

UNUSUAL OCCURRENCES

The following tables are here Game Masters who enjoy a touch of randomness in their adventures. They are particularly handy when characters are travelling for long periods of time. Twice a day there is a 25% chance that an Unusual Occurrence might happen. Once it is determined that something has happened the following charts should be consulted. Use these tables with a grain of salt. Some occurrences may not appropriate for the time or place. When this occurs, simply reroll the event or adjust it to fit the situation.

Some GM's may prefer to read up on several events and then injects the specific ones they have prepared.

The tables work best when the characters are exploring or on the move. If characters are in a single location, such as camp, and an event occurs, then it may be easiest to simply roll on the Encounters Chart.

Table of Unusual Occurrences

1-60	Encounters see p.41
76-85	Strange Events
86-100	Common Events

Common Events

1. **Sudden Downpour:** A torrential rain falls in sheets drenching everything for d20 hours. The rain is so hard it makes things hard to see and hear, the ground becomes slippery and all physical actions are *difficult*.
2. **Insect swarm small:** Mass hatching of mosquitoes, black flies, or other pesky insects fill the air for d20 hours. They make buzzing sounds and bite, doing no real harm, but make all actions requiring concentration *difficult*. Furthermore characters will not be able to relax or regain Pow.
4. **Intense Heat:** A heat wave passes through the area for d4 days, making everything steamy and sticky. Any Stamina rolls will be *difficult* and their ill effects will be doubled.
5. **Thick Mist:** A soupy mist fills the basin for d20 hours. Sight is only possible for about 15 yards.
6. **Equipment malfunction:** Some essential equipment of the characters has fouled. For example: a boat has sprung a bad leak, a paddle breaks or shoulder strap of backpack snaps.
8. **Rain of Frogs:** This is a breeding time for frogs. Thousands of tiny frogs swarm out of the water onto all surfaces.



Strange Events

1. Beetle Carcass S
 - 2-3. Chase R
 4. Dead Bodies S
 5. Dying Fish S
 - 6-8 Grove of Bone Trees R
 9. Kerpykuis S
 10. Trap R
 - 11-16. Valuable Ingredients R
 17. Wand of Eyes R
 17. Wood Giant S
 18. Wooden Prison S
 - 19-20. Found Item (Roll on Found Item Chart p. 76)
- S=Single Event
R=Repeatable Event.

Beetle Carcass

The dead body of a truly goliath beetle lies here (size 70). Parts of the meat are eaten and there is a school of mud snakes feeding on the carcass (see encounter section p.50). Goliath Beetles are rare and are only known to live in the areas where the largest trees grow. This one must have washed down in a recent flood. The chitin of the Goliath beetle is highly prized by armor makers in the Green. Proper armor makers can use various parts of the chitin into excellent, light, 5 point armor. The armor also has strange camouflage designs into it that will add 5% on hide rolls. The beetle has enough chitin to easily make 3 full suits of armor. If the beetle is properly cleaned and preserved it will be worth around 600 guilders.

Chase

A group of Venturers from fort Wither Root are paddling down river as fast as they can. They are in a running engagement with a large band of Wazzaka and are trying to get away. Most of the venturers are chopped up pretty bad, but they are trying to make a run for it. Can characters help out? (Statistics for Venturers are on p.66 Wazzaka begin on p.53).

If the GM wishes, the venturers could be led or accompanied by one of the appropriate personalities, possibly Corak, Endowen or Nadia.

Dead Bodies

A flock of d6 Dactyls (see encounter section p. 42 for stats) are feasting on several dead bodies of Wazzaka Trogod and a large lizard (Gortoe). The bodies seem to have been the remains of a fight between the Trogod and lizards. The Dactyls came upon the bodies only recently. If they are examined, some of the Trogod bodies have signs of being poisoned. Roll twice on the *Found Items Chart*, p.76

Dieing Fish

The characters see a huge catfish that has surfaced and is struggling on its back in the water. It seems to be holding something very large in its mouth. If they are in a boat, characters should easily be able to kill the ailing Catfish. Sticking out of its mouth are the legs of a Kweeg Trogod that it swallowed and is choking on. The rest of the Trogod is in the fish's gullet. The slimy dead finger of the Trogod wears an amber ring. The ring is sculpted amber in the form of a fish and is a 5 point Pow storage ring.

Groves of the Bone Trees.

Groves of Bone trees are common in the area. Bone Trees give off a very sweet pungent odor like rotting fruit. This is very attractive to many animals. Bone trees fill the air with semi-poisonous pollen which deadens animal's reflexes and eventually causes sleep. Drugged animals are often killed by carnivores, their bones and other remains in turn give nutrient to the tree. Some carnivores have grown immune to the trees effects and inhabit the area around the groves waiting for easy meals. The ground around the trees is usually littered with bones and decaying carcasses which give them their namesake. The bone tree pollen is most effective on weak or dying animals and many think that the area around these trees is magically significant as it seems that animals make pilgrimages to these trees to die.

Bone tree groves often grow in areas under the canopy where air is stagnant and slow moving. Characters approaching bone tree groves will begin to smell pungent odors; a sweet fruity smell often mixed with rotting flesh. If the groves are in or near swampy or watery areas *black swans* often patrol the outlying waters. As characters enter the Grove the ground and water will be littered with skulls, bones and sometimes half eaten carcasses of various animals.

The bone trees themselves have thick, gnarly roots that splay widely across the ground like great fingers. Their trunks are twisted and spread widely. Clinging to the branches are large orange fruit as well as weird looking catkins that release the pollen.

Characters in close proximity to bone trees must make Stamina roll every five rounds. If they fail they will feel pleasantly groggy and sleepy. This drug-like state will affect judgment and coordination. All further skill rolls become *difficult* while characters remain in proximity to the trees. Characters that remain in the stagnant air of the groves must make Stamina rolls every three rounds. After three consecutive failures they will fall into a deep sleep. Characters breathing fresh air may make stamina roll every three rounds to shake off the effects of the pollen. The fruit of a bone tree is delicious and considered a delicacy; the catkins may be refined by alchemists to create a healing potion or a powerful sleeping potion or gas.

Bone tree groves almost always have predators present. Roll d10 and consult the following chart.

1-5 (d8+1) Ghoul dogs 6-8 (d6+2) Black Swans 9-10 (d3) Dactyles
--

Ghoul Dogs- Ghoul Dogs are a type of baboon with hyena-like spots and temperament. They have ferocious clamping jaws with rows of protruding teeth. They often live in the branches of bone trees and are immune to the effects of the Bone tree pollen. They are known to play with the bones that litter the groves and often take skulls and other curiosities up in the trees to play with, thus decorating the trees in a gruesome manner.

Ghoul Dogs:					
STR	15	Move 10	RLeg	2	5
CON	18	HP 15	LLeg	2	5
SIZ	10	Maj Wo 9	Abd	2	5
INT	8	DB +d4	Chest	2	6
POW	12	PP 12	Rarm	2	4
DEX	18		Larm	2	4
			Head	2	5
Attacks: Bite 55% d8+d4 Claw 45%, d6+d4. Skills: Climb 65%, Dodge 40%, Smell 65%, Sneak 55%.					

Black Swans- These reptilian birds usually hunt on the outskirts of the Groves. They will begin to gather in groups, and may be seen by characters who entering the grove. The Swans will keep their distance though, until the characters come out of the grove area or until the characters begin nodding off. They are used to weak prey in or near the grove and will ferociously attack nodding or stumbling characters. (For stats, see Encounters p.42).

Dactyles- usually lay hiding in wait in the trees above the grove. When creatures stumble into the grove, Dactyles will swoop down on them, try to make a quick kill, and carry off their prey before they become groggy themselves. (For Stats, See Encounters P.45).

Kerpykius the Dwarf

Legend runs rife in the Green of strange personalities of a lost age that still lurk within the deepest of swamps and jungles. These are sometimes called the Ancients. One of the most persistent of these legends is that of Kerpykius the Dwarf.

Kerpykius occasionally comes to the swamps of the upper Frogtoe to collect various herbs, fish, and engage in pursuits of which mortals find hard to fathom. He lives in a dingy hut on a small island made up mostly of coiled roots. A small, sickly-looking tree sprouts from the top of the island and covers the structure with its sparse branches. Kerpykius is not very organized and many of his possessions lay scattered around the island or hang from the tree. All sorts of various pots, urns, and

alchemical devises abound. A chimney from the roof of the hut continually trickles forth steam and mist giving the region around the island an otherworldly feel.

When encountered Kerpykius will always be engaged in very mundane tasks such as fishing, cooking, washing pots, or looking for something he has lost. He will always seem annoyed with the task and not want to be bothered. If the characters have a nice object (preferable of magical origin) or a tidbit of information to trade he may settle down and talk to them.

Kerpykius can aid the characters in a number of ways. He knows much of what is going on in the region (as determined by the GM) and can give characters bits of information and various hints. He also has strong potions of various types that may prove handy. Furthermore, he knows much magic and can teach spells to characters. He will always ask for a price in return. Often this will be items, or tasks the characters need to perform. He is particularly covetous of the blooms of the Windie will tree but none of his magic works anywhere near the tree and he is wary of its guardian. He would give much in return if the characters would bring him petals from the dangerous tree.

Kerpykius					
STR	16	Move 7	R Leg	10	6
CON	25	HP 16	LLeg	10	6
SIZ	7	Maj Wnd 8	Abd	10	6
INT	21	Dmg bn -	Chest	10	7
POW	30	PP 30+	Rarm	10	4
DEX	16	Stored PP40	Larm	10	4
APP	7	Fatigue 33	Head	10	6
Armor: 10 point Armoring enchantment tattoos. Weapon: Stick, 90%, d6 Skills: Bargaining 80%, Dodge 95%, History 200%, Listen 120%, Preserving 200%. Oratory 85%, Sense 150%, Spot 90%, Teaching 85%. Brew Potions: Bodily Enhancement 125%, Spirit Enhancement 180%, Healing 200%, Brew Poison 123%, Brew Fragrance 112%, Acid 98%, Oils&Resins 135%. Wealding 120% (Mastery 80%): Smokenut, Writh-vine. Swamp Root 150%, (Mastery 120%) Water 120%, (Mastery 103%): Summon Water Elemental. Alchemy 200%, (Mastery 115%) Ignite, Extinguish. Spirit 140% Cut Essence Weave 4, Danger Sense, Muddle, Spirit Shield 4, Word of Command (2),					

Tree Island

Kyrpikius's tree island is a giant Dryadic and is animated. Its seven roots are like tentacles and can propel the whole tree through the water or across land. Furthermore the Roots can attack as if they were tentacles.

Tree Island

The island has nine roots that are big enough to fight. Each root must be killed individually, it does not help to hit the central island.

Root:

STR 40 DEX 8.

Armor: 8 HP: 25

Root Bash 75%, d8 +2d6 damage.

Grapple 75%

Jaque: Kyrpikius has a strange familiar that looks like a large, cuddly, inquisitive Raccoon named Jaque. Kyrpikius has experimented on the animal with various potions. Now when it becomes agitated it will quickly turn very ferocious and physically bulk up in strength and size. Jaque usually hangs out the sparse branches of Kyrpikius' tree.

Jaque (bulk up)

STR	18 (11)	Move 10	R Leg	4	6
CON	18	HP 17	LLeg	4	6
SIZ	16 (9)	Maj Wnd 9	Abd	4	6
INT	10	Dmg bn d6	Chest	4	7
POW	17	PP 17	Rarm	4	4
DEX	18	Fatigue 36	Larm	4	4
APP	7		Head	4	6

Armor: 4 pt fur

Weapon: Bite 55% 2d6, Claw 60% 2d6

Skills: Climbing 90%, Swimming 65%, Sneak 75%.

Trap

One of the indigenous people has set a trap here. A huge sapling spears across the trail or canal doing 2d6+2 Damage to whoever is in front of the party.

Valuable Ingredients

Valuable fruit or ingredients for potions or concoctions grow freely here. Characters should be able to gather d10 doses worth of the ingredient See p. 69 for chart and options.

Wand of Eyes

A long wand or rod is stuck into the muck here. The wand has numerous eyes that seem to be watching the characters. If the wand is pulled from the ground, the eyes will shut and the wand will simply become a stick of wood. These wands are the property of Malgonta the Bog witch and have been placed in various locations throughout the basin. Malgonta can see through the wands with the use of her scrying bowl.

Wood Giant

A Successful Spot Roll will allow characters to notice that one of the fallen, moss covered trees resembles a humanoid shape. The vines and moss may be removed to reveal a fallen humanoid giant made out of wood. It has roughly trollish features. A massive manacle is chained to the statue's ankle and it is attached to a stone ball. The manacle, chain, and ball are all made from highly polished green stone engraved with strange glyphs. The lock of the manacle seems to be fastened by a green gemstone.

The figure is a Giant Dryadic. Centuries ago he was enslaved and used as labor to lift and carry the megalithic blocks that make up many of the ruins in the area. Most of his magic has been drained through the centuries by the manacle and he is now only a statue. If the manacle is removed he will regain his ability to move and speak, albeit somewhat lethargically. He speaks very slowly and dreamily, almost like he is drugged. Forgotten by those who enslaved him, he has dwelt here, out of mind and out of sight for centuries. He is a bit addled and does not remember much except that he once carried blocks of stone and erected huge buildings. He also remembers a great flood that hit the area. Somewhere in the back of his mind he can remember freedom and dwelling in the groves.

If the characters free him he will be very grateful and say that in return for his freedom he will perform one great service for them. He will pull a gnarled twig from himself and hand it to the adventurers. If they are ever in need they only have to tap the twig against a tree and say "Oopa Duroot Cloom- Branches Bark Boom". He will then stomp off into the forest, seeming to join with and fade into the Trees.

If the characters ever call on him, it will take several minutes for him to arrive and form from the woods that surround them. When he arrives he will be a *Gnarl* of only half the size he once was, but still quit big (Use a 3 pt Gnarl in *The Green* p.103). If asked about his smaller size he will say he was originally summoned from the stump of an Urminsul, one of the great father trees of the forest and that allowed him to manifest in a larger form. This time he will seem quite happy and move and speak slightly faster. He will perform one task for the adventurers and then return to frolic in his new freedom.



The Wooden Prison

A stone knife is stuck in the trunk of a particularly twisted and malevolent looking tree. The knife is well wrought and is covered in Glyphs. The knife is part of a powerful enchantment that binds a malevolent Dryadic spirit in the tree.

If the stone knife is touched a strange sighing wind will move through branches of the tree and those surrounding it. If the dagger is removed the restless spirit will be released with a screaming sound and a horrible visible whirling of spiritual energies. The Dryadic will first appear as a skeletal, spectral form moving with an other-worldly speed. Driven by years of restless hate the spirit will immediately close its fingers around the throat of the character that removed the dagger and engage them in psychic combat.

After three rounds the spirit will seem to noticeably weaken and attempt to disengage and retreat into the tree. Maintaining the incorporeal state is not natural to this spirit and for every round after the third it will lose an additional power point. Once this begins to happen the dryadic will disengage and return to the tree.

Once the spirit is back into the tree the forest will seem to be deafeningly quiet for three melee rounds and then there will be a loud torturous cracking sound from the tree. It will begin to split and splinter. Cracks will form and characters will begin to see branches erupting from the back and sides of the tree and a form will begin pulling itself from the fissures. Two rounds later the Dryadic will pull itself from the back of the tree as if from a woody womb.

This Dryadic appears as a cross between a twisting, tortured sapling and a humanoid skeleton with deep glowing green eyes. It gives off an overpowering pungent rotten wood odor. It will immediately scream a deafening roar and attack its liberators.

The tree that birthed the dryadic will turn crumbly and paper-like except for three branches: one is big enough to make a staff while two are one large enough to craft wands. They will sell for around 80 g each for the smaller sticks and about 200 for the staff sized limb to those who are interested. At the heart of the Cursed Dryadic is a black amber-like mass. To the right people this dark-heart amber could raise as much as 800 Guilders. Most Wealding users will be very wary of it though. The stone knife is enchanted by powerful earth magic and will add +10% to hit and +2 damage. Any Earth Glyph users will be very interested in the dagger and how the characters came by it.

Cursed Dryadic

STR	35	Move	10	1-4	R Leg	5/7
CON	-	THP	23	5-8	L Leg	5/7
SIZ	23	MWL		9-11	Abdomen	5/7
INT	9	DB	-	12	Chest	5/8
POW	20	PP	20	13-15	R Arm	5/5
DEX	12	TFP		16-18	Arm L	5/5
				19-20	Head	5/7

Weapons: Claw 65% d8+2d6

Bite: 55% d8+d6

Armor: 5 pt barky skin.

Skills: Dodge 40%, Hide 80%, Knowledge (Trees 90%) Listen 60%, Stealth 50%, Spot Hidden 60%,

Powers: Impaling weapons only do 1pt. of damage max.

May disincorporate and attack psychically for up to three rounds.

This dryadic is particularly resilient; even if a limb is destroyed it will continue fighting. A disabling blow to its chest or abdomen will make all actions difficult, but it will continue fighting. A blow to its head may blind it but it will continue fighting until all its hit points are destroyed. The stone knife will ignore the dryadics armor and do its full damage.



ENCOUNTERS

This Section describes random encounters along the Frogtoe as well as provides statistics for many of the monsters and personalities that are encountered elsewhere throughout the adventures. Most selections provide multiple leaders as well as more generic individuals. Gm's should be able to mix and match leaders and Mooks to make encounters challenging for adventurers as well keeping each encounter, even of the same type, interesting. It cannot be stressed enough that these random encounters are just a rough guide to augment the Gm's imagination. Gm's should adjust encounters to make them challenging or interesting to the Player's Party. Encounters can easily be beefed up or toned down by adding or taking away the number of enemies or altering the situation in which they are encountered.

Most encounters do not have any listed loot other than their weapons. Gamemasters may roll on the *Found Items* or *Items of Value* charts in the back to see what intelligent Encounters might be carrying. Most intelligent creatures encountered along the river will be in canoes.

The Random Encounter chart assumes characters will be in and near the water a lot. Most of the terrain types are self explanatory. *General Boating* is the generic chart that should be used when characters are in or along the main branches of the Frogtoe River.

Additional Randomness.

Most selections include a table to randomly determine what the encounter group is up to when the characters come across them. The Gm should feel free to use the chart to help inject a little story and life into the random encounters. Following is a brief description of the possible activities for random encounters. Do to the variations in the specific encounters the GM may need to adjust these slightly.

1. Hunting / ambush: The encounter has concealed or hidden themselves in a blind and are lying in wait for their game to come into the ambush. Any attempts to spot them will be difficult. There may be rotten meat or other bait in full view hanging from a tree or stick.

2. Hunting /driving: The encounter is trying to drive game into other hunters of their type who are laying in wait. They will be spread out and making much noise, banging drums, rattling trees.

3. Hunting / Tracking: The encounter is tracking a game animal. The animal may already be wounded. The Encounter will be moving slowly and trying to sneak as much as possible.

4. Hunting/ cleaning, feasting: The Encounter has recently made a kill. They are now cleaning the animal or, if unintelligent, feasting on their meal.

