
Skills: Dodge 40%, Fly 45%, Sense 75%, Spot 65%, Swim 90%.

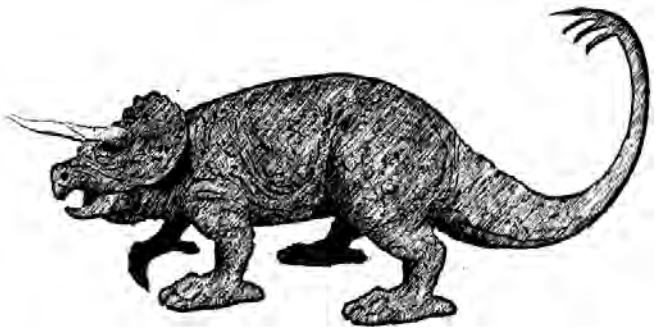
Hit Location	***Roll***	***AP/HP***
Right Leg	01-03	3/4
Left Leg	04-06	3/4
Body	07-10	3/8
Right Wing	11-13	3/5
Leg Wing	14-16	3/5
Head	17-20	3/6



Bough Scrapers (Horn-Gore)

Bough Scrapers are a series of large tree-dwelling lizards partially resembling small *Ceratopsidea*, (similar to *triceratops*). They have parrot like beaks and generally sport forward facing horns and have broad bony hoods. Like other creatures of the Green they have adapted to life in the trees. Rather than the hoof-like feet of terrestrial ceratopsidea they have long finger-like claws similar to a chameleon that allow them to cling to the boughs and make them excellent climbers.

Although generally herbivores Bough Scrapers use their parrot-like beaks and long claws to rip up bark and hunt for insects and other small critters living in the trunks. This behavior accounts for their given name. Certain species of bough scrapers can be very aggressive and territorial, and many tree dwellers sport wounds on their legs from the lizard's horns or tails.



There are a number of different varieties of Bough Scrapers. Some have whole series of sharp horns and broad crests while others have no horns and only small crests. Other varieties sport large spined or barbed tail that they use for defense.

Some less fierce species of Bough Scrapers have been tamed by Nefirite Warders and are used as pack animals by merchants and others who travel the boughs. Bough Scrapers are greatly prized by hunters. Their large bone hoods and horns are used by bone-crafters to make all manner of weapons, helmets, and even shields, and their hides can be cured to make tough leather.

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Bought Scrapers

Characteristic	*Roll*	*Average*
STR	4d6+12	26
CON	2d6+6	13
SIZ	4d6+12	26
INT	4	4
POW	3d6	10-11
DEX	2d6+6	13

Move: 7, 7 Climbing, Are able to make short bursts of speed 10.
Hit Points: 20
Damage Bonus: 2D6
Armor: 4 point skin
Attacks: Gore/Ram 70%, d10+db crushing,
Beak 50% d8+db (bleeding)
Tail 60% d8+1+db (Impaling)
Most Bough Scrapers attempt to charge and ram opponents, attempting to drive them off trees. Bough scrapers without horns may bite, and then smash with their tails 5 SR later.
Skills: Climb 90%, Hide 75%, Listen 75%, Sense 75%.

Roll	***Location***	***AP/HP***
1-3	Tail	4/7
4	Right hind-leg	4/6
5	Left hind-leg	4/6
6-9	Hindquarters	4/9
10-14	Forequarters	4/9
15	Right fore-leg	4/6
16	Left fore-leg	4/6
17-20	Head	8/7

Brontosaurus:

These are not the new apatosaurus that are assumed to dwell on land, but rather a fantasy version closer to the classic Brontosaurus of children's books. The Brontosaurus of the Green lives in the vast marshes of the river deltas. Occasionally one will make its way up river into the deeper Green. Sooli often hunt these giants who bring in a fortune of food, bone, and other products. See BRP page 334 for statistics.

Crabs Giant

A number of varieties of Giant crabs live in the Green. Some that breathe water make their homes within the extensive submerged root systems of the trees. Other air breathers live on the massive trees often making their home in wooden caves along the trunks and boles. The carapace of crabs is often hardened and prepared by bone smiths for used as armor, tools and weapons.

One of the more common forms of Giant crab in the Green are mottled and have a very rough textured carapace closely resembling bark. In addition several forms of moss and fungus grow on the carapace creating excellent camouflage and making the crabs appear as moving pieces of tree.

Crab Giant

Characteristic	*Roll*	*Average*
STR	3d6+18	28-29
CON	2d6+12	19
SIZ	3d6+18	28-29
INT	3	3
POW	3d6	10-11
DEX	2d6	7

Move: 6
Hit Points: 24
Damage Bonus: 2d6
Armor: 9 point skin
Attacks: Claw 45% d10+3d6
Crabs may attack simultaneously with both claws.
Skills: Climb 95%, Hide 75%.

Location	***Roll***	***AP/HP***
RR Leg	0l	9/6
RHLeg	02	9/6
LRleg0	03	9/6
LHLeg	04	9/6
Hind Body	5-8	9/10
RCLeg	9	9/6
RFLeg	10	9/6
LCLeg	11	9/6
LFLeg	12	9/6
RClaw	13-15	9/8
LClaw	16-18	9/8
Fore Body	19-20	9/10

Crocotta (Giant Hyenas)

The Crocotta are giant hyena-like scavengers and hunters that generally roam the lands around the *scarps* in small packs. They often live in caves or burrows. They are not only larger than normal hyenas, but they have the ability to stand on their back feet for short periods of time similar to a bear. They are able to climb remarkably well and can often be found on the low forkings. The Kuzi have are known to tame Crocotta and use them as hunting dogs. Trogod who follow Peruth hate the Crocotta, find their existence an aberration and kill them on site. The spotted skin of the crocotta is a valued commodity and clothing made from it is very much in fashion.

Crocotta

Characteristic	*Roll*	*Average*
STR	4D6+12	26
CON	2d6+6	13
SIZ	4D6+12	26
INT	5	5
POW	3d6	10-11
DEX	3d6+6	16-17

Move: 12
Hit Points: 20
Damage Bonus: 3D6
Armor: 4 point skin
Attacks: Bite 35%, d8+db(bleeding)

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A Crocotta's bite force is particularly strong; they get their full damage bonus when biting. Once a Crocotta successfully bites a target they may hang on pinning their opponent's location and attempting to break bones and tear flesh. Further attack rolls becomes Easy but loose the damage bonus. Prey may attempt to break free with a successful Str vs. Str Resistance test.

Skills: Climb 45%, Jump 35%, Listen 45%, Sense 60%, Spot 45%, Stealth45%, Track 60%.

Location	***Roll***	***AP/HP***
Right Hind Leg	01-02	4/5
Left Hind Leg	03-04	4/5
Hindquarters	05-07	4/8
Forequarters	08-10	4/8
Right Fore Leg	11-13	4/5
Leg fore Leg	14-16	4/5
Head	17-20	4/7

Dactyle

There are a number of species are large winged reptilian creatures that soar in the skies of the Green. These are normally, regardless of species or size, referred to as Dactyle. Most Dactyle are quadrupedal, using their folded wings as fore limbs much like a bat. Dactyle are carrion feeders with terrific senses of smell, hearing and sight. Often they will gather at kill sights and send up great calls calling more of their kind until they can drive off other predators. With smaller kills they will attempt to lift the carrion to high trees or cliffs where they can dine without being bothered. Other species actively fish and hunt leaping on their prey from above.



Dactyle

Characteristic	*Roll*	*Average*
STR	6d6	21
CON	2d6+6	13
SIZ	6d6	21
INT	5	5
POW	3d6	10-11
DEX	3d6+6	16-17

Move: 7/12 **Hit Points:** 21
Damage Bonus: 2D6 **Armor:** 3 point skin
Attacks: Bite 50%, d8+db (bleeding)
Claw 40%, d6+db (bleeding).
A Dactyle gets two simultaneous claw attacks each round followed by a bite attack 5 strike ranks later.
Skills: Dodge 45%, Fly 50%, Sense 75%, Spot 65%,

Hit Location	***Roll***	***AP/HP***
Right Leg	01-03	3/5
Left Leg	04-06	3/5
Body	07-11	3/8
Right Wing	12-14	3/5
Leg Wing	15-17	3/5
Head	18-20	3/6

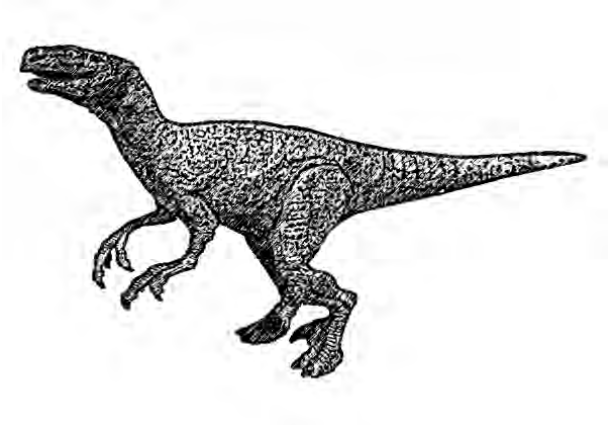
I passed close to the pterodactyl swamp, and as I did so, with a dry, crisp, leathery rattle of wings, one of these great creatures—it was twenty feet at least from tip to tip—rose up from somewhere near me and soared into the air. As it passed across the face of the moon the light shone clearly through the membranous wings, and it looked like a flying skeleton against the white, tropical radiance. I crouched low among the bushes, for I knew from past experience that with a single cry the creature could bring a hundred of its loathsome mates about my ears. It was not until it had settled again that I dared to steal onwards upon my journey.-
-Sir Arthur Conan Doyle, *The Lost World*

Gore-toe

The Gore-toe are bipedal dinosaurs resembling man-sized velociraptors with viciously hooked hind claws. They have color sensitive skin like that of a chameleon that allows them to blend into the jungle or bark. Gore-toe are particularly suited to the environment around them. They are very fast running on their hind legs and can also use their forelimbs to climb. These saurians are equally at home in the water where their sleek bodies and tails make them excellent swimmers.

The intelligence of the Goretoe is legendary and many think that they are not natural creatures at all but rather an unnatural race spawned to prey on man. Gore-toe are devastatingly clever hunters and often work together in small packs to herd their prey and to set up ambushes. Gortoe often make a variety of hisses, clicks and calls to one another, which have lead some to believe that they communicate in an unknown saurian tongue. They are also rumored to use crude tools and to wear precious gems or metals or gruesome tokens of their prey as jewelry.

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Goretoe

Characteristic	*Roll*	*Average*
STR	2d6+6	13
CON	2d6+6	13
SIZ	2d6+3	10
INT	2d6+1	8
POW	3d6	10-11
DEX	2d6+10	17

Move: 14 **Hit Points:** 12
Damage Bonus: - (d4) **Armor:** 3-point skin
Attacks: Toe claw 55% d8+db, Bite 45% D6+ 1/2db.
On the first round of combat Goretoe often leap into combat Goring with both Toe Claws simultaneously. This allows them to use one damage bonus level higher. On subsequent rounds Goretoe may strike once with their Toe claw and bite 5 Strike Ranks later.

Skills: Climb 70%, Hide 90%, Listen 65%, Spot 70%, Sense 70%, Swim 80% .

Roll	***Location***	***HP/AP***
1-3	*Tail*	*3/4*
4-5	Rleg	3/4
6-7	Lleg	3/4
8-10	Abdomen	3/4
11-13	Chest	3/5
14-15	Rarm	3/3
16-17	Larm	3/3
18-20	Head	3/4

Horn Beaks (Parasaurolophus, Corythosaurus)

Horn beaks are actually several related species of large dinosaur-like lizards resembling Parasaurolophea or Corythosauruea. They are quite common and dwell in small herds along the rivers and salt marshes as well as in the deep Green. They are known for making great trumpeting sounds that echo throughout the landscape. Horn beaks are well equipped for traveling the root world and marshes and can traverse the terrain equally well in a bipedal stance on solid ground or as quadrupeds when the terrain is more broken. They are very good swimmers and will often retreat to the water to avoid predators.

Horn Beaks usually avoid humanoids letting off great trumpeting alarms when threatened. They can be quite aggressive when they have young nearby and their size alone makes them very dangerous. There are certain stretches of river close to nesting grounds where they commonly smash or upturn boats that come to close to their shores.

Horn beaks are highly sought after by many predators in the Green both humanoid and bestial. Many nomadic tribes follow the Horn Beak migrations, sometimes following a large herd for months or even years. Many predators as well as scavengers also lazily follow the herds of the great reptiles hoping to bring down one of the great beasts or share in a meal. Even one hornbeak provides a great deal of meat to tribes and can be smoked or cured to last for months. Their tough skin is used to make leather products and armor, but most prized of all are their thick bones which are hardened with fire and resin and used for all sorts of weapons tools and even armor.

Horn Beak

Characteristic	*Roll*	*Average*
STR	4d6+24	38
CON	3d6+12	22-23
SIZ	4d6+38	52
INT	3	3
POW	3d6	10-11
DEX	d6+6	9-10

Move: 12
Hit Points: 38
Damage Bonus: +3d6
Armor: 7 point skin
Attacks: Kick 45% d6+3d6, Bite 45% D6+ d6.
Skills: Listen 45%, Spot 50%, Sense 45%, Swim 80%.

Roll	***Location***	**HP/AP**
1-3	Tail	8/10
4	Rleg	8/10
5	Lleg	8/10
6-9	Abdomen	8/16
10-14	Chest	8/16
15	Rarm	8/7
16	Larm	8/7
17-20	Head	8/13

Humpback *(Swamp-ox)*

These are large mammals that resemble rhinos or hippos. They have long powerful tails that propel them through the swamps and rivers of the Green. Their short legs are used to drag them over the roots and through the mud and they are at home both in the river and swampy ground. Small herds of humpbacks roam the rivers and areas where the big trees give out to the low, thick marsh-brush of the coast. Swamp oxen are prize game. Their thick hide and particularly their ivory tusks are valued commodities. Several tribes of river-men called the Soolie have domesticated the humpbacks, but the beasts are very hard to train and often testy. The Soolie use them as great plows to trample and clear the lands around the river where they dwell. Certain Soolie ride the humpbacks by harnessing them and placing hooks in their nostrils. The

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humpbacks will not dive if they cannot close their nostrils so they are forced to remain on the service of the river. When they are surfaced their backs remain above the waterline and may be fitted with saddles and controlled with *ankusha* (hooked sticks or prods). River oxen have recently been used to pull boats and barges up and down the rivers. This is done by attaching them to the front of boat or barge with a long pole. Usually a Soolie handler must then ride one of the humpbacks to keep them in line while they struggle to pull the boat against the current. This works best in shallow areas or canals where the humpbacks can get some leverage in the mud.

Humpback

Characteristic	*Roll*	*Average*
STR	6d6+20	41
CON	2d6+9	16
SIZ	6D6+20	41
INT	4	4
POW	3d6	10-11
DEX	2d6	7

Move: 8/6 Swimming. **Hit Points:** 29,
Damage Bonus: 4D6 **Armor:** 4 point skin
Attacks: Gore/Bite 50%, 1D10+db *Imp*
Trample 55% d6+db *Crush*
Skills: Swimming 85%, Listen 40%, Sense 35%, Spot 35%

Location	**Roll**	**HP/AP**
Right Hind Leg	01-02	4/7
Left Hind Leg	03-04	4/7
Hindquarters	05-07	4/11
Forequarters	08-10	4/11
Right Fore Leg	11-13	4/7
Leg Fore Leg	14-16	4/7
Head	17-20	4/9

Marsh Kraken

The Marsh Kraken is a form of giant octopi that have adapted to the environment and live in the marshy bogs throughout the Green. Many make their lairs between the massive root systems that cover the lowlands. Kakens not only can live in fresh water but can breathe air for long periods of time and are known to hunt up in the boughs and foragings of the canopy. Their tentacles make them excellent climbers and incredibly crafty hunters. Kraken also have a chameleon like ability to change the color and texture of their skin to better hide as well as being able to spray and ink-like gas to blind their prey. They have a very sinister intelligence and are greatly feared by tree dweller and boatman alike. Many think them to be to be of Unec origin.

Marsh Kraken

Characteristic	*Roll*	*Average*
STR	3d6+12	21-22
CON	2d6+6	13
SIZ	3d6+12	21-22
INT	6	6
POW	3d6	10-11
DEX	2d6+12	19

D20 Roll	*Result*	*Armor/HP*
1–8	Arms	3/3
9-14	Body	3/8
15-20	Head	3/6

Move: 4 **Hit Points:** 17
Damage Bonus: 2d6 **Armor:** 3-point skin
Attacks: Tentacle 45% d6+2d6
Beak 95% d8+2d6+Poison
Ink Spray 35% *

A Marsh Kraken can attack up to four different targets simultaneously with its beak and ten tentacles. A Kraken's poison has a POT equivalent to its CON characteristic value. The first tentacle successfully striking a target will hold onto it, and when a second connects, the two constrict the target until it can escape or cut free. Each tentacle remaining around a target will do normal damage each combat round. To escape from a tentacle, a character must make a successful STR vs. STR resistance roll opposed by the squid's STR, or must make a Difficult Effort roll to get a hand free to attack. Attacks against a squid while being held by its tentacles are Difficult.

Once per day a Kraken may spray a gassy mist of noxious ink temporarily blinding its foes in a 3 meter area. Characters may avoid this with a successful luck roll. Otherwise they will be partially blinded for 2d6 melee rounds. Until they can clear their vision all related skills will be difficult.
Skills: Climb 100%, Hide 85%, Swim 100%.

For larger Krakens GMs may use the stats for a Giant Squid in BRP, p.339.

Giant Scorpions

Many varieties of giant scorpion are quite common in the treetops and are a common nuisance on the bough roads. The following is one of the nastier varieties.

Giant Scorpions

Characteristic	*Roll*	*Average*
STR	3d6+12	22-23
CON	3d6+6	16-17
SIZ	2d6+12	19
INT	2	3

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POW	3d6	10-11
DEX	2d6+6	13

Move: 8 **Hit Points:** 18
Damage Bonus: 2d6 **Armor:** 4 point Chitin
Attacks: Pincer 40%, d6+2d6
Sting 45%, d6+2d6 Poison*
Skills: Climbing 90%, Dodge 30%
A Scorpion can attack simultaneous with both pincers followed by a sting attack 5 SR later
*A Scorpion's poison Pot is equal to its Con.

Location	*Roll*	*AP/HP*
RR Leg	1	4/4
LR Leg	2	4/4
RH Leg	3	4/4
LH Leg	4	4/4
Tail	5-6	4/6
Abdomen	7-9	4/7
RC Leg	10	4/4
LC Leg	11	4/4
RF Leg	12	4/4
LF Leg	13	4/4
RClaw	14-16	4/6
LClaw	17-18	4/6
Thorax	19-20	4/7

Rat (Bark)

"Rodents of Unusual Size? I don't believe they exist".
– Princess Bride.

Bark rats are about the size of a small dog and more sinuous and lanky than normal rats. They are excellent climbers, and are very quick and weasel-like. They travel in packs along the boughs and in the foragings. Lone rats do not pose much of a threat, but large packs can often prove quite dangerous.

Bark Rat

STR	2d6	7
CON	3d6	10-11
SIZ	d6+1	4-5
INT	5	
POW	2d6	10-11
DEX	2d6+12	9-19

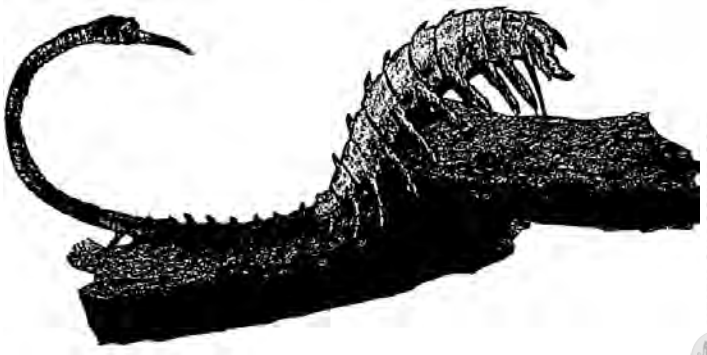
Move: 11
Hit Points: 5-6
Damage Bonus: -d4
Armor: 1point fur
Attacks: Bite 40% d6-1/2db.
Skills: (Bark Rat): Climb 80%, Dodge 70%, Listen 60%, Hide 65%, Sense 70%, Stealth 55%. (Swamp Rat): Swim 70%, Dodge 50%, Listen 60%, Hide 65%, Sense 70%, Stealth 55%

Hit Location	*Roll*	*AP/HP*
Right Hind Leg	01-02	1/2
Left Hind Leg	03-04	1/2
Hindquarters	05-07	1/3
Forequarters	08-10	1/3
Right Fore Leg	11-13	1/2
Leg Fore Leg	14-16	1/2
Head	17-20	1/3

Ridged Worm (Giant Centipede)

There are a number of different varieties of giant centipede-like insects that hunt the trees and swamps of the Green at night. One variety, the Nefara call the Ridged Worm has a particularly tough, bony carapace. This carapace reacts particularly well with various armor shellacs and resins to make extremely light and durable armor prized among the Nefira. Unfortunately the Ridge Worms are much more aggressive and tend to be much bigger than other varieties. They also have a poison stinger in their tail that makes them doubly dangerous.

Ridge Worm



Characteristic	*Roll*	*Average*
STR	6d6+12	33
CON	2d6+12	19
SIZ	8D6	28
INT	2	2
POW	3d6	10-11
DEX	3d6	10-11

Move: 8 **Hit Points:** 23
Damage Bonus: +3d6 **Armor:** 9 point chitin
Attacks: Bite 45% D6+1/2 db.*
Tail 35%, d8+db*)
Skills: Sense 45%, Climb 100%
* Both attacks may inject a poison with a potency equal to half the centipede's Con. The poison paralyze the victim and character's effected will loose both one Dex and one Hp per round for a number of rounds equal to the Pot of the poison.

Roll	*Location*	*AP/HP*
1-6	Tail	9/7
7-11	Hind Body	9/9
12-16	Fore Body	9/9
15-20	Head	9/7

Sabre-Tooth Cat

These fierce hunters make their homes in the canopy and prefer ambushing prey from above. They have adapted to the trees and are larger, longer and leaner than the monsters that roamed during earth's past. They are very able climbers for their size. Trogod

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who practice the Peruth totem often see these great cats as embodiments of their God.

Sabre-Tooth Cat

Characteristic	*Roll*	*Average*
STR	5d6+12	28-29
CON	3D6+6	16-17
SIZ	5D6+9	25-26
INT	4	4
POW	3d6	10-11
DEX	2d6+9	16

Move: 12 **Hit Points:** 21
Damage Bonus: +3d6 **Armor:** 3 point skin
Attacks: Bite 65%, 1D10+db (*impale)*
Claw 55% 1D8+db (*bleed)*
Ripping 80% 2D8+db (*bleed)*

Saber-tooth Cats get two simultaneous claws and one bite attack each combat round. The bite comes 5 Strike Ranks after the claw attacks. If both claws successfully strike the target, the Cat will hang on and rip with its hind claws on the following combat round while continuing to bite.

Skills: Climb 55%, Dodge 45%, Hide 70%, Jump 50%, Listen 75%, Sense 60%, Spot 60%, Stealth 65%, Track 50%.

Hit Location	*Roll*	***AP/HP***
Right Hind Leg	01-02	2/6
Left Hind Leg	03-04	2/6
Hindquarters	05-07	2/9
Forequarters	08-10	2/9
Right Fore Leg	11-13	2/6
Leg Fore Leg	14-16	2/6
Head	17-20	2/7

Spiders, Giant

There is an incredible wide variety of spiders in the Green. The upper limbs are often frosted with coatings of their laced webbing. The webbing is so ubiquitous that the Tree people often harvest it and use it in their rope making. A number of types of spider grow to truly prodigious size and are a considerable threat to those who traverse the bow roads and waterways. There is a great fear and dread of these giant spiders and even the sighting of one will prompt hunting expeditions from nearby settlements.

Small Giant spider

Characteristic	*Roll*	*Average*
STR	1d6+6	9-10
CON	2d6+6	13
SIZ	1d6+6	9-10
INT	4	4
POW	3d6	10-11
DEX	2d6+9	16

Move: 6, 8 in web
Hit Points: 11
Damage Bonus: -
Armor: 1 point Chitin
Attacks: Bite 50%, d6+ Poison*
Webbing 60%
A spider's venom is at a Potency equal to its Con.

Skills: Climbing 90%, Dodge 40% Stealth 60%, Jump 60%,

Larger giant Spider

Characteristic	*Roll*	*Average*
STR	4d6+12	26
CON	3d6+6	16-17
SIZ	4d6+12	26
INT	5	5
POW	3d6	10-11
DEX	2d6+6	13

Move: 6, 8 in web **Hit Points:** 21
Damage Bonus: 2d6 **Armor:** 4 point Chitin
Attacks: Bite 50%, d6+2d6 Poison*
Webbing 60%**.
Skills: Climbing 90% Dodge 40% Stealth 60%, Jump 60%.
*A spider's venom is at a Potency equal to its Con.
**Webbing: A spider's webbing strength is equal to its Con.