5. Traveling: The encounter is going somewhere with a purpose, possibly to: 1. a known ruin or sacred place. 2. Trade or parlay with another tribe. 3. Looking for a lost member of their party or tribe.

6. Foraging or Fishing: The encounter is scrounging the swamps for food, herbs or other growing items or the encounter is fishing in the area. They may be using nets, poles, or fish spears depending on the encounter.

7. Lair/at rest: The encounter is in bivouac or is lounging somewhere. Intelligent creatures will have set up camp at the place where the characters encounter them. There is a 20% chance that the encountered creature/creatures are not at the camp site presently. If the encounter is a natural creature it will be their lair or nest. For appropriate creatures there is a chance that there may be a found item. See found Items on p.76

Encounter	General Boating	Flooded Forest	Open Marsh	Jungle Walking
Adventurers*	1-5	1-5	1-5	1-6
Black Swans	6-11	6-11	6-10	7
Bog Trolls	12-16	12-19	11-15	8-10
Cannibals	17-22	20-23	16-20	11-15
Crabs	23-26	24-30	21-24	16-17
Dactyls	27-30	31-34	25-29	18-21
Crocodiles	31-36	35-39	30-34	22-25
Goretot (velicoraptors)	37-39	40-43	35-37	26-32
Gwali	40-46	44-47	38-43	32-37
Hornbeaks	47-52	48-52	44-48	37-40
Iquonay	53-55	52-55	49-51	41-46
Lizard Giant	56-59	56-60	52-55	47-52
Mud Snakes	60-64	61-67	56-61	53
Nefara	65-67	68-71	62-64	54-59
Slogutus	68-71	72-75	65-68	60-66
Spine axe allosaurus	72-74	76-79	69-71	67-72
Trogod Wazzaka	75-81	80-83	72-77	73-77
Trogod Skierfing	82-87	84-88	78-83	78-83
Winajo	88-92	89-92	84-89	84-88
Wyvern	93-95	93-95	90-95	89-92
Special**	96-100	96-100	96-00	93-100

* See the Adventurer section (Next chapter) for details and statistics.

** Game masters can make up an encounter of their own or insert a selection from the Unusual Events.



Black Swans

There will be 2d6 normal Black Swans in a Pack with d2 large dominant members.

(1) Hunting (Ambush), (2-3) Hunting (Driving), (3-4) Hunting (Fresh Kill), (5) Foraging, (6-8) Lair, (8-10) Fishing.

Black swans usually travel in small flocks that spread several hundred yards from one another to forage. They will usually let out a hoot or call to one another when they encounter food or danger and the rest of the flock will arrive from different directions in a couple of melee rounds. They like to surround opponents and attack them from several different directions. If encountered near their nests they will be extremely aggressive.

Black Swans (Average)

STR	14	Move 6/12	RLeg 1-3	4	4
CON	13	HP 15	L Leg 4-6	4	4
SIZ	17	Maj Wo 8	Body 7-10	4	8
INT	4	DB d4	Rwing 11-13	4	5
POW	11	PP 11	LWing14-16	4	5
DEX	16	Fatigue 27	Head 17-20	4	6

Armor: 4 point scales and feathers

Attacks: Bite 50%, d8+db (bleeding)

Skills: Dodge 40%, Fly 45%, Sense 75%, Spot 65%, Swim 90%.

Black Swans (Large)

STR	20	Move 7/12	RLeg 1-3	5	4
CON	17	HP 21	L Leg 4-6	5	4
SIZ	25	Maj Wo 11	Body 7-10	5	9
INT	4	DB 2d6	Rwing 11-13	5	6
POW	13	PP 13	LWing14-16	5	6
DEX	16	Fatigue 27	Head 17-20	5	7

Armor: 5 point scales and feathers

Attacks: Bite 60%, d8+2d6 (bleeding)

Skills: Dodge 40%, Fly 35%, Sense 75%, Spot 65%, Swim 90%.

Bog Trolls

Roll for which Bog trolls are encountered:

(1) Burak, (2) Grod, Sneakstab, and Fishstink.
(3) Grod with two Marsh Bears. (4) Sneakstab.

(1-3) Hunting (Ambush), (4) Hunting (Driving), (5) Hunting (Tracking), (6) Hunting (Fresh Kill), (7-8) Traveling, (9-10) Lair.

Burak:

Burak is an extremely large bog troll who was once the mate of Malgonta and thus the father of most of the Bog Trolls in the region. After he became abusive, dangerous and bossy, he was driven from the enclosure at the stump. He has gone partly insane, always driven by hunger and anger. Since then he lives a nomadic lifestyle, usually lurking underwater where he can surprise his lunch. He tends to hate most living things and usually will attack

anyone invading his privacy. He has also become cannibalistic and occasionally eats humans who anger him. Burak will always be alone.

Burak

STR	30	Move 8/6	R Leg	3	9
CON	18	HP 26	L Leg	3	9
SIZ	35	Maj Wo 13	Abd	3	9
INT	7	DB 3D6	Chest	3	11
POW	13	PP 13	Rarm	3	7
DEX	11	Fatigue 48	Larm	3	7
APP	3		Head	3	9

Armor: 3 point skin.

Weapons: War club 65%, 5d6

Spear 45%, D8+1+3D6

Skills: Dodge 35%, Sense 45%, Spot 55%, Swim

Grod

Grod is the eldest and by far the biggest of the Malgonta's children. When Malgonta is not around he leads. He loves marsh bears and will always have one with him as a pet. He does not like his mother bossing him around so he rarely visits the stump home.

Sneakstab

Sneakstab is the best hunter of the lot. He loves hunting dinosaurs and wears a hornbeak skull as a helmet.

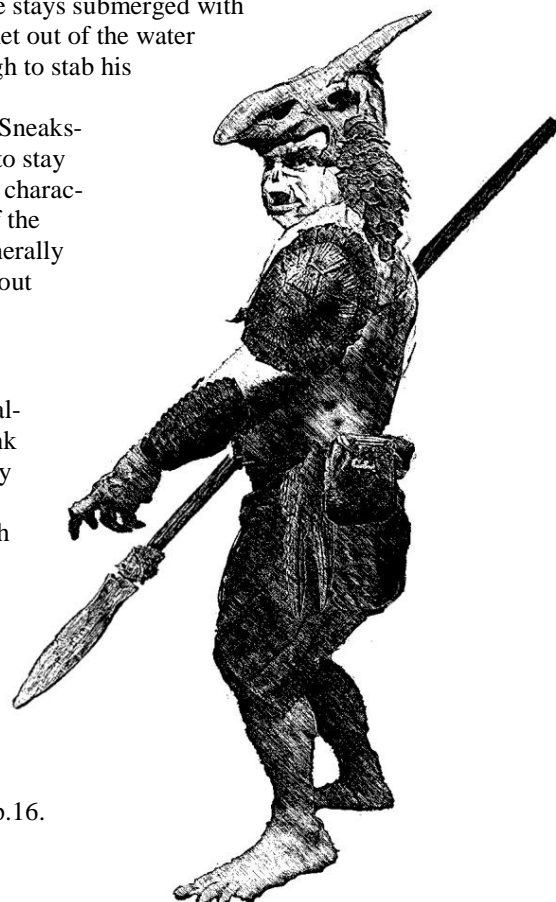
When stalking prey he stays submerged with just his eyes and helmet out of the water until he is close enough to stab his prey.

If encountered alone, Sneakstab will generally try to stay submerged and watch characters from the safety of the water. He will not generally attack characters without reason.

Fishstink

The youngest and smallest of the lot, Fishstink is usually picked on by the others. He often stays at the stump with his mother. *If other Trolls are needed to make the party more challenging, re-use Fishstink's Statistics.*

Marshbears: Use the Marsh Bear entry on p.16.



Grod

STR	26	Move 8/6	R Leg	3	8
CON	16	HP 23	LLeg	3	8
SIZ	30	Maj Wo 12	Abd	2	8
INT	9	DB 2D6	Chest	5	9
POW	13	PP 13	Rarm	3	6
DEX	12	Fatigue 42	Larm	3	6
APP	14		Head	2	8

Armor: 2 point skin, fish scale bracers and greaves, bone breastplate.

Weapons: War club 45%, 4d6
Spear 35%, D8+1+2D6

Skills: Animal Handling 45%, Dodge 35%, Sense 45%, Spot 55%, Swim 95%.

Sneakstab the Horn Hunter

STR	23	Move 8/6	R Leg	4	7
CON	12	HP 19	LLeg	4	7
SIZ	25	Maj Wo 9	Abd	4	7
INT	9	DB 2D6	Chest	4	8
POW	10	PP 10	Rarm	4	5
DEX	14	Fatigue 35	Larm	4	5
APP	8		Head	4	7

Armor: 2 pt skin + 2pt Hornbeak skin+ Hornbeak skull helm.

Weapons: Spear 50%, D10+1+2d6

Skills: Dodge 35%, Sense 45%, Sneak 65%, Spot 55%, Swim 95%.

Note: Sneakstab normally carries 3 spears.

Fishstink

STR	20	Move 8/6	R Leg	4	8
CON	17	HP 19	LLeg	4	8
SIZ	20	Maj Wo 9	Abd	4	8
INT	11	DB D6	Chest	4	9
POW	16	PP 16	Rarm	4	6
DEX	15	Fatigue 37	Larm	4	6
APP	8		Head	4	8

Armor: 2 pt skin + 1pt fishscale greaves and vambraces + bone breastplate.

Weapons: Spear 65%, D10+1+1d6

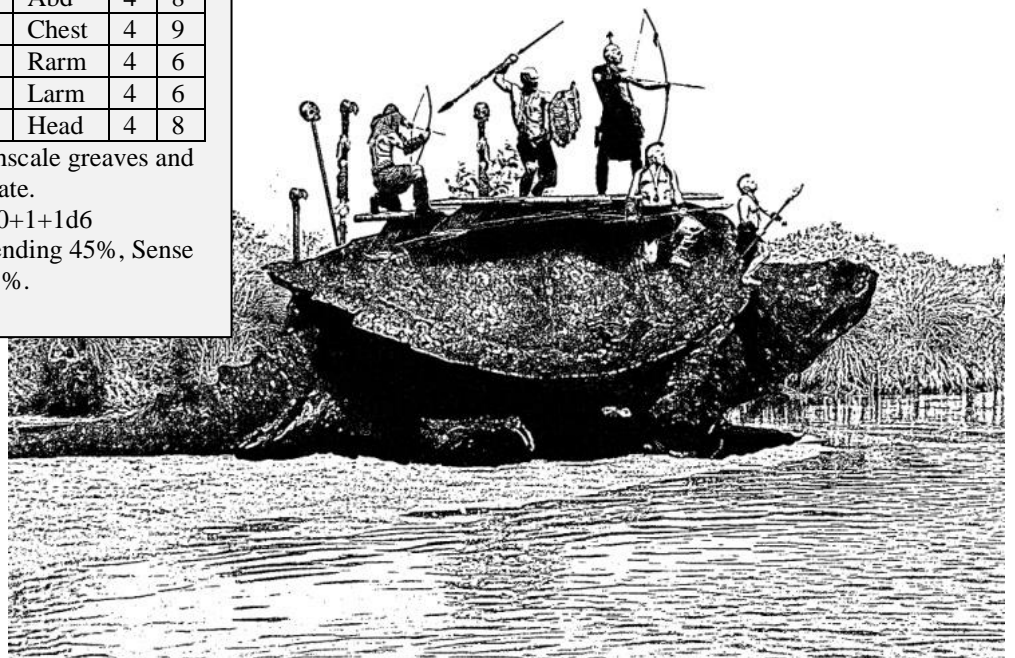
Skills: Dodge 40%, Fish tending 45%, Sense 45%, Spot 55%, Swim 105%.

Cannibals

A band of cannibals from another river system are raiding this area of the Frogtoe. They are in need of human captives. They use their captives as food as well as sacrifices to their dark gods. They also dabble in slavery. This small band is led by Skullface, a powerful Necromancer and Shaman. The Cannibals travel the swamps and rivers on a huge animated zombie turtle.

The Skullface's retinue consists of two warrior cannibals of almost giant size (Gurgal and Urgal). One carries a longbow and the other huge shield and spear. He also has three Pygmy servitors who take care of any prisoners and most of the more difficult labor. All of the Cannibals tattoo their skin jet black with white bone markings and skull faces. They also file their teeth and wear many piercings.

The zombie turtle is massive with strange glyphs and runes carved into its shell. Several poles and long wands are drilled into the back of the shell sporting skulls and other gruesome trophies. The spirit that animates the turtle is controlled by a drum made of human skin and bone. The turtle will only move as the drum is played. Skullface usually plays the drum, but a servitor will take over for him if he needs to cast spells or take action. Cages are attached to the sides of the turtle to carry victims. When those are full, the cannibals will steal a boat and build additional cages for other victims. If Skullface is ever low on Pow he will cast *Draw Soul* and steal extra Pow from the captives.



Skullface

STR	10	Move 10	R Leg	6	5
CON	17	HP 14	L Leg	6	5
SIZ	10	Maj Wo 7	Abd	6	5
INT	16	DB -	Chest	6	6
POW	21	PP 21-	Rarm	6	4
DEX	15	+18 in staff	Larm	6	4
APP	18	Fatigue 27	Head	7	5

Armor: Bone 3pt. +3 point armor enhancement tattoos. Skull helmet.

Weapons: Staff 75%, d8+1 + stunning charge of d6 if he can overcome opponent in Pow resistance test.

Skills: Command Zombie 80%, Dodge 50%, Listen 55%, Play Drum 90%, Swim 40%, Spot 65%, Stealth 55%, Track 65%.

Powers: Glyph: Une 90%.

Spells: Muddle, Unbreakable Bonds, Draw Soul 4, Dispell magic 3, Une-Shield 4. Umbra 4, Create Zombie, Sacrifice.

Notes: Skullface will begin casting Muddle at the strongest looking opponent. He will cast Draw Soul 4 on his staff before he closes in combat.

Gurgal

STR	16	Move 10	R Leg	5	5
CON	17	HP 17	L Leg	5	5
SIZ	18	Maj Wo 9	Abd	5	5
INT	10	DB +d6	Chest	7	6
POW	14	PP 14	Rarm	5	4
DEX	16	Fatigue 33	Larm	5	4
APP	16		Head	5	5

Armor: 2 point enchanted tattoos+ Curiboilli, Bone breastplate.

Weapons: Spear 75%, d8+1+D6 Sheild 85%

Skills: Drive Canoe 65%, Dodge 35%, Jump 70% Listen 55%, Swim 35%, Spot 65%, Stealth 65%, Track 80%, Play Drum 55%.

Urgal

STR	15	Move 10	R Leg	2	5
CON	17	HP 17	L Leg	2	5
SIZ	17	Maj Wo 9	Abd	2	5
INT	10	DB D4	Chest	2	6
POW	14	PP 14	Rarm	2	4
DEX	17	Fatigue 31	Larm	2	4
APP	16		Head	2	5

Armor: 2 point armor enchantment tattoos

Weapons: Bow Long 80%, d8+1+d2 or d6+1+d2* Spear 45% d8+1+D4

* He usually uses arrows that have small armor piercing heads. They only do d6+1 damage but ignore the first 3 points of armor. These smaller arrows are poisoned (Pot 10).

Skills: Drive Canoe 65%, Dodge 55%, Jump 70% Listen 55%, Swim 35%, Spot 65%, Stealth 65%, Track 80%, Play Drum 55%.

Pygmy Servitors

STR	9	Move 10	R Leg	-	4
CON	13	HP 11	L Leg	-	4
SIZ	8	Maj Wo 9	Abd	-	4
INT	10	DB +d6	Chest	-	5
POW	14	PP 14	Rarm	-	3
DEX	16	Fatigue 33	Larm	-	3
APP	16		Head	-	4

Armor: none

Weapons: Spear 35%, d6+1

Self bow d6+1*

*Poisoned Pot 13, Paralyzes victim if Con is overcome in a resistance test. It will do d6 damage to Dex every 5 rounds. Effects wear off in 3d6 hours.

Skills: Drive Canoe 65%, Dodge 35%, Jump 40% Listen 55%, Play Drum 75%, Swim 35%, Spot 45%, Stealth 65%, Track 55%.

Zombie Turtle

STR	50	Move 7,	Tail	10	9
CON	48	8 Swimming	R H Leg	10	14
SIZ	60	HP 54	L H Leg	10	14
INT	1	Maj Wo 27	HindQ	18	22
POW	1	DB 6d6	ForQ	18	22
DEX	4	PP 1	RF Leg	10	14
		Fatigue -	LF Leg	10	14
			Head	10	18

Armor: Skin

Weapons: Bite 30%, 7d6 *

The turtle is very slow on the attack. He may only attack once every two rounds

Skills: Swim 40%.

Notes: The Turtle may be "killed" with a particularly good hit to the head, similar to a human zombie (see page 351, BRP). Weapons do full damage to it though, provided they can get through armor.

If characters can jump on the back of the Turtle, it may no longer attack.

The Turtle has no real intelligence left and will only do what it is commanded by Skullface.

Several of the gruesome poles attached to the turtle's back act as generators for the Spell Unec Shield 4. This spell will cover the whole Turtle as well as those on board. Skullface will keep this spell continually cast by drawing on the Pow of his captives.

Dactyl (Pterodactyls)

There will be 1d6 dactyls in a flock.

(1-3) *Hunting (Soaring)*, (4-5) *Hunting (Fresh Kill)*, (6-7) *Perched in tree or at rest* (8) *Traveling*, (9-10) *Lair*.

There are a number of Dactyls that hunt in the area. They will often swoop out of the sky on unsuspecting prey.

Dactyl			LOC	AP	HP
STR	21	Move 7/12	RLeg 1-3	3	5
CON	13	HP 21	L Leg 4-6	3	5
SIZ	21	Maj Wo 11	Body 7-11	3	8
INT	5	DB 2d6	RWing 12-14	3	6
POW	12	PP 10	L Wing 15-17	3	6
DEX	17	Fatigue 48	Head 18-20	3	11

Damage Bonus: 2D6

Armor: 3 point skin

Attacks: Bite 40%, d8+db (bleeding)

Claw 50%, d6+db (bleeding).

A Dactyl 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%.

Giant Crabs (Stump Demons)

Encounter: d6 Smaller Crabs or 1 Larger Crab

Crabs will always be in Hunting (Ambush) Mode. Characters must roll a difficult spot hidden to notice crabs before they are attacked.

There is a species of giant crab that thrives in the Swamps of the Frogtoe River. Swamp people often call them Stump Demons. Their carapace is very rough, craggy, and resembles twisted bark. Green lichen and moss often grows on their carapace. Furthermore, they have the ability to change their skin color slightly. While perched on stumps or roots, they become virtually invisible. Here they often sit and wait for animals to surface or come to the water to drink. They then ambush their prey with a bone-breaking snap from their claws. When stump demons attack it will appear as if the wood of the stump itself is growing eyes and claws and coming to life.

The larger crabs are solitary, less ardent and will often only take a single swipe at their prey and not pursue them if they move away quickly. The smaller ones are much more aggressive, attack twice a round, and often work in groups.

The carapace of these crabs is often used to craft armor by the people of the river. When properly treated and crafted it gives an AP of 5 and a +5% to hide rolls.

GIANT CRAB LARGER

STR	34	Move 6
CON	19	HP 27
SIZ	34	Maj Wd 14
INT	3	DB +3d6
POW	12	PP 12
DEX	7	Fatigue 53

Armor: 10 pt carapace

Weapons: Claws 55% d10+3d6

Skills: Dodge 25%, Climb 85%, hide 95% Sense 55%.

GIANT CRABS SMALLER

STR	25	Move 7
CON	16	HP 21
SIZ	25	Maj Wd 11
INT	3	DB +2d6
POW	12	PP 12
DEX	9	Fatigue 41

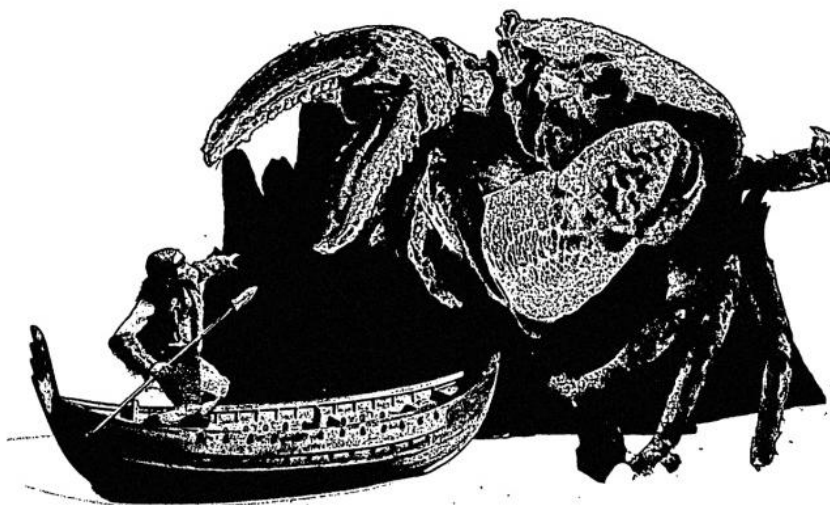
Armor: 7 pt carapace

Weapons: Claws 45% d10+2d6

Can attack with both claws simultaneously.

Skills: Dodge 25%, Climb 85%, hide 95% Sense 55%.

Crab Locations		Small	Large
1-2	RH Legs	6/7	7/10
3-4	LH Legs	6/7	7/10
5-8	Body	9/7	11/10
9-10	RFlegs	6/7	7/10
11-12	LFlegs	6/7	7/10
13-15	RClaw	7/7	9/10
16-18	LClaw	7/7	9/10
19-20	Forebody	9/7	11/10



Crocodiles

Each encounter will be from 1-10 of these beasts. GMs can determine the size of each of the crocodile present.

(1-4) Hunting (ambush), (5) Hunting (Feasting), (6-10) Lair or lounging by the riverside.

Crocodiles are large and numerous on the Frogtoe . Fortunately only the larger crocs are known to attack canoes or boats.

Small Crocodiles

STR	24	Mv 8/10	Tail	1-3	5	8
CON	20	HP 25	RHL	4	5	6
SIZ	25	M W 13	LHL	5	5	6
INT	3	DB 2d6	HQ	6-9	5	9
POW	11	PP 11	FQ	10-14	5	9
DEX	7		RFL	15	5	6
			LFL	16	5	6
			Head	17-20	5	8

Bite 50%, D10+2d6

Tail 50% D10+2d6

Skills: Hide 50%, Stealth 75%.

Medium Crocodile

Loc	Roll	AP	HP
STR	30	Mv 8/10	Tail 1-3 5 9
CON	22	HP 27	RHL 4 5 7
SIZ	31	M W 14	LHL 5 5 7
INT	3	DB 3d6	HQ 6-9 5 11
POW	11	PP 11	FQ 10-14 5 11
DEX	7		RFL 15 5 7
			LFL 16 5 7
			Head 17-20 5 9

Bite 60%, D10+3d6

Tail 60% D10+3d6

Skills: Hide 50%, Stealth 75%.

Large Crocodile

Loc	Roll	AP	HP
STR	36	Mv 8/10	Tail 1-3 6 10
CON	19	HP 28	RHL 4 6 8
SIZ	36	M W 14	LHL 5 6 8
INT	3	DB 3d6	HQ 6-9 6 12
POW	12	PP 12	FQ 10-14 6 12
DEX	7		RFL 15 6 8
			LFL 16 6 8
			Head 17-20 6 10

Bite 60%, D10+3d6

Tail 60% D10+3d6

Skills: Hide 50%, Stealth 75%.

Gortoe

4+d6 Gortoe will be encountered. Half of the number will be Larger Gortoe.

(1-8) hunting (ambush), (9-10) feasting.

Several Packs of Gortoe have recently come into the region. They are in some spiritual way related to the Hydra. When the Iquonay clans began worshiping the hydra the gortoe were drawn to the area. Gortoe will not usually attack immediately. Instead they will remain out of sight as they follow the adventurers, using their tracking and sense of smell to keep close. Characters who make successful spot rolls may gain a quick glimpse one of these predators. The gortoe will wait for a perfect opportunity to strike; possibly when characters are divided, wounded, or otherwise occupied or unaware. Gortoe usually surround their foe and attack from a number of directions. Some may attack from the trees above or immerge from waters in order to flank the adventurers.

Large Gortoe

Loc	Roll	AP	HP
STR	15	Move 14	Tail 1-3 3 5
CON	15	HP 13	Rleg 4-5 3 5
SIZ	12	Maj Wo 7	Lleg 6-7 3 5
INT	8	DB +d4	Abdm 8-10 3 5
POW	12	PP 12	Chest 11-13 3 6
DEX	18	Fat 30	Rarm 14-15 3 3
			Larm 16-17 3 3
			Head 18-20 3 5

Attacks: Toe claw 60% d8+d4 (d6),

Bite 55% D6+1+d2.*

Small Gortoe

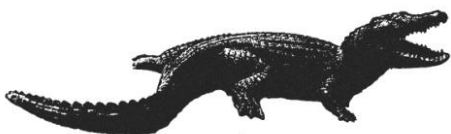
Loc	Roll	AP	HP
STR	11	Move 14	Tail 1-3 3 4
CON	12	HP 10	Rleg 4-5 3 4
SIZ	8	Maj Wo 5	Lleg 6-7 3 4
INT	8	DB -	Abdm 8-10 3 4
POW	10	PP 10	Chest 11-13 3 5
DEX	19	Fatigue 23	Rarm 14-15 3 2
			Larm 16-17 3 2
			Head 18-20 3 4

Attacks: Toe claw 60% d8 (d4), Bite 55% D6+1.*

Armor: 3 pt Skin

Skills: Climb 70%, Hide 80%, Listen 65%, Sneak 70%, Spot 70%, Sense 70%, Swim 80%, Track 70%.

*On the first round of combat Gortoe often leap into combat Goring with both Toe Claws simultaneously. This allows them to use one damage bonus level higher. On subsequent rounds Gortoe may strike once with their Toe claw and bite 5 Strike Ranks later.



Gwali

d6 Gwali Fishermen +d6 Gwali warriors. They will be led by one of the following hunt chiefs:

(1) Gwinock Pondhopper, (2) Artoug, (3) Fafari.

(1-2) *Hunting (Ambush)*, (3) *Hunting (Driving)*, (4-5) *Hunting (Tracking)*, (6) *Hunting (Fresh Kill)*, (7-8) *Traveling*, (9-10) *Foraging +Fishing*.

These Gwali can come from Froghenge or from the surrounding villages. They usually travel in canoes.

Gwinock Pondhopper (Hunt Chief)

Gwinock is the most well known hunter of the Lake clan. He knows that he lives in very dangerous times, but he still travels the swamps for week at a time, hunting and gathering for his tribe.

Several other Gwali villages and numerous hunting bands in the region have been attacked so Gwinock is preparing his hunters and warriors for hard times. Hunting expeditions for the clan have become patrols. He is deeply worried about the safety of his clan and wary of any newcomers in the region. He is trying to organize the hunters of the other villages in the area into a stronger fighting force. Gwinock blames the Wazzaka Trogod and will not pass up any chance for revenge. He has also seen the handy work of many outworlders and is not impressed by their behavior.

Gwinock Pondhopper			Loc	AP	HP
STR	15	Move 10	R Leg	4	5
CON	17	HP 16	L Leg	4	5
SIZ	14	Maj Wo 8	Abd	2	5
INT	16	DB D4	Chest	2	6
POW	18	PP 18	Rarm	5	4
DEX	17	Fatigue 31	Larm	5	4
APP	16		Head	5	5

Armor: Leather 2pt leather + crab chitin grieves and skull helm. He has 3pt. Tattoo armor enchantments on his arms.

Weapons: Spear 85% d10+1+D4

Skills: Drive Canoe 80%, Dodge 60%, Jump 90% Listen 55%, Slay Beast 35%, Spot 85%, Stealth 85%, Swim 95%, Track 80%.

Powers: Totem Gwalk 90%.

Spells: Deafcroak 2, Frogbreath, Strengthen Life 3, Healing (2), Frogstalk (3), Frogleap 4.

Notes: Strengthen Life 3 will add 9 points to Con Giving him Hp of 20 and raising his Hit Location hp two levels.

Artoug Shortcroak (Spirit Leaper)

Artoug is a young but skilled *Spirit Leaper* of the Gwalk totem. He was once a student of the powerful shaman Fafari. He now spends much of his time traveling with a small hunting party from village to village teaching the ways of Gwalk to many of the Gwali in the region. Artoug speaks little and when he does it is usually after

much contemplation. He does not like to make decisions. Artoug does not know it but many Gwali, especially those who live outside Froghenge, respect his opinion greatly.

Artoug Shortcroak			Loc	AP	HP
STR	12	Move 10	R Leg	2	5
CON	17	HP 15	L Leg	2	5
SIZ	12	Maj Wo 8	Abd	2	5
INT	17	DB -	Chest	2	6
POW	19	Fatigue 15	Rarm	2	4
DEX	13	PP 19+	Larm	2	4
APP	14	Frog 17=36	Head	3	5

Armor: 2 pt Leather

Weapons: Staff 80%, D8

Skills: Brew Potion (Bodily Enhancement) 45%, Brew Potion (Healing) 75% , Craft Leather+Bone 75%, Dodge 40%, Listen 75%, Drum 85%, Spot 85%, Stealth 75%, Swim 85%, Track 65%.

Powers: Totem Gwalk 110%, (Mastery 80%, Durative 75%).

Spells: Deaf Croak (2) Frog Breathe, Strengthen Life (4), Envenom (4), Healing (2). He has the Antivenom, Frogstalk and Slipquick spells written in his Grimoire which is a series wampum belts made of shells.

Spirit Glyph 85%: Cut Essence Weave 4. The following are kept in his Wampum Grimoire: Danger Sense, Spirit Shield (4), Summon Spirit Dream, Ward (3).



Fafari

Fafari is an old, withered wise-man of the Gwali. He is powerful in the spirit totem. In his youth he traveled the swamps a great deal and is familiar with most sights and legends. His strength and health has begun to wither but his magic is powerful as ever. He still sometimes accompanies the men on hunts. Many of the older Gwali Frog-eaters where taught by him and still hold him in high regard.

Fafari			LOC	AP	HP
STR	9	Move 10	R Leg	5	6
CON	15	HP 13	L Leg	5	6
SIZ	11	Maj Wo 9	Abd	5	6
INT	17	DB D6	Chest	5	7
POW	20	PP 20	Rarm	5	4
DEX	13	Fatigue 31	Larm	5	4
APP	12		Head	5	5

Armor: 5pt. Tattoo armor enchantments.

Weapons: Staff/Spear 45%, D8+1

Skills: Brew Potion (Bodily Enhancement) 85%, Brew Potion (Healing) 75%.

Craft Leather+Bone 90%, Dodge 45%, Listen 85%, Swim 35%, Spot 95%, Stealth 75%, Track 70%.

Totem Gwalk 110 %:(Mastery 75%, Durative 55%): Anti-venom (4), Deaf Croak (2), Envenom (4) Strengthen Life (3), Healing (2). *In Wampum Belt Pictograms:* Frogstalk (3), Gwalktoe (3), Frog-leap 5.

Spirit Glyph 90%. (Mastery 40%): Cut Essence Weave (3), Danger Sense, Ward (3), Words of Command.

Hunter-Warriors			LOC	AP	HP
STR	12	Move 10	R Leg	5	5
CON	13	HP 14	L Leg	5	5
SIZ	14	Maj Wo 7	Abd	2	5
INT	11	DB d4	Chest	2	6
POW	11	PP 11	Rarm	2	4
DEX	12	Fatigue 25	Larm	2	4
APP	10		Head	5	5

Armor: 2 Point Leather, Crab Shell helmet and greaves.

Weapons: Spear 45% D8+1

Wakshasha 35% D6+1

Net 40%.

Skills: Drive Canoe 50%, Climb 55%, Dodge 35%, Listen 45%, Slay Beast 25%, Spot 45%, Stealth 40%, Swim 65%, Track 25%.

Gwalk Totem 45%: Frog Breath, Frog Call, Frogstalk (2).

Gwali Fishermen and Craftsmen

STR	11	Move 10	R Leg	-	5
CON	12	HP 13	L Leg	-	5
SIZ	13	Maj Wo 7	Abd	-	5
INT	10	DB -	Chest	--	6
POW	11	PP 11	Rarm	-	4
DEX	12	Fatigue 25	Larm	-	4
APP	10		Head	-	5

Armor: none

Weapons: Spear 35% D8+1 Net 45%.

Skills: Craft leather and Bone 40%, Piolet Canoe 50%, Dodge 30%, Listen 45%, Swim 65%, Spot 45%, Stealth 40%, Track 25%.

Horn Beaks (Parasaurolophus)

1d6 horn beaks per encounter, up to half could be smaller yearlings.

The Frogtoe is a well known nesting ground for horn beaks. They are the preferred game for most hunters in the region. Horn beaks will generally try to avoid any parties unless their young or nests are threatened; in this case they are extremely dangerous due to their great mass and size. They have been known to overturn small boats. The echoing horn calls of these dinosaurs are quite loud and can be heard echoing through the marshes from miles away.

Adult Horn Beak

STR	31	Move 11	Tail	1-2	8	13
CON	23	HP 38	R Leg	3-5	8	13
SIZ	45	Maj Wo 19	L Leg	6-8	8	13
INT	3	DB 4d6	Abd	9-11	8	16
POW	11	PP 11	Chest	12-15	8	16
DEX	10	Fatigue 61	R Arm	12-13	8	7
			L Arm	14-16	8	7
			Head	17-20	8	13

Armor: 8 point scales

Attacks: Kick 45% d6+4d6, Bite 45% D6+ 2d6.

Skills: Listen 45%, Spot 50%, Sense 45%, Swim 80%.

Young Horn Beak

STR	28	Move 11	Tail	1-2	8	11
CON	20	HP 31	R Leg	3-5	8	11
SIZ	42	Maj Wo 16	L Leg	6-8	8	11
INT	3	DB 3d6	Abd	9-11	8	14
POW	10	PP 10	Chest	12-15	8	14
DEX	10	Fatigue 48	R Arm	12-13	8	6
			L Arm	14-16	8	6
			Head	17-20	8	11

Armor: 7 point scales

Attacks: Kick 35% d6+3d6, Bite 35% D6+ d6.

Skills: Listen 45%, Spot 50%, Sense 45%, Swim 65%.

Iquonay

Party consists of 2d6+3 Iquonay warriors. They will be led by either (1) Kalag, (2) Frogkuw, or (3) Kootscab, (4) Any two of the above.

(1-4) *Hunting (Ambush)*, (5) *Hunting (Driving)*, (6) *Hunting (Tracking)*, (7) *Hunting (Fresh Kill)*, (8-9) *Traveling*, (10) *Foraging +Fishing*.

The Iquonay do not like outsiders and most of the time will be hostile to those they think are trespassing on their land. They prefer using stealth and guerrilla tactics to outright combat. If met on the river they will have one dugout canoe for every three warriors.

Kalag Bloodspit

Kalag is a chieftain of the Iquonay clans. He still follows the frog totem of Gwalk while many of his tribe are turning to the old ways of the Hydra. He has seen many members of his tribe die at the hands of the Wazzaka or outsiders. He now treats anyone outside his own tribe as a dangerous threat. His body is covered in black tattoos accented with red dots. He adorns himself in a head-dress of fancy plumes.



Kalag Bloodspit

STR	17	Move 10	R Leg	7	6
CON	18	HP 17	LLeg	7	6
SIZ	16	Maj Wo 9	Abd	7	6
INT	15	DB D6	Chest	7	7
POW	16	PP 16	Rarm	7	4
DEX	16	Fatigue 31	Larm	7	4
APP	15		Head	5	5

Armor: Crab chitin + skull helm as well as 2pt. Tattoo armor enchantments.

Weapons: Spear 95% d10+1+D4.
Bow 85%, d6+1+d2.

Skills: Pilot Canoe 80%, Climb 90% Dodge 60%, Listen 85%, Slay Beast 40%, Spot 65%, Stealth 80%, Swim 75%, Track 70%.

Powers: Totem Gwalk 80%.

Spells: Gwalktoe (3), Strengthen Life (3), Healing (2), Frogstalk (3), Frogleap 5.

Notes: Strengthen Life 3 will add 9 points to Con Giving him Hp of 22 and raising each location hp two points.

Mandaru

Mandaru is a powerful shaman of the Iquonay. He is the individual who originally convinced the tribe to turn to the ancient worship of the Hydra.

Mandaru will avoid melee if he can, instead he will send others forward and support them with his magic. He is not against sending in Slurrsha, his elemental, if things look bad. When Slurrsha is summoned the elemental takes the form of a water snake. Mandaru's entire body is covered in green and blue tattoos.

Mandaru

STR	9	Move 10	R Leg	5	6
CON	15	HP 17	LLeg	5	6
SIZ	11	Maj Wo 9	Abd	5	6
INT	17	DB D6	Chest	5	7
POW	20	PP 20	Rarm	5	4
DEX	13	Fatigue 31	Larm	5	4
APP	15		Head	5	5

Armor: 5pt. Tattoo armor enchantments.

Weapons: Spear 45%

Skills: Dodge 45%, Listen 85%, Play Flute 90%, Spot 95%, Stealth 75%, Swim 35%, Track 70%.

Glyph of Water 110% (Mastery 75%, Durative 55%): Bloodsource (3), Breath of Life, Disrupt, Healing (2) Summon Water Elemental

Spirit Glyph 90% (Mastery 40%): Cut Essence Weave (3), Danger Sense, Ward (3), Soul Spear.

Medium Water Elemental

STR 16 (22submerged)

SIZ 16 INT 11 POW 13 DEX 11

Hp: 15 **Move:** 8/12 Swimming

Damage Bonus: d4 (d6 Submerged)

Armor: None, has special damage resistant rules as per elemental.