Location	Roll	Small Ap/Hp	Large Ap/Hp
RR Leg	1	1/2	4/4
LR Leg	2	1/2	4/4
RH Leg	3	1/2	4/4
LH Leg	4	1/2	4/4
Abdomen	5-10	1/6	4/7
RC Leg	11	1/2	4/4
LC Leg	12	1/2	4/4
RF Leg	13-14	1/2	4/4
LF Leg	14-16	1/2	4/4
Head	17-20	1/5	4/6



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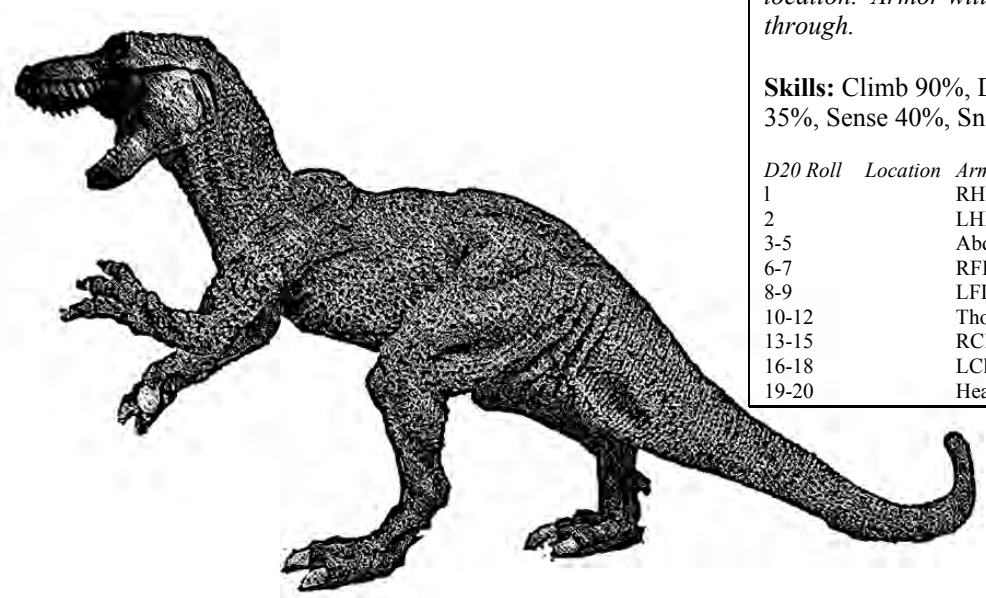
Spinax (Allosaur,Carnosaurs):

The most common variety of Carnosaurs in the Green is a smaller variety of allosaur-like sauropods called the Spinax. They have adapted to life in the Green and are not only smaller, but have slightly longer necks and tails, and considerably longer, stronger forearms than a typical Allosaurus. They are well adapted to life in the Green and are at home in the trees, swamps, or rivers. When on sturdy boughs, roots, or solid grounds they run on two legs, but when climbing trees and in the higher branches they are equally apt at adding their forelegs for locomotion. They are also excellent swimmers. In the water they use their long tails to propel themselves in a snake-like fashion.

Spinax

Characteristic	*Roll*	*Average*
STR	2d6+24	31
CON	2d6+9	16
SIZ	2d6+20	27
INT	4	4
POW	3d6	10-11
DEX	2d6+8	15

Move: 11 **Hit Points:** 22
Damage Bonus: 3d6 **Armor:** 7 point skin
Attacks: Claw 50% d6+3d6
Bite 45% d10+3d6
Skills: Dodge 35%, Hide 70%, Listen 35%, Sense 40%, Spot 50%, Track 50%, Climb 70%, Swim 80%.



Stickblade

These giant insects resemble a cross between a mantis and a walking stick (Phasmatoda). They are generally grey-brown, nobby and look like twigs, sticks, and bark. Some variations are bright green and blend into giant leaves. Their ability to blend into the background is unrivaled in the Green and their prey seldom notices their presence until it is too late. Stickblades are greatly feared by tree children who see them as personification of death itself.
Once treated and hardened, Stickblade's chitan makes excellent armor. It is light, tough, and of course acts as great camoflage. The bodies make great vambraces and greeves and the head piece is valued as a helmet. Only a very few varieties of Stickblades are wide enough at the center to make usable breastplates, but certain armorers can make a scale like hauberk out of various other pieces of chiton. Stickblade armor generally acts as 4 points of protection.

Stickblade

Characteristic	*Roll*	*Average*
STR	6d6	21
CON	2d6+6	13
SIZ	6d6	21
INT	3	3
POW	3d6	10-11
DEX	2d6+12 19	

Move: 10 **Hit Points:** 17
Damage Bonus: 2d6 **Armor:** 6 point skin
Attacks: Claw 65% d8+2d6
Chewing 95%, 2d6
The Stickblade attacks with both its fore claws in a single round. If both fore claws hit the insect matches its Str vs the targets Siz, if successful the victim is automatically lifted to the insect's mouth and bitten on subsequent rounds.
A Stickblade may only use its chewing attack if the victim is held in its claws. The chewing attack will begin with a random hit location and then feed until the location is destroyed before moving to a new location. Armor will only protect until it is chewed through.

Skills: Climb 90%, Dodge 35%, Hide 100%, Listen 35%, Sense 40%, Sneak 60%, Spot 50%.

D20 Roll	*Location*	*Armor/HP*
1	RHLeg	6/4
2	LHLeg	6/4
3-5	Abdomen	6/6
6-7	RFLeg	6/4
8-9	LFLeg	6/4
10-12	Thorax	6/6
13-15	RClaw	6/5
16-18	LClaw	6/5
19-20	Head	6/5

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Sloths

Many species of Sloths make their home in the treetops of Efirvia. Three of the most notable are the bearing sloth, the tusked sloth, and the tree shakers (megatherium). Sloths are often hunted in the Green and their tough hide is often tanned and used for clothing and armor. Several species of sloth have dermal ossicles, or small nodules of bone, formed in the skin, under the fur and their hide is legendarily difficult to pierce. The varieties of sloth living in the Green are a good deal quicker and less sloth-ful than their terrestrial counterparts (pun intended).

Bearing Sloth

The bearing sloths are a variety of tree-sloth that have been domesticated by the Tree Children and Nefara. They are quit intelligent and are often seen rummaging around the trunks and boughs of tree settlements. They are immune to many of the bites and stings of poisonous insects and snakes. Furthermore the sloths often make lunch of these dangerous vermin in and around their master's trees. Bearing sloths are often trained and fitted with backpacks and can be used as a sort of tree mule for their owners. Occasionally, warders even train bearing sloths to attack and fight on command.

Tusked Sloth (Mapinguary)

Tusked sloths are one of the foulest tempered creatures of the Green. They are particularly aggressive and ferociousness. They are one of the larger species of sloth, about the size and weight of a bear. They have particularly long and protruding teeth or tusks which protrude from their lower jaws. These tusks are a particularly valued treasure. Warriors and hunters who have killed these monsters often mount the tusks on their helmets to portray their prowess. Some tribes deep in the forest still worship the Mapinguary as a form of war god.

Tree Shakers (Megatherium)

The enormous Megatherium are quite rare in the Green but some do exist. They are about the size of an elephant and can be quite nasty when threatened or attacked. Their bulk makes it harder for them to climb trees than other sloths but the lower boughs of the *forkings* will support their weight. To kill one of these monsters in the hunt is a great boon as they provide untold meat, bones and hide to a tribe or settlement. There has been great speculation amongst the warders about capturing a young megatherium and training it to carry burdens up and down the bough roads.

Emerging from the forest was a colossal beast which closely resembled a bear. It was fully as large as the largest elephant and with great forepaws armed with huge claws. Its nose, or snout, depended nearly a foot below its lower jaw, much after the manner of a rudimentary trunk. The giant body was covered by a coat of thick, shaggy hair. Roaring horribly it came toward us at a ponderous, shuffling trot.

- Edgar Rice Burroughs, ***At the Earths Core***

Bearing Sloth

Average	*Roll*	*Average*
STR	3d6+8	18-19
CON	2d6+6	13
SIZ	2d6+8	15
INT	5	5
POW	3d6	10-11
DEX	3d6	10-11

Move: 8 (8 Climbing)
Hit Points: 14
Damage Bonus: 1D6
Armor: 4 point fur
Attacks: Bite 25%, d4+db (bleeding)
Claw 30%, d8+db (bleeding)
Sloths can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.
Skills: Climb 85%, Dodge 30%, Hide 65%, Stealth 50%, Listen 65%, Sense 75%.



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Tusked Sloth

Characteristic	*Roll*	*Average*
STR	5d6+10	27
CON	2d6+8	15
SIZ	4d6+10	24
INT	4	4
POW	3d6	10-11
DEX	3d6	10-11

Move: 8 (6 Climbing)
Hit Points: 20
Damage Bonus: 2D6
Armor: 6 point skin
Attacks: Gore 45%, d10+db (impaling)
Claw 60%, d8+db(bleeding)
Sloths can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.
Skills: Climb 80%, Dodge 40%, Listen 65%, Sense 65%.

Tree Shaker (Megatherium)

Characteristic	*Roll*	*Average*
STR	6D6+37	58
CON	3D6+16	26-27
SIZ	6D6+37	58
INT	5	5
POW	3d6	10-11
DEX	3d6	10-11

Move: 7
Hit Points:43
Damage Bonus: +6d6
Armor: 8 point skin
Attacks: Claw 40% d10+db, Bite 45% 2D6+db.
Skills: Climb 35%, Listen 45%, Spot 50%, Sense 45%,

Sloth

Hit Location	*Melee*	*Bearing*	*Tusked*	*Mega*
Right Hind Leg	01-02	4/6	6/7	8/15
Left Hind Leg	03-04	4/6	6/7	8/15
Hindquarters	05-07	4/7	6/8	8/18
Forequarters	08-10	4/7	6/8	8/18
Right Fore Leg	11-13	4/6	6/7	8/15
Leg Fore Leg	14-16	4/6	6/7	8/15
Head	17-20	4/6	6/7	8/15

Scythe Beaks

Scythe beaks are large carnivorous birds resembling the prehistoric *Phororhacos* and standing up to eight feet tall. Verdurian Scythe Beaks generally run on the ground or in the low limbs, but do have small wings with which they can fly very short distances or help them jump from the higher trees to the ground. They often hunt in the forkings or bough road level and can jump to the root level to attack prey from above. They are greatly feared by those who commonly travel the bough roads as they have learned to perch above the paths when they are hunting and wait for unsuspecting travellers.

-"Look at this!" said he. "By George, this must be the trail of the father of all birds!"

-Sir Arthur Conan Doyle, *The Lost World*

Scythe Beak

Characteristic	*Roll*	*Average*
STR	2d6+12	19
CON	3d6	10-11
SIZ	2d6+12	19
INT	5	5
POW	3d6	10-11
DEX	2d6+6	13

Move: 11 **Hit Points:**15
Damage Bonus: D6
Armor: 3 point skin and feathers
Attacks: Beak 45%, d10+d3
Talon 40%, d6+d6
Scythe Beaks can attack twice in a round, using one beak attack and one talon.
Skills: Dodge 30,% Fly 30%, Hide 40%, Listen 40%, Spot 70%.
Scythe Beaks have large feathers which often are used in headdresses and other ornamentation and often traded. The feathers of each bird is worth about d6x 10 guilders

1-4	Rleg	5/3
5-8	Lleg	5/3
9-10	Abdomen	5/3
11-13	Chest	6/3
14-15	Rwing	4/3
16-17	Lwing	4/3
18-20	Head	5/3



Whinajo

The Whinajo are Giant mosquito-like creatures that inhabit the Green. Like their

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smaller cousins they are blood drinkers, but their size makes for different and much more dangerous feeding habits. Whinajo generally travel in small swarms and are known for making a loud buzzing sound.

Whinajo

Characteristic	*Roll*	*Average*
STR	2d6	7
CON	2d6+3	10
SIZ	3d6	7
INT	3	3
POW	2d6	7
DEX	2d6+6	13

Move: 12 **Hit Points:** 9
Damage Bonus: -d4 **Armor:** 1 pt skin
Attacks: Leg Barbs 45%, d4
Proboscis 90%, d6+1 +poison.
Whinajo will attempt to land on and hook onto a victim with its cruel leg barbs. If this attack is successful, regardless of damage, they have latched on and will make a further Proboscis attack 5 SR later to the same hit location. If the Proboscis penetrates the skin (does damage),the Winajo will begin feeding and will no longer need to make successful attack rolls but will do d3 damage per round to overall hit points through loss of blood. Whinajo saliva contains a fast acting paralysing agent that acts as a poison with a pot equal to their Con. If it takes effect, the agent will paralyse the location that was bitten.
Skills: Dodge 70%, Sense Blood 70%.

Wyverns

Contrary to popular belief wyverns are natural creatures and not true dragons. Wyverns are a bird-like reptile with wings rather than arms and are equipped with raptor like talons. Wyvern tails sport a nasty stinger, which is often poisonous. There are two types of wyverns that are common to the Green.

Tailed Wyvern (Dragon hawks): These diminutive wyverns are about the size of a large bird of prey. They often travel and hunt in small packs. On their own they sometimes hunt rodents and insects and even other birds but when they hunt in packs they can take down much larger prey. They swoop down and hairy their victims and try to inject them with a venom from their stinger. Once their prey has been poisoned they often leave it, flying to the high perches to watch their venom take effect. As their prey weakens, they will begin to swoop back down and begin to brutally sting it again as well as claw and bite the unfortunate until it finally succumbs and the wyverns may eat at their leisure.

Tailed wyverns are greatly desired as pets or familiars in the Green and people will pay high prices for their eggs. Unfortunately Dragon hawks generally build their nests in the heights and in hard to reach places. Warders who train wyverns usually are forced to amputate the tails to avoid nasty stings during the training process. Tailed wyvern venom is often used on weapons and also used by Ichorites to produce anti-venom. It demands a relatively high price.

Tailed Wyvern

Characteristic	*Roll*	*Average*
STR	d6	3-4
CON	d6	7
SIZ	d6	3-4
INT	4	4
POW	3d6	10-11
DEX	3d6+12	22-23

Move: 2/12 **Hit Points:** 5
Damage Bonus: d6 **Armor:** 1 point skin
Claw 45%, d4+db (bleeding)
Sting 50%d6+poison
A tailed wyvern gets two simultaneous claw attacks each round followed by a Sting attack 5 strike ranks later. Their tails are particularly strong and do not suffer their damage penalty. If both claw attacks are successful they will lock on and the sting attack will be at 100%. Their poison has a pot of their Con+Siz and affects the victims Dexterity as well as General Hp.
Skills: Dodge 55%, Fly 90%, Sense 75%, Spot 75%,



King Wyverns

King wyverns are often seen sailing the wind currents high above the rivers. They are a much larger variety than the tailed wyvern and sport wingspans up to twenty feet. They are generally more solitary than the tailed wyvern and usually hunt alone. King wyverns count more on their jaws and talons and their stings are much less venomous than that of the tailed wyvern. King wyverns often dwell in the boughs of trees along the banks of lakes and rivers where they can swoop down and catch fish or creatures coming to

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the water for a drink. Other times they will scavenge food from other smaller creatures.

King Wyvern

Characteristic	Roll	Average
STR	4d6+12	26
CON	2d6+6	13
SIZ	2d6+20	27
INT	4	4
POW	3d6	10-11
DEX	2d6+6	22-23

Move: 2/12 **Hit Points:** 20
Damage Bonus: 2d6 **Armor:** 5 point skin
Claw 45%, d6+db (Bleeding)
Sting 50%d6+poison (Impaling)
Bite 45% 2d6+db (Bleeding)

A Wyvern gets two simultaneous claw attacks each round followed by a Sting or Bite attack 5 strike ranks later. If both claw attacks are successful they will lock on and the sting or bite attack will be considered *Easy.* Their poison has a Pot equal to their Con.
Skills: Dodge 35%, Fly 40%, Sense 40%, Spot 75%.

Hit Location	***Melee***	***King***	***Tailed***
Right Leg	01-03	5/7	1/2
Left Leg	04-06	5/7	1/2
Abdomen	07-08	5/9	1/2
Chest	09-11	5/9	1/2
Tail	12	5/6	1/2
Right Wing	15-16	5/6	1/2
Left Wing	17-18	5/6	1/2
Head	19-20	5/7	1/2

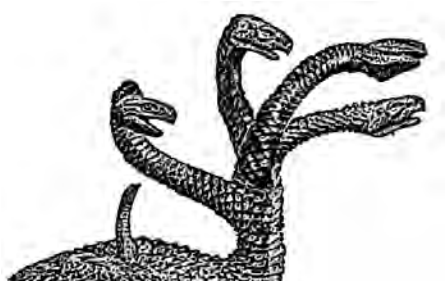
Other Races and Creatures

Hydra

Legend holds that the Hydras are the living spawn of the creature known as the Emerald Dragon who stalked the legends of Verduria. As such they are greatly feared and respected as the living avatar of Death among many tribes who live in the swamps. Some death cults are still known to worship Hydra in the deep swamps.

Hydras are enormous snakes with numerous heads. Each hydra is quite different and will have anywhere from two to seven heads. The various heads of Hydra often have different abilities and sometimes even appear differently on the same beast. Some are more snake-like while others may be crested or have dragon-like features.

One head will be dominant and usually a good deal smarter than the other heads. Some hydras are very cunning, often much to cunning to be natural animals. Tribesman rumor holds that they have their own hellish hissing language but it is impossible for other folk to understand.



Hydra:

Characteristic	**Roll**	**Average**
STR	4d6+6	20
CON	4d6	14
SIZ	4d6+6	20
INT	5 normal head	(7) dominant head
POW	3d6	10-11
DEX	3d6	10-11

Move: 12 **Hit Points:** 39
Damage Bonus: +2d6. **Armor:** 5 point skin
Attacks: Bite 55%, D8 +1/2db,
Tail Slash 40% d6+db.
Each head may attack once per round. In addition one tail slash may be attempted each round.
Skills: Climb 95%, Dodge 30%, Spot 95%, Sense 60%, Swim 80%.

Different heads of a hydra may have special abilities:
Dominant head*:* Dominant heads are generally more intelligent: Int (7). In some rare cases they will have an Int of 3d6. The bite attack of the dominant head is at +10%. The dominant head may have further abilities similar to other special heads. Killing the Dominant head will also "Kill" the body and tail effectively immobilizing the snake. All actions of the other heads will become *Difficult*. Eventually, without the Dominant head the subsidiary heads will die. Because of this the dominant head will often stay back behind the other heads. There will always be only one dominant head.
Bony Crest**:** These heads have 7 pts of armor rather than 5.
Biter*:* Biters have stronger jaws and longer, sharper fangs giving them a d10 bite attack.
Poisonous: On a successful strike that pierces armor these heads will inject a poison with a pot equal to their Con.
Spitting**:** These heads spit globs of Pot 10 poison at 55% effectiveness that will cause immediate blindness.
Hypnotic**:** This variety of head has a staring spell-like ability to freeze opponents. The head must overcome its target's Pow in a *Resistance* test, if successful the target may do nothing the following round. The head may hold the stare by continuing to overcome the target Pow in consecutive rounds. Once a victim is harmonized they will have the strange ability to understand the hydra's hissing language and may hear the dominant head speaking. Most do not survive to report the experience though.

Typical 5 headed Hydra:

Roll	*Location*	*Pts*
1-3	Tail	1/3
4-8	Body	2/5
9-11	Head 1	1/3
11-13	Head 2	1/3

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13-15	Head 3	1/3
16-18	Head 4	1/3
19-20	Dmnt Hd	1/3

Slogutos

Looking like large Opossums, Stogutos are intelligent creatures that are known for their dirtiness and foul manners. They are largely covered in spotty grey fur with pink and black mottled skin showing on their face, ears, hands and feet. They have nasty needle-like teeth and a hissing voice. Although they generally walk on all fours they often rear up when fighting or palavering and can hobble about somewhat clumsily on two feet. They are nocturnal creatures and are often distrusted and noted for their sneakiness, poor hygene, and sometimes-foul dispositions.

Slogutos are often solitary beasts, but sometimes live in small matriarchal family clans in treetop villages. Slogutus that use magic generally practice their own peculiar version of the Skierfing Totem. They often trade with or live in the vicinity of Rat-tooth goblin clans and the two races are often friends of a sort. It is also known that some Slogutos have fallen to the use of the Une, greatly damaging the already shaky reputation of their kind.

***Slogutos*:**

Characteristic	Roll	Average
STR	3d6+4	14-15
CON	3d6+6	14-15
SIZ	3d6+6	14-15
INT	2d6+6	13
POW	3d6	10-11
DEX	3d6	10-11
APP	2d6	7

Move: 8/8 Climbing
Hit Points: 15
Damage Bonus: +1d4
Armor: 2pt skin
Attacks: Bite 45% D6+1
Claw 50% D6+db (bleeding)
Bone Knife D6+1 (Impaling)
Skills: Dodge 35%, Climbing 70% Sense (Smell) 65%.

"What's that crocodile sort of thing with wings drawn in the margin?"

"Some sort of beast that lived in those bygone days. The pages are full of them. That's a cave-tiger. And that's some sort of colossal bat. Thank goodness he had the sense to illustrate fully, the man who wrote this, or we should never have been able to reconstruct the tale, or at any rate we could not have understood half of it…I looked with interest at illustrations in the margin. They were quite understandable, although the perspective was all-wrong.

"Weird beasts they seem to have had knocking about the country in those days. Whackingbig size too, if one may judge. By Jove, that'll be a cave-tiger trying to puff down a mammoth. I shouldn't care to have lived in those days."

- Hyne, *The Lost Continent*



Trolls

There are several races of trolls that are native to the Green. They appear similar in stance and build like Gorillas with short legs and long and massive muscle-slabbed arms. Trolls tend to have an earthly cast to their features and they differ from one another as land itself differs. Some have wide faces with almost no noses while others have large bulbous protruding noses. Some are hairless, while others have shaggy mane and beards of almost root-like consistency. Due to their sloping stances, short legs and long arms many of their kind prefer to walk in an almost quadrupedal stance often using their arms to help them maneuver. There is a certain similarity of their features to the Trogod race and it is often speculated that they are related in some way and diverged in ancient times.

Trolls love dark earthy places among roots, caverns and crevices of the earth and enjoy the secrets and smells of ground, and moss. They are often grumpy and very suspicious of other races that they often feel are spying on them, antagonizing them, or wish to steal their treasures.

Trolls of all sorts love alcohol, but do not do not have the proper knack for brewing it. People that make a habit of trading with Trolls or trespassing on their lands always have a cask or two at hand to use as gift or bribe.

In the lands of Verduria, Trolls are particularly vulnerable to several forms of fungus that grow over their backs, shoulders and sometimes forearms. It begins as a green mossy, velvety growth, but on particularly old or lazy trolls growths similar to miniature toadstools begin to sprout up.

Bog Trolls

Bog trolls are equally at home in land or in the water. They are leaner than other trolls and have webbed feet and claws that propel their bulk through the swampy pools and marshes. They also are noted for being able to hold their breath underwater for long periods of time. Bog Trolls often hunt partially submerged with

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only their eyes protruding while they approach their prey.

Bog Trolls are very territorial and often create wide pools by piling wood and mud to dam up waterways. These pools are legendary for their vast abundance of fish and anglers dream of finding Troll ponds unattended. They often live in burrows and hallows in and under the root systems of the huge trees abutting their pools. Bog Trolls often spend time gathering amber at the bottom of lakes and bogs and their fabled amber hoards are highly sought after by merchant and thief alike.

They are highly suspicious of trespassers and generally assume that any visitors to their ponds or territory are thieves, which is often the case. For some reason Bog Trolls and Kweeg goblins often get on well together, and are found as guests in one another's communities.

Bog Troll:

Characteristic	*Roll*	*Average*
STR	3d6+12	22-23
CON	2d6+6	13
SIZ	4d6+12	26
INT	2d6+3	9
POW	3d6	10-11
DEX	3d6	10-11
APP	1d6	10-11

Move: 8/ Swim 6
Hit Points: 20
Damage Bonus: +2D6
Armor: 2pt skin
Attacks: Club 45% D10+2+db (crushing)
Claw 50% D6+db (bleeding)
Fish Spear D8 +db (impaling)
Skills: Dodge 35%, Sense (Smell) 55%, Spot 55%, Swim 70%.
Powers: Bog trolls rarely practice magic, but when they do, they generally become talented in the water glyph.

Cave Trolls

Cave Trolls are much duller and more brutish than other trolls. They often live in caves or under roots of giant trees. They are similar in size and appearance to bog trolls, although slightly shorter, squatter, and lack the features that allow their cousins to move so well in the water. Cave trolls are sometimes taken in by other more clever tribes of trolls or people who value their strength and fighting ability. Stone trolls often keep several cave trolls to help them with their stone or metal work or to guard their holes. Kuzi often use cave trolls to guard their steadings or ally with them to go on raids. Sometimes cave trolls are even adopted by Trogod communities for their strength and fighting abilities. Cave trolls almost never use magic but are quit fascinated by those that do. Instead they prefer to rely on their strength and size.

Cave Troll



Characteristic	*Roll*	*Average*
STR	3d6+12	22-23
CON	2d6+6	13
SIZ	4d6+12	26
INT	1d6+3	6-7
POW	3d6	10-11
DEX	3d6	10-11
APP	1d6	10-11

Move: 8
Hit Points: 20
Damage Bonus: +2D6
Armor: 2pt skin
Attacks: Club 45% D10+2+db (crushing)
Claw 50% D6+db (bleeding)
Skills: Dodge 35%, Sense (Smell) 65%, Spot 35%.

Stone Trolls

Stone trolls are short, squat and powerfully built. They only stand about the height of a man, but are twice as broad and have only short waddly legs. Their powerful arms are quite long for their proportions and they often use them to help them move when hunched over and moving through low caves or if they have to move with any speed.

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Stone trolls generally dwell deep underground and in earthy caverns and caves in the Scarps or Skyshelf Mountains. They rarely leave their homes and do not like to travel in the jungles of the deep Green. They are quite good at mining and stonework of all sorts, and are often accomplished metal workers and blacksmiths. Trolls value gems highly and love to set them into their metal works. The beauty of Troll-wrought weapons armor and jewelry is the stuff of legend.



In demeanor Stone trolls are usually argumentative, grumpy and quit suspicious of other tribes and peoples. None the less they are often open to flattery and love gifts and good story telling; especially stories that include caverns or troll made weapons. Some particularly polite traders have made small fortunes dealing with Stone trolls when armed with good stories and good brew.

Stone Trolls:

Characteristic	*Roll*	*Average*
STR	3d6+6	16-17
CON	2d6+7	14
SIZ	3d6+3	13-14
INT	2d6+6	13
POW	3d6	10-11
DEX	3d6	10-11
APP	3d6	10-11

Move: 6
Hit Points: 20
Damage Bonus: +d4
Armor: 2 pt. skin + often metal armor, particularly on their forearms.
Attacks: Hammer 60%, d10+db
Fist 55% D4 +db
Skills: Blacksmith 40%, Craft Stone 40%, Sense (Smell) 40%, Appraise 70%.
Powers: Stone Trolls often are talented in the Earth Glyph.