Attacks: Drowning 50%, special (see below)

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.

Skills: Dodge 50%, Navigate 100%, Sense 50%, Spot 50%, Swim 100%.

Powers: *Spells: Current, Purify, Heal.*

Frogscruw

Frogscruw is a lesser Iquonay chief. He is an initiate of Gwalk and counts on magic as well as poison in combat. Frogscruw manufactures much of the poisons for the Iquonay. All warriors accompanying Frogscruw will wield poisoned weapons. His tattoos are black red and yellow bands that resemble a coral snake.

Frogscruw

STR	12	Move 10	R Leg	2	5
CON	17	HP 15	LLeg	2	5
SIZ	12	Maj Wo 8	Abd	2	5
INT	17	DB -	Chest	2	6
POW	19	Fatigue 15	Rarm	2	4
DEX	13	PP 19+	Larm	2	4
APP	14	Frog 17=36	Head	3	5

Armor: 2 pt Leather

Weapons: Spear 80%, D10+1+d4

Bow 75% d6+1+d2

Skills: Brew Potion (Bodily Enhancement) 45%, Brew Potion (Poison) 75% .

Craft Leather+Bone 65%, Dodge 40%, Listen 75%, Drum 85%, Slay Beast 30%, Spot 85%, Stealth 75%, Swim 85%, Track 65%.

Powers: Totem Gwalk 75%

Spells: Deaf Croak (2) Frog Breathe, Frogstalk(2), Strengthen Life (4), Envenom (4), Healing (2).

Frogscruw has two arrows that are enchanted to do +3 damage. These are usually laced with poison and ready to be used.

Iquoni hunter-warriors

STR	13	Move 10	R Leg	3	5
CON	13	HP 13	LLeg	3	5
SIZ	13	Maj Wo 7	Abd	3	5
INT	11	DB d4	Chest	3	6
POW	11	PP 11	Rarm	3	4
DEX	13	Fatigue 25	Larm	3	4
APP	10		Head	3	5

Armor: Mixture of dinosaur hide and bone.

Weapons: Spear 45% D8+1+d4

Wakshasha 35% D6+1+d4

Bow 40% D8+1+d2

Skills: Drive Canoe 50%, Climb 55%, Dodge 35%, Listen 45%, Slay Beast 20%, Spot 45%, Stealth 40%, Swim 65%, Track 25%.

Giant Lizards

There will be 2d4 Lizards in close proximity.

(1-5) Hunting (Ambush), (6-7) Hunting (Fresh Kill), (8) Traveling, (9-10) Nest/lair.

These are huge monitor type lizards similar to Komodo dragons. They often rest along the riverbanks or on overhanging logs where they ambush their prey. They can swim, but generally nest on dry ground above the waterline.

Giant Lizards

STR	26	Mv 8	Tail	1-3	5	6
CON	13	HP 20	RHL	4	5	6
SIZ	26	MW 10	LHL	5	5	6
INT	3	DB 2d6	HQ	6-9	5	9
POW	11	PP 11	FQ	10-14	5	9
DEX	13		RFL	15	5	6
			LFL	16	5	6
			Head	17-20	5	7

Armor: 5 point skin

Attacks: Bite 50% d8+d6 *

Tail 40% d4+2d6

Lizards may bite, and then smash with their tails 5 SR later. Their poison bite has a pot of 13 and takes effect in about 5 minutes after the bite.

Skills: Climb 55%, Dodge 25%, Hide 45%, Listen 35%, Sense 75% Swim 55%.

Mud Snakes

There will be 2d6 Mud Snakes.

Mud Snakes are actually giant fresh water eels that live along the streams and pools, and nest under large roots. This ferocious variety of eel is armed with sharp rows of teeth. They prefer shallow muddy water and often live and hunt close together and attack in packs. Sometimes when they are swimming they intertwine with one another and look like tentacles of a single creature. Although they are aquatic, Mud Snakes can breathe air and often attack as their prey comes to the water to drink. Mud Snakes often spring out of the water, surprising their prey. Sometimes they will even crawl on land to seek their dinner. Gwali often fish for and eat these serpents, particularly when they are younger and easier to kill.

Mud Snake

STR	18	Mv 3/10	Tail	1-6	1	7
CON	18	HP 18	Body	7-14	1	8
SIZ	18	MW 9	Head	15-20	1	7
INT	3	DB 1d6				
POW	11	PP 11				
DEX	15					

Attacks: Bite 50% d8+d6 *

Constrict 25%, Entangle

** If they roll a Special they will latch on and spin rolling an extra d6 each round.*

Skills: Climb 35%, Dodge 25%, Hide 45%, Sense Blood 75% Swim 90%.

Nefara

(1-6) Redbrow and d8+2 Rangers, (7-8) Veric and d10+2 Rangers. (9-10) Veric, Redbrow, and d10+2 Rangers.

(1) *Hunting (Ambush)*, (2-3) *Hunting (Tracking)*, (5) *Hunting (Fresh Kill)*, (6-9) *Traveling*, (10) *Foraging*.

Small parties of Nefara from the Wood Home settlement often travel down through the Frogtoe basin, either to hunt, or to trade with either Froghenge or Fort Wither Root. They usually travel in canoes, but prefer to hunt on foot.

They realize that the area is becoming more dangerous and will eagerly swap stories and rumors. When they are on trading expeditions they will carry d4x500 Guilders worth of Nefarite goods, including finely crafted wood and leather goods as well as an expensive spiced wine.

Veric Broadleaf

Veric is the young reeve of Woodhome. For more information on Veric see the Nefara section on p.15.

Veric Broadleaf, Reeve of Woodhome.

STR	15	Move 10	R Leg	7	5
CON	15	HP 15	LLeg	7	5
SIZ	14	Maj Wo 8	Abd	7	5
INT	16	DB D4	Chest	7	6
POW	14	PP 14	Rarm	7	4
DEX	16	Fatigue 30	Larm	7	4
APP	15		Head	7	5

Armor: Ridgeworm+Leather 7

Weapons: Bastard Sword 85% d10+1+D4
Bow 85% d8+1

Skills: Animal Lore 90%, Appraise 55%, Bargain 75%, Canoe 35%, Craft Leather and Bone 65%, Climb 85%, Dodge 55%, Fletching/ Bowyer 85%, Greenic Lore 80%, Listen 85%, Slay Beast 15%, Spot 75%, Stealth 65%, Swim 40%, Tracking 60%.

Glyph of Enhancement 55%: Heal, Enhance Vision, Vitality 3.

Rangers

STR	13	Move 10	R Leg	2	5
CON	14	HP 14	LLeg	2	5
SIZ	13	Maj Wo 7	Abd	2	6
INT	11	DB d4	Chest	2	5
POW	11	PP 11	Rarm	2	4
DEX	14	Fatigue 27	Larm	2	4
APP	12		Head	2	5

Armor: Leather

Weapons: Axe 45% d8+1+D4

Bow 40% d8+1d2, Hatchet 45%, d6+1+d2

Skills: Canoe 30%, Craft Leather and Bone 40%, Climb 55%, Dodge 35%, Listen 85%, Rope 40%, Slay Beast 15%, Spot 45%, Stealth 45%, Swim 35%.

Redbrow

STR	16	Move 10	R Leg	7	6
CON	16	HP 17	LLeg	7	6
SIZ	17	Maj Wo 9	Abd	7	6
INT	15	DB D6	Chest	7	7
POW	17	PP 17	Rarm	7	4
DEX	16	Fatigue 33	Larm	7	4
APP	16		Head	7	6

Armor: 7 Ridgeworm+ Leather

Weapons: Axe 105% d8+1+D6

Comp Bow 85% d8+3+d3 Hatchet 95%, d6+1+d6

Skills: Appraise 85%, Animal Lore 90%, Bargain 85%, Canoe 35%, Craft Leather 65%, Climb 85%, Dodge 55%, Fletching 85%, Greenic Lore 80%, Listen 85%, Rope 90%, Slay Beast 35%, Spot 75%, Stealth 65%, Swim 40%, Teaching 85%, Tracking 60%.

Enhancement Glyph 90%: Gift of Tongues 2, Transfuse, Heal (2), Swiftmess, Enhance Vision. Vitality 3*, Strength 3*, Cachunk 4*.

Glyph of Commerce 70%: Oath (2*), Pax (2), Protection 4, Sure Path 2. (*Stored in spell storing amber in axe)

Redbrow, (Elder Adossian)

Redbrow is an experienced Adossian hero and has travelled all over the Green. He is also well known as a successful adventurer and has friends in many Nefarite communities. While Veric has the nobility and proper blood to start his own settlement, Redbrow has the proper experience to make such a venture successful. Although he is supposed to be retired, he still leads many of the trading parties and patrols. He leaves the more mundane tasks of running Wood Home to Veric Broadleaf.

Sloglutos

A party of Sloglutos is travelling through the region. They are most likely here to trade with Skierfing Trogod or to rummage and loot the old ruins. Sloglutos are nocturnal and will most likely be encountered during the night. During the day they will usually be sleeping, well concealed, in treetops. They are quite sneaky for their size and will try to hide from adventurers if encountered during the day.

If they think the characters are particularly rich they may follow them and try to steal something good during the night while the adventurers sleep.

Sniffquick will be sent in while the other two get in convenient positions in case the situation gets ugly. If caught, they will say that they only wanted to see if the adventurers had something worth trading.

If they need to defend themselves, Longpouch and Sniffquick will cast *Midnight* at the opponents to confuse them. Snaggle Tooth will cast *Thicken Hide* and then charge to keep opponents away from the other two

more powerful spell casters. In combat all three rely heavily on spells.

If asked to trade they will be overly polite and offer a “powerful” climbing potion stored in stoppered smelly skins. The potion smells awful and tastes worse, but will detect for magic. Those that drink the potion will find that their fingers seem to grow longer and more nimble; their fingernails will grow long and pointy very fast. This adds 5% to climbing. Within the hour they will also find that they have horrible indigestion which gives way to nose curling gas. The drinker will also find that they grow a fine fur on their skin for several days before it sheds. The Slogutos have multiple doses of this fine potion and will trade liberally with it. They also have a set of bone dice which will, when the owner spends a point of Pow, roll a pair of Skulls (6’s). They also have several bottles of a tonic for their fur which adds 2 to their armor.

Snaggle Tooth

STR	18	Move 8/8	1-2 Tail	4	6
CON	18	HP 16	3-4 R Leg	6	6
SIZ	19	Maj Wo 9	4-5 LLeg	6	6
INT	16	DB d6	6-8 Abd	6	9
POW	15	PP 15	9-12 Chest	6	9
DEX	13	Fatigue 33	13-15 Rarm	6	6
APP	4		16-18 Larm	6	6
			19-20 Head	6	7

Armor: 4 pt skin and fur +2pt Leather

Attacks: Bite 65% D6+1+d3

Long Bone Knife 75% 1d8+1+d6 (Impaling)

Claw 60% d6+d6 (bleeding)

Skills: Climb 75%, Dodge 75%, Hide 60%, Listen 65%, Swim 35%, Sense 60%, Spot 45%, Stealth 85%, Track 75%.

Skierfing Totem 60%: Scurryfoot 2, Quickeye 3 Ratscratch 4, Thicken Hide 3.

Sniffquick

STR	17	Move 8/8	1-2 Tail	4	5
CON	17	HP 17	3-4 R Leg	7	5
SIZ	16	Maj Wo 9	4-5 LLeg		5
INT	16	DB d6	6-8 Abd	4	8
POW	17	PP 17	9-12 Chest	4	8
DEX	17		13-15 Rarm	7	5
APP	4	Fatigue 34	16-18 Larm	7	5
			19-20 Head	4	6

Armor: 4pt skin+fur +Cuirboilli on Arms and legs.

Attacks: Bite 65% D6+1+d3

Staff 75% 1d8+d6 (Impaling)

Skills: Climb 90%, Dodge 65%, Hide 60%, Listen 85%, Swim 35%, Sense 70%, Sneak 80%, Spot 65%, Stealth 75%.

Skierfing Totem 70%: Scurryfoot 4, Blood of Beasts (2), Midnight, Quickeye 3.

Longpouch

STR	17	Move 8/8	1-2 Tail	4	5
CON	16	HP 16	3-4 R Leg	4	5
SIZ	16	Maj Wo 8	4-5 LLeg	4	5
INT	16	DB d6	6-8 Abd	4	8
POW	18	PP 18	9-12 Chest	4	8
DEX	13	PP in Staff 12	13-15 Rarm	4	5
APP	4	Fatigue 33	16-18 Larm	4	5
			19-20 Head	4	6

Armor: 4 pt skin and fur

Attacks: Bite 65% D6+1+d3

Magic Staff 75% 1d8+d6 (Impaling)

Skills: Bargain 80%, Climb 70%, Dodge 55%, Hide 60%, Listen 85%, Swim 35%, Sense 70%, Sneak 80%, Spot 45%, Stealth 75%.

Skierfing Totem 90%: Spells: Scurryfoot 3, Blood of Beasts (2), Midnight, Quickeye 3, Rat Heart 2, Rat’s Ear, Thicken Hide 3.

Spirit Glyph 75%: Soul Spear 2, Cut Essence Weave 4

Loot: Longpouch has a smelly bag which contains 80 Wheels, 10 guilders, a long brade of Nefarite tobacco, 3 Pieces of Amber worth 40 Guilders each.

Spinax

There will be 1d2 Spinax.

1-4 Hunting (Ambush), 5-6 Hunting (Pursuing), (7-8) Hunting (Fresh Kill), (9-10) Lair.

Several of these carnosaur-type creatures follow the horn-beak migrations into the swamps each year. The natives will try to hunt and kill any Spinax as they compete for the same food. For their size, they are agile as well as sneaky and generally attack from ambush. Although they walk upright they are apt swimmers and will often attack crocodile-like from the water. After they reveal themselves or make a kill, they make a tremendous racket sending echoing roars through the swamps.

Spinax

STR	32	Move 11/	Tail	1-3	7	8
CON	16	Swim 8	Rleg	4-5	7	8
SIZ	30	HP 23	Lleg	6-7	7	8
INT	4	Maj Wo 13	Abdm	8-10	7	10
POW	12	DB +3d6	Chest	11-13	7	10
DEX	15	PP 12	Rarm	14-15	7	6
		Fatigue 48	Larm	16-17	7	6
			Head	18-20	7	8

Attacks: Bite 45% D10+3d6

Claw 45% d6+2d6,

Tail 45% d4+3d6*

Skills: Dodge 35%, Hide 70%, Listen 35%, Sense 40%, Spot 50%, Track 50%, Climb 70%, Swim 80%.

*A Spinax will bight and either claw or strike with its tail 5 SR later.

Wazzaka Trogod

1. Shlash, with D6+1 Warriors and D4+1 Skirmishers
 2. Gwa-gar (Croctender) with d4+2 Skirmishers +d3 crocs.
 3. Wazza Kar (Troll Tooth) with 3+d6 Warriors.
 4. Nguana (the Hunter) D6+1 Skirmishers and D4 Warriors.
 5. Bone Stab d4+1 Warriors d4+1 Skirmishers.
 6. Large Party: Shash-zi (chieftain) 2d6 Warriors and roll again.
- GM's may want to add two leaders together to add for variation or to beef up a party. Wazza Kar often travels with Shlash or Bone Stab's hunting groups.

(1-2) *Hunting (Ambush)*, (3-4) *Hunting (Driving)*, (5) *Hunting (Fresh Kill)*, (6-7) *Hunting (Tracking)*, (8-9) *Travelling*, (10) *Lair (camp)*.

Early in the campaign the Wazzaka Trogod may not immediately attack the adventurers. Skirmishers will slide into nearby water or try to hide to the flanks or rear, while the leader and bigger Trogod will confront the characters. This is a terrible thing to witness as the leader will brandish his weapons and scream his name and list his accomplishments. Then he will then in no uncertain terms warn the characters and say they are trespassing and need to go away.

Later in the campaign, when open war breaks out, the leaders will be much cleverer. They will stay near the water and use it to their advantage, often staying submerged until they attack. They will try to set traps and will often use crocodiles to aid them. If they are clearly overpowered or outnumbered they will go for help perhaps leaving a few of their number behind to hide and keep an eye on the characters.



Owag Splash-tail (Scaled Father)

Owag Splash-Tail is an old *Scaled Father* of the Wazzaka Tradition. He is the highest ranking Scaled Father in the region and is the primary spiritual leader and teacher of the surrounding clans. He oversees all the important Wazzaka ceremonies and has trained many of the Wazzaka warriors personally. Owag helped the current Over Chieftain, Shash-zi, to his position of power and still holds great influence over the young chieftain.

Owag has recently had troubling dreams. He dreams of a crocodile gorging on prey. When the beast's mouth is full, it is attacked and killed by poisonous serpents. He is worried by what the future holds and has told Shash-zi of his forebodings. He has advised his chief to avoid going on the Warpath to hastily.

Owag Splash-tail

STR	14	Move 10	RLeg	5	5
CON	14	HP 14	LLeg	5	5
SIZ	14	Maj Wo 7	Abd	5	5
INT	18	DB +d4	Chest	5	6
POW	18	PP 18 +(16)Tail=34	Rarm	5	4
DEX	16	Fatigue 28	Larm	5	4
APP	13		Head	5	5

Armor: 5point croc-scale.

Weapon: War Staff 85% d8+1+d4

Tail 90%, D6+1+d4 (Tail holds an additional 16 Pow).

Attacks with staff first and may attack with his tail 5 SR later.

Skills: Canoe 65%, Craft Leather and Bone 90% Command 90%, Dodge 50% Grapple 70%, Intimidate 70%, Listen 70%, Play Drum 90%, Sense 70% , Swim 100%, Spot 80%, Stealth 65%,

Totem Wazzaka 105% (Mastery 60%) (Durative 40%): Blend (4), Croc-mind (2), Wazzak's Tooth (3) Scaled-Skin (4), Blood of Beasts 2, Gator Call (2), Gator's Breath.

Spirit Glyph 65%: (Stored in matrix in his staff) Cut Essence Weave (2), Danger Sense (1), Soulspear (2).

Shash-zi Chieftain of the Wazzaka (Scaled Father+Scar Bearer)

Shash-zi is a Scaled Father, Scar Bearer, and the Overchieftain of the Wazzaka Clans. He is massive, strong, spiritually powerful, and clever. Shash-zi is deeply troubled by the newcomers to the region. Many of the other chieftains are pushing for outright slaughter and war on humans, but Shash-zi realizes that war on this scale could seriously endanger his people. He would like to get the unified aid of all Trogod as well as the bog trolls that live in the region before he decisively acts. Shash-zi also fears that there is more going on than meets the eye so he intends to remain cautious until the perfect time presents itself. Other chieftains are pushing him though, and some have begun to think he is a coward. He may have to act more quickly than he originally planned. He has no qualms about slaying groups that kill his people or clearly trespass on his lands.