Roll	*location*	*average*
1-4	Rleg	5/2
5-8	Lleg	5/2
9-11	Abdomen	5/2
12	Chest	6/2
13-15	Rarm	5/8
16-18	Larm	5/8
19-20	Head	5/2

CREATURES OF THE UNE

"I've seen things you've only seen in your nightmares. Things you can't even imagine. Things you can't even see. There are things that hunt you in the night. Then something screams. Then you hear them eating, and you hope to God that you're not dessert. Afraid? You don't even know what afraid is."
- Jumangi

Many of the following creatures were originally created or twisted with forbidden alchemies and necromancy of the Unec glyph. As such their natures are very chaotic and discordant and many variation and mutations are possible within a given species. The stats listed here should be used as rough guidelines and not hard rules. Many Unec creatures of similar race will be fully intelligent while others may have only bestial reasoning abilities. Often there is a large variation in size, strength and even number of limbs and appendages between individuals. Gm's may want to use the Chaotic feature chart in BRP, p. 353 to further individualized their Unec Creations.

Agrogs

Agrogs are vile crossbreeds of man and arachnid that are said to have been created by the chilling unec glyphs. The agrog mothers are thought to be the original created race but they have learned to pro-create and birth foul spawn of their own. The mothers take the shape of hulking bulbous spiders that sometimes have man-like facial features, arms or even whole torsos. They are incredibly intelligent and wield all manner of hateful magics dealing with webs and poisons. They are particularly proficient in necromancy.

The mothers lord over a lesser race of agrogs that some think to be a male version of agrog, and others, the great spider's children. These are man-sized, more humanoid in appearance, but are still horrible to behold, often mutated, and obviously marked by their heritage. They are known as Shadow Children or web-runners and are used as agents and slaves by their



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mothers who are also their gods.

Agrogs are almost always accompanied by broods of various gigantic spider types. Many are slightly malformed. It is not known whether the Mothers actually give birth to these spiders or somehow mutate normal spiders into these monstrosities and keep them as pets. Quite possibly, both are true.

Perhaps the most chilling aspect of the agrog mothers is their ability to tap or slowly drain the spiritual essence of a creature while they drink its blood, adding the magic power of their victim to their own. Furthermore, a victim drained in such a fashion is usually brought back to un-life by the agrog's necromancy as a husk zombie.

Husk zombies are then used as slaves by the agrogs. Often they guard agrog territory, but at times they are used as cannon fodder or to drive prey into agrog webs.

Agrogs, particularly the mothers, need a decent amount of fresh blood to stay alive and generally do not kill their victims outright. Often their victims will be poisoned and kept alive for long periods of time while the Agrogs slowly feed.

Agrog Mother:

Characteristic	*Roll*	*Average*
STR	4D6+9	23
CON	2D6+9	16
SIZ	4D6+9	23
INT	2d6+6	13
POW	d6+12	15-16
DEX	3D6	10–11
APP	1D6	3-4

Move: 8/8 through trees **Hit Points:** 20
Damage Bonus: +2D6 **Armor:** 5-point Chitin
Attacks: Bite 55%, 2D6+db (bleeding) +poison
Spear 55%, 1D8+db (impaling)
Jabber/forearm 65%, d8+db (impaling)
Webb spit 65% (Entangle)
Agrogs may attack twice per round with their jabbing attack as well as attack 5 strike ranks later with any other weapon.

Skills: Dodge 40%, Sense 70%, Spot 55%, Track 55%, Climb 90%
Powers: Poisin: Pot: 13, Loss of d6 Str per turn. When Str =0 character falls into a coma.
Agrogs Mothers usually know Une magic, usually a form of necromancy.
Agrog Mother's shapes and sizes vary. Some simply resemble large spiders

D20	**Hit Location**	**AP/HP**
1	Right Fourth Leg	5/4
2	Left Fourth Leg	5/4
3	Right Third Leg	5/4
4	Left Third Leg	5/4
5-11	Abdomen	5/8
12	Right Second Leg	5/4
13	Left Second Leg	5/4
14	Right First Leg	5/4
15	Left First Leg	5/4
16-20	Head	5/7

Shadow Children

Characteristic	*Roll*	*Average*
STR	2d6+6	13
CON	2d6+6	13
SIZ	3d6	10-11
INT	2d6+3	10
POW	3d6	10-11
DEX	3d6+6	16-17
APP	1d6	3-4

Move: 10/ 8 climbing **Hit Points:** 12
Damage Bonus: d4 **Armor:** 3 pt skin
Attacks: Scythe-stalks: 50% d8+db (Bleeding)
Bonespear 40% d6+1+db (impaling)
Bite 60% d4+1+1/2 db
Net 40%
Shadow Children can attack twice per round, once with upper scythe-stalks and once with lower hand held weapons usually bone spears.

Skills: Climb 90%, Hide 45%, Jump 45%, Listen 40%, Spot 45%, Stealth 50%

Roll	*Location*	*Average*
1-2	Right Leg	3/4
3-4	Left Leg	3/4
5-6	Abdomen	3/4
7	Chest	3/5
8-9	Upper Right Arm	3/3
10-11	Upper Left Arm	3/3
12-13	Lower Right Arm	3/3
14-15	Lower Left Arm	3/3
16-17	Right Scythe-Stalk	3/3
18-19	Left Scythe-Stalk	3/3
20	Head	3/4

Husk Zombie(Human):

Use the Zombie entry from BRP on pp. 350.



Chiloptera (Chilops)

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Originally a subspecies of the Trogod race, the chiloptera are humanoids with strong bat-like features. Where-as goblins practice totemism, and take on subtle habits and features of their totems, many chiloptera have totally mutated into a different race half-goblin: half-bat. Their heads resemble that of a bat with pig-like snouts and long ears. Some breeds are hairy while others are totally hairless and have an unwholesome, almost undead look to them. They are very nasty, brutal and insidious and are one of the most prolific of all the creatures of the Une. They often carry diseases and "poison" their weapons with guano. Some chiloptera have been known to grow proto-wings and are capable of flight..

The influence of the Une has made the race unstable and the size and shape as well as the intelligence of the chilops vary a great deal. Some rare chiloptera are not humanoid at all but rather resemble a giant bat than anything resembling a man.
To confuse matters more, the chilops often keep giant bats as pets as sometimes it is hard to tell the difference between master and pet.



STR	2d6+3	10
CON	3d6	10-11
SIZ	2d6+3	10
INT	2d6+3	10
POW	3d6	10-11
DEX	2d6+6	13
APP	1d6	3-4

Move: 10 **Hit Points:** 11
Damage Bonus: none **Armor:** none- Sometimes bits of leather
Attacks:
Spear 40%, d8+2
Skills: Spot 35%, Listen 45%, Sense 30%, Dodge 30%, Climb 35%.
Powers: Usually none, sometimes a shaman or priest will learn variations of the Un-glyph.

Location	*Roll*	*AP/HP*
Rleg	1-4	1/4
Lleg	5-8	1/4
Abdomen	9-11	1/4
Chest	12	1/5
Rarm	13-15	1/3
Larm	16-18	1/3
Head	19-20	*1*/4

Chiloptera		
Characteristic	*Roll*	*Average*

Larvic Gallu

The sudden shock brought a single involuntary scream from her lips. And who can wonder! The thing thrust so unexpectedly before her eyes was hideous in the extreme.
The Monster Men, **Edgar- Rice Burroughs.**

The larvic gallu are ghoul-like creatures given life by unec necromancy. During gruesome ceremonies and rites, severed human heads are grafted onto the bodies of other host creatures, encased in fleshen sacks, and buried in cursed groves or other unholy sites. When the creature is re-awakened through necromancy it will have many of the features and general shape of the previous incarnation but with a bony, skull-like, ghoulish human head or face unnaturally grinning where its normal face would be. Larvic gallu of course vary tremendously in appearance and abilities. Vultures, monkeys and large felines are common hosts as well as giant insects including centipedes and scorpions. Some rare larvic gallu have limbs, tails, wings or other appendages from other creatures grafted on as well to make them even more deadly. Some of the more feared larvic gallu are Sphinxes and Manticores.

Larvic Gallu are carnivorous and crave flesh, particularly that of intelligent



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creatures. There are spells that can place them into a form of hibernation so that they need no food, but can awake when disturbed or under various other circumstances. While in this state they are often used as guardians of treasure, tombs or other places sacred to the une.

Although most larvic gallu have very clever bestial intelligence, some are known to be fully intelligent, have the power of speech, and even learn to cast spells. These are particularly dangerous as they may learn the necromantic arts that allow them to propagate the species.

There is a theory that the older gallu are more advanced creations requiring more powerful magic, perhaps brought to un-life by the Azchirgnoth themselves in ages past. It is these older larvic gallu that are more intelligent and have the additional appendages and organic weaponry.

Larvic Gallu

When creating Larvic Gallu feel free to alter the creature in any way. The following is just a guideline. Use the states of the original or base creature with slight modification. Larvic Gallu' Str and Siz tend to be very close to if not the species maximum so Gm's may replace d6 with the maximum roll 6.

Characteristic	*Roll*
STR	As original creature, but replace one d6 with +6
CON	As original +2d6
SIZ	As original creature, but replace one d6 with +6
INT	3d6
POW	3d6
DEX	As original Creature

Note: Int of Larvic Gallu may count as "fixed Int" while others may be fully intelligent.



Rakshasas:

Rakshasa are thought to have created in ages past as an advanced form of Larvic Gallu. They appear as centaurs of sorts with a humanoid torso and long sinuous lower quarters of a giant centipede. Their armored tails end in poison stingers. Their sinuous lower bodies are able to wrap around trees and limbs making them excellent climbers and allowing them to maneuver far up in the heights. They prefer to attack from afar with bone bows and often coat their arrows with poison from their stingers.

Rakshasas:

Characteristic	*Roll*	*Average*
STR	2d6+12	17
CON	2d6+6	13
SIZ	3d6+12	21-22
INT	3d6	10-11
POW	3d6	10-11
DEX	2d6+6	1

Move: 6 (6 climbing) **Hit Points:**
Damage Bonus: D6 **Armor:** 6pt skin
Attacks:
Composite Bow 50%, d8+1
Spear 40%, d10 +1+db
Tail 45%, d6+1+db +poison
Skills: Dodge 30%, Climb 95%,Hide 45%, Listen 45%, Sense 45%, Sneak 45%, Spot 45%,
Powers: Rakshasha's tail poison is equal to their Con in Potency. Usually none, but some may know variations of the Un-glyph.

Location	***Roll***	***AP/HP***
Tail	1-7	1/6
Abdomen	8-10	1/8
Chest	11-12	1/8
Rarm	13-15	1/5
Larm	16-18	1/5
Head	19-20	*1*/6

Thags (Black Trolls)

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It is unknown whether the Thag were originally a race of Trolls who succumbed to the power of the Une or whether some foul Magician created them changing their basic structure from poor captured trolls into the monstrosities they have become. Black trolls are notably fierce and bloodthirsty and have developed a taste for human flesh. They are foul, dirty and their breath is horribly noxious. They often can be smelled from a long way off. Thag are very often mutated with stunted, twisted or mutated features, often they have only one functional eye or ear and others have extra organs or appendages. Thag are not very clever; many have slightly more than animal intelligence. They are often used as cannon fodder for other Unec races.

Thag

Characteristic	*Roll*	*Average*
STR	3d6+12	22-23
CON	2d6+6	13
SIZ	4d6+12	26
INT	2d6	7
POW	3d6	10-11
DEX	2d6+3	10
APP	1d6	3-4

Move: 10
Hit Points: 20
Damage Bonus: +2d6
Armor: 3 point skin
Attacks: Club 35%, 1d10+2+db (crushing)
Skills: Dodge 35%, Sense 75%, Spot 35%.
Powers: Thag are able to regenerate from injuries. They heal 1D3 HP of damage per combat round, unless they are dead. If the optional hit location system is used, black trolls heal 1 HP per wounded hit location per combat round. If a Thag is in sunlight, or if the damage was done by fire, it does not regenerate in this manner.

Writhan

The Writhan are highly magical and tainted creatures that have lurked in the deep forest shadows of the Green since the time of legends. It is said that they were once benevolent guardians of the land, but their pride, narcissism, and lust for power drove them to embrace the Unec arts.

Writhan appear as giant, deer headed humanoids. Their antlers are particularly sinuous, resemble twisted branches, and are often uneven and of disturbing shape. Their skin is usually covered in unnatural scar like symbols, glyphs and whorls.

Writhan are generally great prophets, missionaries, and practitioners of the une-runes and will often teach its secrets to those who come to them with sacrifices. Indeed, Writhan like to pass themselves off as misunderstood gods and have great powers of persuasion. Many secret covens or cults of the un-Glyph are found to have originated through Writhan teachings.

Writhan are very rare and there are only a small number within the confines of the Green. Many of them are named and known from ancient times. It is also said that some never fell to the Une, but still act as protectors of the forests.



Writhan

Characteristic	*Roll*	*Average*
STR	2d6+12	19
CON	1d6+12	15-16
SIZ	3D6+12	22-23
INT	4D6	14
POW	2D6+12	19
DEX	2D6+6	13
APP	4D6	14

Move: 11 **Hit Points:** 19
Damage Bonus: +2D6 **Armor:** 3 point skin
Attacks: Axe 60%, d8+2+2d6
Staff 70%, D8+2d6
Head Butt 60% d8+2d6

Skills: Dodge 40%, Sense 70%, Spot 55%, Track 55%, Climb 90%
Powers: Any particular manifestation of the un-glyph often the Une-Tree glyph. This works in all manners like the Wealding Glyph except that the gestures, components and effects of the spell are more grisly and warped.

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Glamour: *Writhan can present themselves with an strange, incredibly empathic aura. They may use this skill in a number of ways, but can only use the skill to affect one emotion at a time. Using Glamour costs one Pow and acts similar to casting a spell, but Writhan may do this naturally, no mystical gesturing or skill roll is necessary. Writhan often use this power in the following ways:*

1. To present a sense of awe, beauty and wonder in those viewing them. +40% to persuade or command rolls. People often find it hard to attack such beautiful magnificent creatures.

2. When they are angry they become incredibly terrible and furious and seem to grow in stature. This Generally stuns opponents who fail a Pow resistance test. This works as a one melee round Muddle spell. This effect can only be used once on a particular individual.

3. They are legendary for appearing pathetic, pitiful and misunderstood when they are in hopeless situations. Characters must attempt a Pow vs. Pow resistance in order to harm such a pathetic creature.

Skills: Command 65%, Dodge 45%, Insight 55%, Listen 60%, Persuade 75%, Spot 65%, Stealth 55%,

Ungluts

Writhan are sometimes accompanied by several lesser, more bestial versions of themselves called Unglutts. They are usually brothers or children of the Writhan and are much less clever. Many cannot speak but they are obviously subservient to greater Writhan kin. They are often very violent and love the thrill of slaughter. Unglutts generally have straight horns similar to a bull or antelope.

Unglutt

Characteristic	*Roll*	*Average*
STR	3D6+12	22-23
CON	1D6+12	15-16
SIZ	3D6+12	22-23
INT	2D6+1	8
POW	2D6+1	9
DEX	3D6	13
APP	2D6	7

Move: 11
Hit Points: 19

Damage Bonus: +2D6
Armor: 4 point skin
Attacks: Axe 50%, d8+2+2d6
Head Butt 60% d8+2d6
Skills: Dodge 40%, Sense 65%, Spot 45%.

Location	***Roll***	***Writhan***		***AP/HP***
Rleg	1-4	3/7		4/8
Lleg	5-8	3/7		4/8
Abdomen	9-11	3/7		4/8
Chest	12	3/8		4/10
Larm	13-15	3/5	4/6	
Rarm	16-18	3/5	4/6	
Head	19-20	3/7	4/8	

SUMMONED CREATURES

Elementals

Elementals are inherently magical and spiritual beings inhabiting and summoned from their natural substance. They manifest themselves in their particular element and can move freely within the substance and take a variety of shapes and forms.

They often inhabit areas that are spiritually, mystically or magically significant or sacred to their element. Some ancient and powerful binding spells have been known to tie them to a particular location as guardians. They are often found amongst ruins, in pools, caves, or high on mountain tops depending on their type. Elementals are extremely musical in nature and often move, form and respond to certain sounds. Elemental spirits can be bound into certain types of magical instruments and summoned into form when the instrument is played through the use of harmonic spells.

In order for a spell to summon an elemental there must be enough of the element present for the elemental to manifest in. This is generally not a problem with air elementals but may pose a problem for water or earth elemental summoning.

Elementals Hp's are equal to the average of their Siz and Pow. Because of their insubstantial nature and lack of vulnerable organs they do not take damage in the normal way. Their shape can be disrupted and broken up by attacks though. Normal weapons do their lowest possible damage plus the normal damage bonus. Weapons with spells and enchantments cast on them may add their magical bonuses. Full magic weapons may use their normal rolled damage, or not, depending on o the GM.

Water Elemental:

Water elementals often appear as transparent watery images of creatures of the seas, lakes or rivers. Occasionally they will have the shape of beautiful woman. Many often have a combination of features and appear as mermaids or half frogs. They are not solid forms however and can freely take on different shapes within their own element.

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Water Elementals

Small

Characteristic	*Roll*	*Average*
STR	1d6+6	9-10
(+1/2 Pow when fully submerged)		(15)
SIZ	1d6+6	9-10
INT	3D6	9-10
POW	1d6+6	9-10
DEX	3d6	10-11

Move: 8/12 in water
Hp: 10
Damage Bonus: (D4 submerged)

Medium

STR	1d6+12	15-16
(+1/2 Pow when fully submerged)		(22)
SIZ	1d6+12	15-16
INT	3d6	10-11
POW	2d6+6	13
DEX	3d6	10-11

Hp: 15
Move: 8/12 Swimming
Damage Bonus: d4 (d6 Submerged)

Large

STR	1d6+18	21-22
(+1/2 Pow when fully submerged)		(30)
SIZ	1d6+18	21-22
INT	3D6	10-11
POW	3d6+6	16-17
DEX	3d6	10-11

Hp: 19
Move: 8 (12 swimming)
Damage bonus: 2d6
Armor: None, has special damage resistant rules as per elemental.

Attacks: Pummel Dex x3, d3+ Damage Bonus
Drowning 50%, special (see below)

Skills: Dodge 50%, Language (Summoner's) 75%, Navigate 100%, Sense 50%, Spot 50%, Swim 100%.

Powers:
Spells: *A water elemental can cast the spells: Current Purify and Heal at their Pow x 5 for the normal Power point cost.*

When fully submersed Water elementals are much stronger and may add half their Power to their Strength characteristic.

They are apt at, and often used, for propelling boats through waters. They may greatly affect the speed and handling of boats of up to 3 meters per 10 Strength they possess. Water elementals should use their submerged Strength for determining the size of boat they can affect.

A water elemental has a chance of rusting any normal metal weapon or warping any wooden weapon striking it. If a character successfully strikes a water elemental with a metallic weapon, he or she must make a resistance roll of the weapon's HP vs. the water elemental's Pow. If the weapon's roll fails, it rusts (losing 2 HP and with a –1 to damage) or warps (-1 HP, -5% to hit). If it succeeds, it is unaffected. This roll needs only to be made once at the first successful strike in a round, and it applies to weapons with spells temporarily cast upon them, but not magical weapons.

A water elemental may, at the cost of its own life, utterly destroy an earth elemental of equivalent strength.

To drown an opponent, a water elemental engulfs the target's mouth and nose in a bubble of water. If it has succeeded in a touch attack, all further drowning attacks against the target are Easy until the target has either broken free or is dead. See the rules for drowning on page 218 of Chapter Seven: Spot Rules. This attack costs the water elemental an equivalent number of HP to the damage inflicted on the target. It may cease the drowning attempt at any time.

While submerged, a water elemental can become invisible at will at the cost of 1 power point, though it will reappear if commanded by the summoner, or if it attacks someone.

While underwater, a water elemental can speak clearly to any within normal hearing range.



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Earth Elemental

Earth elementals appear in a hulking stocky humanoid form usually composed of hard packed dirt clods and stones. Their faces are generally broad and their features and bodies resemble unfinished or partially formed clay sculptures. Often in the Green they have a difficult time forming in the muddy soil and resemble melting wax as they try to hold their drippy bodies together.

Earth Elemental

Small

Characteristic	*Roll*	*Average*
STR	2d6+12	17
SIZ	1d6+6	9-10
INT	2d6	7
POW	1d6+6	9-10
DEX	2d6	7

Move: 6 **Hp:** 10
Damage Bonus:-

Medium

STR	2d6+18	25
SIZ	1d6+12	15-16
INT	2d6	7
POW	2d6+6	13
DEX	3d6	10-11

Hp: 14 **Move:** 6
Damage Bonus: d6

Large

STR	2d6+24	31
SIZ	1d6+18	21-22
INT	2d6	7
POW	3d6+6	16-17
DEX	3d6	10-11

Hp: 20 **Move:** 6
Damage bonus: 2d6

Armor: None, has special damage resistant rules as per elemental.
Attacks: Pummel Dex x3, d6+ Damage Bonus
Skills: Appraise 50%, Craft (Blacksmithing) 75%,Glyphic (Earth) Pow x 5%, Language(Summoner's) 25%.
Powers:
Magic: An earth elemental can cast the spells, Earthdrain, Earthstrike, or Wall of Earth at its POWx 5% for the regular power point cost.

An earth elemental can also sink into the ground and move at normal speed, emerging when it wishes. It can extend this ability to a character of it's SIZ or smaller, engulfing it and moving the character through the earth unharmed at the elemental's normal MOV rate. It will only do this with a willing character, but does not supply oxygen for the voyage. See the rules for asphyxiationon page 218 of Chapter Seven: Spot Rules.

Earth elementals have a chance of breaking any normal weapon made of metal. If a character successfully strikes an earth elemental with a metallic weapon, he or she must make a resistance roll of the weapon's HP vs. the earth elemental's Pow. If the weapon's roll fails, it automatically breaks. If it succeeds, it does not break. This roll needs only to be made once at the first successful strike in a round, and it applies to weapons with magic spells or sorcery temporarily cast upon them, but not magical weapons.

An earth elemental can also sink into the ground and move at normal speed, emerging when it wishes. It can extend this ability to a character of its SIZ or smaller, engulfing it and moving the character through the earth unharmed at the elemental's normal MOV rate. It will only do this with a willing character, but does not supply oxygen for the voyage.

Earth elementals are also aware of any precious metals or anything underground within their INT x 100 meters, but will only begrudgingly admit this, and must be convinced or commanded to go and retrieve these things. Use of this power costs the earth elemental a number of power points equal to the SIZ of the item brought back.



Dryadics

Dryadics are tree elementals and spirits that inhabit the Green. Outworlders often refer to them as fairies. They are often found in and around particularly magical trees or groves. Dryadics spirits are able to manifest in vegetable material and often take a bodily form from trees or wood. They are extremely protective of certain areas of forest but otherwise keep to themselves. Dryadics are often summoned and allied to wealding glyph users with the use of magical drums or flutes. Other users of magic have been known to enslave Dyadics with powerful bindings. Dryadics will know much about the trees and other flora in the regions of their origin, including the location and strength of healing plants and other valuable herbs in the vicinity.

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Summoned from cursed trees, some Dryadics have been twisted and diseased by the Une. These are a particularly malicious and deadly variety that will often manifest and attack living matter on sight.

The tree which moves some to tears of joy is in the eyes of others only a green thing that stands in the way. Some see Nature all ridicule and deformity, and some scarce see Nature at all. But to the eyes of the man of imagination, Nature is Imagination itself.

-William Blake

Gnarls

Gnarls are thick, heavy, and strong Dryadics formed from the boles of trees. Their skin is covered in thick bark and gnarled wood grain. They are often humanoid in shape and stooped with huge limbs and heavy club-like fists. The following stats are for humanoid gnarls.



Gnarl (1pts)

Characteristic	*Roll*	*Average*
STR	2D6+12	17
SIZ	1D6+6	9-10
INT	2D6	7
POW	1D6+6	9-10
DEX	2D6	7
Move: 8	**Hit Points:** 10	
Damage Bonus: d4	**Armor:** 3 point bark	

Gnarl (2 pts.)

Characteristic	*Roll*	*Average*
STR	2D6+18	25
SIZ	1D6+12	15-16
INT	2D6	7
POW	2D6+6	13
DEX	2D6	7
Move: 6	**Hit Points:** 14	
Damage Bonus: d6	**Armor:** 4 point Bark	

Garl (3 pts.)

Characteristic	*Roll*	*Average*
STR	2D6+18	31
SIZ	1D6+12	21-22
INT	2D6	7
POW	2D6+6	16-17
DEX	2D6	7
Move: 6	**Hit Points:** 19	
Damage Bonus: 2D6	**Armor:** 5 point Bark	

Attacks: Fist 45%, D6+db Crushing
Skills Listen 60%, Knowledge (Area) 50%, Singing 60%,
Powers: May only be affected by slashing weapon that will only do half rolled damage. Crushing and impaling weapons can only do a maximum of 1pt. of damage plus their damage bonus. Fire inflicts double its normal damage against Gnarls.

Canotila

Canotila are tree fairies about a foot long that look like a cross between a cricket and a leaf-winged walking stick. They are known to have many magical abilities and are seen as a good omen. Canotila cannot talk but can communicate through gestures chirping and buzzing sounds. They can allow a friendly magic user to see through their eyes.

Canotila (1pt):

Characteristic	*Roll*	*Average*
STR	d3	2
SIZ	d3	2
INT	2d6	10-11
POW	2d6+6	13
DEX	4d6	14

Move: 12
Hit Points: 8
Damage Bonus:-
Armor: 1 point bark
Attacks: Bite 40%, d3

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

Powers: Canotila can fly.
Wealding Glyph =Pow x5%. Canotila can cast the spells Camouflage, Muddle and Woodweave. They also have properties similar to a light bug and can light up an area as a torch.

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Spriggans

Spriggans are thin willowy dryadics appearing like woven lianas or twigs. They are extremely quick and agile. Some walk upright in crouching lopes while others use all four limbs for locomotion. Most stand on their hind limbs for combat. Spriggans have long branch-like slashing appendages that help them to climb and are very deadly weapons.

Spriggan (2pts):

Characteristic	*Roll*	*Average*
STR	2d6+6	13
SIZ	3d6+2	12-13
INT	3d6	10-11
POW	3d6	10-11
DEX	4d6	14

Move: 12 **Hit Points:** 11
Damage Bonus: D4 **Armor:** 3 point bark.
Attacks: Claw 65%, d8+1
Powers: Impaling weapons only do a max of 1 point of damage to Spriggans, but crushing and slashing weapons do full damage.

Skills:
Climb 100%, Dodge 35%, Hide 60%, Jump 70%, Sneak 45%.



The other trees of the forest did nothing to keep them back, so they made up their minds that only the first row of trees could bend down their branches, and that probably these were the policemen of the forest, and given this wonderful power in order to keep strangers out of it.

-Frank Baum, ***Wizard of Oz***

Thujah

Thujah cannot take shape as full bodily creatures, but rather manifest as a head or face in the trunks of trees. Their size and facial features differ greatly, some resemble grotesque totem pole like faces while other take on features that blend in or mimic the features of the tree they appear in. Thujah are known to be quit wise and have long memories. They also have the ability to tap into the memory of the tree they manifest in and will know what occurred in the general vicinity of the tree they awaken from. Thujah have widely different personalities. Some are sleepy old and wise and do not wish to be bothered. Others are gossips longing for new information, still others are quite malevolent and mean.

Thujah(1 point):

Characteristic	*Roll*	*Average*
Int	2d6+9	16
Pow	2d6+6	13

Skills: Knowledge (area) 80%, Preserving 90%,

Powers: Thujah generally know the Wealding Glyph at their Int + Pow x2 and can cast Hailshard or Writhvine . The effects of these spells will only work from the tree the Dryadic inhabits. Thujah often know or can be taught other spells. Wealding magic users sometimes use the Memory (Int) of bound Thujah as a form of Grimiore.

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V. ROLEPLAYING IN THE GREEN

Although the Green is a very specific and limited setting, a wide variety of styles of campaign, with varying plots moods and character are possible within its narrow boundaries.

Into the Green.

Characters could all be made up as outsiders, outworlders, coming into the Green for the first time. This is a great way to begin. Characters may have heard tales of the Green, but will view it for the first time through the descriptions of the GM. The strangeness of the environment would be all-new to them. They could simply have mercenary motives or they could be trying to seek some lost knowledge or item of power. They may find themselves helping an Enarch establish a trading empire worth of fortune in ivory, spices or resin. How will they interact with the rival tribes and people of the Green? By making alliances with some they may alienate or make downright enemies of others.

Exploration of Lost Worlds is not a new idea and GMs will find a plethora of early sci-fi and adventure books and movies to give them ideas for this sort of campaign. The gods of fantasy and sci-fi literature; Burroughs, Howard, Verne, Doyle, and a host of others have laid their plows to this fertile soil and have left a bounty of great ideas and story seeds for GMs to harvest.

Originating in the Green

Characters could all originate within the Green and form similar or allied backgrounds. Parties consisting of Nefara, Tree Children, or Morpa can form a party strongly allied with nature and trees. Their natural foes could be Ichorites who are delving deeper into The Green and possibly defoliating forests and trespassing in sacred places and groves.

Ichorites, Sooli, Gwali, Mamprusi, and possibly a pirate or two could form a different character base. These characters could be driven by love of money and be hired by powerful factions from outside The Green or by the Enarchs and Riverlords. How far would these mercenary types be driven in their lust for the bounty of the forest? Would their blundering go unanswered by the many tribes who hold Verduria as their sacred home?

Conversely this type of character set could be working to establish a trading network through The Green that is beneficial and profitable to many inhabitants or settlements. Of course if characters are trading with one people or tribe, rival tribes may want to halt the new influx of money and technology to their long time enemies and raid or plunder the newcomers.



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The Mix

There is something satisfying about allowing characters to formulate all the weird types of characters they desire, creating a strange hodge-podge of individuals. This is almost a staple of fantasy literature. Unfortunately, it is not always easy for a GM to come up with believable reasons characters from diverse background would work together. The Nefira and particularly Adossians are good glue to hold the group together. Money is always a good motivator. Ichorites traditionally pay high prices for items in The Green and they could unite a party of varying skills and backgrounds to better insure the success of many of their expeditions.

MOOD AND STYLE

There are several different moods and styles of play that suit the Green. The following are just a few

Horror

This is like a scene out of a horror movie
My god, this is like a moment from a horror movie.
This is precisely the moment where the mutation or beast will attempt to kill an unlikable side character.
***- Lady in the Water,* (Harry Farber)**

The Green has the many of the elements of early horror or dinosaur books and movies. A clever GM could, through clever use of suspense and storytelling, try to capture the stark terror that many of the giant creatures that dwell in the Green would have on a mere human mortal.

If that is not enough, the mere existence of the some of the Unec creatures should freeze the characters blood. Many of the normal inhabitants of the Green (Trogod, Mamprusi) can and should be portrayed as weird, bloodthirsty or even downright horrific in their own right. When characters become used to the terrifying fauna and weird tribal customs of The Green, throw in some of the unec brood to really unsettle them. Try not to use unec creatures as mere axe fodder. Build them up through rumors and possibly find the remains of a raid or ritual first.

Hints: Try to make the adventure as mundane as possible with long descriptions of the scenery and haggling over trade goods, this will enhance the horrific parts. Spend a lot of time with rumors and foreshadowing. When traveling through the Green, make sure you roll and check your dice often as if hungry creatures are watching just beyond the visible foliage. Describe various sounds or silences often and have characters make many listen and spot checks even when nothing is there. If possible play suspenseful music in the background to enhance the mood.

This style probably works best with characters who are coming into Verduria for the first time or possibly if they are marooned or shipwrecked. Human characters with more mundane skills and backgrounds would work best. The GM may want to incorporate the insanity rules when running this type of campaign.

Mythic

The trees of Verduria hold an ancient and intense magic interwoven with the creatures and peoples that reside under their boughs. In a mythic campaign the inherent magic of the land should hold the spotlight. Most intelligent creatures should use magic, and their beliefs, stories, and actions should reflect their magical nature. The *Ancients* (see p.111) should be used often and one of their number may act as a patron or even an enemy for adventurers. The overall mood and feel of the story may seem a bit like a fairy tail, fable or even a Jim Henson or Disney movie. The Gm may want certain animals or even trees to be able to speak and aid or hinder characters along their way. Players may be encouraged to create characters from non-human backgrounds where they can revel in the strange beliefs and cultures. Most characters should have magic. Allow players to explain how each of their spells are cast and what components they use to bring about the effects. In this sort of campaign humans could be the outsiders with strange traditions and using weird and horrible technologies to defile the land. Give magical hints or warnings to the characters often through dreams or contact with totemic or tree spirits or possibly even the ancients. Plots should center around threats to nature and the forest itself uniting the different tribes and factions and giving them a common enemy. Common antagonists could be the Ichorites, the ancient evil of the Une, or even mankind in general.

Heroic

In the Heroic campaign characters are or will soon become subject of legends themselves. They should be great warriors and magicians from their respected tribes. Players should be encouraged to have at least one Adossian in the party as their nature fits this style well. Nefarites in general make good fodder for a heroic campaign. A common theme could be the uniting of various enemy tribes and peoples to fight a greater threat (the theme of the Adossian and Nefarite legends). Again, creatures of the Une make great opponents or even the pirates or Drazidians along the Sable River. Characters should be encouraged to do extraordinary things. Fortune favors this type of character and the GM should allow them to bend the rules of reality slightly. Vines can be always handy for characters to swing from. Help may come from an unnoticed direction when characters are in need. Allow them to find legendary magic weapons and other items to enhance the epic flavor. Encourage players to boast and recall their deeds before councils, Reeves, and Kings and give them bonuses if the players do and epic job of telling the story.

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Adapting the Green to existing worlds.

GMs may want to use the Green as setting that can be visited by characters from other fantasy worlds. This is encouraged. With little effort a GM should be able to place the Green at the edge of their homebrew setting or existing game world. Optimally the Green should be placed somewhere a good long ocean journey away from most Mediterranean or European type continents. It should fill a role similar to that of the New World American or African type continent- far away, hard to get to, and yet full of new spices, trade goods and ideas, bringing fortunes to those who can return home with their ships full of the valuable commodities of Verduria.

Pre-existing characters originating in other settings can find themselves in this strange verdant world in a number of ways. It would be easy for characters to find jobs as mercenary sell swords for explorers, merchants, or Ichorites heading to the Green. Just as easily they could end up with a band of pirates, possibly with *Painted Hand* affiliations. In order to avoid the authorities they sail out of known waters and end up on the emerald shores either by accident or by design.

Perhaps the character's ship smashes on the Storm Teeth and they find themselves washed up on the shores of The Green, knowing little of their verdant surrounding or the deadly creatures that dwell under the trees.

Another possibility would be to have the characters travel through the portals or gates located in the Sky-Shelf Mountains in the back of The Green. In this case they would have to quickly learn how to survive in the strange environment.

A GM who wants to match The Green to their existing campaign or world must make several adjustments and answer a few questions. First, they have to decide the role of characters that have existing powers. Sorcery, Magic, and Psychic can be used, but how will these powers interact, or be viewed by the Glyphic magic users of the Green?

Another important question is, who are the Ichorites and who outside The Green is supporting their research and explorations? This could be any powerful magic society or merchant's guild that would have the resources to send ships to the far off lands.

Using the Green with non-Fantasy settings.

The Green will of course not work very well with true-to-life, historical, earth-based settings, but the lush jungles of Verduria may fit in nicely with games that have a certain sci-fi bend. Much of early sci-fi incorporated stories where certain hardy individuals were marooned or traveled to lost continents or possibly to the center of the earth to adventure in primordial and otherwise undiscovered lands. Explorers during the Napoleonic era, Victorian era, or even the 1920's could find the Green similar to a Pelucidar or Skull Island. (It would not even be a long stretch for keepers of a Cthulhu campaign to use The Green as a form of Dreamlands scenario).

Space campaigns, particularly those with a lot of planet jumping, may be able to incorporate the Green into their stories. Verduria could be a planet off the traditional trade routes, where new and exciting medical products and drugs are being discovered and harvested. In a produce starved universe the luscious bounty from the Green could feed many other worlds. The Ichorites would need to be adjusted to scientists and Sci-fi explorers. They could zoom up and down the rivers in anti-gravity skiffs, but must take to bough and bog to explore the densest jungles under the canopies where the most interesting, valuable products can be found. Huge inflatable rafts could be dropped by flying craft over the canopy to allow scientist or agricultural workers to harvest the abundance of fruits and produce (this is even done on a small scale in our rain forests of today). How would the creatures and cultures of the Green view these technology and science armed intruders?

Adjusting the Green to a sci-fi world may require a lot of work and many of the creatures would need to be adjusted to be less magical and more science-based. Much of the Glyphic magic chapters may be ignored…or not, based on the GM's vision.

DESCRIBING REGIONS OF THE GREEN

The height of the trees and the thickness of the boles exceeded anything which I in my town-bred life could have imagined, shooting upwards in magnificent columns until, at an enormous distance above our heads, we could dimly discern the spot where they threw out their side-branches into Gothic upward curves which coalesced to form one great matted roof of verdure, through which only an occasional golden ray of sunshine shot downwards to trace a thin dazzling line of light amidst the majestic obscurity.

-Sir Arthur Conan Doyle, *The Lost World*

Traveling the Bough Roads

Other than the great rivers, the bough roads are the primary thoroughfares and arteries of the Green. No one really knows how they came to be or who make them, but stories of the Tree Children suggest that they were manufactured by the magic of the Amber king and his folk in long ago times.

Bough roads generally run at the level of the *forkings* where the limbs grow wide and stout. The branches of trees are grown out of the boles roughly even with one another and extending in both directions. These branches then grow very close to extending branches on the next tree where the gap can be traverse with a single step or even a small jump. On

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well-traveled bough roads, small bridges are built over the gaps to make traveling easier. The trunks of many trees at the road level are hollowed out making a tunnel to the other side. On other trees travelers must step around the bole or between forks to continue through to the opposite limbs. In most cases stepping from limb to limb and tree to tree was designed to be quite easy.

Most bough roads are ancient and more than a few have fallen into disrepair. In some places the main boughs have fallen and there are gaps on the road where travelers must go around by climbing out and around or up into the foragings to get across. In other places the boughs have sagged a great deal and run low into the root world or even so low as to sag to the water and root level. Some roads are even made to run along the roots for long stretches before rising back up into the trees. This is particularly true in the Southern and eastern areas of the Green where the trees tend to grow to smaller height and their limbs are not as enormous.

In the lands of the Nefarite reaves, the main roads are generally well kept. Rangers, foragers, or Adossians often patrol and repair fallen sections of roads. Every ten or fifteen miles there are small inns or settlements built close to the Road and if that is lacking there are small shelters, lean toos or hallowed out boles for travelers to rest in.

Outside the lands of the Reeves the bough roads are generally in poor repair and much more dangerous. The tunnels through the trunks are often chosen as dens for the many creepy, slimy denizens of The Green. Limbs are often shaky and there are generally large portions that are overgrown or the connecting limbs have fallen or are missing entirely. Adventures traveling these lesser-used bough roads should beware.



Other than the primary bough roads, there are scores of smaller tree paths that intersect with bough roads and lead to settlements, ruins, favorite hunting spots, islands, clearings or other locations. These tree paths generally follow the easiest route through thickets, limbs, and trees and are usually much more structurally dangerous and considerably less direct than the primary bough roads.

Travelling the root world.

For miles uncounted the forest stood supreme. Giant trees reached their branches heavenward, fighting for sunlight and fresh air. Beneath their dense foliage existed another world than that of the open sky above- the twilight of the forest floor. There the cool gloom was broken only by scattered rays of sunlight that crept through the ceiling above, to melt upon the thick bed of leaf mold and pine needles which covered the floor. No undergrowth flourished, except in spots where an arboreal giant had fallen and torn a gap in the forest roof, through which yellow sunlight streamed. The for a short time a cerement of underbrush might thrive on the rich humus beside the decaying trunk , until the branches above refilled the gulf and strangled the life-giving rays.

- Karl Edward Wagner, Bloodstone.

The root world is a dark, damp, mossy place and often very treacherous to traverse. There are stable paths along the roots and leading from island to island in places, but for the most part those on foot will soon find themselves blocked by mazes of lakes, pools, mud bogs and streams and their progress slowed to a crawl as they wade through bogs and leap from root to root. Huge vine-covered fallen limbs and branches often cross pathways and form footfalls and sinkholes over the usually soggy ground.

Similarly, there are canals and small waterway that meander through the woody maze and allow boat travel, but for the most part boats will often find their way blocked by tangles of giant roots, long islands, muddy shallows, and fallen foliage from above. Sometimes during the height of the rainy season the floods rise high enough that boat travel is much more reasonable and much of the floor of the Green becomes a great lake. Trappers and voyages wait for these times when they can get their coracles and shallow bottomed skiffs deep into unexplored areas where foraging and hunting is best.

In areas where the big trees grow the wet ground and seasonal flooding often creates wooden hallows and caverns, some of extensive size, to open

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underneath the roots. While some are merely damp and dark, others are flooded and form grottos. All sorts of creatures that enjoy damp, dark places often inhabit these root caves.

GM's should use the varied ground to their own purposes. Certain adventures and stories may call for solid ground, but in others the terrain may be very wet or even totally submerged and quite deep. Often the terrain is maze-like with channels between roots and islands allowing challenges for boats and foot traffic alike. Similarly bough roads and branches between trees propose their own labyrinthine problems for adventurers.



Marshes and Deltas

We were in the middle of a broad and now sluggish river the banks of which were lined by giant, arboraceous ferns, raising their might fronds fifty, one hundred, two hundred feet into the quiet air.
-Edgar Rice Burroughs,
The Land that Time Forgot

Most people enter the Green through the Great estuaries and deltas of the Rivers. These lands are soggy and variable seas of reeds and huge cattails. Small islands and thickets of mangroves sometimes break the land. In many places bamboo like cattails and river weeds grow as large and as tall as small trees, and can form almost solid walls on either sides of the channels. Navigation away from the main river becomes very difficult and treacherous. The rivulets that are the main roads of these marshlands are labyrinthine and often change with the seasons; some twist for miles and lead nowhere.

Trees

Then there appeared confounded together and intermixed, the trees of such varied lands, specimens of the vegetation of every part of the globe; … It was enough to drive the most ingenious classifier of the upper regions out of his mind, and to upset all his received ideas about botany.

-Jewels Verne, Journey *to the Center of the Earth*

Many trees in the Green resemble terrestrial trees, but are much bigger and have more extensive knees and root systems to anchor them to the swampy ground. Most of the really big trees will host a cornucopia of other life including all sorts of moss, fungus, flowers, ivy, and lianas that will climb and even root on the bigger trees. Naturalists would find that trees from varying climates all seem to thrive in the Green. The following is a limited list of trees that are common to the Green, or are important to role-playing and the economy of Verduria.

Cedars/Cyprus: Cedars grow in abundance in the swampy areas of the deep green. They are often tapped for cedar oil which has a pleasing fragrance and is used as an insect repellant.

Curtain Fig Tree. These huge banyan-like trees grow together and form curtains and web-like walls of solid wood. Some Curtain Fig colonies stretch for hundreds of yards creating entire cave systems of wood. Some varieties of Curtain Fig trees have adapted to the watery environment and send their roots through shallow water and into the muddy soil below. This swamp variety often forms watery grottos between their roots that are often used by rivermen as well as all manner of crawly creatures for homes and shelter. Natives of the Green call these caverns and root systems *rootwhorls*.

Godthorn Tree:
The very rare Godthorn trees grow high on the cliff faces of the Skyreach Mountains that border the Green. They are smaller in size than most trees of The Green. Incense made from Godthorn resin can be used to make highly sought after elixirs that can prolong life as well as having other magical effects. Godthorn sap is one of the most highly sought after product of the Green.

Green Oaks: The big oaks of Verduria grow to a height of about 250 feet. They spread a huge canopy. Their lower boughs often run laterally for a good distance before reaching skyward making for ideal bough roads and tree settlements.

Reachtrees: These are the giants of the Green and can grow to almost 400 feet. They resemble sequoias. Nefara often build their settlement near at least one of these monsters so they can use it as a kind of main

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mast to support their rope lines above their village and hanging gardens in the canopies of smaller trees.

Thicket trees: These trees do not grow as high as other trees but spread out quickly so the canopy lies directly in, or directly over the roots. Thicket trees grow densely together and their limbs spread erratically in dense walls of green foliage blocking out the sun and preventing any other trees from growing below them. They are easily climbed but it is difficult to move laterally through thicket trees with any speed. Thicket stands make perfect lairs for outlaws and wild creatures that cannot climb directly up the trunks of the bigger trees.

Swamp Palm: these trees grow in the hot swampy regions near the coast. They are known for their dates. They are milked for sap and are known for their healing properties.

Tombgrove Trees: Tombgrove trees generally grow in small stands and have large trunks that reach up to 50 feet in diameter. The deadwood in the center of the tombwood tree is often eaten away by parasites and / or rotted away leaving hollow wooden caves at high levels in the canopy. These tree caverns make for excellent shelter for all manner of creatures. Since the Verdurian ground is often marshy, many tribes and traditions use the caverns of the tombgrove trees to bury their dead.

Weirding tree: The Weirding are a very rare, magical, and prized variety of small woody vine-like trees that are unique to the Green. They are small and could not reach the sunlight by their own power but instead take root along and on the boughs of some of the larger trees of the Green where they can reach life-giving rays. They grow on the larger trees in a symbiotic relationship were the wood of their roots entwines and combines with the grain of the host tree. Wierding trees draw nutrients and water from the host tree and in return seem to strengthen the host tree and add to its health with a strong magic. Weirding trees are highly sought after for the production of potions and as well as for magical staves. Wood from the Wierding is often combined with other woods strengthening them and infusing them with magical power.



SECRETS

The following section is background and details for the default setting. GMs placing the Green in existing game worlds may want to ignore this section or adjust it to fit their own worlds.

Outworlders.

There are several factions of powerful outworlders that are making inroads into the Green.

The Guild of Merchants: This is a trading co-op/ alliance created between several powerful merchant princes and families. Although the Guild officially operates as a single entity, most ships are owned by and expeditions sponsored by individual families within the Guild. These families often covertly compete with one another economically and politically if not militarily. Many explorers, adventurers, and ichorites within The Green are usually sponsored by one family or another or even the Guild generally.

The three main families have interests in Verduria are the House Trebuchete, and House Vincincio and to a lesser extent House Orteza. Each have sponsored Ichorite conclaves and expeditions into the emerald land and are outwardly working together, but secretly vying for a greater hold and better trade routes and profits. The further from civilization the competitors become, the more heated the rivalry becomes. So many rival Ichorites have even been known to openly fight one another for regional claims on particular abundant herbal groves as well as secret ingredients or formulae.

Sombrian Guild: To complicated matters, the Guild of Merchants often hires mages and alchemists from the Sombrian Guild, a magical order, as mercenaries and magical protection. Often the Sombrians have their own agenda in the Green. Many sages of the Sombrian guild have a lust for particular branches of knowledge, including new magics and magical items and have been

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known to lead their own expeditions into the Green. They have become very curious about the Gates, the Ancients, and many of the magical woods, and herbs that seem to be originating in the strange land.

The Drazidians: The Rockhorn, overlooking and controlling the Sable River is home to Irkaz the Drazidian and his people. Although most of the Drazidians generally keep to themselves, their influence is strong over the Sable River and occasionally a few of their number will venture out of their rocky stronghold in The Green on some unknown mysterious agendas. It is widely rumored that ships belonging to House Orteza often trade with the Drazidians, but they deny the charge.

Pirates: The Green is also home to many pirate bands. One of these, the Painted Hand is headquartered along the Sable River, but there are others, some belonging to renegade or other disenfranchised merchant houses that prey indiscriminately on ships in the region.

The Gates

One of the most persistent legends of the Green deal with the gates or portals that are said to lie in caverns deep in the Skyshelf Mountains. It is said that these mystical gates are doorways that lead to other places both in the known world and to entirely different universes. The Nefira claim that their ancestors entered Verduria by using the magic of the gates. With the power of these portals ancient sorcerers were able to gain incredible power from creatures from other worlds. Many ancient esoteric manuscripts still survive that describe how these gates can be used.

The Nefara themselves hold that their forebears came through gates located beyond the peaks that they call the Gate Teeth at the headwaters of the Tundell River. Their own records say little about the mysterious portals except that they were extremely dangerous and that their ancestors were anxious to get away from the area and put distance between themselves and the gates as soon as they could.

A second set of gates are said to exist beyond the Demon's Teeth. Many hold that much of the Unec influence in this area is due to the presence of these gates.

The Ichorites and other merchant powers are extremely interested in any rumors about the portals. They dream of learning how to use the gates and open up a superhighway to transport goods from The Green to more civilized lands. Numerous expeditions have tried to find them but very few have ever returned. Those report dangerous creatures living in ruins and deep caves and even labyrinthine tunnels that lead into the mountains, but none seem to have found the Gates themselves.

The Urminsul

According to the traditions of the Witawealds, the Urminsul were several very magical trees that held up the sky. Their acorns and nuts gave birth to the various other Giant trees that grow to enormous heights throughout the Green. They were cut down by users of the Une who sucked the sap and much of the health from the trees before they were driven back by the legendary being known as the Amber King.

Scattered throughout the Green are the felled stumps and branches of truly gigantic trees which must have dwarfed even the huge monsters which now grow in the swamps. Usually all that remains of the Urminsul are the wide stumps and the monolithic fragments of moss covered boles stretching for hundreds of yards through thick overgrowth. The land around the Urminsul is even more thickly forested than other areas and usually a good many reach trees grow in the area as well as valued stands of wierding trees.

The area around the Urminsul is sacred to Wealding users and particularly to the Frelmick tribes of Tree Children. The whereabouts of the fallen trees are well kept secrets and no Witawealds would willingly reveal the location. Those deep in the lore of trees often travel to the Urmunsul to perform rites or ceremonies at the stump of the prehistoric trees. Indeed, Wealding enchantments cast in this area are said to be particularly fortuitous, strong and healthy.

The Ancients

Me? I've had so many names. Old names that only the wind and the trees can pronounce. I am the mountain, the forest and the earth. I am... I am a faun.
-Pan's Labyrinth, (Pan)

There are numerous tales in the Green of the Ancients-beings or people that inhabited the Green in ages past. Most legends depict the Ancients as incredibly wise, powerful, and somewhat dangerous. It is said that they are the scribers of glyphs and that they first passed the glyphic language and magic to man.

The Three Sisters

Various rumors and legends of the Three Sisters inhabit every culture in Verduria. Their form varies greatly in these myths, often they are haggard, elderly woman, other times they are beautiful temptresses with serpentine lower bodies, yet other times they are Gorgons with snake-like hair.

The stories often depict the Three Sisters as defenders of the Green against the foul forces of the Une. They are often bearers of harsh tidings and unfavorable truths. In some stories they give great gifts

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of power or insight to questing heroes, but because of their terrible nature, these gifts often come with heavy burdens. In the most well known of their myths the Sisters summon the Jade Dragon to defend the Green from the power of the Une but then loose their hold on the monster. The Three Sisters are associated with the earth and darkness, and have strong totem-like influence dealing with frogs, serpents, and other poisonous creatures. They are said to be very wise in legends, lore, and magic, but more importantly it is said that they have the ability to scry and portend the near future. It is whispered that the Sisters still dwell somewhere along the headwaters of the Sable river. The violent tribes that inhabit the region hold that three elderly crones, that they name Gilti, Raga and Boginki, still dwell deep in the bogs. They also maintain that these magical wise-women should not be disturbed under any circumstances.



Silinytis, The Amber King.
Many of the older tales in the Green refer to the Amber King- the lord of bough and leaf who once ruled over the Verduria. He is often given credit for the making of the bough roads. The legends that refer to Silinytis all agree that he died long ago albeit in different fashions. He is still often honored though, and many sculptures and tree carvings are still made in his likeness. He is either depicted as a slim elfin featured man with pointy ears and a garland of flowers or an old powerful bearded man with vines, leaves and roots in his hair or beard.

The Hermit
Many tales and legends refer to the old mysterious man, sometimes called the Hooded Stranger or the Old Man of the Forest. The Hermit is said to dwell within a cave, or tree hallow somewhere in the deep forests of Verduria. He is said to be wise and contemplative as well as a well versed in lore of the forest and the magic of Trees.