He has been a scaled father for some time but has not attuned to the Spirit Glyph. If he is skirmishing or needs to lead others he will cast *Scale Skin*, *Scale Strength* and, if there is time, *Croc-mind*. If the situation is dire or if he believes he is fighting powerful magic, he can go into *Croc-rage* mode which gives him the effects of all three spells in addition to *Croc-rage* instantly. *Scale Strength* adds +d6 to his damage bonus and *Scale Skin* will add 5 to his Armor.

Shash-zi

STR	16	Move 10	R Leg	6	6
CON	18	HP 18	L Leg	6	6
SIZ	17	Maj Wo 9	Abd	6	6
INT	17	DB +D6	Chest	6	8
POW	17	PP 17+	Rarm	6	5
DEX	15	Tail 14=31	Larm	6	5
APP	17	Fatigue 35	Head	6	6

Armor: 6 point enchanted croc-scale.

Weapon: War Club 85% d10+1+d6

Javilin 85% d10+1+d6 (carries 2)

Tail 85%, D6+1+d6 (Tail holds an additional 14 Pow).
(Attacks with staff and may attack with his tail 5 SR later).

Skills: Canoe 85%, Command 75%, Dodge 60% Grapple 70%, Intimidate 70%, Listen 70%, Sense 70%, Slay Beast 45%, Spot 80%, Stealth 65%, Swim 120%.

Totem Wazzaka 95% (Mastery 40%): Blend (4), Croc-mind (2), Scale Strength (3) Scaled-Skin (5), Blood of Beasts 2, Gator's Breath.

Shlash (Scar Bearer)

Shlash is a minor chieftain of the Kweeg clans dwelling in the Frog-toe River. He is a classic example of a Wazzaka Scar-bearer: fierce, clever, and a good hunter. The warriors under his command look up to him and respect him. In combat he will not automatically go into his croc-rage. He will try to get his followers into good positions and often throws his spear first. If he sees characters first he will send scouts to get into water or around the flanks of adventurers and then confront the party with his warriors. His oratory will be very threatening and confrontational. If characters react violently, then he will go into his rage.



Troll-tooth

Troll-tooth is one of the largest and fiercest of the Wazzaka Goblins. He is one of the leaders of the clan due to his sheer size and savage fighting ability. Troll-tooth is not much for stealth and sees Nguana and his tactics as cowardly. He believes Good Wazzaka warriors should scream and charge their foes. Other than being huge and fearless fighter, Troll-tooth is not much of a leader and often accompanies one of the other chieftains. He may be used as a leader of his own or the GM may use him to beef up another party. He likes to cast the spells *Scaled Heart* and *Scale Strength* before he goes into combat.

Shlash

STR	16	Move 10	R Leg	4	6
CON	17	HP 17	L Leg	4	6
SIZ	16	Maj Wnd 9	Abd	4	6
INT	13	Dmg bn D4	Chest	4	7
POW	15	PP 15	Rarm	6	4
DEX	15	Fatigue 33	Larm	6	4
APP	17		Head	4	6

Armor: 4 point treaded scale and bone. The

Fangfists give his arms and additional 2 points.

Weapon: Fang Fists 85%, d6+1+d4

He wears these on both arms. The right arm Fangfist is enchanted and does d6+3 Damage.

Thrown Spear 65%, d8+1+d2.

Skills: Canoe 65%, Command 80%, Dodge 40% Grapple 70%, Intimidate 65%, Listen 65%, Oratory 85%, , Sense 50% , Swim 85%, Spot 75%, Stealth 40%,

Totem Wazzaka 80%: Gator's Breath, Scale-skin 3, Scale-Strength 2.

Has the Rage-Scream ability which costs him 4 power points and gives him Croc-Rage (Fury) as well as +6 to strength, giving him a damage bonus of D6, and 3 points of extra armor.

Troll-tooth

STR	17	Move 10	R Leg	3	6
CON	18	HP 18	L Leg	3	6
SIZ	18	Maj Wo 9	Abd	3	6
INT	8	DB +D6	Chest	3	8
POW	11	PP 11	Rarm	3	5
DEX	15	Fatigue 36	Larm	3	5
APP	8		Head	4	6

Armor: Croc Scale 3 pt. +Skull helm

Weapon: War-Club(maul) 70%, D10+1+d6

Skills: Canoe 65%, Dodge 30%, Grapple 90%, Intimidate 90%, Listen 45%, Sense 35% , Swim 75%, Spot 45%, Stealth 25%.

Totem Wazzaka 75%: Scaled Heart (1), Scaled Strength (2), Croc Rage.

Notes: *Scaled Heart* will increase his hp to 20 and increase his locations to the next level. *Scaled Strength* will increase his Damage Bonus to 2d6.

Nguana the Hunter

Nguana is the best of the Kweeg hunters. He is very clever and often counts on his skills in stealth and tracking. He much prefers setting up ambushes to outright charging the enemy. His favorite ploy is to have several warriors attack enemies and drive them toward water where several ambushers wait under the surface. He is a very able leader, but his slyness is considered somewhat cowardly or underhanded for a full Wazzakka Chieftain.

Gwa-gwar the Croc-Tender (Scaled Father)

Gwa-gwar is a student under Owag and has only recently become a Scaled father. He is smaller than most of the other chieftains and is not taken as a true leader. Most of the actual warriors will not follow him. He is a very quick study and is growing in magic and power. He also has a talent for working with the Crocs. He will usually have d3 Crocodiles with him.

Bone-Stab

Bone-Stab is the youngest of the hunt chiefs and popular among the younger warriors. He is a fearless fighter and hopes to soon become Scar Bearer. He is often looked at as a hothead by some of the older leaders and wants to prove his worth by defeating a powerful outworlder in hand to hand combat. His spear is made from a pole affixed to huge dinosaur femur. This Spear is enchanted with a matrix for a Wazzaka's Tooth (4) Spell. It also acts as a battery that holds up to 8 points of Pow that can only be used with the spear. He will cast this as well as Scale-Skin 5 before he goes into combat.

Nguana the Hunter

STR	14	Move 10	R Leg	4	5
CON	15	HP 15	LLeg	4	5
SIZ	14	Maj Wd 8	Abd	4	5
INT	17	DBd4	Chest	4	6
POW	16	PP 16	Rarm	4	4
DEX	17	Fatigue 29	Larm	6	4
APP	16		Head	4	5

Armor: Strengthened Croc skin 4 pt.

Weapon: Broad spear 75% D8+1+D4.

Shield/Fang Fist 60%. D6+1+D4

Composite Bow 70%, D8+1.

Skills: Boating 85%, Dodge 50%, Hide 70%, Language (Wortounge) 50% Language (Thuronish) 35%, Listen 75% Sense 85%, Slay Beast 40%, Spot 75%, Stealth 70%, Swim 85%, Track 60%.

Totem Wazzaka 70%: Blend (3), Gator Call (2), Gator's Breath, Wazzaka's Tooth (2).

Nguana will attempt to call Gators to his aid before he gets into combat. He will also stay near water whenever possible wear he can hide and ambush his foes as well as escape if necessary using Gator's Breath. He usually casts Wazzaka's Tooth on his spear before combat.

Gwa-gar Croc-tender

STR	12	Move 10	RLeg	4	4
CON	16	HP 11	LLeg	4	4
SIZ	10	Maj Wo 7	Abd	4	4
INT	17	DB +d4	Chest	5	5
POW	17	PP 17 +(15)Tail=32	Rarm	4	3
DEX	16	Fatigue 28	Larm	4	3
APP	13		Head	4	4

Armor: 4 point croc-scale and bone breastplate.

Weapon: War Club 85% d8+1

Tail 65%, D6+1 (Tail holds an additional 14 Pow). (Attacks with staff and may attack with his tail 5 SR later.

Skills: Animal Handling 90%, Canoe 65%, Craft Leather and Bone 65% Dodge 70%, Listen 70%, Play Drum 75%, Sense 70%, Swim 95%, Spot 65%, Stealth 80%.

Powers: Totem Wazzaka 95% (Mastery 30%):

Blend (4), Croc-mind (2), Wazzaka's Tooth, (3) Scaled-Skin (4), Blood of Beasts 2, Gator Call (2), Gator's Breath.



Bone Stab

STR	16	Move 10	R Leg	4	5
CON	16	HP 15	LLeg	4	5
SIZ	14	Maj Wd 8	Abd	4	5
INT	14	DBd4	Chest	5	6
POW	16	PP 16	Rarm	4	4
DEX	16	Fatigue 32	Larm	6	4
APP	16		Head	4	5

Armor: Croc skin 4+bone breastplate 5pt

Weapon: Long Spear 85% D10+1+D4.

Shield/Fang Fist 60%. D6+1+D4

Composite Bow 55%, D8+1.

Skills: Boating 75%, Dodge 45%, Hide 70%, Language (Wortounge) 50%, Listen 65% Sense 55%, Slay Beast 35%, Spot 45%, Stealth 65%, Swim 70%, Track 40%.

Powers: Totem Wazzaka 70%

Spells: Scale-Skin (5), Gator's Breath,

Wazzaka Trogod Continued.

Lesser Kweeg Skirmishers

STR	12	Move 10	R Leg	1	4
CON	13	HP 11	LLeg	1	4
SIZ	9	Maj Wo 6	Abd	1	4
INT	11	DB -	Chest	1	5
POW	11	PP 11	Rarm	1	3
DEX	13	Fatigue 25	Larm	1	3
APP	10		Head	1	4

Armor: 1point Gator skin

Weapon: Spear 35%, D6+1

Warclub 35%, D6+1

Self Bow 35%, D6+1

Skills: Boating 45%, Dodge 30%, Hide 40%, Listen 45% Sense 40%, Spot 40%, Swim 65%, Track 25%.

Wazzakka Croc Warriors

STR	13	Move 10	R Leg	3	5
CON	13	HP 13	LLeg	3	5
SIZ	12	Maj Wd 7	Abd	3	5
INT	10	DB D4	Chest	3	6
POW	10	PP 10	Rarm	3	4
DEX	13	Fatigue 26	Larm	3	4
APP	14		Head	3	5

Armor: 3pt. Bone and Gator skin.

Weapon: War club 45%, d8+1+d4

War club (throwing) 40%, d6+1+d4
Shield 40%.

Spear 40%, d8+1+d4

Skills: Boating 40%, Dodge 30%, Hide 30%, Listen 25% Sense 35%, Slay Beast 20%, Spot 30%, Swim 75%.

Powers: Totem Wazzaka 40%.

Spells: Gator Breath, Wazzaka's Tooth (1).

Ferral Kweeg

STR	15	Move 11	R Leg	2	5
CON	15	HP 13	LLeg	2	5
SIZ	10	Maj Wd 8	Abd	2	5
INT	6	DB D4	Chest	2	6
POW	11	PP 11	Rarm	2	4
DEX	13	Fatigue 31	Larm	2	4
APP	6		Head	2	5

Armor: 2 pt skin

Weapons: Claws 45% D6+1+d4

Bite d8+1+D2.

Skills: Dodge 40%, Grapple 55%, Listen 45%, Sense 80%, Swim 65%, Spot 45%, Stealth 35%, Track 65%.

Trogod of the Skierfing Clans

d10 +4Skierfing Scavengers plus one of the Leaders:

(1-2) Birdeater, (3-4) Scalptail, (5-6) Chochuk.

(1) Hunting (Ambush), (2) Hunting (Fresh Kill), (3-4) Hunting (Tracking), (5-6) Travelling, (7-8) Foraging/ Fishing, (10) Lair (camp).

Skierfing, or rat-tooth, Trogod often travel the Frogtoe, fishing, trapping, or trading with the various tribes. They are stealthy, quick and quiet while on the move. If they can, they will try to travel along the tree line or in thick reeds..

Skierfing Trogod will avoid a fight unless they have a clear advantage in numbers. If caught in the open and greeted, the Trogod will attempt to trade furs for any desirable items the characters may have. If they detect a party first, they may try to hide and wait until nightfall and then try to steal something.

The personalities of three leaders are presented here. All three are experienced Rat Canters and at times lead different groups through the swamps. They may be used singly, as the leaders of different bands, or the GM may join two or even all three of them together to give added power and character to a single encounter. Chochuk is the eldest and most powerful magic user of the three and would naturally outrank Bird Eater and Scalptail. All three of them tend to rely heavily on their magic and it is with stealth and craftiness that the Skierfing clans are able to survive in such a harsh environment. Gm's should glance through each leaders spells and come up with a plan of action before a fight.

Bird Eater

Bird Eater is a Rat Speaker who follows Skier-cha the Sneak-King. He is an excellent climber and particularly proud of his skill in hunting birds and grabbing them before they can take wing. He usually adorns himself with a wild array of feathers and he is particularly fond of eggs. Bird Eater passes time by playing a small wooded flute made from bone. He is skill at carving these flutes and usually has several that he will offer in trade if the chance arises.

Bird Eater is often friendly with outworlders and sometimes travels to Wither Root to trade furs and other curiosities he finds in the swamps. He expects to be paid well in gifts for his information and friendship. He once tried to climb the Sky Horns to raid the wyverns nest for eggs. There he found ruins of ancient people and a cave opening that he thought led up to the heights. He became afraid and has not gone back since. He will trade this information and even accompany adventurers to the spot if he is paid well enough.

Bird eater has two giant rat familiars that he uses as scouts.

Bird Eater				AP	HP
STR	9	Move 11	R Leg	3	5
CON	17	HP 14	LLeg	3	5
SIZ	10	Maj Wo 7	Abd	3	5
INT	17	DB -	Chest	3	6
POW	18	PP 18+	Rarm	3	4
DEX	17	16 in tail	Larm	3	4
APP	18	Fatigue 22	Head	3	5

Armor: 1pt skin +2 pt leather

Weapons: Spear 75% D6+1

Sling 90% d8

Dagger 105%, d4+2

Skills: Bargain 55%, Climb 95%, Drive Canoe 50%, Dodge 85%, Craft Leather and Bone 85%, Hide 95%, Listen 95%, Play flute 95%, Swim 65%, Sense 70%, Spot 55%, Stealth 90%, Track 65%.

Skierfing Totem 95%: Blood of Beasts (2), Skierfing's Call, Midnight, Quickeye 3 Ratscratch 4, Rat's Ear, Rat's Vision, Scurryfoot 3,

Bird-Eater's Sleeks (Giant Rats)

STR	6	Move 10 (7)	R Leg	1	2
CON	11	HP 8	LLeg	1	2
SIZ	4	Maj Wo 4	Abd	1	4
INT	5	DB -	Chest	1	5
POW	9	PP 7	Rarm	1	2
DEX	15	Fatigue 17	Larm	1	2
			Head	1	4

Armor: 1pt fur.

Attack: Bite 30%, 1D6-d2 (bleeding).

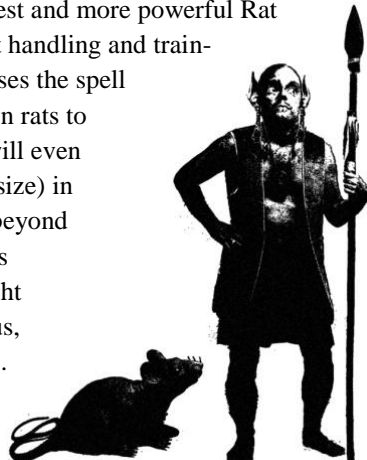
Skills: Climb 80%, Dodge 65%, Listen 85%, Sense 90%. Swim 65%.

Scalptail

Scalptail is Rat Speaker who follows the ways of Barcha the Night Biter and Kamoch the Swimmer. He is big, quick, and strong for his kind, and is known as one of the better warriors and hunters. Scalptail is proud to have lead night raids against Mamprusi and he wears the skull of a giant ape (possibly a Mamprusi) as a helmet. Rat-tooth Trogod led by Scalptail are generally more belligerent and more likely to get into fights with the characters.

Chochuk the ring master

Chochuk is one of the oldest and more powerful Rat Canters. He is an expert at handling and training rats. Chochuk often uses the spell *Skierfing's Call* to summon rats to do his work for him. He will even offer trained rats (normal size) in trade. He is certainly not beyond using his rats to steal items from adventurers who slight him. He has two Ferocious, dog-size, sleek rats as pets.



Scalptail

STR	13	Move 11	R Leg	3	5
CON	16	HP 19	LLeg	3	5
SIZ	13	Maj Wo 8	Abd	3	5
INT	16	DB d4	Chest	3	6
POW	17	PP 17	Rarm	3	4
DEX	19	Fatigue 28	Larm	3	4
APP	10		Head	5	5

Armor: 1pt skin +2pt leather +skull helm

Weapons: War Club 90% D8+1

Hatchet 85%, d6+1. (He has three hatchets to throw).

Skills: Climb 90%, Drive Canoe 80%, Dodge 80%, Hide 80%, Listen 85%, Swim 65%, Sense 70%, Spot 45%, Sly Beast 40%, Stealth 85%, Track 75%.

Skierfing Totem 70%: Scurryfoot 2, Blood of Beasts (2), Midnight, Quickeye 3, Rat Heart 3, Ratscratch 4, Rat's Vision.

Treasure: Barcha has 15 pieces of amber in his purse worth roughly 250 guilders.

Chochuk

				AP	HP
STR	12	Move 11	R Leg	6	5
CON	16	HP 14,	LLeg	6	5
SIZ	12	Maj Wo 7	Abd	3	5
INT	16	DB -	Chest	3	6
POW	18	PP 17	Rarm	6	4
DEX	19	Fatigue 28	Larm	6	4
APP	10		Head	4	5

Armor: 1pt skin +2pt leather +3 point enchanted arm bands and leggings made of rat skin.

Weapons: Spear 85% D6+1

Sling 90% d8

Skills: Animal Handling 90%, Bargain 55%, Climb 90%, Drive Canoe 80%, Dodge 80%, Hide 80%, Listen 85%, Swim 65%, Sense 70%, Spot 45%, Stealth 85%, Track 75%.

Skierfing Totem 90%: (Mastery 50%, Durative 50%, Spirit 60%) Blood of Beasts (2), Midnight, Quickeye 3, Ratscratch 4, Scurryfoot 2, Skierfing's Call, Rat's Vision.

Spell-storing wampum belt: Danger Sense, Cut Essence Weave 4.

Chochuk's wampum belt holds 10 pieces of amber worth 200 guilders.

Chochuk's Sleeks (Huge Giant Rats)

STR	13	Move 10 (7)	R Leg	2	2
CON	11	HP 8	LLeg	2	2
SIZ	8	Maj Wo 4	Abd	2	4
INT	5	DB -	Chest	2	5
POW	12	PP 7	Rarm	2	2
DEX	15	Fatigue 17	Larm	2	2
			Head	2	4

Armor: 2pt fur.

Attack: Bite 30%, 1D8

Skills: Climb 40%, Dodge 65%, Listen 75%, Sense 90%. Swim 65%.

Skierfing Trogod Continued.