The Hermit is often referred to in the Adossian stories, and is said to have taught Nyreada the powers of the Arrowdancer's Glyph. Many have sought him for advice and have found nothing, but other claim to have seen him or walked with him for a while under the boughs, not knowing who he was. Stories about the Hermit are often referred to in Witaweald traditions and, Tree Children speak of him often. He is often called the Nemoren.

Ratatosker (the Secret Whisperer)
In legends Ratatosker is a squirrel that often shared secrets and gave warnings to heroes. He often spoke in rhymes and riddles, and in some stories he is wise and helpful, but in others seems to be more of a trickster character. In the later stories he acts as a messenger of the Hermit. Because of the Ratatosker legends, squirrels are thought to be a good omen to travelers and adventurers in the Green. Many adventurers and old timers of the Green still tell tales of a chattering squirrel that warned them of some peril or aided them when lost.

The Dwarf: Kerpykius
In the legends Kerpykius is curmudgeonly dwarf dwelling on a mobile island in the deep Green. In the center of his island is a great mossy tree whose great roots are able to paddle or "walk" the island from place to place. In the tales the tree grows numerous mosses and lichens that have magical and medicinal powers. Kerpykius himself is depicted as a great alchemist and potion brewer and is said to know the powers of all the roots, lichens, mosses and vines in Verduria. Many say that Kerpykius still dwells out among the deep swamps and there are many who maintain that they have seen his island moving around in the distance, gloom, and night.

The Blind Watcher: Won-je of the Portals
High up in the Skyshelves, beyond the Gate Teeth are a series of ruins and caves that lead deep into the roots of the mountians. It is believed that doorways to other parts of this world and even to other worlds appear and vanish deep within these caverns. Many stories say that there was once a blind little man of great knowledge who watched over the Gates and could control them by playing a twisted wooden flute. Sometimes Won-je could draw magical beings or items from the gates but when he slept or wavered bad things could come through the portals. Some that have been brave enough to enter the gate caves hold that they have met a small twisted old man of incredible magical power deep in the caverns.

Meliae, The Nymph, Frogwoman, the Fountain of Gossip:
Meliae is a Nymph who is thought to dwell in the rivers and pools of The Green. She is sometimes depicted as dangerous and jealous. In other myths she pulls drowning or wounded heroes from the water and revives them, sometimes bestowing magical gifts upon them. Her greatest role in myth is in defeating the Green Dragon (see below) by drowning him or filling his gullet with water.

The Gwali refer to her as the Frog maiden and some of their depictions portray her lower portions as those of a frog. They hold that she originally taught them the secrets of magic. Some Frog eaters claim to have seen her in spirit dreams. To Weywenders she represents the knowledge of the rivers and is often referred to as the Fountain of Gossip.

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Using the Ancients in Play

The ancients are not Gods but mighty beings that inhabit the literature and myths of Verduria. The art of The Green is highly influenced by their character and stories. The ancients are carved, engraved and painted on trees, buildings, and weapons. Songs often include references and stories of the ancients and their wisdom. These should be used to add flavor to any campaign.

The characters are themselves heroes by right and many game masters may want to include one Ancient or the other in play to make their game seem more epic or mythic. Ratatosker in the form of a talking squirrel can be the mouthpiece of the game master to the players giving them hints when they are on the wrong track or to point out traps or dangers. Characters in search of knowledge may visit Kerpykius, the Three Sisters, or the Hermit in search of knowledge, a new magic, or a special potion. Whole adventure cycles can be based on locating and visiting the Ancients. They should be portrayed as very, very powerful and mysterious. They generally do not like to be bothered and may ask for horrible favors in return for any knowledge they convey.

Many scholars from outside the Green are particularly interested in the Ancients. There are legends from outside The Green about an extinct ancient race called the Shea who taught the secrets of glyphs to mankind. There is great speculation that the Ancients may be surviving members of the Shea race. Ichorites are particularly interested in the Dwarf Kerpykius and the secret knowledge of potions he may pass on.



The Shea

Not all of us have sat at historians' feet, but all have learned fable and myth at their mothers' knees.
-Lord Dunsany, *Book of Wonder*

According to history written outside the Green, there was once a race who pre-dated mankind called the Shea. It is said the Shea first taught mankind the arts of writing and magic. Long ago the last of the Shea passed from memory and live only in legends.

Legends say that many of the last Shea boarded ships and sailed to lands beyond the sea. Many scholars who are familiar with the legends of Verduria think that long ago these Shea may have landed in the Green. There is much speculation among Outworld sages that some of the Ancients and the tales that surround them may actually be referring to the lost races of the Shea.

Dauchiet: The most well known and revered of the Shea was Dauchiet. He was a philosopher and healer, and was known to pass on many secrets to mankind. It is said that he founded the earliest order of magic among the infant race. His teachings are still popular in the Green with the Nefira and the Outworlders. The Brotherhood of Dauchiet still follow his teachings to this day.

Thromak: Thromak was a legendary warrior, weapon-smith, and builder that helped mankind fight against the first incursions of the Une. Whole cycles of songs and stories are still sung about his exploits, especially for his fight with the man-made god called the Une-King, or for defeating a Trogod Chieftain and gaining the power of the Bear Totem. Thromak was slain long ago, but his legend still lives on and whole tribes of people hold him as their hero and claim him as their ancestor. It is said that he first taught the secrets of the Earthen Glyphs to mankind to help them fight the minions of the Une. Thromak is a legendary figure both in the outside world as well as within the Green.

Koru-Su: Koru-Su is an ancient sorcerer whose name is still spoken in hushed tones. Stories say that he began studying forbidden arts and made contact with beings from beyond the Gates. They whispered to him and made promises in return for favors. For this, he was excommunicated from Shea society, and in his exile Koru-su built a fortress and made good on his agreements with the gate whisperers. He was said to have developed control over the mysteries of life and death, and created twisted perversions of things that exist between the definitions. It is said that the Une was born of this. With this army of twisted slaves, Koru-su made war on the Shea, destroying their cities, scattering their people, and hunting them to virtual extinction. Koru-su was finally trapped and killed deep in his mountain fortress by the last alli-

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ance of Shea heroes, but his legend and influence still lie like a heavy shadow over the world.

The Azchirgnoth:
When Koru-su was slain the few surviving Shea left the world, sailing away into the unknown. The generals of Koru-Su, quickly established their own kingdoms, and enslaved the known world. These new rulers, powerful thaumaturgists in their own right, are known as the Azchirgnoth.

Through the use of divination and the power of the Gates, some of the Azchirgnoth followed the Shea into the Green bringing the influence of the Une into the pristine, garden land. A long fought war erupted between the Shea and the Azchirgnoth. This war, recounted in many Verdurian myths, saw the creation of the Une-king, the virtual extinction of the Shea, the death of the Amber king and the summoning of the Jade Dragon. Divining their own defeat, the Azchirgnoth began building vast curse-protected tombs and underground complexes for themselves in the ravines and rocky heights of the Skyshelves. There, it is said, they rest to this day waiting for a ripe time to awaken and spread their rule over the land.



The Spirit Totems

In a similar way that other cultures emulate heroes of the past, the Trogod culture revolves around the emulation of their species archetype. The legends vary from tribe to tribe, however all seem to speak of a before time or the "Dawning" when animals had lords who ruled over their own kind. In a way, Trogod see themselves as servants or caretakers of these beings, helping them tending over their kind.

Some believe that these great beings were slain long ago and that their spirits live on and occasionally visit the living world. Others believe that they live on today but prefer to withdraw their presence from the view of other cultures, shedding the guise of a common creature only to those that serve them or in times of great need. Regardless if they exist as living beings or spirits of the long dead, those of their tradition believe that they have a personal relationship with totems and claim to receive guidance from them.

The Jade Dragon (Jade Serpent, or the Hydra)

Almost every culture in Verduria relates nightmarish myths about a deadly green serpent that once looped its coils around the trees of the forest land. It was said to have many heads that competed with one another to bring a venomous death to any living thing it encountered. Many of the moss-draped ziggurats still bear witness to this vengeful terror of the ancient past.

The narrative of the Jade Dragon ties into many other legends of the Green. In the more common traditions the Hydra is summoned through the gates by the Ancients known as the Three Sisters in a desperate gamble to defeat the powers of the Une. In their foolishness or pride the Sisters think they can control the Dragon through their arts, but the Hydra's voracious hunger cannot be controlled and it breaks the bonding leash and escapes into the jungle and brings death to the green land.

In other myths still, the Jade Dragon is the natural balance that keeps the world together, consuming both good and evil in a torrent of lust and death. Unec creatures in particular are said to fear the ziggurats and other places of the Dragon and believe the serpent was set forth to slay and terrorize them. Indeed inscriptions and statuary on many of the ziggurats depict the hydra dismembering and poisoning creatures that can only be of Unec origin. Some also hold that the people who built the ziggurats gave living sacrifices to the dragon to appease his hunger and to get the monster to protect them or do their bidding.

The Gwali hold that Melaie the Nymph finally ended the bloody reign of the Hydra in a great quenching flood that pried open the dragons mouths and filled its gullet with purifying waters, either drowning the serpent, or at least sating its hunger and banishing it to the land below the roots.

Many still say that they have seen the Jade Dragon surfacing on lakes and rivers or have seen the shadows of a giant serpent with many necks lurking beyond the trees. It is rumored that deep in the lower Green and unknown lands of the south, there is city dedicated to the Jade Serpent and that people still worship him in horrific and brutal ways.

Unec Gods

"I've seen things you've only seen in your nightmares. Things you can't even imagine. Things you can't even see. There are things that hunt you in the night. Then something screams. Then you hear them eating, and you hope to God that you're not dessert. Afraid? You don't even know what afraid is."

-Jumangi

Unec creatures and those that practice the Unec arts are often polytheistic and worship a pantheon of gods. The myth and traditions are often mixed between the gods of the Une and certain of the Azchirgnothic rulers who lived in the upper parts of the Green in ages past. Some stories of these gods refer to supposed historic events in the Green. It is unclear where myth and reality diverge. It is unknown whether the unec gods are the actual being summoned through the gates or simply manifestations or spirits of past beings who once worshiped these gods. It is evident though, that in return for worship, foul

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rites, and often blood sacrifice, these gods or spirits often grant power, magic and otherwise.

Almcer
(*The Shadow that Slays-. The Scythed Whisperer-Queen of the Darkened Blade- The Blood Huntress)*
This Demonesse personifies Darkness and death. She is often depicted as a shadow with a dagger and sometimes with fangs. Sometimes she is portrayed with a snake body like a lamia and other times she portrayed as a spider. There are a number of death cults that emulate Almcer. Her worship is also popular with Agrogs and Rakshasha.

Druaga- Lord of the living death:
(The Une Giver- The Gate Whisperer- Gate Breaker-the Eternal Shadow- The Black Seer- Une-king.
It is said that Druaga is the first of the Unec-Gods to enter the world. He was summoned through the gates by the sorcerer Koru-su, in return he promised the gift of eternal life. He made good on his promise and supplied the secrets of the Une-Death Glyph providing for the undead. In the past he was summoned and inhabited the form of a giant zombie and was slain by the hero Thromak. He is the teacher of spells related to the Une, particularly spells that deal with the undead, commanding and controlling other unec creatures or spells that involve the Gates themselves.

Karma-Zotuoi-The Bat:
(*The Fangwing- Eater of Zoats- Lord of the Blood Feast)* In Trogod legend Karma-Zotuoi is a demon who killed and impersonated the the bat totemic spirit and corrupted the Trogod clans who practiced the bat totem. Chiloptera still revere Karma-Zotuoi as other Trogod revere their totemic animals.

Kosharo (*The Writher of trees-He that bends life-The Second Womb- The Limb Giver- Twister of Ways-The Father and Mother of Discord).*
Kosharo is the second of the Une god to be summoned through the gates. He represents Discord and Chaos and most of all Mutation. He is often called to defile, inhabit, and mutate trees and animals.



Timeline

-1800 *Teaching of mankind. Dauchiet passes to mankind the secrets of writing and magic.*

-1650 The rise of Koru-su.

-1500 The Shea assult Koru-su and slay him deep in his fortress. Remaining Shea get on boats and travel over the seas. The Azchirgnoth Rein begins. Thromak remains and teaches the Earthen Glyphs to mankind.

Settlement of the Green
-1500 Shea arrive on the shores of the Green. They find that the land is magically enhanced by the power of the Urmunsul.
-The bough roads are first made. Many structures along the roads and rivers are created.

-1300- 1250 Through divination the Azchirgnoth pursue the Shea and arrive through gates at the back of the Green. They begin enslaving men and building fortresses. Great Greenic (ongoing) war begins. The Shea hold coastal land. The Azchirgnoth hold the mountains where they build fortresses and often raid out of them. Men are taught Glyphs and magic by both the Shea and Azchirgnoth. Trogod of the Bat Totem are turned and enslaved to the Une.

-1250-1200
Azchirgnoth bring forth a zombie-god called the Une-king who attacks the Urminsul and defiles the land. The Amber king is killed. Thromak arrives in the Green and slays the Une-king. The three sisters awaken the Jade Dragon and set the monster on the Azchirgnoth.

-1200-1000 Azchirgnoth are hunted by the Hydra. They begin to build vast tombs and bury themselves in the sepulchers.
-Azchirgnoth kingdoms are invaded by unstoppable Thuron Tribes.

-1000- Reign of the Jade Dragon. The Shea seem to disappear. The races and tribes of the Green go to war to sedate the Jade Dragon with their sacrifices. *The Thuron Empire begins expanding.*

-625-500 Apocalypse arrives in the form of diseases and the Great Flood. The Green is purged and the Dragon Drowned. Much of the coastline falls into the sea. The rivers change course. Mankind is scattered and makes war on one another.

-300 Thuron Explorers arrive in the Green. The first Enarch holds are established. Drazidian pirates arrive on the Rockhorn. *The Thuron Empire erupts in civil wars.*

-225- 200 Nefarites come into the Green through the Gates. *New merchant empires form from the remains of the Thuron Empire*.

-200- 175 The Legendary Journeys of Adoss begin and the Nefarites expand. Unec powers invaid the Green from the Demon's Teeth. Adoss unites many warring factions in the Green and defeats the Une at a heavy cost.

-175-100 Irkaze the Drazidian arrives at the Rockhorn and takes the fortress city for his own. The First of the new outworlders arrive and begin to explore the Green and make contact with the Enarch Riverlords.

-100 Trade with the outside world is clearly established. Merchant houses and other powerful outwolrd factions take interest and begin to compete for exclusive trading rights to various tribes, rivers and settlements.

The number preceding the note is the approximate number of years from the present that the event occured

Italics denote events that happened outside the Green.

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ECONOMY

I'll need a good rope, a hunting knife, and a soft piece of leather.
Edgar Rice Burroughs-*Tarzan and the Valley of Gold*

The economy of the Green is based on a complex bartering system and most transactions do not involve coin; metal itself is a valuable and somewhat rare commodity in Verduria. But as the Green is influenced more and more by the outside world a monetary system has developed.

Rings: Large rings made of a bronze alloy are a valuable commodity and are used as the principal "coin" of the Nefarites. Rings are often sewn into armor, clothing, and harnesses not only for the added protection but also for tree climbers to attach themselves to belay lines. Rings sewed to garments also make less noise than purses or bags of coin. If rings are needed as money they are simply clipped off the garment. A harness filled with rings or ring mail hauberk denotes great wealth among the Nefara. Sometimes these rings are cut in portions to make bits, which are generally worth half a ring, but tree dwelling people are loath to do this as it makes the "coin" less useful.

Guilders: Smaller but of roughly the same value as Bronze rings are silver Guilders of the outside world. Many river people and pirates tend to prefer guilders, as they are more valuable in the outside world.

Crowns: a small gold coin from the outside world roughly the value of 10 guilders.

Adders: These are large silver Coins commonly found in the ruins throughout Verduria, worth 5 guilders each. Occasionally someone will find a hoard of these and they will be plentiful for a while. They are decorated with the likeness of an adder.

Cobras: These are large gold coins. They are worth 20 Guilders each. Like adders they are often found in ancient grave sights and ruins. These coins are of course decorated with the image of a Cobra.

Amber: Naturally occurring amber in the Green holds a faint magical hue and is very valued substance. It varies in price based on size, color and opacity. Most Amber is traded in thumb-sized nuggets and may be exchanged for roughly 30 rings or guilders per piece. Outworlders in particular are usually very glad to deal in amber as it is rare and highly valued outside the Green. Amber is particularly malleable to magic and is often used in the manufacture of magical items. Furthermore some amber has inherent magical properties (see below).

Amber

The most valued amber contains particles of insects or vegetable matter sealed within it. Through the centuries the amber has trapped and enhanced the power of these organisms within its hold. Characters who find this type of amber may attune it by spending several hours concentrating on the item and expending magic points equal to the Pow of the amber. From that point on the character may use the powers of the amber as long as they hold it or maintain close physical contact with it. Amber is often set into and worn as amulets, rings and other jewelry.

Amber containing Insects and other Creatures.

Amber containing insects or other small creatures maintains, as well as enhances, the Pow and Int of the original entombed creature. This amber may be used in *one* of the following ways determined by the character when the item is attuned.

Pow Storage: Each piece of amber can store d6+d4 points of power. The character must fill the amber with their own power points as if casting a spell. Once the amber is filled characters may regain their power in the normal fashion and use the amber to power spells as a form of power point battery. Once the power is used the amber will not regenerate power on its own, but must be refilled by the attuned character.

Spell Storing: Each piece of amber can hold the knowledge of up to 2d6 Int in levels of spells. These spells are kept as if in ready memory for the character attuned to the amber.

Amber containing plant matter

Some amber has bits of vegetable matter, leafs, twigs, and bark within its holds. Amber with these items grants special magical abilities to those that have attuned them and use them as amulets. The following are some of the more common varieties.

Power Reinforcing This type of amber will add its Pow to a caster's when trying to overcome an enemy in a Pow vs. Pow Resistance Test. This amber generally has 1d3 power.

Power Resisting: This type of amber will add its Power to a character's when defending in a Pow vs.Pow Resistance test. This amber generally has 1d3 Power.

Protection: Protective amber grants the character limited invulnerability and acts as an invisible shield

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or armor at a level equal to its Pow. Protective amber generally has 1d4 Pow.

Durative Amber: Doubles the duration of spells cast through it.

Catseye Amber: Allows the bearer to see in the dark. It may also be used to cast the *spirit sight* spell at the cost of one magic point.

Health Amber: When worn as an amulet this amber will add its power to the Constitution to its wearer against any Con resistance tests, particularly diseases and poisons. This amber normally has a Pow of 1d6.

Healing Amber: This amber is usually used to make amulets and attuned by healers. The amber is then placed on the neck of the sick or wounded. All first successful First Aid roles or healing spells may add one point to the damage they heal.



Ivory: Many different types of bone, horn and ivory are used as trade items in the Green and shipped to the outer world where they can demand high prices. Like Amber, bone is a preferred medium in working enchantments, particularly among totemists.

Jade: Jade is a common gemstone in the Green. It is often mined in the Scarps and carved and sculpted into jewelry, ornaments and even weapons. Jade "buttons" are sometimes sculpted and used as a currency. Each Jade button is worth roughly 5 guilders.

Other Produce

The Green is teaming with all kinds of strange life. Among the plants and animals are a cornucopia of strange herbs, roots, nuts, flowers, fruits and insects that are particularly useful to mankind. Many of these are useful in their present state and may simply be picked or harvested as is. Others must be combined with other ingredients, refined or distilled in order to produce their desired effect.

Products of the Ichorites

Along with the healing balms, magical potions and spices, the ichorites deal with numerous incenses and perfumes that are highly valued and prized in the temples and fleshpots in the metropolises of the outer world.

Nefarite silk: This is a highly sought after fabric spun from the cocoons of tent worms that the Nefara have somewhat domesticated.

Cloth or Rope resin: This substance dries somewhat malleably and is applied to cloth, rope and even paper to waterproof it. This is quite important in the Green where the mists, rain and swamp water seem to be everywhere. People of the Green almost always carry cloaks and ponchos treated with this resin.

Boat resin: This product is used by the river peoples and corsairs to seal and waterproof their ships.

Hardening Resin: This is actually two different types of resin used together to harden bone, wood, horn and chitin to make better more durable armor, weapons tools, and ornaments. The first resin is applied at high temperatures and permeates the substance; the second resin is a hard coating that must be applied in layers. The outer layer often does not hold an edge well, so weapons made this way often require frequent sharpening.

Bladecoat: This is an oily substance that is applied to metal to keep it from corrosion.

Equipment

Weapons

Weapon makers of the Nefara, Togod and other peoples of the Green have traditionally used very hard wood or bone for the basis of their weaponry. With a mixture of heating and the application of resins they harden and sharpen the substance. It is then coated in shellac like substance that makes the weapon almost as durable as metal counterparts. This process works for various, axes, hammers, maces, spears, and daggers, and even short swords, but does not work for longer swords. If the GM wishes to incorporate these items they cost ½ the normal price, have 2/3 the normal Hp and do -1 damage against metal armor.

Metal weapons, armor, and other tools and implements are relatively rare in the Green as few peoples have the resources or technology to mine or work hard metals. There are a number of sources for iron or bronze weaponry in Verduria. Thromakites and Trolls have been the traditional source for such technology. Their weapons are painstakingly crafted and are legendary for their beauty and are often decorated with scrollwork and inlaid with precious stones. For years now the Enarchs of the River Stone and, more recently, many outworlders and Ichorites have begun a brisk trade in metal weapons and tools of all sorts. Their work and craftmenship is fuctional, but much less ornate and valued than the traditional metal work of the Trolls and Thromakites.

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New Weapons:

Ankus or Tree Hook: An ankus is a pick-like hammer used for climbing and fighting both. The point of the hammer is generally one long spike where the back of the haft has two bent hook points. Ankus are usually affixed to the wielders hand by a leather thong. Tree hooks add +10% to climbing skill for those skilled in their use.

Beast Glaive: Warders and Beastspeakers often use the beast glaive. It is a glaive that has a fork or a hook on its reverse side that can be used to immobilize the head or limbs of animals. Skilled users of the Beast Glaive may choose to *Entangle* on a special hit.

Broad Spear:
This is simply a short spear with a longer broader blade. It may be used with one or two hands.



Pelt Claws and Fang Fists:
Certain totemist traditions incorporate teeth, claws, and bones into claw-like weapons that are fastened and worn on the forearms. These differ in appearance and design from tradition to tradition and are painstakingly crafted using parts from the original totem animal. The fang fists of the Wazzakians are shield-like and worn in the off hand with a single long stabbing blade, whereas the Pelt Claws of Peruth Totemists have multiple hooked razor sharp blades. If used on both hands Pelt Claws can be used to add 10% to a Totemist's Climb Skill.

Waakstra: The waakstra is a common weapon among the non-metal using and tree societies of the Green. They are usually made with wood or large bone and resemble a cross between a boomerang, and kukri. They have a handle and a sharp cutting edge on the inside curve. They may be thrown, but do not return like a boomerang. Some incorporate a large knot of wood or stone to increase the weight.

Ichorite Crossbows: Many Ichorites often use special crossbows that have been modified to project grenades or globes filled with dust or liquid that smash releasing their contents. These crossbows have an inner firing groove for normal bolts and an upper, wider track for the specially made globes. Globes do not have the velocity of quarrels. When firing the globes crossbows only have half the normal range and are at –10% to hit. These Ichorite Crossbows cost twice the normal price and are generally not sold outside the ichorite conclaves.

Armor

Metal armor is still rare in the Green as it is not only uncommonly expensive it is also heavy and cumbersome and is generally impracticable on the water or in the trees. Not to mention it must be constantly polished to prevent corrosion. Still many outworlders still persist in wearing it and counting on its protection.

Most Denizens of the Green are very apt at making surprising resilient armor from a variety of skin, bone and chitin, which they harden with various resins and other treatments. The leatherwork of the Nefara is unrivaled in functionality as well as beauty and can fetch very high prices outside the Green.

Lacquered: This armor is created from particularly tough or thick hide, bone or chitin. It is then hardened and layered with shellacs and enamels to create particularly hard plate-like armor. It is similar to Cuirboilli but harder and more resilient.

Ridge Worm: The ridge worm is a centepede-like creature that is encased with a hard bone-like chitinous armor. The Chiton of the ridge worm takes particularly well to the hardening process used by the treefolk and can be shaped and then re-treated through a heating and enameling to produce a durable high quality armor that is light and fits snuggly. One species of ridge worm, the spined worm, is particularly valued because of the spiny, bone like protrusions and the whorled patterns that makes particularly beautiful armor.

Other Items:

Sagum: Tree people common carry Sagums or hooded cloaks that have been waterproofed with various resins. They are handy for a variety of reasons. They can be used to carry liquids or wrapped up as sacks. Sometimes they are used as nets. Most sagums are dull or ornamented with trees and are used as a camouflage covering. Most have reinforced rings that can be affixed to a rope which allows them to be used as a sling for raising and lowering items from

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trees. Most Sagums have a tasseled or roped edging that can be cut away to use as strings. There are many styles of Sagums, most of them are covered with leaf, branch, and rope-like designs that are quit attractive as well as operate as camouflage. When the weather is not rainy they are often worn over the shoulder and tied under the arm. Certain reeves, settlements, or even household each have distinctive designs and Nefara can often be identified by the distinct patterns of their Sagums.

Chirpers: Chirpers are small grasshopper like insect that make a loud chirping sound when they feel threatened. They have an acute sense of smell and are very aware of movements. Chirpers are widely used as alarm systems by people of the Green. Generally five chirpers are necessary to set up a successful perimeter: one below, one above and one in each of the four cardinal directions. Once placed, chirpers rarely move in the nighttime hours and then only several feet. Travelers generally carry chirpers in a protected pouch or bag filled with rotting leaves. At night they are placed around the trunk and branches to warn sleepers of danger. In the morning they can be collected and placed back into their pouch.

Harness: Most people who spend time in the heights of the trees carry special gear to aid their mobility and safety. A harness is made of leather straps incorporating bronze hooks and rings that can be easily attached to rope or vines to allow for greater safety or to free ones hands while climbing. Experienced bough walkers also attach weapons tools, packs and other equipment to their harness for easy access.

Foot spikes: These are portable spikes that can be added to footgear or sandals to make tree climbing easier. Proper Foot spikes will add 10% to climbing roles. Particularly well crafted spikes may add more.

Black Powder: The Ichorites and possibly other outworlders may have developed or have access to black powder technology. Gm's may or may not wish to include black powder weaponry in their settings. The default setting allows for outworlders, particularly the Ichorites, to have access to black powder and guns. Their technology is still quit primitive and includes matchlock and wheelock muskets and pistols.

Matchlocks are relatively common among Ichorites and their henchmen. To those who know their secrets, these weapons are quite simple to manufacture, load, and fire. They are jealously guarded though, often kept locked up, and only distributed when a conclave is in particular need.

Wheellocks are very intricate, highly prized possessions, usually only carried by the most wealthy and powerful individuals among the outworlders or ichorites. Only highly skilled specialists should be able to manufacture these weapons and then not with the primitive workshops of the Green. The firing mechanism requires a very expensive stone called Goldspark (Pyrite) that must be replaced often. Wheelocks should hold the value of prized and deadly magical items. (The stats in the appendix p.139 represent a fantasy version and not necessarily the real-world equivalent of wheelocks).

Black powder itself is not as easily made as its historical equivalent and the secrets of its creation are a valued secret of the Ichorites. Furthermore some of the primary ingredients are particularly hard to find and not easily accessible in Verduria. To complicate matters the wet environment of the Green is particularly detrimental to the powder as well as the matches. Both must be coated or sealed with wax or resin waterproofing if they are to be reliable. This process adds to the cost of ammunition.



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VI Adventuring Ideas and Story Seeds

Venturing:

This type of adventure has players travel to perilous and wondrous locations in search of rare items. Although this variety of adventure is pretty strait forward, it is very useful to get the players acclimated to the various cultures and the strange environment.

- Ichorite *venturers* hire on the players as guards or guides to travel far up river to its source in search of tradable commodities or legendary artifacts in the foothills of the Skysteps. In particular, they wish to obtain a Godthorn tree which grows in the rocker soils of the Skysteps or Plunder the cliff tombs lying high in the valley of the mountains

- Players are required by their tradition to find something at a sacred site or hunt a terrible creature and return with its hide in order to be rise to higher levels within their tradition.

- Players join an expedition seeking to find whether a rumor about the Three Sisters has any validity. They set out to make contact with a violent tribe to the south, preparing to offer trade or deliver violence in order to accomplish their goal.

- A player's tribe has come down with a rare infectious disease. The known remedy is a rare flower that grows in a deep, mostly uncharted, and dangerous area. The players must return with the herb in time before the tribe is wiped out!

- An outworld sage is curious about the similarities between the myths of the Ancients and an old civilization called Shea. Although he is not very experienced in with the perils of the Green; he has significant resources to pay for guides who can take him to acquire rubbings of the inscriptions on ruins littered throughout the flooded marshes of Verduria.

-A similar sage is trying to piece together the history of the Green and will pay high prices for valuable stories or information.

-A traditionalist crafter and enchanter wishes to obtain a magical stone cairn known as The Stone Fingers to enchant a device he has crafted. He is offering quality crafts for experienced guides and guards.

-Characters are compensated to travel with forest-goods to a Thromakite or a stone troll settlement to trade for raw metal, weapons or tools.

-Bog trolls have captured the son of an important chieftain. The trolls believe that he was trying to steal their hoard of amber. A rescue could be very profitable.

Une Hunt:

There is a serious infestation of unec creatures close to the adventurer's settlement. The Unec blight must be rooted out entirely. This is the type of adventure Adossians live for. The creatures may just be a small raiding party or they may have set up a cursed grove that is spreading its foul, tainted influence into the surrounding trees.

-A rich Adossian crafter and merchant has stumbled across an unec infestation. He must bring about its destruction before his tradition allows him to sleep under shelter again. He is no warrior though and is willing to pay high prices in goods or cash for stout fighters to slay and root out the evil.



-An Azchirgnoth tomb has been plundered. The tombs occupants have been awakened and are not happy.

-A Writhan has bamboozled a tribe or village into believing he is a god. He requires human sacrifice.

-A powerful band of Kuzi earth witches has begun practicing unec rites. Kuzi warriors have been sent out in search of sacrifices.

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New Settlement

A well-financed faction of outworlders or Ichorites has found a promising location along a river or tributary for creating a new trading settlement. Similarly, a young Nefarite reeve may be establishing a new settlement along the bough roads. They will need mercenaries and scouts to help reconnoiter, set up, and secure the new settlement or conclave. As the agents of the settlement characters may be required to perform the following tasks:

-Transport (and possibly hire) new artisans and other essential people to the new location.

-Establish first contact and trading negotiations with neighboring tribes and peoples.

-Explore a nearby ancient ruin.

-Kill a dangerous animal or monster that is threatening the settlement.

-Fight off threats and raids from neighboring peoples. This could be an ongoing feud made up of endless smaller encounters eventually requiring the adventurers to find and eliminate the stronghold of the enemy. (Nearby tribes could include various Trogod tribes, Mamprusi, Tree Children, Trolls or other human Tribes).

Other events:
-A bloody conflict may erupt between two local tribes. It is imperative that the settlement remains on friendly terms with both tribes.
-A cult faction of a nearby tribe is involved in nefarious activities possibly including human sacrifice.

-Competing venturing or ichorite factions are setting up operations nearby or trespassing on the new territory.

-A loved one or someone of importance is missing or has been captured.

-An empty riverboat is found drifting downstream. What happened to the crew?

Ichorites and Outworlders

The presence of Ichorites has disturbed the natural order of the forests. The Ichorites not only have problems with the indigenous populations, but often have conflicts with one another.

-Two different rival Ichorite sects have gone to war over a limited valuable resource or ingredient. The forests have become their battleground.

-A powerful band of outworlders decides to harvest a grove of Wierding trees for staves and other magical items. The grove is a treasured property of the local inhabitants and is heavily guarded.

-One faction of Ichorites has secretly hired characters to raid or hinder a rival group's efforts.

-A concalve of Ichorites have been using monkeys to test their alchemical experiments. Enraged Mamprusi have sworn to destroy them and feed the trees with their bones.

-An Ichorite concalve has been destroying sacred groves with fire and axe or otherwise defiling the forests to find valuable substances. Angered Tree Children or Wealdings have sworn to bring an end to this outrage.

Animal Hunt

-*Characters must slay or trap a dangerous animal for various reasons. This could be to prove their manhood or to use its skin for armor or bone for weapons (much armor in the Green is made from animal hides). Possibly the animal has been killing children, livestock, foragers, or travelers in the region.*



-A rich outworlder is paying high prices for live creatures that he intends to transport to civilization for a menagerie or gladiatorial spectacles.

-A representative of a mages guild is paying outlandish prices for tailed wyvern eggs. They have become very popular as familiars.

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New Outworlder Faction

Characters are hired on as mates on a ship sponsored by a merchant faction. The merchant house they are working for is a rival of many of the outworlder factions that are already established in the Green. Jealous of their rival's bounties, the character's patrons want to establish trade contacts of their own in the Green. The Characters will make up the bulk of shore parties that the ship sends into the Green. Adventurers could be required to:

-Gather ships stores. The voyage has used up much of the ship's supplies and food. Adventurers will need to forage and trade to restock the ship.

-Make good maps and chart rivers and waterways for further voyages.

-Establish trade contacts with different peoples and tribes or possibly negotiate treaties with existing ports or settlements.

-The ship will need to fight off attacks or raids from natives, rival outworlders, or pirates.

-Characters may need to travel overland to meet up with a known existing ally.

Other Rivalries

Many rivalries and ancient hatreds exist between the known races of the Green. The characters may become embroiled in these conflicts.

-A sacred animal or animal companion of the Trogod has been slain for their skin or pelt by human hunters.

-Renegade bands of tree children, Trogod, or Mamprusi have sworn to end human presence in the Green. They do not have the power or followers to bring this about totally, but they have been raiding and ambushing human caravans of venturers or merchants.

-The nephew of a Thromakite chieftain traveled into the Green on a great hunt to prove his manhood. His party was attacked and murdered by a Kuzi war band who took their scalps. The Kuzi are now taking their trophies to one of their earth witches to be used in trade and sacrifice. Vengeance must be fulfilled and the lock of hair returned to the body for proper burial. The Thromakites are unused to the Green and its ways and are few in number. Will the adventures aid the Thromakite avengers?

-River pirates have set up a base somewhere along one of the river systems and are picking off lightly guarded Merchants boats. Their hideout must be found and the threat ended.



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-Slavers have captured the daughter of a local Reeve or chieftain. She must be found and returned.

Festivals

There are many fairs, festivals, holidays and rendezvous that take place among the people and traditions of the Green. These can be used as the backdrops for adventures. Included among these are The Dance of Leaves, The Pagent of Trees, and TheFestival of Adoss among the Nefara, The Rites of the Trogod Moon for goblins, and the seasonal Rendezvous for the Riverfolk. Most of these festivals have various competitions that characters may participate in and prove their prowess as warriors, artisans, or adventurers.

Tree Festivals: Nefarite competitions usually include tree-climbing, bough running and jumping, rope swinging, obstacle courses, archery, quarterstaff and other weapon duels on narrow limbs (combatants are usually safely belayed by lines). All comers are entertained by the best of singers, storytellers, dancers, musicians and jugglers who come to vie for the prizes. The Nefarite also include crafting competitions for woodwork and garments as well as vast food preparation and tasting extravaganzas. The winners of these various games and events gain glory in their field and the prizes and laurels are coveted and highly sought after.
The Tree festivals often occur during sacred times for Nefarite traditions. Magic is in the air and many new converts are initiated or practitioners rose to higher positions during the festivals.

Rendezvous of the Rivermen: At certain times of the year as the Venturers are returning with their wares and prizes, the lords of the River holds host great banquets and trading festivals called Rendezvous where Venturers and Merchants can offer their products in a frenzy of barter and bargaining. These are similar to the Nefarite festivals in some ways and the River lords often try to outdo one another in grandeur and scope. Competitions involve boating, swimming, balancing and dueling on floating logs. There is also a pageant of monsters where hunters produce antlers, horns, teeth, claws or heads of the biggest creatures they killed during the season. These Rendezvous offer advertising opportunities for venturers and their skills. Ichorites or the Riverlords often hire the winners of these various competitions for their personal retinues.

Both the tree festivals and rendezvous offer a large series of trading booths for merchants and craftsmen to rent for a price to peddle their wares. Much bargaining and haggling is done and trade agreements for the following seasons are made during these festivals. It is also a good place for characters to buy and sell equipment and other rare items.

Possible Festival Events:
-Characters may compete in one or more competitions to prove their prowess and to gain fame. There may be bitter rivalries between varying factions that make matters more interesting.

-Several pilgrims are raided on their way to the festival and brutally killed, the characters must track down their killers, whether they be monsters, or jealous rivals in particular events.

-A prize-winning animal is stolen during the festival.

-A dark hooded stranger approaches the adventurers and offers to pay them to prevent a participant from competing.

-A stranger approaches adventurers who are successful in a competition and offers them a job.

-The evening after the first competition and much drinking, rival clans break into a huge brawl over a bad judging call. Characters are caught in the middle.

-Characters are hired by a famous artisan, merchant, or performer to guide and guard them on the way to the fair.

-Characters are pick-pocketed.

-Characters are accused of stealing something or cheating during the games.

-The smells of the roasting food has brought an uninvited guest to the festival. A huge monster (possibly a dinosaur) has attacked the festival and is wantonly slaying guests. Will the characters kill the creature and become heroes?

The Ancients

The strange beings known as the Ancients may become part of the adventurer's Saga.

-One of the characters keeps seeing a squirrel that seems to be talking to him. Is he going crazy?

-Characters are visited by Ratatosker the squirrel with a message from one of the ancients.

-Characters may have troubled dreams where one of the ancients keeps warning them of danger or summoning them to a specific location.

-One of the Ancients may request an audience at a particular location deep within the Green.

-Characters may be visited by one of the Ancients, disguised as a beggar or huntsman.

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-One of the ancients has lost a valuable magical item that could be very dangerous if it falls into the wrong hands.

-A rich Ichorite thinks he knows where Kyrpykius the Dwarf's Island is located. He is interested in seeing if the legends are true and need guides to get to the isolated place.

-In a long campaign one of the ancients act as the adventure's patrons functioning much like Shelba or Ningauble do to Faferd and the Grey Mouser.

-A great chieftain lies dieing of a poison or disease. Only Kyrpykius or the three sisters may know the cure. Will the adventurers accept the challenge?

-The harbinger of a new Unec threat has entered the Green. The characters may seek to rouse the Ancients to help preserve the land. Or possibly the Ancients know of the danger and are seeking great adventurers to help them prevent the oncoming apocalypse.

Other Possible Occurrences

Along the Rivers

-Jurate or Hydrathus is threatened by a large band of pirates or raiders.

-The Corsairs of the Painted Hand are up to something. Characters must infiltrate the piratical brotherhood to find out their secrets.

-A river island is controlled by a band of warlike mamprusi who have been pirating ships and causing mayhem.

-Agrogs have made a nest near a main river channel and are trapping boaters in their webs and using them to create husk zombies.

-The West Reeves have declared war on the Painted Hand and are promising vast amounts of loot to those who join them in their raids down the Sable River.

-Mysterious Black ships have been seen in the local waters. They are rumored to be owned by the Drazidians of the Rockhorn. What do they want and what business do they have?

Events in the Boughs

-Characters find a badly wounded Karee goblin, the last surviving member of a hunting band who have been attacked by Mamprusi. His dead companions are lying around in mangled heaps. The Trogod would be grateful to adventurers who aid him. He, of course, wants revenge.

-Various valuable herbs or products can be placed anywhere in the Green. Allow the characters to use their Preserving skills often.

-A curtain of lianas hides ancient monolithic carvings of heads. They could be magical or an important historical clue.

-A large wooden cave lies under the tangled roots of trees. Is there anything nasty hiding in the muddy murk below?

-Several dead bodies are nailed to trees. They wear the livery of a local Ichorite.

-Adventurers can hear the cries of a Neferite forager who lies close by. He has been stung by tailed wyverns. They still perch close by, waiting for their venom to take effect.

-A number of Belay lines are hanging of the bough road leading into the deep jungle.

-A valuable hunted animal crosses the party's path. It is obviously wounded and moving slowly. If the adventurers kill the animal, they will notice that the animal has a spearhead embedded in it. A Trogod hunting party follows shortly afterward. The Trogod will challenge the party and say that they shot the animal first and thus have right to it. They have been tracking it for several hours and will be easily angered.



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Appendix

I. New Spells:

Wealding

Glowmoss (1) *Range: Touch*
There is particular lichen that grows low on the trees in the green. This moss tends to give off a pale green glow. The spell Glowmoss temporarily heightens this glow to the brightness of a torch. The lichen is often wrapped around spears or staffs and used as light source. The moss gives off no heat. The spell lasts Pow x10 minutes and may be dimmed at the casters whim.

Hailshard (1-4) *Range: Powx3 Meters*
This spell causes trees to launch or fire thorns and spikes at an enemy. Each level of the spell causes one shard to be fired; each shard does d3+1 damage and has the users Dex x 3 chance of hitting a target. Hailshard must be cast close to wood or foliage to work.

Muddle (1) *Range: Pow x 3 Meters*
Works similar to the Sorcerer's spell Muddle (BRP, 132). Sound from a wooden drum, flute or even knocking on a hollow tree is necessary to cast this spell. A successful Play Drum or Flute roll will add +10% to the casters chances in the required resistance test.

Smokenut (1) *Range: Touch*
(Midnight, 132): To cast this spell a user must throw a prepared nut-like frond that in concert with the spell releases a smoky cloud of pollen that obscures vision. The caster may move the cloud 3m per turn as long as it is in sight, but does not need to "grasp" the cloud to move it. The nuts are often thrown at dangerous creatures/enemies.

Poisonthorn (2) Range*: Touch*
Poisonthorn allows a weapon to deliver poison more effectively. A spear, dart, or arrow with Poisonthorn cast on it that does not penetrate armor may roll an extra damage as if it impaled. The extra damage can be used to overcome armor but will only inflict a maximum of 1pt of damage (Just enough to inject the poison). Arrow must be prepared and smeared with poison.

Shapers Hand (variable) *Range: Touch*
This spell functions differently than the other charms and spells. It is cast as a character uses any Craft or Art skills involving wood. The woodworker may magically augment his Craft ability by spending as many power points he has available. For each point expended during the process the magician's Craft skill increases by one. In addition for each power point spent the crafter's chance to roll a special success also increases by one.

Woodmeld (2) *Range: Touch* (Make Fast) (Make Whole): This spell imitates the effects of both Make Fast and a permanent Make Whole but only works on trees and wooden objects. This spell is often used to splice smaller vines and trees onto the great boughs for a greater variation of products in tree gardens.

Wood Weave (4): *Range: Touch*
This spell allows a user to bend and shape wood, making it pliable. With this spell a witaweald can literally walk through or hide in the trunks of trees. If used in concert with the Durative suffix, this spell can allow for the bending of the great boughs of the Green. This spell is used for making bough roads and other tree shaping for settlements.

Writhvine (1-3) *Range: Pow x 3 meters.*
At level 1 this spell calls a vine or branch to the caster, or may allow the caster to easily throw a vine around a bough and make it fast from a distance. At level 3 Writhevine becomes (Unbreakable Bonds) Instead of using invisible chains this spell uses vines branches and foliage of the surrounding forest to form the bonds. As such it is only effective in forested areas but it does affect undead.

Physic

Sureness of Mind (1) *Range: Self*
The caster meditates on successfully completing his next skill attempt he gains +5% to the next use of any particular physical or manipulation skill.

Quickeye (1-4) *Range: Self*
Spell allows user to react more quickly in combat. Each level of the spell adds +5% to the Dodge skill.

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Spirit (Essence)

Detect Lie (1) *Range: Touch*
Once this spell is cast on an individual the caster can tell whether they are lying or not. The recipient can resist in a Pow test if they so choose.

Soul Spear (1-2) *Range: touch*
The caster must overcome the targets Pow in a resistance test for the spell to take effect. If successful this spell subtracts d6 from the Pow of the target per level of the spell. This spell is disorienting to the target, and depending on the tradition, sometimes painful. The target must make a Luck roll or they will be unable to take any non-defensive action on the following round.

Spirit Shield (1-4) *Range: Touch*
Spirit Shields are used to protect the target from spells. Any incoming spells must overcome the level of the Spirit Shield in a level vs. level Resistance test in order to affect the protected item or character.

Summon Spirit Dream (5) *Range: Self*
This spell is cast in conjunction with the consumption of certain herbs and before a character sleeps. This spell allows the caster to have powerful and relevant spiritual dreams. The exact nature of the dream and foreshadowing or hints they reveal is up to the GM, but they sometimes include the presence of Totemic Animal Lords or the beings known as the Ancients.

Word(s) of Command (2) Range*: Hearing*
Word of Command is cast to boost the authority of the caster's voice. If the caster overcomes the target's Pow the target will be under compulsion of the casters voice. This is most effective with short direct words or phrases like "Hold!", "Drop the Rope!", or "Unhand her!" The spell and voice is usually used to stun, embolden, or confuse. With more complicated or dangerous commands the skill become *Difficult*. Any ridiculous commands like "Fall on your sword," or,"Jump off the Cliff,"will immediately end the effects of the spell.
The target of the spell may try to break free with a Pow resistance each subsequent round. If the target is attacked or seriously threatened by the caster or other danger, they will break free of the effects of the spell.

Mente

Emotion Control (2) *Range: Powx3 meters*
If the spell caster can overcome the target's Pow in a resistance test this spell will grant them great influence over the targets emotional state. The effects are similar to the effects of the Psychic Power Emotion Control on PP. 116 of BRP.

Sleep (2) Range: Touch
Allows the caster to put the target unconscious with a touch. They must overcome the targets PP in a resistance test to be successful. The spell lasts half the casters Pow in minutes. The target can easily be awakened by a loud noise, agitation, or damage.

Truthsight (1) *Range: Sight*
(Empathy, 117) This spell is often used to detect lying or oath breaking. It will also reveal if the target is hostile or has bad or predatory feelings toward others.

Glyph of Water

Current (1-4) *Range:Powx5 meters*
This spell allows a Waterborn to have control over the currents and waves within bodies of water. This spell can be used to keep things afloat that would normally sink. It is also greatly affect a character's Swim or Boating skill. Each level of Current can increase or decrease boating or Swimming skills by 20% per level of the spell. If Waterborn try to use this spell to hinder unwilling targets, they must overcome the target with a Pow resistance test.

Purify (1) *Range: Touch*
This spell allows Waterborn to know of any impurities contained in liquid; including poisons or disease. A further casting of this spell will allow them to extricate the impurities from the liquid up to the size of a gallon. This spell also allows a caster to attempt to cure disease or poison by allowing the recipient of the spell to immediately roll again against the Potency of the disease or poison at +3 to their Con. Waterborn may only attempt this form a healing once per day per disease or poison.

Disrupt (1) *Range: Pow in meters*
This spell disrupts the liquid within the body of the target. The targets Pow must be overcome for this spell work. The spell does d3 directly to a random location ignoring armor.

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Glyph of Commerce

Oath (2) *Range: Touch*
Oath is a powerful spell, binding the participants to their word and vows. Making an Oath during the casting of this spell will bind those making the statement to their word. The effects of the spell are permanent. Those who break the oath will suffer d4 permanent Pow loss and anyone witnessing the oath-making will know it has been broken.

Pax (2) *Range: Powx5 meters*
The caster must overcome the Pow of the target in a resistance test for this spell to take effect. This spell weakens the anger and resolve of a hostile combatant and makes it difficult for them to fight. Any hostile action, spell, or attack is *Difficult* for the duration of the spell. Any hostile action taken on behalf of the caster towards the target will end the effects of the spell.

Presentation (1-3) *Range: self*
This spell adds to initial charisma and likeability of the caster. Each level of the spell adds +10% to any Communication skills.

Sure Path (2) *Range: Powx10 meters*
This spell last for the 1/4 the casters Pow in hours and will warn the caster of any impending peril along his path. It does not give the caster any details of this danger. It will just alarm him that there is potential danger in the area.

Trade Ward (3) *Range: Powx10 squared in feet*
This spell works Similar to *Warding* in that the caster must stake out the boundaries of the spell with special warding wands. This spell will make anyone using magic in the area glow with a dim blue light. In addition everyone within the ward's borders will have a safe calm feeling. Anyone trying to fight in the area must overcome the casters Pow or be under the effects of a *Pax* spell.

Glyph of Earth

Earthtouch (1-3) *Range: Self*
When Earthborn use this spell and touch the ground they draw the power of the Earth into themselves through their tattoos, greatly enhancing their characteristics. When casting Earthtouch, the Earthborn may add 3 points per level of the spell to either Str, or Con for the duration of the spell. Earthtouch may also have healing and restorative effects. Each point of Earthtouch may heal one Hp per level of the spell. Earthborn may use this effect to heal others, but the power point cost is doubled.
In addition, once per day, Earthtouch may be used to restore lost power points. Each level of Earthtouch will restore d3 power points to the caster.

Earthdrain(1) *Range: Sight*
(Pox, 132) This spell works as the Sorcery spell *Pox* except the target must be standing on stone or earth for this spell to function properly.

Earthblock (1-4) *Range: Touch*
(Sorcerers Bulwark, 133) This spell acts as the Spell Sorcerers Bulwark and also adds 5% per level to the caster's Parry ability with the particular shield or weapon. As with the Weapon Rune it can only be cast on weapons or shields that have been prepared beforehand with particular foci and Runes.

Earthstrike (3) *Range: Touch*
This spell allows a glyph engraved hammer or axe to do three times its normal damage to inanimate objects (stone, wood, or metal). The bodily motions required for the spell take three rounds to complete and so it is not effective in combat.

Secrets of the Earth (2) *Range: Powx5 meters*
This spell allows an Earthborn to place his ear to the ground and hear things within the spell range. With this spell they may hear whispers or footsteps and may even hear through or under walls. Gm's may allow double the range for particularly loud footfalls or vibrations.

Sense Earth (2) *Range: Powx5*
This spell allows the caster to touch the ground and feel the general lay of the round or earth, how hard it is and what type of stone, metals and rocks are present. The user will also be able to detect any precious metals or gemstones within range of the spell.

Glyph of Alchemy Spells

Ignite (1) *Range: Powx3 in meters*
This spell immediately ignites a small fire. This fire will do d4 damage and burn out in d4+2 rounds unless it is fed with more fuel. This spell is very useful to Ichorites who often require fire to work with their products. The spell is also used to ignite the fuses of bombs and other concoctions from a distance. Users who know this spell may use it to switch on a small candle sized flame without a power point cost.

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Preserve (1-4) *Range: Touch*
This spell helps to preserve foodstuffs and other ingredients that would otherwise lose their potency or rot. Each point of Preserve adds 20% to an individual's Preserving skill when harvesting herbs. This spell also will temporarily "freeze" wounds. The successful casting of Preserve over an open or bleeding wound will effectively cauterize the wound and characters will stop taking additional damage. In addition it will heal 1hp of damage.

Detect (substance) (1-4) *Range Spell levelx100 meters*
With this spell Ichorites may detect the approximate size and distance of any particular substance within range of the spell. Common variations: amber, gold, silver, copper. Detecting particular ingredients for potions is also common.

Extinguish (1) *Range: Pow in meters*
This spell will immediately put out fires up to the size of a small bonfire. If the Gm wishes characters must overcome the size of the fire with their Pow on a resistance test to successfully extinguish large fires.

Ironfire (2) *Range: Touch*
To use this spell the user must coat his weapon in a special oily pitch created with the *Brew Gums,Oils and Resins* skill. This pitch is often placed in special sheaths so a weapon may be recoated easily. When the spell is cast the weapon ignites and burns with an intense heat. For the duration of the spell the weapon will do 2d6+3 damage instead of its normal damage.

Firebolt (2) *Range: Touch*
Similar to *Ironfire*, a special pitch is used to cover the iron head of crossbow bolts. When the spell is cast the head of the bolt is ignited with an intense heat. An ironfire bolt does +d4 damage if it hits. If the caster can overcome the target in a Pow vs. Pow contest the burning pitch will continue to do d4 damage for the next d3 rounds. Bolts must be longer than normal bolts and extend past the end of the bow; this, in addition to the intense light and heat generated by the spell give firebolts a –5% modifier to hit.