Rat-Tooth Trogod Scavenger

STR	9	Move 11	R Leg	-	4
CON	13	HP 12	LLeg	-	4
SIZ	10	Maj Wo 6	Abd	-	4
INT	11	DB -	Chest	--	5
POW	11	PP 11	Rarm	-	3
DEX	15	Fatigue 22	Larm	-	3
APP	10		Head	-	4

Armor: none

Weapons: Spear 35% D6+1

Sling 40% d8

Skills: Climb 60%, Drive Canoe 50%, Dodge 40%, Hide 60%, Listen 65%, Swim 65%, Sense 60%, Sneak 50%, Spot 45%, Stealth 45%, Track 25%.

Skierfing Totem 40%: Scurryfoot 2

Winajo

These giant blood drinking insects are essentially giant mosquitoes. They generally live on the giant fauna in the area. They are a menace to the entire region. A Winajo swarm consists of 2d4 Small and 2d3 medium insects. There is a 50% chance of d3 Large Winajo as well.



Whinajo Large

STR	12	Move 12	R Legs	2	3
CON	15	HP 13	L Legs	2	3
SIZ	12	Maj Wo 7	Thrx	2	5
INT	3	DB	Forq	2	6
POW	8	PP 8	Rwing	2	4
DEX	12	Fatigue 23	LWing	2	4
			Head	2	5

Armor: 2

Weapons: Leg Barbs 55%, d6+d4

Proboscis 90%, d8+1 +poison*

Skills: Dodge 20%, Fly 65%, Sense Blood 60%.

**Winajo 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. (Winajo who have latched on may not Dodge).*

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. Winajo saliva contains a fast acting paralyzing agent that acts as a poison with a pot equal to their Con. If it takes effect, the agent will paralyze the location that was bitten.

Winajo are used to feeding on creatures that have tough hides and they can perceive weaknesses in armor. Once they are attached they may instead of their normal Proboscis attack make a difficult Proboscis attack that will ignore armor.

Wyverns

There will be d2 king wyverns.

(1-4) Hunting Ambush (From the air), (5-6) Hunting feasting

See pp. 26 for Wyvern statistics.

Whinajo Small

STR	5	Move 12	R Legs	1	2
CON	9	HP 9	L Legs	1	2
SIZ	5	Maj Wo 5	Thrx	1	4
INT	3	DB -	Forq	1	5
POW	7	PP 7	Rwing	1	3
DEX	19	Fatigue 17	LWing	1	3
			Head	1	4

Armor: 1

Weapons: Leg Barbs 45%, d4-d2

Proboscis 90%, d6+1 -d2+ poison*

Skills: Dodge 80%, Fly 100%, Sense Blood 80%.

Whinajo Medium

STR	7	Move 12	R Legs	1	2
CON	10	HP 9	L Legs	1	2
SIZ	7	Maj Wo 5	Thrx	1	4
INT	3	DB -	Forq	1	5
POW	7	PP 7	Rwing	1	3
DEX	13	Fatigue 17	LWing	1	3
			Head	1	4

Armor: 1

Weapons: Leg Barbs 45%, d4

Proboscis 90%, d6+1 +poison*

Skills: Dodge 50%, Fly 90%, Sense Blood 70%.



ADVENTURERS

There are a number of individuals and bands that venture into the upper Frogtoe basin. The following encounters may be met almost anywhere within the region. Any or all of them could be resident at Fort Wither Root when the characters arrive. They all certainly travel there from time to time. Later they could be used as a kind of *deus ex machina* when the adventures need it most. At least one group is designed to eventually be adversaries of the PC's while others are more for character interaction and role-playing. Gm's should use the provided individuals as most suits the need of their players and overall campaign mood.

1. Dragon Hunters
2. Nadia the Huntress
3. Zosudra the Mage
4. Jyohan the River Merchant
5. Endowen Goodwell
6. Venturing Party.

Also included at the end of the section are stats for out-worlder guards, boatmen, as well as a generic Ichorite Journeyman. These can be mashed together to create adventuring parties from Fort Wither Root or parties from rival factions. The Ichorite Journeyman can be changed slightly by the GM and used multiple times if there is need.

Dragon Hunters

The Dragon hunters are a group of experienced, well funded, gamesmen who have been having great success along the Frogtoe. They are the best at what they do and they know it. Their boat always returns full to brimming with the valuable hornbeak skins and bones. The group is quit rich and love to show it off. If asked about where they hunt, they reply that it is a trade secret with wry smiles on their faces. They have powerful magic and technology that aides them. Native hunters and other foresters are not fond of the Dragon Hunters who tend to overkill, making hunting more difficult for everyone else.

The Dragon Hunters have been stirring up trouble in the area. They are not only killing the hornbeak, but just about everything else that moves. Just before the characters arrive in the region they killed several Wazzaka hunting parties and stirred up the hornets' nest. This is no accident. The Dragon hunters are actually working for the Ichorites of House Orteze, a rival faction to the House Trebuchet who finances Fort Wither Root.

The Dragon Hunters are an important part of the overall plot and likely powerful adversaries for the players. Somewhere along the line the characters should learn of the Dragon Hunters perfidy.



Dragon Hunter's Galley.

The dragon hunters use a state of the art river galley to hunt their game. It is 36 feet long, allows for 6 to 10 oarsmen. A tarp can be erected in the central-aft section of the boat to protect the boaters from the elements. Two large siege arbalests are mounted on the galley, one fore and one aft. These can be armed with harpoons and line for hornbeak hunting as well as spear-like arrows for defense.

Even though the Galley is sleek and has a shallow draft, it is still much too large to get into many areas of the upper Frogtoe. The Dragon Hunters tow along several smaller canoes that can be used to get into tighter areas or to transport goods and resupply at Wither Root without having to make the journey with the larger galley. The Dragon Hunters carry around 4000 in trade goods and another 4000 Guilders in coin. The coin is kept in a chest in the bilge of the Galley. Fabian Fox wears the key to the chest on a chain around his neck.

The Dragon Hunters include the following five characters, but should be beefed up by the generic characters at the end of the chapter. Generally they have d6+3Gwali Boatmen to Row their boat and to do much of the heavy lifting of the giant game they hunt.

Fabian Fox

Fabian is the dashing cock-sure boss of the Dragon hunters. Fabian speaks very little unless he has to and puts on airs of superiority. He observes the rest of the world with a sly sneer. Fabian has a real cruel streak and a swift temper if anyone or anything challenges him or gets in the way of his plans.

Amelo Varez of Fort Wither Root knows Fabian and they hold similar rank in the Guild of Merchants. Varez also realized that Fabian is working for a rival house. The original charter that the Merchants Association granted Varez and House Trebuchet to settle in the area stipulates that the Fort can be used by merchants of any of the chartered houses. This means that Fox and the Dragon hunters can venture into the land and use the fort warehouse to store their goods and long as they pay proper and fair fees and taxes.

Fox is taking full advantage of the charter and is careful to pay all the charges and taxes required. He is here to make as much profit as he can while stirring up trouble in the region and bring about the eventual downfall and failure of the Fort Wither Root.

Fox is an important agent of house Orteiz and he has a ransom of 5,000 silver coins.

Fabian Fox,

STR	14	Move 10	RLeg	7	5
CON	14	HP 14	LLeg	7	5
SIZ	16	Maj Wo 8	Abd	7	5
INT	17	DB +d4	Chest	7	6
POW	14	PP 14	Rarm	7	4
DEX	18	Fatigue 29	Larm	7	4
APP	14		Head	7	5

Armor: 7 pt chain *particularly well-made to be half the weight and penalties of normal Chain*. Open helmet (He generally does not wear this unless he knows of danger beforehand).

Weapon: Long sword 105%, D8+1+d4
Crossbow 90%, 2d6.

Pistols (2) 85%, d8+1 *ignores 1/2 armor*

Skills: Animal Lore 60%, Canoe 75%, Command 90%, Dodge 65%, Insight 75%, Listen 70%, Swim 60%, Spot 80%, Stealth 65%, Tracking 50%,

Items:

Necklace is made of a anti-magic metal that nullifies all magic in a three meter radius (as a 4 pt. *countermagic* spell). It also prevents the wearer from casting or using any magic.

3 Healing (10 Pot) potions and 2 (Pot 7) Vitality potions. Fabian also wears a ruby ring worth 400 guilders and carries 100 guilders in his purse.

Sorrel the Beastspeaker

Sorrel is a Sooli beastspeaker hailing from the regions around the Mouth of the Leanders River. He was a noted hunter in the region and hired by Fabian Fox as a guide. They have worked together for a number of years and Fabian has always paid him well. A bond of trust has developed between the two. His hunting skill, particularly his knowledge of Hornbeak and ability to call them, is one of the reasons of the Great success of the Dragon-hunting band.

Gill (Ex-mercenary, Pikeman)

Gill was a mercenary pikeman for years before fate landed him in the Green. He has recently taken up with Fabian. His skills with a pike come in very handy when hunting larger creatures in the Green. He also has acquired a little skill as a blacksmith is also very valuable for his group.

Flateye Fluk

Flateye is not a very impressive specimen. He is small greasy and rumped. He is very mean of spirit, a bully at heart, and likes to kill. He is also a great braggart. He is not a great fighter, but he is very skilled with a crossbow. He is an important part of Fabian's dragonhunter team as he wields the Arbalest. Other members of the team tend to pick on Flateye, but he doesn't mind too much as long as he can brag of his exploits and pick on others.

Garklim

The outcast of a Gwali nomadic river tribe, Gar-klim has taken to the life of a Dragonhunter very well. His skill as boat handler as well as his knowledge of the Green, not to mention his magical skills are a great asset to his companions. He has bound a Water elemental that is often used to help the fortunes of the Dragonhunters. He is somewhat arrogant in his position and looks down upon other Gwali, especially the tribes who live along the backwaters of the Frogtoe. He dreams of becoming rich and living like the wealthy outworlders in Jurate.

Sorrel Beastspeaker

STR	15	Move 10	RLeg	5	5
CON	14	HP 14	LLeg	5	5
SIZ	16	Maj Wo 8	Abd	5	5
INT	14	DB +d4	Chest	5	6
POW	14	PP 14	Rarm	5	4
DEX	16	Fatigue 29	Larm	5	4
APP	14		Head	5	5

Armor: 4 pt treated dinosaur skin over leather.

Weapon: Beast Glaive 85% 2d6

Dagger 70%, d8+1

Crossbow 75% 2d6

Skills: Animal Lore 90%, Canoe 75%, Craft Leather and Bone 85%, Dodge 65%, Listen 70%, Play Drum 70%, Slay Beast 35%, Spot 80%, Stealth 75%, Swim 80%, Tracking 90%.

Beast Glyph 80%: Beastspeak (2), Call (Hornbeak 1), Command (Humpback), Forceful Hand (1), Scent (4),

Gill

STR	15	Move 10	RLeg	4	6
CON	15	HP 16	LLeg	4	6
SIZ	17	Maj Wo 8	Abd	8	6
INT	14	DB +d4	Chest	8	7
POW	14	PP 14	Rarm	8	4
DEX	16	Fatigue 30	Larm	8	4
APP	14		Head	8	6

Armor: Mail hauberk and Cuirbouilli greaves over leather. He often only wears leather unless he knows that there will be a fight.

Weapon: Pike 87% d10+2+d4

Spear 80%, D6+1+d4

Crossbow 45% d6+2

Skills: Animal Lore 40%, Canoe 65%, Command 60%, Craft (Blacksmith) 50%, Dodge 65%, Listen 60%, Slay Beast 30%, Spot 40%, Stealth 45%, Swim 50%.

Enhancement Glyph 60%: Vitality 3, Strength 2.

Garklim

STR	14	Move 10	RLeg	4	5
CON	16	HP 16	LLeg	4	5
SIZ	16	Maj Wo 8	Abd	4	5
INT	12	DB +d4	Chest	4	6
POW	16	PP 16	Rarm	4	4
DEX	15	Fatigue 30	Larm	4	4
APP	13		Head	4	5

Armor: 4 pt treated dinosaur skin+Helmet.

Weapons: Spear 80%, d10+1

Net 70% (entangle)

Skills: Animal Lore 70%, Canoe 95%, Craft Leather and Bone 65%, Dodge 65%, Listen 70%, Play Flute 80%, Slay Beast 35%, Stealth 65%, Swim 60%, Spot Tracking 90%.

Glyph of Water 80%: Breath of Life, Current 4, Disrupt, Summon 2pt. Water Elemental.

Medium Water elemental

STR16 (24 submerged)

SIZ 16 INT 9 POW 14 DEX 11

Hp: 15 Move: 8/12 Swimming

Damage Bonus: d4 (d6 Submerged)

Attacks: Pummel 33, d3+ DB

Drowning 50%, special (see special rules)

Skills: Dodge 50%, Navigate 100%, Sense 50%, Spot 50%, Swim 100%.

Flateye Fluk

STR	12	Move 10	RLeg	2	5
CON	14	HP 14	LLeg	2	5
SIZ	10	Maj Wo 8	Abd	2	5
INT	10	DB +d4	Chest	3	6
POW	12	PP 14	Rarm	3	4
DEX	16	Fatigue 29	Larm	3	4
APP	9		Head	6	5

Armor: 3 pt Cuirboilli. Leather Trews Helmet

Weapon: Rapier 65%, D6+1

Crossbow 90%, 2d4+2 (Arbalest 2d6+4).

Skills: Animal Lore 30%, Canoe 75%, Craft Leather and Bone 75% Dodge 55%, Listen 45%, Load Arbelist 50%*, Slay Beast 35%, Spot 80%, Stealth 65%, Swim 60%, Tracking 50%.

* A success in this skill Allows Flateye to load the arbalest one round faster than normal.

Nadia the Huntress

Nadia is a Nefara Arrow Dancer who lives at fort With Root and hunts in the upper Frogtoe region. She is an experienced hunter who is quite successful and knows the region as well as anyone. She usually travels deep into the swamps with several Gwali boatmen who drop her off for several days so she can hunt quietly and alone. The boatmen then return to meet her later at a rendezvous point. Usually, she has killed several trophies which the Gwali then clean and make ready for the return journey. When she is not on the hunt, Nadia can usually be found around Fort Wither Root, often at the wine shop. She is quite sure of her abilities and is generally cold aloof to newcomers to the region- at least until she knows and trusts them. She does not like the Dragonhunters and borders on open hostility towards them. She spends much time silently sitting in her blind in the swamps and often knows much of what is going on in the deep swamps. She can be a potent source of information and possibly ally for the characters if they manage to befriend her.



Nadia the Huntress

STR	12	Move 10	RLeg	4	5
CON	16	HP 14	LLeg	4	5
SIZ	12	Maj Wo 7	Abd	4	5
INT	17	DB +d4	Chest	4	6
POW	17	PP 17 In Bow (9)	Rarm	6	4
DEX	18	Fatigue 28	Larm	6	4
APP	16		Head	4	5

Armor: 4 pt Leather+ Cuirbouilli. Bracers with 2pt. Armoring enchantment

Weapons: Composite Bow 95%, d8+2 (This bow is particularly well made and adds +1 to damage).

Spear 80%, d8+1+d4

Hatchet 85%, D6+1+d4

Skills: Animal Lore 90%, Canoe 85%, Craft Leather and Bone 75%, Climb 90%, Dodge 65%, Fletching/ Bowyer 85%, Greenic Lore 80%, Listen 85%, Slay Beast 50%, Spot 90%, Stealth 90%, Swim 60%, Tracking 90%.

Arrowdancing Glyph 85%: Truedraw 4, Black Arrow (2), Blue Arrow (wind dart) (1), Yellow Arrow (2), Tanglevine (1).

Zosudra

Zosudra is a powerful mage who is traveling with his band through the upper Frogtoe. Zosudra is on a mission from a powerful Drazidian Thaumaturgist, Xelachtalesh the Blind. Zosudra is looking for a magical orb that will restore the lost sight of his master. The orb was stolen long ago and, after a series of unfortunate events, was found at the bottom of the swamp by Qualg the Bog Troll. (See p 19).

Through Oracular powers Xelachtalesh knows that a bog troll in the Frogtoe region has had possession of the orb within the last five months. As Xelachtalesh's agent, Zosudra has followed the leads to the Upper Frogtoe and is now looking for any information that will lead him to any bog trolls, or specifically, to the stone itself. While he has been on the trail of the orb Zosudra has seen a number of ruins that interest him. Since he has come to the Region, Zosudra has found evidence that one of the legendary Gates may be found somewhere near the source of the Frogtoe. He is now very interested in locating the Gate for the advancement of his Drazidian masters.

Zosudra is a practical man. He will work with and even aid adventurers in a pinch, particularly if they can be helpful to him. He will pay more than reasonable for any information they have the further his quests. Conversely, he will think nothing of betraying and killing them to gain either the Orb or knowledge of the Gates.

Zosudra realizes that the area is dangerous, even to one with his powers, so he has hired a eight Sooli Mercenaries and a beast speaker to guide him. Zosudra, as well as the Sooli, are all mounted on humpbacks. Humpbacks are the best way to travel through the region as they can swim well as well as lumber on the land.



Zosudra

STR	13	Move 10	RLeg	5	5
CON	16	HP 14	LLeg	5	5
SIZ	12	Maj Wo 7	Abd	5	5
INT	17	PP 21 +18 in Staff	Chest	5	6
POW	21	+13 familiar	Rarm	5	4
DEX	16	=52	Larm	5	4
APP	14		Head	6	5

Armor: 2 point quilted with +3 Armor Enchantment under his traveling clothes +Helmet.

Weapons: Staff 85%, d8 (+d6 if he can overcome opponent's Pow).

Skills: Animal Lore 80%, Dodge 65%, Fletching/Bowyer 85%, Greenic Lore 80%, Listen 85%, Play Flute 80%, Ride Humpback 35%, Swim 60%, Spot 90%, Stealth 90%, Tracking 90%.

Languages: Thuronish, 90%, Wortongue 40%, Old Speech 50%, Gnothic 70%.

Spells: Blast 75%, Control (Human) 65%, Lift 90%, Perception 65%, Protection 90%, Command Air Elemental 80%, Speak to Mind 75%, Ward 75%.

Notes: Zosudra has an Air Elemental bound into a sapphire ring. He summons the Elemental with a silver whistle/flute.

Giant Vulture Familiar

STR 8, CON 11, SIZ 7, INT 4, POW 13, DEX 19

Move: 3 (12 flying)

Hit Points: 10

Damage Bonus: -1D4 **Armor:** 2 pt feathers

Attacks: Claw 45%, d6+1-d4

Bite 30%, D6 -d2

The Bird attacks with both claws simultaneously and bites 5 ranks later. Claws are fitted with metal bladed talons.

Skills: Dodge 50%, Spot 75%.

Air Elemental

STR 10 CON 11 SIZ 7 INT 12 POW 13 DEX 14

Move: 10 (12 flying) **Hit Points:** 11

Armor: None, but invulnerable to normal attacks

Attacks: Scouring Wind 50%, D10 (knockback, range is POW in meters)

Skills: Dodge 75%, Fly 100%, Language (Gnothic) 100% (Thuronish) 20%, Listen 75%, Sense 75%, Spot 75%.

Powers: Magic: Lift and Lightning spells 40%.

- It may also provide breathable air for one character, at the cost of 1 HP per round.
- Can turn invisible at will at a cost of 1 power point, though it will reappear if it attacks someone.