Beast Glyph

Command (species) (2) *Range: Pow x 5 meters*
There are many different variations of Command spells. Each species of animal requires a different spell. Traditions will specialize in different variations of this spell. Each spell causes an animal to respond to the instrument, hand, and voice commands of the Warder.

Forceful hand (1) *Range: Powx3 Meters*
With this spell a Warder may calm an animal of any species, or at least force them to retreat. The Warder must overcome the particular beast in a Pow Resistance roll. On a Special or Critical the beast becomes somewhat friendly or even trainable. It effectively has the effects of a *Muddle* spell to animals.

Beastspeak (2) *Range: Self*
This spell allows a Beast Speaker to mentally speak to Beasts in a form of telepathic language involving pictures, gesticulations, smells, and grunts or chirps. Only clear, concrete, and simple language is possible.

Call (beast) (1) *Range: Hearing*
When a Warder Makes a call with their horn or instrument in conjunction with this spell. It will call a single variation of beast to them. Most beasts will come naturally, if they sense danger, they may resist on a Pow vs. Pow Resistance roll. A different spell is necessary for each species of animal.

Xenohealing (2) *Range: Touch*
This spell allows a Warder to heal d4 damage to an animal.

Scent (1-4) *Range: Self*
This spell gives the user a powerful animal-like sense of smell. Each level of the spell adds 20% to their Sense skill.

Une-Glyph spells:

Blight (20) *Range: Touch*
This spell is necessary to defile a particular location with the Une and make it sacred for their rites. In the Green, the Blighted ground is normally a tree or grove of some sort. With this spell the tree or trees may be infused with the power of the Une. A great deal of bloodletting and sacrifice of intelligent creatures is necessary for this spell to work properly. At least 3 permanent Pow must be spent to curse the ground. Two of these may be provided through the *Sacrifice* spell but at least one must be provided by the caster himself.

Blighted sites work similar to the Sorcery spell *Brazier of Power.* The site also acts similar to the *Magic* spell *Ward.* Any non-Unec being entering the site must make a *Luck* roll or succumb to the powers of the Unec Taint.
Sites sacred to the Une also have adverse affects on other forms of magic. Any magical skill that is fumbled in the presence or within a mile to a Blighted location automatically invites a Une-taint roll from the fumbler.

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Call Une-born (5-15) *Range: Pow x 5 miles.*
This ritual spell requires the sacrifice of intelligent creatures and must be accomplished on a site of significance to the Une. The spell sends out a beacon across the magical fields and draws any une-born towards itself. Strange magical lights usually purple or green will light the night skies and people in the surrounding lands will have horrible nightmares, particularly if they are talented. Many Une-born will rush to this calling hoping for a chance of power and slaughter, others may resist, fearing controlling spells of the caller. The spell is resisted with a Pow vs. Pow resistance roll against the Caller.

Umbra (1-4) *Range: Touch, Sight*
This spell cloaks the recipient of the spell in a dark shadow acting as a Skill Enhancement: Hide. At level 2 or higher the recipient of the spell counts as *difficult* to hit from missile weapons. At level 4 all attempts to strike the individual under the Umbra cloak are *difficult* to hit.

Command Une-born (2) *Range: Sight*
Many of the Une-born where created as servants and minions of greater powers. They have within their very cells a leash or collar that allows them to be controlled by powerful users of the Une-rune. This spell allows a user to command any Une-born creature. They may resist with a resistance test against the Pow of the magician commanding.

Create Tree Ghoul (20) *Range: Touch*
Casting time: 1 week
With the use of this spell Une-necromancers may create Tree Ghouls. The process necessary involves burying live bodies under the roots of Blighted trees. Both Une-hounds and Ghouls may be created with this spell. The sacrifice of 1 Permanent Pow is necessary in the Ghoul creation ceremony.

Create Zombie (20) *Range: Touch*
Casting time:1 week
With the use of this spell Une-necromancers may create Zombies from corpses. The spell is often used by spidery Agrogs who animate the husks of their bloodless victims. To successfully cast this spell, Necromancers must permanently sacrifice a point of Pow to animate the corpse.

Disrupt (2) *Range: Pow in meters*
This spell attacks a targets skin and organs painfully mutating and twisting them. The target may resist with a Pow vs. Pow roll, otherwise they take d6 damage to a random hit location. No armor protects from Disrupt.

Draw soul (1-4) *Range: Touch*
This spell allows a user to "borrow" power from another. The spell drains temporary power from the victim and transfers it to the spell caster. The caster must touch the recipient of the spell and overcome them in a Pow Resistance test. Each level of the spell taps d3 power points and the transfer is quite painful for the target. The caster may only draw PP to a maximum of twice his normal Pow. Power points above the casters normal will gradually bleed off at one point per hour.

Sacrifice (10) *Range: Touch*
Casting Time: One Hour
Une wielders and Necromancers often make living sacrifices to their dark Gate-Gods in return for Power. To be successful the sacrifice must have a combined Pow and Int of at least 20. Just before the victim is slain the caster must defeat them in a Pow resistance test. If successful, the user gains either the equivalent of 1 permanent Pow to be used in further spells or a temporary gain of the victims current power points similar to the Draw Soul spell. Sacrifices must be made at certain portentous times, usually at the time of the full moon.

Une-shield (1-5) *Range: Touch*
Work similar to the Countermagic Magic spell except that instead of rebounding the spell, the original caster must roll on the Une-taint chart.

Une-touch (2) Range: Touch
This spell is similar to Vomit Une. It may be cast on a hand, weapon, or striking object. When the weapon successfully strikes, it wracks the target with the Unec forces. Roll a resistance test. If failed the victim must roll on the Unec taint chart and receive the results.

Une-wound (1-3) *Range: Touch, Sight*
This spell is cast upon a weapon. Any wound made by this weapon will immediately fester and bleed. Any subsequent round the caster may attempt to overcome the user in a Pow resistance roll. If successful the wound take one additional damage base on the level of the spell. 1=1pt, 2=d2, 3=d3.

Vomit Une (2)
Range: Pow in Meters
With this spell the caster emits magic tendrils tainted with the Une at the target. The victim must be overcome in a Pow Resistance roll. Characters who fail are racked with the unholy energy. They must roll on the Une taint chart.

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TOTEMIST

Peruth

Growltongue (1) *Range: Self*

Allows the user to communicate with cats through growls, purrs and non-verbally. No complex ideas are possible. This spell may be used to command an unwilling Feline. To use the spell this way it must be "recast" as a *Difficult* skill and the Cat must be overcome in a Pow resistance Test

Wazzaka

Gator Call (2) *Range: Hearing*

To cast this spell the totemist makes a strange call that draws all gators in the region to him. Generally it draws 1D4 alligators or crocodiles in about 5 minutes time. The spell is useless in places where there are no crocodilians.

This spell may also be used by the Totemist to command one gator. The gator's Pow must be overcome first and they will only obey simple commands. Gators are notoriously resistant to these spells and can attempt to break free each time they are given a new command with a Pow vs.Pow roll.

Urstrom

Bearspeak (1) Range: Self

This spell allows the users to communicate with bears of any kind in a very simple language. Complicated ideas cannot be communicated. With the use of this spell the user can calm an angry or enraged bear that they defeat in a Pow vs. Pow roll.

Skierfing

Skierfing's Call (1-4) *Range: Hearing*

This spell will allow the caster to call one rat pack (up to ten rats) or one giant rat per level. The caster may then, using the Chattertongue language, command the pack to do his will. If calling a single giant rat, that caster must overcome it in a Pow vs. Pow resistance test. The pack will remain open for suggestions for the duration of the spell.

Gwalk

Anti-venom (3) *Range: Touch*

This spell allows an individual affected by a poison to resist it again at a + 25%.

Deaf Croak (2) *Range: Pow in Meters*

The caster directs a loud, roaring, otherworldly croak at the target. If the caster succeeds in Pow resistance roll the roar has a disorienting effect and the target will not be able to do anything but defend themselves for d3 melee rounds. The target may attempt to regain his senses with a successful idea roll each round after the first.

Enhance Poison (1-4) *Range: Touch*

Cast on the poison before it is used, this spell allows the caster to enhance the potency of any poison or venom one point per power level.

Frog Call (1) *Range Pow x100 yards or Hearing*

This spell allows the caster to makes a loud croaking sound that will be answered by any frog within hearing distance. This will allow the spell caster to know the number, type and approximate distance of any frogs in the region. With another croak they may call any or all frogs to themselves, although it may take several rounds for them to show up. It is up to the Gm to determine how many and what type of frogs are in the region.

Frog Leap (1-5) *Range: Self*

This spell adds 20% per level the casters jump roll and doubles his jumping distance. A frog eater who has this spell in effect may jump into combat on any round they charge. This allows them to add the level of the spell to Str and Siz when determining their damage bonus.

Bombaygo

Bombaygo's Word (2) *Range: Sight*

This spell allows a Totemist of Bombaga to command one of their simian cousins that they overcome in a Pow Resistance test. This spell is often used to tame great gorillas.

Foulbomb: (1-4) *Range: Touch*

Mamprusi coat stones, rocks or nuts in their own feces before they through it at an enemy. The spell heightens the smell and irritation and potency of the Feces. A stinkbomb must successfully hit an adversary first, doing its normal damage. The Totemist must then overcome the sorry victim in a Pow resistance test. If the totemist is successful the recipient is distracted and gains a –5% penalty to all skill tests per level of the spell. This spell generally takes three rounds to cast: One to "prepare" the missile, one to throw it, and one to cast the spell.

Warscreem (2) *Range: Pow in meters*

This spell enhances a mamprusi's physical demonstrations and has a stunning and demoralizing effect on the target. The Mamprusi must overcome the target in a Pow resistance test, if successful the target is cannot cast any spells or make any attacks until they make a successful Idea roll or two rounds expire.

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Appendix II Spell Lists

Wealding Spells		
Spell Name	***Effects***	***Range***
Barkskin (1-4)	Protection Enchantment	*Self*
Bougharm (1-3)	Enhance Char: Strength	*Self*
Camouflage (1-4)	Enhance Skill: Hide	*Self*
Forest eyes (1)	Sorcerer's eye, Brp, pp.133	*Self*
Glowmoss (1)	Appendix, p.125	*Touch*
Greenlife (1-3)	***Enhance Characteristic: Con***	*Self*
Hailshard (1-4)	***Appendix, p.125***	*Powx3 Meters*
Heal (2)	Heal, BRP, p. 131	*Touch*
Leafsneak (1-4)	Enhance Characteristic: Dex	*Self*
Limbleap (1-4)	Augment Skill: Jump	*Self*
Muddle (1)	Appendix, p.125	*Pow x 3 Meters*
Poisonthorn (2)	Appendix, p.125	*Touch*
Shapers Hand (2)	Appendix, p.125	*Touch*
Smokenut (1)	Appendix, p.125	*Touch*
Spikethorn (1-4)	Enchant Weapon	*Touch*
Splinterthorn(1-3)	Appendix, p.125	*Touch*
Squirrel Vision (1)	BirdsVision, BRP, p.128	*Self*
Treesecret (1-4)	Skill Augment: Tracking	*Self*
Ward (3)	Ward, BRP, pp. 139	*Touch, Sight, etc.*
Woodmeld (2)	Appendix, p.125	*Touch*
Wood Weave (4)	Appendix, p.125	*Touch*
Writhvine (1-3)	Appendix, p.125	*Pow x 3 meters.*



Glyph of Spirit (Essence)		
Name	***Effects***	***Range***
Cut Essence Weave (1-4)	Refutation, (BRP, p.133), or Dispel (BRP,p.132). Either spell, as caster wishes.	*Self, Touch*
Danger Sense (1)	(Danger Sense, BRP,p.115) (Spell must be actively cast for the ability to operate).	*Touch*
Detect Lie (1)	Green Appendix, p.126	*Touch*
Soul Deep (1-3)	Enhance Characteristic: Pow: (Character does not gain more magic points but does use heightened Pow for Luck rolls and Pow-based resistance Rolls).	*Self*
Soul Spear (1-2)	Green Appendix, p.126	*Touch*
Spirit shield (1-4)	Green Appendix, p.126	*Touch*
Summon Spirit Dream (5)	Green Appendix, p.126	*Touch*
Warding (3)	Ward, Brp, p. 139	*Tch, Sght, etc.*
Wisdom (1-3)	Characteristic Enhancement, Int	*Self*
Word(s) of Command (2)	Green Appendix, pp.126	*Hearing*

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Glyph of Enhancement (Physic)		
Name	***Effects***	***Range***
Enhance Vision (1)	Sorcerer's Eye, BRP, p133.	*Self*
Heal (2)	(Heal) BRP,p.131	*Touch*
Quickeye	Green, Appendix, p.125	*Touch*
Swiftness	Enhance Characteristic: Move	*Self*
Strength(1-3)	Enhance Characteristic: Str	*Self*
Suppleness (1-3)	Characteristic Enhancement: Dex	*Self*
Vitality (1-3)	Characteristic Enhancement: Con	*Touch*
Breath of Life (1)	Breath of Life, BRP, p.130	*Self*
Surefoot	Augment Skill: Jump	*Self*
Sureness of Mind (1)	Green, Appendix,p.125	*Self*

Glyph of Mente		
Name	***Effects***	***Range***
Emotion Control (2)	Green Appendix, pp.126	Powx3 Mtrs
Muddle (1)	*Muddle, BRP, p.132*	*Powx3 Mtrs*
Sleep (2)	Green Appendix, pp.126	*Touch*
Soul Deep (1-3)	Character Enhancement: Pow	*Self*
Truthsight (1)	Green Appendix, pp.126	*Sight*
Wisdom (1-3)	Characteristic Enhancement, Int	*Self*
Word(s) of Command (2)	Appendix, pp.126	*Hearing*

Glyph of Water		
Name	***Effects***	***Range***
Breath of Life:	Breath of Life, BRP, p.130	*Self*
Current (1-4)	Appendix, pp.126	*Powx5 meters*
Sinew surge (1-3)	Enhance Characteristic Str	*Self*
Bloodsource (1-3)	Enhance Characteristic Con	*Self*
Flow (1-3)	Enhance Characteristic Dex	*Self*
Purge wound (2)	Heal, BRP, p. 131	*Self*
Purify (1)	Appendix, p.126	*Touch*
Disrupt (1)	Appendix, p.126	*Pow in meters*
Extinguish	Appendix, p. 128 (Alchemy)	*Pow in meters*
Summon Elemental (Water)	See Summoning Elementals (Green,p. 63)	*Self*

The Glyph of Commerce		
Name	***Effects***	***Range***
Oath (2)	Green Appendix pp.127	*Touch*
Pax: (2)	Green Appendix pp.127	*Pow x5 meters*
Presentation:(1-3)	Green Appendix pp.127	*Self*
Protection (1-4)	Protection Enchantment	*Touch*
Squirrel Vision(1)*	Bird Vision, BRP, pp.127	*Sight*
Sure Path(2)	Green Appendix pp.127	*Pow x10 Meters*
Thought Speak(1)	Speak to Mind, BRP, pp.100	*Sight*
Trade Ward(3)	Green Appendix pp.127	*50ft Square*
* Object of the spell is squirrel instead of Birds.		



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Earthborn Spells:		
Name	***Effects***	***Range***
Earthtouch (1-3)	Appendix p.127	*self*
Earthdrain(1)	Appendix p127	*Sight*
Earthblock (1-4)	Appendix p.127	*Touch*
Earthstrike (3)	Appendix p.127	*Touch*
Secrets of the Earth (2)	Appendix p.127	*Powx5 in Meters*
Sense Earth (2)	Appendix p.127	*Powx5 in Meters*
Earth Meld (2)	Make Whole, Make fast BRP, p. 132	*Touch*
Stoneskin (1-4)	Protection Enchantment	*Self*
Ward (3)	Ward, BRP, p. 102.	*Touch, Sight, etc.*
Weapon Rune (1-4)	Enchant Weapon	*Touch*
Wall of Earth (1-5)	Wall, BRP, p. 101	*12 Meters*
Summon Earth Elemental (1-3)	See Summoning Elementals(Green p.63)	*Self*

Alchemy Spells		
Name	***Effects***	***Range***
Ignite(1)	Green Appendix, p.127	*Powx3 meters*
Spray (1)	Green Appendix, p.128	*Pow in meters*
Preserve (1-4)	Green Appendix, p.128	*Touch*
Detect (substance) (1-4)	Green Appendix, p.128	*Powx10 meters per spell lvl.*
Extinguish (1)	Green Appendix, p.128	*Pow in meters*
Dull (1-4)	Dull, BRP, p.97	*Pow in meters*
Ironfire (2)	Green Appendix, p.128	*Touch*
Firebolt (2)	Green Appendix, p.128	*Touch*



Une-Glyph spells:		
Name	***Effects***	***Range***
Blight (20)	Appendix, p.127	*Range: Touch*
Call Une-born (5-15)	Appendix, p.129	*Range: Pow x 5 miles.*
Command Une-born (2)	Appendix, p.129	*Range: Sight*
Create Tree Ghoul (20)	Appendix, p.129	*Range: Touch*
Create Zombie (20)	Appendix, p.129	*Range: Touch*
Dispel magic(1-5)	Dispel BRP, p.96	*Range: Pow in Meters*
Disrupt (2)	Appendix, p.129	*Range: Pow in meters*
Draw soul (1-4)	Appendix, p.129	*Range: Touch*
Midnight (1)	Midnight BRP, p.132	*Range: Sight*
Muddle (2)	Muddle BRP, p.132	*Range: Pow in Meters*
Sacrifice (10)	Appendix, p.129	*Range: Touch*
Umbra (1-4)	Appendix, p.129	*Range: Touch, Sight*
Une-shield (1-5)	Appendix, p.129	*Range: Touch*
Une-touch (2)	Appendix, p.129	Range: Touch
Une-wound (1-3)	Appendix, p.129	*Range: Touch, Sight*
Vomit Une (2)	Appendix, p.129	*Range: Pow in Meters*

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Beast Glyph		
Name	***Effects***	***Range***
Command (species) (2)	Appendix p.128	*Pow x 5 m*
Forceful Hand (1)	Appendix p.128	*Powx3m*
Beastspeak (2)	Appendix p.128	*Self*
Call (beast) (1)	Appendix p.128	*Hearing*
Xenohealing (2)	Appendix p.128	*Touch*
Scent (1-3)	Appendix p.128	*Self*
(Beast) Rider (1)	Bird's Vision, BRP, p. 128	*Sight*

Peruth Spells		
Blood of Beasts(1-4), Bl	Heal BRP, p.131	Touch
Cat Thews (1-3), P	Enhance Characteristic: Strength+ Augment Skill: Jump	Self
Fartooth: (1-4), Bo	Enhance Weapon (Missile)	Touch
Growltongue (1) Bl	Appendix, p.130	Self
Hunter's Awareness (1-4), Bl	Augment Skill (Listen, Sense, Spot,)	Self
Hunters Veil (1-4), P	Augment Skill: Hide and Stealth	Self
Leopard Life (1-3,) Bl	Enhance Characteristic: Con	Self
Panther Stride (1-3), P	Enhance Characteristic: Speed and Dex	Self
Pelt Skin(1-3), P	Protection Enchantment	Self
Razorclaw(1-4), Bn	Enhance Weapon (Melee)	Touch

Wazakka Spells		
Name	**Effects**	**Range**
Blend (1-4) P	Augment Skill: Hide	*Self*
Blood of Beasts (2)Bl	Heal,BRP, p. 13l	*Touch*
Croc-mind (1-4) Bl	Countermagic, BRP, pp.96	*Self*
Croc-Rage (1)	Fury,BRP, p.131	*Self*
Gator Call (2)	Appendix,p.131	
Gator's Breath (1) Bl	Breath of life: BRP, p.130.	*Self*
Scaled Heart (1-3) P	Enhance Characteristic: Con	*Self*
Scale-skin (1-5) P	Protection Enchantment	*Self*
Scale-strength (1-3) P	Enhance Characteristic: Str	*Self*
Wazzaka's Tooth (1-4) Bn	Weapon Enchantment (Melee)	*Touch*

Brothstrum Spells		
Name	***Effects***	***Range***
Strength of the Bear (1-3) P	Enhance Characteristic: Strength	*Self*
Pelt Skin (1-4) P	Protection Enchantment	*Self*
Bearspeak (1) P	Green Appendix 130p.	*Self*
Razorclaw(1-4) Bn	Weapon Enhancement	*Touch*
Bearheart (1-3) P	Enhance Characteristic: Con	Self
Blood of beasts (2) Bl	(Heal), BRP, pp.131	*Touch*
Bear Scent (1-4) Bl	Enhance Skill: Sense	*Self*
Fury 1Bl	(Fury), BRP,p.131	Self

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Skierfing spells		
Name	***Effects***	***Range***
Blood of Beasts (2) Bl	Heal BRP, p. 131	*Touch.*
Skierfing's Call	Appendix, p. 130	Hearing
Midnight (1)	Midnight, BRP. 130	*Sight*
Quickeye (1-4)	This charm adds 5% per level to the Dodge skill per level of the spell.	*Self*
Rat Cloak (1-4)	Skill Augmentation, Hide	*Self*
Ratscratch (1-4) Bn	Weapon Enchantment (Only works on fingernails or weapons made of giant rat bone).	*Touch*
Rat-heart (1-4)	Characteristic Enhancement, Con	*Self*
Ratdance (1-3)	Characteristic Enhancement, Dex	*Self*
Rat Sense: (1-4)	Skill Augmentation: Listen and Sense. This spell also allows the user to discern the speech of rats.	*Self*
Rat's Vision (1)	Rat's Vision, BRP, p.132	*Sight*
Rat's Ear (1)	Sorcerer's Ear, BRP, P.133	*Sight*
Scurryfoot (1-4)	Skill Augmentation, Sneak	*Self*

Gwalk Frogeater Spells			
Name	***Effects***	***Range***	***Frog Type***
Deaf Croak (2)	Appendix p.130	*Range: Pow in Yards*	Bull roarer
Gwalktoe (1-5)	Augment Skill: Climb	*Range: Self*	Frog type: Sticky toed tree frog
Frog Breathe (1)	Breath of Life BRP,130	*Range: Self*	Green bubbler
Frog Call	Appendix pp.130	*Range: Pow x100 yds or hearing*	Bull roarer
Frog Leap (1-5)	Augment skill: Jump+ See Appendix p.130	*Range: Self*	Blue Bouncer
Frogstalk (1-4)	Augment Skill: Stealth+Hide	*Range: Self*	Stalking fly-snatcher
Frog's Vision (1)	*Bird's Vision (pp.128) Works with frogs rather than Birds.*	*Range: Touch*	Swivel- eye Jumper
Healing(2)	*Heal BRP,p.130*	*Range: Touch*	Emerald Dew-Drinker
Strengthen Life (1-4)	Enhance Characteristic: Con	*Range: Touch*	Yellow Dew-Drinker
Slipquick (1-4)	Enhance Characteristic: Dex	*Range: Self*	Bark hopper
Anti-venom (1-4)	Appendix pp.130	*Range: Touch*	Blue Dew-Drinker
Envenom (1-4)	Appendix pp.130	*Range: Touch*	Yellow dropper

Bombaygo Spells		
Name	***Effects***	***Range***
Avatar of Bombago (1-3)	Enhance Characteristic: Size	*Self*
Bombaygo's Claw (1-4)	Weapon Enhancement	*Self*
Bomabaygo's Rage (1)	(Fury), BPR, p.131	*Touch*
Bombaygo's Word (2)	Appendix, pp.130	Self
Foulbomb: (1-4)	Appendix, pp.130	*sight*
Heal	(Heal), BRP, p.131	*Touch*
Leap(1-4)	Augment Skill: Jump, Enhance Characteristic: Move	*Self*
Monkey's Vision	works on small monkey's, similar to Rat's Vision: BRP, p.132	*Sight*
Sneak (1-4)	Augment Skill: Sneak, Hide	*Self*
Thickskin (1-4)	Protection Enchantment	*Self*

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Appendix III Sample Prices

Prices will vary greatly in the different locations based on availability, demand, and bargaining ability. The following lists are just a rough estimate.

Living Costs

Cheap meal	.5
Good meal	1
Ration 1day	1
Mug Cider	.5
Cask Cider	12
Hard Spirits Flask	5
Lodgings (One Night)	
Common Room	2
Private Room	5

Clothing

Linen	15
Fancy Linen	35
Leather	5
Fine Nefarite*	35
Fancy Fine Nefarite*	55
Sagum	15

*Nefarite clothing is not only rainproof, but also very beautiful,well crafted, and functional.

Venturing Gear

Harness fine	30
Harness average	15
Rope 50 ft.	10
Nefarite Spiderline	35
100ft	45
Pitons	1
Mallet	3
Lamp	20
Flint/tinder	5
Toothed sandels	25
Back Pack	4
Lamp oil	4
Waterproofing Resin	8
Bag Waterproof	7
Fishing net	6
Fishhooks	1/2
Traps	5
Cage Small	10
Cage Large	20

Full Kits

Preserver/Alchemists portable Kit (Alembic, mortar, pestle, alcohol, vials, and flasks)	60
First Aid Kit (Poultices, Bandages, Coagulants, Sealers and Flesh Glue)	40
Writing Kit (Ink pot, stylus, ink, parchment, birch bark)	10
Boughwalker kit (50ft Rope, 5 pitons, mallet, 5 chirpers, harness, toothed sandals, Tomahawk or Tree Ankus)	35
Woodworking set (adze, awl, saw)	35

Ammunition

Arrows (20)	15
Quarrels 20	15
Pyrite (flint)	15
Black Powder	10 per shot

Animal Domesticated/Trained

Turkey	3
Bearing sloth	50
Bough Scraper	300
Chirpers	1 for 5
Humpback	500
Hawk hunting trained	40
Wyvern (Tailed)	700
Wyvern (Tailed) w/amputated stinger	120
Harness /Saddlebags.	8

Exotics (Per Batch)

Dyes	40
Fragrances	40
Honey (Jar)	5
Incense	50
Waterproofing Resin	45
Bladecoat Resin	1
Hardening Resin	15
Spices	35

Raw ingredients are generally worth $1/10^{th}$ the cost.