Humpbacks

STR	41	Move 8/6	Rt Hind Leg 1-2	4/7
CON	16	THP 29	Lft Hind Leg 3-4	4/7
SIZ	41	MWL 14	Hindquarters 5-7	4/11
INT	4	DB 4D6	Forequarters 8-10	4/11
POW	11	PP 11	Rt Fore Leg 11-13	4/7
DEX	7	TFP 57	Lft Fore Leg 14-16	4/7

Armor: 4 point skin

Attacks: Gore/Bite 50%, d10+2d6

Trample 35% 5d6 *Crush*

Skills: Swimming 85%, Listen 40%, Sense 35%.

The Scrying ball of Xelachtalesh

This artifact is a 3" diameter orb of crystal surrounded by a golden mounting which it affixed to a golden chain. Anyone gazing into the orb will see a pair of bloodshot eyes looking directly back at them. The orb will detect of heavy magic.

This artifact is actually the scrying ball of a powerful Wizard from Zaakara named Xelachtalesh. Through powerful magic Xelachtalesh could place his powers of vision into the crystal ball and could look out of the orb as if it were his eyes. He often hung the orb around the neck of his pet raven. With the Raven, Xelachtalesh would then spy on his enemies as well as his own agents.

One day an adventurer who was working for Xelachtalesh grew perturbed at his master and shot down the raven with an arrow. The adventurer retrieved the ball, put it in a sack, and threw the artifact into a deep bog. Xelachtalesh's vision was trapped in the ball and, although he has tried many spells to regain his lost sight, he has been blind ever since. From his tower at Zaakara, Xelachtalesh has brooded over his lost sight for years. Recently, Qualg the bog troll found the orb at the bottom of the swamp and played with it for a while. Xelachtalesh can still see from out of the orb and knew immediately when it had been found again. Qualg grew tired as well as uneasy about the orb and eventually put it back in the sack.

In his moments of clear vision Xelachtalesh learned several important clues: He knows that a bog troll is in possession of his orb, and from glimpses of the surrounding ruins, he believes that it is somewhere in the Frogtoe region. Xelachtalesh has many servants and he has sent agents into the area to retrieve his sight.

If the characters gain the orb they will be tracked and harassed by agents of Xelachtalesh until they return the orb. If they keep the orb in the open Xelachtalesh will be able to "see" everything they do and will be able to easily track them.

Sooli Humpback Riders

STR	14	Move 10	R Leg	3	5
CON	14	THP 13	L Leg	3	5
SIZ	13	MWL 7	Abd	3	5
INT	12	DB d4	Chest	3	6
POW	11	PP 11	R Arm	3	4
DEX	13	TFP28	Arm L	3	4
APP	10		Head	2	5

Armor: Dinosaur hides 3 pt.

Attacks: Lance 45%, 1d10+1+d4; Shield 35%

Composite Bow 40%, D8+1

Skills: Animal Handling 40%, Dodge 30%, Hide 30%, Ride Humpback 70%, Slay Beast 20%, Spot 30%, Swim 55%.

Sooli Beastmaster

STR	15	Move 10	R Leg	4	5
CON	14	THP 13	L Leg	4	5
SIZ	14	MWL 7	Abd	4	5
INT	15	DB d4	Chest	4	6
POW	16	PP 11	R Arm	4	4
DEX	13	TFP28	Arm L	4	4
APP	10		Head	2	5

Armor: Dinosaur hides 4 pt

Attacks: Lance 55%, 1d10+1+d4; Shield 45%

Composite Bow 45%, D8+1.

Skills: Animal Handling 80%, Dodge 35%, Hide 30%, Ride Humpback 70%, Stealth 40%, Spot 40%, Swim 70%.

Beast Glyph 55%: Call Humpback, Command Humpback, Speak with Beast, Xenohealing.

River Merchant

Jyohan Farwell is a prominent trader and adventurer who travels up and down the Tundell River selling his wares to the settlements along the way. He is well known in all the settlements from The Riverstone to Jurate and many stilt towns and villages wait for his seasonal visits. Recently he has been heavily trading along the Frogtoe, making the journey back and forth to Jurate several times a season.

His little flotilla consists of a large well-built river barge and several smaller craft that follow or moor alongside the larger craft. The flotilla is manned by a motley crew of rivermen who tie their fortunes to Jyohan and work for shares of the yearly haul. Money is made primarily by trading, but at times Jyohan has been known to go on venturing expeditions.

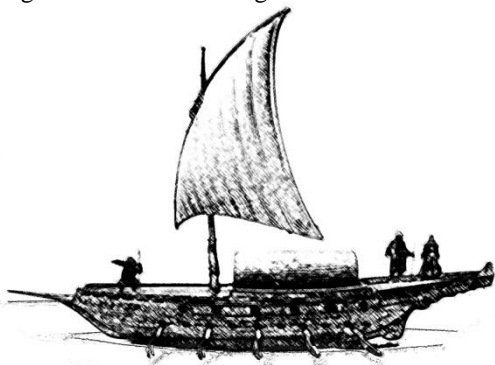
Jyohan buys clay urns, metal weapons, rings hooks and other manufactured items in Jurate. These are traded along the Frogtoe for furs, skins, rare wood, hand-crafted leathers, ancient artifacts and other items he may think may be valuable in Jurate.

Jyohan and his band can be used in a number of ways. He can be met by the adventurers along channels or rivers when they are in need of re-supplying or act as a dependably source of buying or trading goods adventurers have found. He can also function as a patron, hiring adventurers to perform task or go on journey deeper into the Green than he would care to go. Adventurers may also be hired on as more permanent mercenaries accompanying Jyohan on his yearly expeditions.

Tertia

Tertia is the daughter of a minor Gwali chieftain and is Jyohan's wife of many years. She is a powerful Weywender and is highly respected among the Gwali, both in her village and among other nomadic river people. She is a child of the nomadic Tundell River people and is not related to the Gwali living in the Frogtoe area. Nonetheless she gets on well with them and has made many friends including Phenuea of Froghenge.

Tertia has a water elemental bound into her flute that she often summons and converses with. It has proven a great boon in propelling boats against the current and keeping the flotilla from danger.



Jyohan Farwell

STR	13	Move 10	R Leg	3	5
CON	14	THP 13	L Leg	3	5
SIZ	12	MWL 10	Abd	3	5
INT	17	DB -	Chest	3	6
POW	19	PP 19	R Arm	3	4
DEX	14		Arm L	3	4
APP	16		Head	3	5

Weapons: Staff 90%, d8 Crushing

Crossbow 85% 2d6+3.

Armor: Cuirboilli, this is rarely worn unless Jyohan knows he will be in combat.

Skills: Bargaining 90%, Boating 85%, Dodge 65%, Etiquette 40%, Fast Talk 40%, Hide 40%, Insight 70%, Knowledge (Region: Tundell River) 100% Listen 40%, Persuade 50%, Status 50%, Stealth 40%, Spot Hidden 60%, Survival 50%, Swimming 70%.

Languages: River tongue 70%, Treespeak 50%, Thuronish 85%

Glyph of Water 90%, Mastery Suffix 60%: Breath of Life, Current 4, Strength 3, Heal 2,

Glyph of Commerce 95%: Pax, Protection 4, (In amber necklace): Presentation 3.

Tertia

STR	9	Move 10	R Leg	0	4
CON	12	HP 10	L Leg	0	4
SIZ	8	MWL 10	Abd	0	4
INT	16	DB -	Chest	0	4
POW	20	PP 20	R Arm	0	3
DEX	14		Arm L	0	3
APP	17		Head	0	4

Weapons: Knife 70%, d4

Crossbow 45%, 2d4+1

Armor: none

Skills: Bargaining 80%, Boating 70%, Dodge 40%, Etiquette 40%, Insight 80%, Knowledge (Region: Tundell River) 70%, Listen 40%, Persuade 50%, Play flute 90%, Status 50%, Stealth 40%, Spot Hidden 70%, Swimming 120%.

Languages: River Tongue 80%, Thuronish 35%

Glyph of Water 113%, (Mastery Suffix 80%, Durative Suffix 40%): Breath of Life 1, Heal 2, Disrupt 1, Heal. Purify 1, Current 4, Summon Water Elemental 3.

Glyph of Spirit 85%: Spells: Detect lie 1, Ward 3, Words of Command 2, Spirit Sight 2.

Oomphala

Oomphala is a young *mamprusi* that acts as a bodyguard or scout for Jyohan. He was found as a starving infant wandering the banks of the Tundell River. Jyohan took him in, fed him and raised him. His great swimming and climbing abilities not to mention his powerful strength is a great asset to Jyohan in his journeys. Oomphala is extremely loyal to Jyohan and serves him well. Oomphala has attempted at times to re-unite with those of his own kind, but his more civilized manners make him socially awkward and he has always returned to Joyhan.

Oomphala

STR	21	Move	10	R Leg	3/5
CON	15	THP	14	L Leg	3/5
SIZ	12	MWL	7	Abdomen	3/5
INT	11	DB	D6	Chest	3/6
POW	12	PP	12	R Arm	5/4
DEX	17	TFP		Arm L	5/4
APP	12			Head	1/5

Attacks: Spear 85%, 1d8+1+d6

Fist 60% d3+d6

Armor: skin, hard leather, Cuirboilli vambraces.

Skills: Boating 60%, Climbing 100%, Dodge 45%, Listen 60%, Stealth 70%, Spot Hidden 75%, Swimming 90%.

Languages: Treespeak 25%, Thuronish 55%, River Tongue 50%.

Boat Men

Most of Jyohan's crew is made up of river people, a mixture of Gwali and outworlder sailors. Use the Generic Gwali boatmen from the end of this section. Jyohan usually have six to ten boatmen with his flotilla at any time. He keeps three extra crossbows that he lets them use in emergencies.

Endowen Goodwell

Endowen is a Phrater of Dauchiet who has lived in the region for almost twenty years. He spends much of his time with the Gwali people but often travels back to Fort Wither Root to resupply and gather recent news. He is well liked in the region and many of the inhabitants have benefited from his healing abilities. His skills as well as his good nature make him welcome in both the Gwali and the Skierfing Trogod communities. He enjoys exploring and often accompanies Gwali hunting parties as well as outworlder venturing expeditions.

He calls nowhere home but is welcome in many places. He has a small room provided for him at the inn at Fort Wither Root as most inhabitants of the fort feel more secure when there is an experienced healer close by. The Gwali also value his counsel and have given him a small hut within the maze at Frogshenge that he can stay in when he visits. While many have left the region due to violence, Endowen has remained. He is disturbed by the

recent events and fears what may be coming. He feels that the rising violence has a deeper cause than what meets the eye, but is still unsure what it is.

Endowen can be a valuable ally to the characters, as a healer, translator or teacher. Characters may encounter him first either at Fort Wither Root or at Frogshenge.



Endowen Goodwell

STR	14	Move 10	RLeg	4	6
CON	15	HP 16	LLeg	4	6
SIZ	16	Maj Wo 8	Abd	4	6
INT	17	DB +d4	Chest	4	7
POW	19	PP 19 In Staff (16)	Rarm	6	4
DEX	15	Fatigue 29	Larm	6	4
APP	13		Head	4	6

Armor: 2 point leather

Weapons: Staff 80%, d8+d4

Skills: Animal Lore 40%, Canoe 85%, Craft Leather and Bone 75%, Craft Wood 75%, Dodge 65%, First Aid 95%, Greenic Lore 80%, Insight 65%, Listen 85%, Meditate 85%, Preserving 90%, Spot 85%, Swim 60%.

Languages: Thuronish, 90%, Wortongue 40%, Old Speech 60%, Gnothic 60%.

Physic 95% (Mastery 55%): Breath of Life, Deep Heal (3), Vitality 2, Strength 2*, Swiftsness 3.

Spirit 80%: Cut essence Weave 3*, Danger sense, Detect Lie*, Spirit Shield 3*, Ward (3)*, Words of Command (2).

Mente 65% Muddle, Sleep (2)

* The knowledge of the spell is stored in an enchantment in his staff.

Generic Venturers

The following section provides several generic statistics. These can be used to fill in extras and commoners residing at Fort Wither Root. Their personalities can be invented by the GM.

A Generic Venturing party can be put together by using the Journeyman in command of a party of d3+1 Gwali boatmen, d6+1 Venturers, and d3+1 Men at Arms. They may also be used as statistics for the venturers at *Far Hope*.

These generic stats can also be used to beef up either the Dragonhunters, Jyohan's Party, or Zosudra's Party.

Ichorite Journeyman

STR	12	Move 10	1-4 RLeg	5	5
CON	14	HP 14	5-8 LLeg	5	5
SIZ	13	Maj Wo 8	9-11 Abd	5	5
INT	16	DB d4	12 Chest	5	6
POW	16	PP 16	13-15 Rarm	5	4
DEX	14	Fatigue 25	16-18 Larm	5	4
APP	9		19-20 Head	5	5

Armor: Ring mail+ helmet

Weapons: Rapier 75%, d6+2

Crossbow 75%, 2d4+2

Wheel-lock Pistol (2) 70%, D8+1

Skills: Appraise 75%, Bargain 70%, Pilot Boat 55%, First Aid 55%, Preserving 90%, Spot 55%, Swim 40%.

Brew Potion: Spirit Enhance, 25%, Bodily Enhance 50%, Healing 50%, Oils and Resins 45%, Fragrances 20%.

Glyph of Alchemy 80%: Ignite, Ironfire (2), Extinguish, Preserve (4), Dull (4).

Men at Arms

STR	14	Move	10	1-4	R Leg	4/5
CON	12	THP	14	5-8	L Leg	4/5
SIZ	15	MWL	7	9-11	Abdomen	4/5
INT	11	DB	d4	12	Chest	4/6
POW	11	PP	11	13-15	R Arm	4/4
DEX	12	TFP	26	16-18	Arm L	4/4
APP	10			19-20	Head	5/5

Attacks:

Halberd 40% 3d6+d4; Crossbow 45% 2d6+2,

Shrt Sword 45% d6_1+d4; Shield 40%

Arquibus 45% d10+4

Armour: Studded Leather + helmet 4pt.

Skills: Boating 35%, Dodge 35%, Listen 40%, Spot 35%, Swim 20%.

Languages: River tongue 10%, Thuronish 50%

Guards will carry d10 guilders each.

Gwali Boatmen

STR	12	Move	10	1-4	R Leg	1/5
CON	14	THP	13	5-8	L Leg	1/5
SIZ	10	MWL		9-11	Abdomen	1/5
INT	11	DB	-	12	Chest	2/6
POW	11	PP	11	13-15	R Arm	3/4
DEX	13	TFP		16-18	Arm L	3/4
APP	10			19-20	Head	2/5

Attacks: Spear 40%, 1d8+1

Bow 35%, d6+1

Crossbow 35% 2d6+2 (*Jyohan's Boatmen*)

Armor: leather 2pt. Cuirboilli Vambraces 3pts.

Skills: Boating 65%, Dodge 30%, Hide 30%, Knowledge (Region: Tundell River) 55%, Stealth 40%, Spot 30%, Survival 50%, Swim 70%.

Languages: River tongue 50%, Thuronish 45%

Possessions / Wealth: The rivermen will carry d5 guilders each.

Venturer Grunt

STR	13	Move	10	1-4	R Leg	1/5
CON	14	THP	13	5-8	L Leg	1/5
SIZ	12	MWL		9-11	Abdomen	2/5
INT	12	DB	-	12	Chest	2/6
POW	12	PP	12	13-15	R Arm	2/4
DEX	13	TFP		16-18	Arm L	2/4
APP	10			19-20	Head	1/5

Armour: Leather 2pt.

Attacks: Axe wood 40%, 1d8+2;

Crossbow 40% 2d6+2

Hand Axe 45% d6+2

Skills: Boating 55%, Dodge 30%, Hide 30%, Knowledge (Region: Tundell River) 40%, Stealth 40%, Spot 30%, Survival 40%, Swim 40%.

Languages: River tongue 50%, Thuronish 45%

Possessions / Wealth: Venturers will carry d20 guilders in furs or coin each.



PLOTLINE

Although 'Drums Along the Frogtoe' is meant to be reasonably open ended, the following section provides a loose plotline that the GM can follow if they so Choose. It assumes that the characters are outworlders or traders originating from Jurate and that they have been or will be hired by Amelio Varez at Fort Wither Root.

1. Trip to the Frogtoe

The GM may want to play out character's journey to the Frogtoe from Jurate. If not, simply begin the story at the arrival at Fort Wither Root. Otherwise, the characters will travel as guards for a barge full of supplies toward the frontier fort of Wither Root. The characters have heard that the Fort is in need of good fighting men and is paying quite well for those of certain skill and adventurous spirit. Also travelling on the barge is Jennah Tillwell, the daughter of a Scholar who lives at the fort. She is studying at the Dauchiet cloister in Jurate but is taking a break to come to see her father. Nothing will happen on the Tundell River until the characters arrive at the mouth of the Frogtoe. As the barge makes its way up the lower Frogtoe the GM may want to make several rolls on the Unusual Occurrences table on p. 36 to spice up the session.

2. Arrival at Fort Wither Root

When the characters arrive at Fort Wither Root they will learn that the Fort is shorthanded and is indeed hiring able body fighting men. If characters ask around they will find that the region is becoming increasingly dangerous and several groups of ventures have not returned.

The characters should be given ample chance to meet many of the prominent NPC's, including the cocky Dragon Hunters. Make sure you read the section on Fort Wither Root well before this session and plan ahead for the initial introductions with the Fort's leading personalities. Characters may inquire about the lands of the Upper Frogtoe. Scan through the rumors section on p. 73 and have a few ready to inject into NPC conversations.

3. Exploring the region- Froghenge, Farhope.

This is the adventurer's first foray into the upper Frogtoe. They will be contacted and briefed by either Corak, the sergeant of the guard, or Amerlio Varez himself, whomever the GM prefers. Their mission will be resupplying the base at Farhope. They may be given or hire a Gwali guide to help them not get lost in the braided maze of swampy waterways. This will take them past the Gwali

Settlement of Froghenge. At Froghenge they may spend the night in relative safety, meet several important personalities, and possibly make valuable allies. From Froghenge characters will leave the lakes region and follow a maze of ever narrower and more twisted rivulets. The trees will grow larger and ever closer to the banks.

The GM may want to throw in several encounters here to spice up the journey. The Characters may also get lost along the way and end up at a Location of the GM's choosing.

At Far Hope characters will fill their boats with newly harvested produce as well as the valuable Burlseye lumber and return to Froghenge. To spice up the return journey the characters may run across another Encounter, (Possibly an encounter with a group of Wazzaka as they should be the prominent enemy of the characters at this point).

4. Astorus Tillwell- Temple of the Outcasts

Characters should fall into a routine of guard duty, accented by occasional trips into the Frogtoe to accompany traders to Froghenge, or to transport goods to and from either Far Hope or Wood Hold.