Potions

Healing	35 per point of Pot
Anti-toxin specific	30 per point of Pot
Universal Anti-toxin	45 per point of Pot
Weirding Resin	50 per dose
Godthorn potion	5000 per dose
Weirding rod	150

Skins and Furs

Beaver	2
Marsh Bear	35
Exotic Feathers	10
Ridgeworm	80
Dinosaur	2 per Siz point
Sabretooth/Leopard	35

Containers

Urn,	3
Flask	2
Basket	2
Wineskin	3

Boats

Coracle 1 or 2 Person	80
Canoe small 3 person	110
Pirogue/ Masted	350
Canoe Voyageur 12 Person	600
Large River Barge / Flatboat/ Homeboat	2000
River Galley 20 Person	2500
Boat-mounted Arbalest	400



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Melee Weapons

Weapon	*Skill*	*Base*	*Dmg*	*Special*	*hand*	*HP*	*Str/Dex*	*Enc*	*SR*	*Cost Rvr*	*Cost Tree*
Axe Battle	Axe	15	1D8+2	Bleed	1H	15	9/9	1.0	2	50	60
Axe Great	Axe	15	2D6+2	Bleed	2H	15	11/9	2.0	1	70	80
Axe Hand	Axe	15	1d6+1	Bleed	1H	12	7/9	.5	2	12	15
Axe Wood	Axe	15	1D8+2	Bleed	2H	20	8/7	1.5	2	45	50
Ankus/hook climbing	Axe	15	D6	impale	1H	10	8/9	1.0	2	45	37
Ankus/hook War	Axe	15	D6+2	Impale	1H	12	10/9	1.5	2	50	40
Cestus	Hand	25	1D3+2	Crush	1H	10	11/7	0.1	3	50	45
Claw	Hand	25	1D4+1	Bleed	1H	10	9/9	0.1	3	50	60
Club, Heavy	Club	25	1D8	Crush	2H	22	9/7	2	2	5	3
Club, Light	Club	25	1d6	Crush	1h	15	7/7	1	2	3	2
Dagger	Dagger	25	1D4	Impale	1H	15	4/4	0.5	3	10	12
Fang Fist	Hand	25	D6+1	Impale	1H	15	9/9	1	2	40	-
Flail	Flail	10	1D6	Crush	1H	7	7/6	2.0	2	5	3
Flail, Morning star	Flail	10	1D10+1	Crush	2H	12	11/7	2.0	2	80	95
Glaive, tree*	Polearm	05	2d6+2	Bleed	2H	15	7/11	2.0	1	110	95
Halberd	Polearm	15	3D6	Bleed	2H	25	13/9	3.0	1	125	140
Hammer	Hammer	25	1D6	Crush	1H	15	9/7	1.5	2	8	10
Hammer, Great	Hammer	25	1D10+3	Crush	2H	15	9/9	2.5	1	100	110
Hammer, Sledge	Hammer	20	2D6+2	Crush	2H	15	11/7	2.0	2	50	55
Hammer, War	Hammer	25	1D6+2	Crush	1H	20	11/9	2.0	2	75	60
Mace, Heavy	Mace	25	1D8+2	Crush	2H	20	14/9	2.5	2	110	115
Mace, Light	Mace	25	1D6+2	Crush	1H	20	7/7	1.0	2	50	55
Maul, War	Hammer	25	1D10+2	Crush	2H	20	13/7	2.5	1	75	80
Pelt Claws	Hand	25	D6+1	Bleed	1H	10	9/9	0.1	3	-	40
Pike	Polearm	15	1d10+2	Impale	2H	15	11/7	3.5	0	35	30
Rapier	Sword	15	1D6+1	Impale	1H	15	7/13	1.0	2	150	200
Scimitar	Sword	15	1D8+1	Bleed	1H	19	8/8	1.5	2	100	110
Scythe	Improvise	05	2D6+1	Impale	2H	20	12/10	2.5	1	25	40
Sickle	Improvise	10	1D6+1	Impale	1H	12	7/9	0.5	3	20	20
Spear, Broad	Spear	15	1d8+1	Impale	1-2 h	15	9/9	2.0	2	15	15
Spear, Long	Spear	15	D10+1	Impale	2H	15	11/9	2.0	2	15	15
Spear, Short	Spear	15	1D6+1	Impale	1-2h	15	7/8	2.0	1	10	10
Staff, Quarter-	Staff	25	1D8	Crush	2H	20	9/9	1.5	1	10	3
Staff, Short	Staff	15	1D6	Crush	1H	15	7/9	1		5	3
Sword, Bastard	Sword	10	1D10+1	Bleed	1-2h	20	13 or 9/9	2.0	2	130	160
Sword, Broad	Sword	15	1D8+1	Bleed	1H	20	9/7	1.5	2	110	125
Sword, Great	Sword	05	2D8	Bleed	2H	18	14/13	3.5	1	175	200
Sword, Short	Sword	15	1D6+1	Impale	1H	20	5/5	1.0	2	50	60
Trident	Polearm	15	1D6+1	Impale	1-2h	18	9/7	2.0	2	70	-
Waakstra	Sword	15	D6+2	Bleed	1H	15	8/8	1.0	2	50	40
Whip	Other	05	1D3-1	Entangl	1H	4	9/10	0.5	0	10	5
***May be used to Entagle on a Special**											

Shields

Name	Base	Ap/Hp	Damage	Str/Dex	Enc	Sr	Location	Cost River	Cost Tree
Buckler	05%	15	1D2+db	5/7	1.0	3	Arm	35	35
Half Shield	15%	15	1D2+db	5/7	3.0	3	Arm, Chest	50	50
Full Shield	15%	22	1D4+db	11/9	5.0	3	Arm, Chest, Head	65	65
Large	15%	26	1D4+db	12/8	6.5	3	Abdomen, Arm, Chest, Head	75	75
Spiked	15%	20	1D4+db(imp)	9/9	5.0	3	Arm, Chest	75	75

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Missle Weapons

Weapon	Skill	Base	Dmg	Att	Spcl	Rng	Mal	HP/ Parry	STR/ DEX	Enc	RF	Cost Rvr	Cost Tree
Arbalest	Crossbow	15	2D6+4	1/3	Imp	90	93-	14	11/9	10.0 (0.5)	1/4MR	250	300
Arbalest (siege)*	Crossbow	10	3D6+1	1/5	Imp	425	98-	18	-	14	1/5	1000	-
Axe, Hand —	Axe	10	1D6+½db		Bld	10		12 No	9/11	0.5	1/SR	12	15
Blowgun	Blowgun	10	1D38	1	Imp	30		4 No	No /11	0.5	1/CR	2	3
Bola (thrown to damage) —	Bola	05	1D4+½db	1	Crsh	15		1No	9/13	3.0	1/CR	25	15
Bola (thrown to snare) —	Bola	05	Special	1	Ent	15		1No	9/13	3.0	1/CR	25	15
Boomerang	Boomerang	05	1D4+½db	½	Cru	50		3 No	9/11	0.5	1/SR	15	10
Bow, Composite	Bow	05	1D8+1+½db	1	Imp	120		12 No	13/9	0.5 (0.5)	1/SR	175	150
Bow, Long	Bow	05	1D8+1+½db	1	Imp	90		10 No	11/9	0.5 (0.5)	1/SR	125	100
Bow, Self	Bow	10	1D6+1+½db	1	Imp	80		6 No	9/9	0.5	1/SR	75	50
Club, Light (thrown) —	Throw	10	1D6+½db	1	Cru	20		15 No	9/7	1.0	1/SR	5	5
Crossbow,Heavy	Crossbow	25	2D6+2 (0.5)	1/3	Imp	55	97	18 No	13/7	8.0	1/3MR	200	300
Crossbow, Light 96-00	Crossbow	25	1D6+2	½	Imp	40	95	10 No	9/7	3.5 (0.5)	1/2MR	100	150
Crossbow, Medium 95-00	Crossbow	25	2D4+2	½	Imp	50	96	14 No	11/7	5.0 (0.5)	1/2MR	150	200
Crossbow, Repeating *	Crossbow	25	1D6+2	1	Imp	60	91-	12 No	9/7	7.5 (0.5)	1/SR		
Dart	Dart	10	1d6+½db	1	Imp	20		4 No	-/9	0.5	1/SR	5	3
Javelin	Javelin	15	1D6+½db	1	Imp	25		10 No	9/9	1.5	1/SR	23	23
Knife (thrown)	Knife	15	1D3+½db	1	Imp	10		15 No	7/11	0.2	1/SR	5	5
Net (thrown) 96-00	Other	05	Special	1	Ent	5		6 No	9/12	3.0	1/3CR	20	20
Sling	Sling	05	1D8+½db	1	Cru	80		2 No	7/11	0. 1 (.1)	1/CR	15	15
Spear, Short (thrown)	Spear	05	1D6+1+½db	1	Imp	15		15 No	12/10	2.0	1/SR	10	7
Spear, Long (thrown)	Spear	05	D10+1+½db	1	Imp	15		15 No	12/10	2.0	1/SR	15	12
Waakstra	Boomerang	05	D6+2+1/2db	1	Bld	30		10 yes	10/11	1.0	1/SR	50	40

*These items are specially made by ichorite factions and are not readily traded

Black Powder Weapons

Weapon	Skill	Base	Dmg	Att	Spcl	Rng	Hnd	HP Parry	STR/ DEX	Mal	Enc	RF	Cost*
Matchlock Pistol	Pistol	20	D6+1	¼	Imp	10	1H	8 No	7/5	90-00	1.0	1/2CR	600
Arquebus	Rifle	25	D10+4	¼	Imp	60	2H	12 No	9/5	90-00	3.5	1/2CR	650
Wheellock Pistol	Pistol	20	D8+1	1/5	Imp	15	1H	8 No	7/5	95-00	1.0	1/3CR	1200
Wheellock carbine	Rifle	25	D8+2	1/5	Imp	70	2h	10 No	7/5	95-00	2	1/3CR	1000
Wheellock Blunderbuss	Shot gun	30	4d6/1d6	1/5	Imp	5/20	2h	10 No	9/5	95-00	1.5	1/3CR	100

***Black Powder Weapons are a close kept Ichorite secret and usually not for sale.**

Helmets

Type		Ap	Enc	Skill Modifier	Cost
Cap/hood	**Hood**	1	.5	-5%Perc	4
	Leather cap, Soft	2	.5	-5%Perc	15
	Leather Cap, Hard	3		-10%per	25
Helm	**Composite**	4	.5	-10%Perc	60
	Open Helm	5	1.5	-15%Perc	80
	Closed Helm	6	1.5	-25%Perc	150
	Full Helm	8	2	-30%Perc	200

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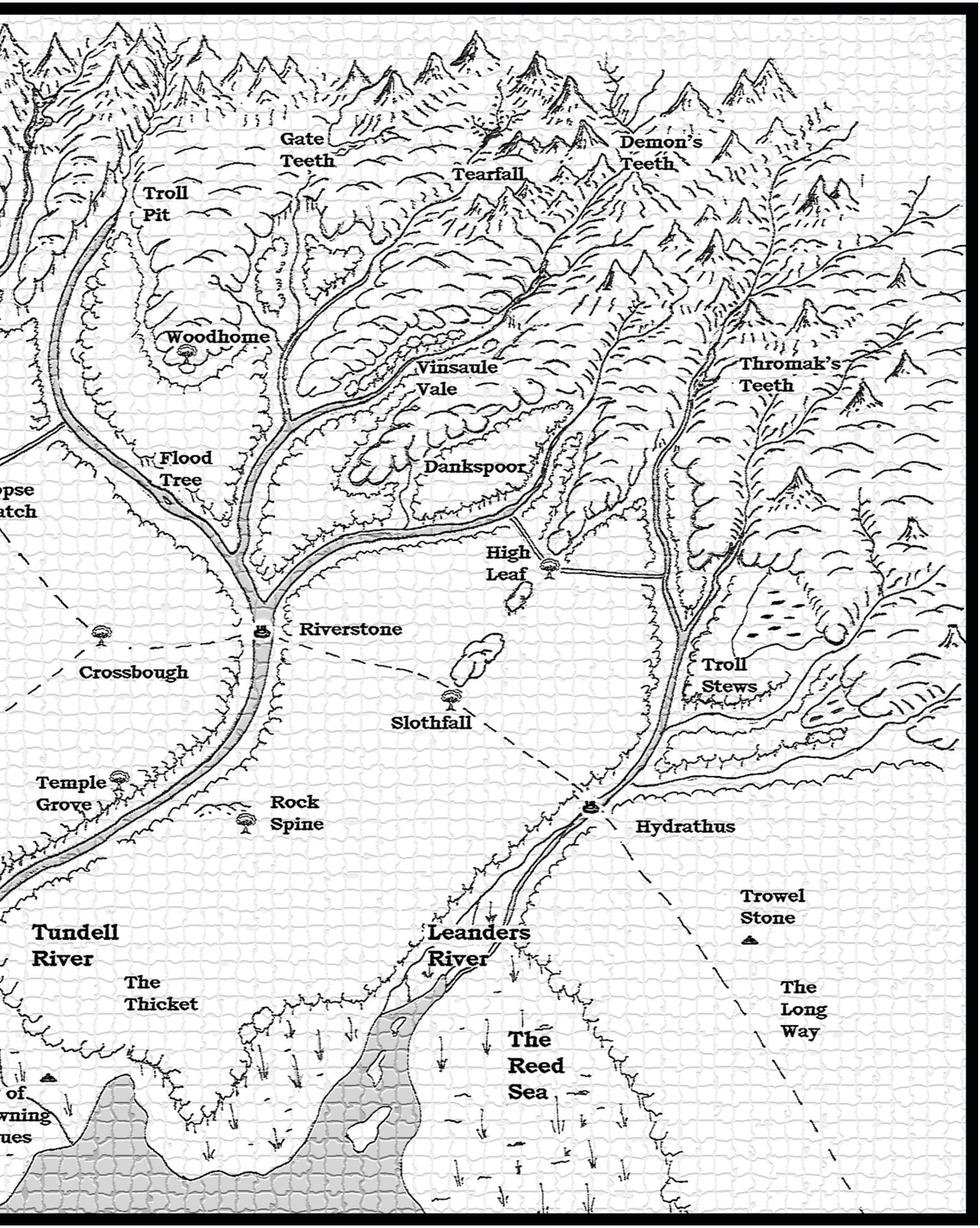


Armor Full Suit (without helmets)					
Name	**AP**	**Random AP**	**Enc.**	**Skill Modifier**	**Cost**
Hide	1	1 1D3-1	3.5	None	25
Leather, Soft	1	1D6-1	3.5	None	28
Leather, Hard	2	1D6	5.0	-10% to Physical skills	70
Padded/Quilted Light	1	1D2-1	3.0	None	36
Padded/Quilted, Heavy	2	1D3-1	4.0	-5% to Physical skills	65
Cuirbouilli	3	2D3	5.0	-10% to Physical skills	110
Studded, Lacquered	4	2d3	10.0	-10% to Physical skills	200
Ring	5	1D6	10.0	-10% to Physical skills	400
Ridge worm	6	2D4-1	20.0	-15% to Physical skills	1000
Chain	7	1D8-1	20.0	-20% to Physical skills	2000

Armor Cost by Piece						
Location	**Type**	**Material**	**Ap**	**Enc**	**Skill Modifier**	**Cost**
Greaves	Legs	Leather, Soft	1	1.5	-- Phscl	8
		Leather, Hard	2	2	-2% Skills	12
		Cuirboilli	3	2	-2%	22
		Studded, Lacquered	4	1.5	-2%	40
		Ring,	5	2	-2%	80
		Ridge Worm	6	2	-2%	200
Pants/Trews	Abdmn +Legs	Leather, Soft	1	2	-- Phscl	12
		Leather, Hard	2	2.5	-3%	18
		Padded/Quilted,Light	1	1.5	-3%	14
		Padded/Quilted,Heavy	2	2	-3%	20
		Studded	4	4	-3%	60
		Chain	7		-6%	600
Skirt, Girdle	Abdomen	Leather, Soft	1	.5	-- Phscl	4
		Leather, Hard	2	.5	-1%	6
		Padded/Quilted ,Light	1	.5	-1%	7
		Padded/Quilted, Heavy	2	.5	-1%	10
		Cuirboilli	3	.5	-1%	11
		Studded/ Lacquered	4	1	-1%	20
		Ring	5	1	-1%	40
		Ridgeworm	6	1.5	-1%	100
		Chain	7		-2%	200
Hauberk	Chest, Adbomen	Leather, Soft	1	1	- Phscl	12
		Leather, Hard	2	1.5	-3%	18
		Padded/Quilted Light	1	1	-3%	14
		Padded/Quilted, Heavy	2	1.5	-3%	30
		Studded/ Lacquered	4	2.5	-3%	60
		Ring	5	3	-3%	120
		Ridgeworm	6	5.5	-3%	300
		Chain	7		-6%	600
Byrnie,Cuirass	Chest	Leather, Soft	1	.5	- Phscl	8
		Leather, Hard	2	1	-2% Skills	12
		Padded/Quilted ,Light	1	.5	-2%	9
		Padded/Quilted, Heavy	2	1	-2%	13
		Cuirboilli	3	1	-2%	22
		Studded/ Lacquered	4	1.5	-2%	40
		Ring	5	2	-2%	80
		Ridgeworm	6	3.5	-2%	200
		Chain	7		-4%	400
Sleeves/ Vambraces	Arms	Leather, Soft	1	.5	- Phscl	8
		Leather, Hard	2	1	-1% Skills	12
		Padded/Quilted ,Light	1	.5	-1%	9
		Padded/Quilted, Heavy	2	1	-1%	13
		Cuirboilli	3	1	-1%	22
		Studded/ Lacquered	4	1.5	-1%	40
		Ring	5	2	-1%	80
		Ridgeworm	6	2	-1%	200
		Chain	7		-2%	400

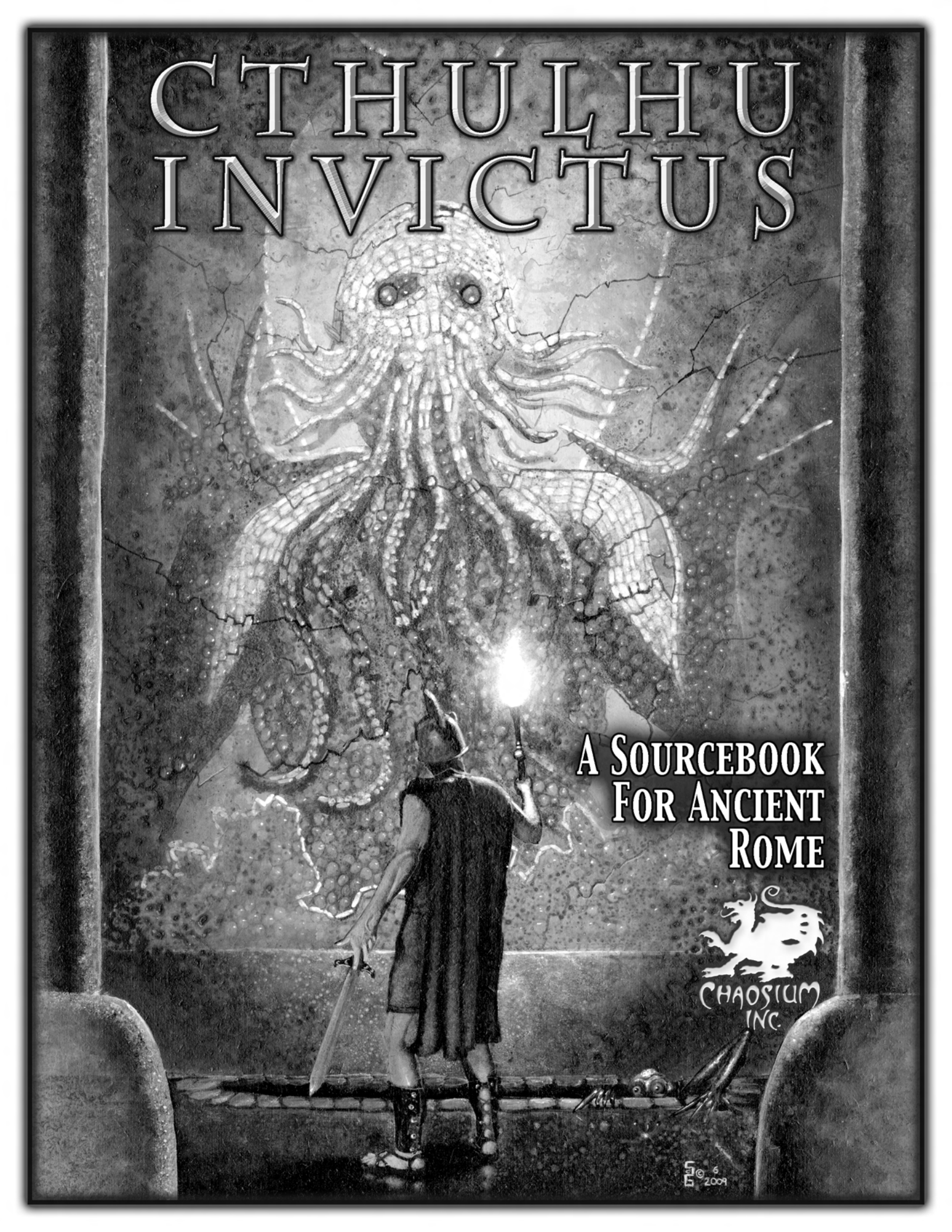
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Understone
Zaakara
Rockhorn
Mallowmere
Storm
Teeth
Sable
Fang
Dankmoss
Black
Bark
Shoregrove
Copse
Watch
Frogstone
Sable
River
Weed
Lake
Vineyard
Rookery
Temple
Grove
Sallow
Isle
Bone
Scarrows
Sallow
Ruins
Marshdock
Tundell
River
Jurate
City of
Drowning
Statues
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Gate
Teeth
Tearfall
Demon's
Teeth
Troll
Pit
Woodhome
Vinsaule
Vale
Thromak's
Teeth
Flood
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High
Leaf
Riverstone
Crossbough
Troll
Stews
Slothfall
Temple
Grove
Rock
Spine
Hydrathus
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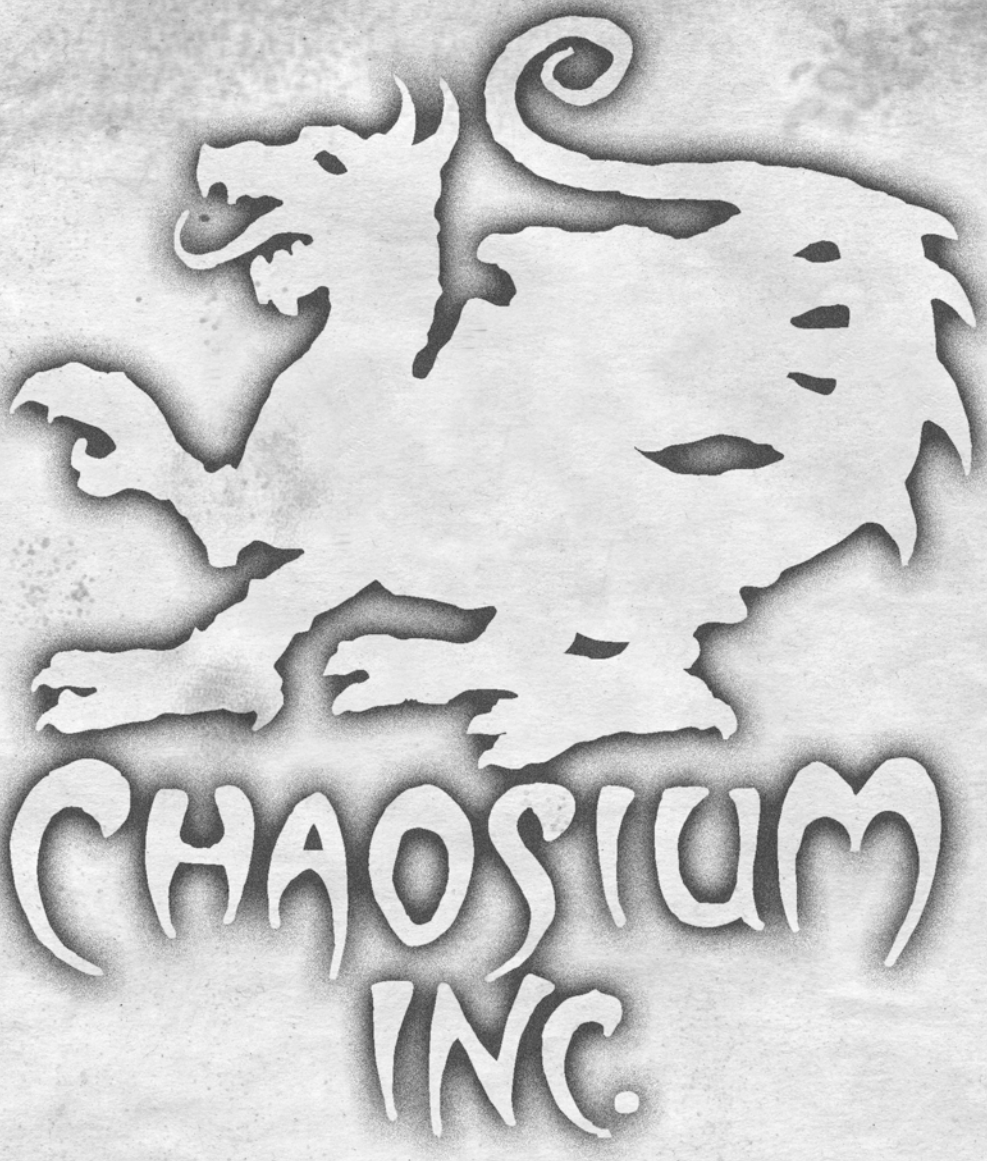
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THE GREEN

•••

Some say it began as a garden planted by the old gods when the world was young, so they might shade themselves from the fiery sun and take rest from their divine pursuits. Others maintain that a strong, healthy magic infuses the mountain waters that feed it, giving its flora and fauna their prodigious health and size. Still others have called it a verdant hell where the spirits of the prideful and cursed are damned to spend eternity among the insects, hounded by venomous predators. Perhaps there is a bit of truth to each...

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