At some point they will be contacted by Astorus Tillwell, the erudite Scholar. He is interested in several of the ruins in the area and has obtained permission from Amelio Varez to sub-contract several of the fort's fighting men. Tillwell has been questioning many of the local Gwali. He is convinced that there may be valuable artifacts as well as information that will illumine his research at a particular un-explored ruin in the region. Tillwell wants to hire the adventurers to locate and explore the ruin for him. Possible locations could be: *The Temple of the Outcasts, the Pottery Maze, the Stone Claw, Pillars of the Dead, Tower of Ighthial, The Quarry*, or a ruin of the GM's devising. Depending on how well it turns out, Astorus may hire the adventures for similar expeditions a number of times throughout the campaign.

5. Return journey to Farhope.

Characters need to make a return journey to Farhope. If characters have not been attacked by the Wazzaka Trogod at least once, they should be attacked on the way to the outpost. When they make it to Farhope they will discover that the outpost has been attacked and ransacked.(see the *Far Hope* entry on p.17).

6. Information: Phenue wants an interview.

On their return characters will be contacted by some of the Lake Gwali hunters. Several of their hunting parties have been attacked by the Wazzaka Trogod and now Gwali and Wazzaka are carrying out an ongoing series of skirmishes with one another.

The Gwali Queen, Phenue, wants to speak to the characters about recent goings on in the swamps. She believes that the Trogod are being provoked. She may ask characters to parlay with the Troll Bog Witch who sometimes deals with the Wazzaka. Phenue wants to learn what is going on and the Bog Witch may have some answers. (If characters have already killed a number of Trolls this may be out of the question. Kerpykius The Dwarf Ancient on p. 38 may be used as a substitute). During this process the characters may learn several hints:

1. *The Iquonay and the Wazzaka have been fighting for some time.*
2. *The Dragon Hunters have been up to no good, killing off just about anything they come across. They leave piles of dead game animals everywhere. Furthermore, they have been murdering members of various tribes as it suits them.*
3. *Something else is in the swamps is on a killing spree. Many animals and tribesmen have been found poisoned. The Wazzaka Trogod have been hit particularly hard by this venomous horror (The Hydra).*

Phenue and the Bog Witch both have their suspicions that a snake-god from ages past has been re-awakened, but they do not know where the serpent is or who may have summoned it.

7. Birdeater, The Skyhorns.

One of the Skeirfing Togod named Birdeater want to talk to the Characters. He has information regarding an unexplored ruin deep in the swamps. For a price he will lead characters to the location. See the *Sky Horn* p.25.

8. Wazzaka Attack.

When the characters are away on an expedition the Wazzaka Trogod attack and besiege Fort Wither Root. The defenders were able to fight off the initial assault, but now they are trapped in the fort and surrounded by Trogod war bands. As the characters return they should hear drums and see smoke in the distance.

When the characters arrive they will see that the out-buildings and possibly bits of the fort itself are smoldering. Large parties of Wazzaka are lingering just out of range of the forts defenses. Dead bodies from both sides lie around the fort and dock area. The initial assault has cost the Wazzaka many Warriors. They now barely have enough healthy warriors to maintain the Siege. The character's arrival may be all the defenders need to counterattack and break the siege. Through surprise, stealth, and position, the characters should be able to kill many of the besieging Wazzaka and free the fort from the besiegers. GM's may use as many or as few Wazzaka are necessary to make the fight exciting.

Initially, the characters may fight two war bands; one at a time. As the Wazzaka muster into larger groups, and things begin to get dicey, the inhabitants of the fort can make a counterattack to save the day.

Use a variety of Wazzaka warriors and leaders from the *Encounter* section on p.53. For the sake of variety, several Bog Trolls who have allied with the Wazzaka cause may be present. The Gm should also decide who, if any, of the inhabitants of the fort have been killed or wounded in the fighting, as well as the extent of damage to the fort and its valuable stores of goods.

By the end of the fighting a great many of the Trogod warriors will be lying dead on the field. The defenses of the fort, including arbalests and gunpowder took a heavy toll on the Wazzaka warriors. Now would be the perfect chance to follow the Trogod to their lair and end their threat to the river trade forever.

9. Take the war to the Wazzaka

Characters follow the Trogod to the westernmost branch of the Frogtoe, encountering only sparse resistance. Here they will begin to find that the many of the Trogod lairs have already been raided. Poisoned bodies still lie fresh along the riverbanks. Successful tracking rolls may reveal tracks of a huge snake. The Gm should use *Gator Island Nest* encounter here (p.34). Characters following the western branch to its source will eventually come to the *Temple Lake* which is the center of Trogod communities.

10. The Iquonay

By now the characters should begin to realize that the primary danger to the region is not the Trogod, but the Iquonay, and that they have summoned a poisoned serpent demon to aid them. If the characters have not realized this by now, the Gm should aid them. Use the insightful powers of Phenue, Kerpikius the Dwarf, or the Bog Troll Witch to reveal the truth to them. The Characters will need to travel to the distant *Village of the Iquonay* and the mysteries beyond to end the curse (see p.28).

During the course of the campaign numerous other adventurer possibilities should present themselves. The trade route could open up along the Frogtoe, between the Nefara and the Tundell River. This trade route would need to be protected from jealous rivals. Whatever happened to the Dragon hunters? Could Amelio Varez retire leaving the adventurers themselves with the management of the Fort Wither Root?

APPENDIX

I. Herbs and Produce of the Frogtoe.

Several profitable herbs, potion ingredients, and other products have been found in the swamps of the upper Frogtoe. One of the primary functions of Fort Wither root was to locate and harvest these crops. It is the job of Pyzious Dykman to oversee the harvesting of these products and he will pay the characters a fair price for most herbs that have been properly preserved and returned to him at the fort. The following is a list of potentially profitable products that can be found along the swamps and channels of the Frogtoe.

Table for Randomly Found Herbs			
1-11	12-19	20-27	28-36
Black Burl Tree. **	Blood Root*	Blue Lotus*	Colo Root*
37-44	45-53	54-63	64-70
Tentacle Root**	Fallow-bark*	Green gourd*	Shroomspoor*
71-75	76-78	79-89	90-100
Ghost Lillies**	Soulwood Tree *	Strongbow leaf *	Karka*
* Details of the ingredient is found in The Green			
** Details in the following section.			

Black Burl Tree.

Cost: 50G per Trunk

The timber of Black Burl is a very dark and hard wood with swirling grain and burls which gives off a rich aroma. This wood is extremely valuable and goes for high prices in more civilized places where it is carved and used for numerous items including musical instruments and various large figurines. Each time the characters locate a stand of these trees they should roll 2d4 to see how many trunks are big enough to be valuable if harvested. The bulky trunks must be returned to the fort for characters to collect money. Each trunk will be worth 4 d20 Guilders if delivered to Fort Wither Root.

Tentacle Root

Cost: 100G per eye

This is a rare, highly-magical fungus that grows in flooded, root-tangled areas of the Green. It floats on the water and greatly resembles half- submerged tentacles. The brown root-like growth is about 3 inches in diameter and from one to six feet long. When submerged or wet, the growth is slightly soggy and sponge-like, but when

dried it becomes hard and woody. It has knobby protrusions that appear to be eyes that grow randomly along its length. These eye-like protrusions are the source of its magic. These magical roots have many applications.

1. Each root holds as many magic point as it has eyes. The magic points may be used by anyone holding the root. These magic points cannot be restored; once they are used up they are gone. Each foot of eye root holds d4-1 eyes.
2. The essence of the fungi can be used as a powerful catalyst in many potions, particularly those that mimic spell like abilities.
3. Tentacle Roots are also used as the primary ingredient for the potion Quickeye.

Quickeye

Type: Bodily Enhancement

Pot: 1 **Duration:** 20 minutes

Cost: 40 Guilders **Finished Product:** 100 Per point of Potency.

This potion will greatly enhance the speed of a characters sight, increasing their reflexes. Each level of intensity will add 5% to any Spot skill as well as add 3% to Dodge or Parry skills during its duration.

Ghost Lilies

Ghost lilies grow in stagnant marshy areas. They have a very pleasing odor and are often grow in great numbers where they are found. They may be crushed and preserved to make an expensive fragrance or perfume. This can then be refined more to create a Pow Enhancement Potion.

Ghost Lilies (white):

Type: Power Enhancement

Pot: 3

Duration: Permanent

Cost Ingredient: 50 Guilders

Finished Product: 50 Guilder per point of Potency

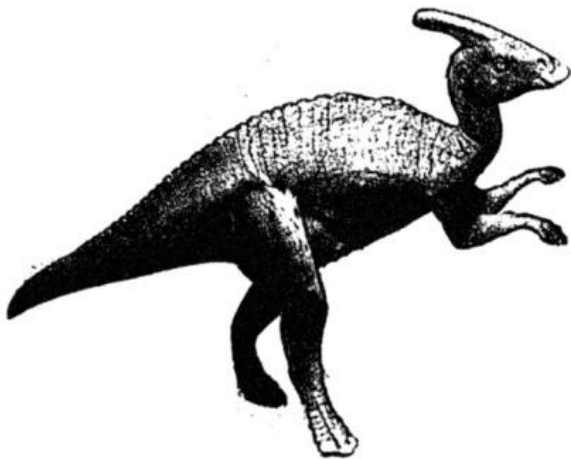
Much rarer than the white ghost lilies are the fragrant purple lilies. One or two purple ghost lilies often grow together with the white lilies. It is said that they grow best in areas that are inhabited by spirits of the dead. These are highly prized by sorcerers and priests, and gather exorbitant prices in civilized cities. When refined purple ghost lily essence is mixed with wine and taken orally, it will allow a character to attempt a Pow gain roll as if they has succeeded in a Pow vs. Pow Resistance test. This will only work once per character per year.

Ghost Lilies (Purple): Type: Power Enhancement
Cost Ingredient: 1500 Guilders
Finished Product: 2000 Guilders

The Karka

The Karka is a plant that grows in the wet areas of the Green. Its dark aromatic seed are often chewed or ground and used for a dark hot drink similar to coffee. This drink not only acts as a stimulant, but also helps to fight many of the common parasites and illnesses common to the Green that plague those from the outside world.

Characters that drink the coffee or chew on the seeds of the karka seed may erase one level of fatigue. Characters who imbibe the seed of the Karka on a daily basis may add one point to their Constitution when resisting disease. Karka plants are quite common in the Green. It takes about an hour to pick a one pound bag. These can be sold at 5 Guilders a piece.



Horn Beak Products

One of the most valued game animals in the region are the Parasaurolophus dinosaurs or Horn Beaks. Practically the entire body of the Horn Beak can be broken down into valuable raw materials. The coarse skin is used for leather goods of all kinds and can be used to make lightweight, waterproof leather armor. Natives often use this in place of canvas to skin coracles and canoes. The bone of Horn beaks is particularly hardy and is often used by native cultures to craft ornaments of all kinds, arrow and spear heads, and sometimes even armor. The most valuable parts of the Horn beak carcass are interior glands that contain high quality oil. This oil burns with a fragrant smell and works as an insect repellent. It is used to make varnish, soap and is sometimes even mixed into foods. Alchemists also use the oil in many concoctions. Each set

of Horn beak glands contain nearly two gallons of oil that can be worth up to 400 guilders in trade. Of course, simply the meat of an adult can easily feed a village for a week. The entire carcass of an adult Hornbeak, properly preserved, could fetch close to 800 guilders.

In 'The Green' The Brew Potions skill is broken down into individual Skills e.g. Brew (Healing Potion), Brew (Bodily Enhancement Potion). This was intended to keep Ichorites and alchemists from becoming too powerful. Unfortunately, it makes things a little complicated. GM's may prefer to simply use a generic Brew Potions Skill to simplify things. Characters in this book still have individual potion skills listed. Their new Brew Potions skill will equal their highest individual Brew skill.

II. Swamp Root Glyph

The Swamp Root Glyph marshals magic of the bogs and swamps and is practiced by many different races and traditions in the Green. It is a compound glyph combining the *wealding* and water glyphs, but in unique to itself and grants powers all its own. Some say the mysteries of the Glyph were originally taught by spirits of the deep swamp, while others maintain it was taught by the legendary beings known as the three sisters.

The mysteries of the Swamp root are not taught by any formalized tradition, but rather passed down through clans and families and often through localized woman's circles. In many ways the Swamp Root practitioners resemble those of the *Waywenders* traditions, but they are of a much more secretive demeanor. They treat their skills and magics as secret cooking recipes, only to be passed on to other members of the clan or family. The Swamp Root traditions are most common in Kweeg, Gwali, and Bog Troll societies.

Bog Drawn:

To become Bog Drawn applicants must go through a ceremony, wherein they are ritually drown in mud and then brought forth in a new birth. This ceremony costs a point of permanent Pow, after which they will gain the Marsh Root Glyphic skill at their Pow+Int. At this point they are considered Bog Drawn.

Skills Taught by Marsh Root Societies: Brew Potion (Healing, Bodily Enhancement, Spirit Enhancement, Poison, Gums, Fragrances), Craft (Weaving, Leather and Bone) First Aid, Listen, Pilot (Canoe), Preserving, Sense, Spot, Stealth, Swim, Track.

Bog Walkers

When Bog Drawn skills reach at least 80% with Swamp Root Glyph and 75% in any other two of the tradition's skills they may become Bog Walkers.

Benefits

Bog Walkers may increase their magical powers by attuning the Spirit Glyph and learning its spells. Furthermore, when their Swamp Root Glyph skill reaches 90% or greater they may learn the Mastery and Durative glyph at the cost of a permanent point of Pow each. Bog Walkers May also, with the help of elders, craft a magic staff or gain an appropriate familiar.



New Spells

Bogwalk(1)

Range: Touch

Allows the recipient of the spell to walk unhindered through marshes, bogs and swamps. While this spell is cast the user will instinctively know the quickest passage using roots, grass mounds and weeds and seem to glide over the most treacherous of sloughs. The Bog Walk spell also hides the recipient's passage making any tracking rolls difficult. Furthermore Bogwalk will add 15% the recipient's sneak ability. This spell last for 15 minutes x User's Pow.

Swamp Root spells

Name	Effects	Range
Bog walk (1)	See Below	Touch.
Breath of life (1)	BRP p.	Touch
Call Fog (Vary)	See Below	Pow x 100 yards
Cure all (2)	See Below	Touch
Glowmoss	Green, p.125	<i>Touch</i>
Greenlife (1-3)	Enhance Characteristic: Con	Self:
Entangle (1)	See Below	Pow x 5 meters
Find herbs (1)	See Below	Powx 10 meters
Heal (2)	Heal BRP, p. 131	Touch
Marsh Eyes (1)	See Below	Pow x50 meters
Marshlight (2)	See Below	Pow x 20 meters
Mudcloak (1)	See below	Sight
Ward (3)	Ward BRP, p.139	Self
Whisperweed: (1-4)	Skill Augmentation: Listen and Sense.	Self

Call Fog (Variable)

Range: Pow x100 yards

This spell will summon a thick fog over swamps and bogs. Within five melee rounds after casting, tendrils of fog will swirl and thicken to cover 400 cubic yards of area per point of Pow expended at the time of casting. The fog is difficult to see through, and those within the vapors will only be able to see several feet in front of them.

At the casters will the fog may contain noxious and distracting smells forcing the any in the area to make a stamina roll to avoid its effects. The pp cost is double for noxious fogs. Those succumbing to the fumes will find it hard to do anything but cough and retch. Any time those within the fog attempt to perform a skill they must make a stamina roll or the task will be *Difficult*.

Cure All (2)

Range: Touch

Bog Drawn are powerful Healers. This spell allows the caster to use a combination of various roots and mud to combat poison and disease. When this spell is cast the recipient may attempt to re-resist the effects of any disease or poison with their Con+1. This spell needs several minutes to be cast successfully and the herbs must be present, although they can be found in any swamp or wetland.

Find Herbs (1)

Range: Powx10 Meters

This spell grants the caster an instinctive awareness of the surrounding plant life. They will sense any herb that they are familiar with in the area of effect. This spell is used not only for food but also to find herbs for healing or potion making.

Marsh Eyes (1)

Range: Pow x100 Meters

This spell is similar to Rat Vision except it is cast on creatures of the swamps, often mosquitoes, Dragonflies, lizards or frogs.

Marsh Light(2)

Range Pow x 50 meters

Bog Drawn may use this spell to cause strange lights to flicker and glow in the swamps. The lights may be spun in a hypnotic pattern that can be used to confuse those viewing it. The spell can be used as the Sorcerer's Spells Moonrise or Muddle.

Mudcloak (1)

Range: Sight

This spell is cast into a particular type of mud that is gathered beforehand. When the spell is activated the mud will give forth a smell that acts as a repellent to most dangerous beasts and insects that live in the swamps. Under no circumstance will a creature with a sense of smell want to bite or even get near one who is wearing the mud. The mud also hides human sent and will make it hard for any animal using a sense of smell to track the wearer. Only a small splotch of mud is enough for the spell to take effect. The mud also acts as camouflage and adds 15% to any hide skills while the recipient is in swamps, bogs or forests.

Entangle (2) Range: Pow x 5 Meters

Entangle is similar to the Sorcerer Spell *Unbreakable Bonds*. The Bonds are not summoned from thin air, but rather from roots, reeds, and vines of the swamp. The spell has no effects outside of swamps. This spell can also be used to help weave weeds or reeds and is helpful in basket weaving or boat making or other such tasks. Crafting reeds while using this spell takes 1/10th the normal time.

III. Watercraft

The best way to traverse the regions of the upper Frogtoe is by boat. In fact, it will be almost impossible for characters to get anywhere except by use of some sort of watercraft. Most river boats are made to be sailed, rowed, poled, or even towed from the riverbank. The following are a simple set of rules for using boats.

Structure Points: Structure points act as Hit points for boats. A boat that loses all its structure points will quickly take on water and begin to sink.

Hull Quality: Hull quality acts just like armor points do for characters. If a boat is hit, Hull quality will absorb the damage before the boat begins to lose structure points.

Length: The length of the boat from stem to stern.

Beam: The width of the craft

Freeboard: The distance above the waterline the boat rests.

Draft: How deep below the waterline the boat is when cruising. This is important as many channels are shallow. Larger boats may only travel the main channels and sometimes only then with a lot of clearing of log jams and debris.

Capacity: The Amount cargo the boat can carry.

Dugout/ Hollow Log

Cost: 40G

A long thin boat made from a hollowed out log. These are extremely tippy and the pilot usually stands in the back of the craft.

Length: 10 Feet

Beam: 1 ft

Freeboard: 1/2 Foot

Draft: 1/2 foot

Crew: 1

Cap: 500 Pounds

Raft

Cost: 40G

Rafts are often constructed on the spot and used to haul goods downriver. Rarely are they used to go upriver. They may be made of logs or reeds.

Hull Quality 1d6+6

Structure Points: 50

Length: 18 Feet

Beam: 6 feet

Freeboard: 1 foot Draft: 1 foot

Capacity: 4 ton

Crew: 8-12

Coracle

Cost: 50G

A small boat made of a hide stretched over a frame. The Gwali of the lakes often use these to fish from. Coracles can be carried easily on one's back allowing for easy portage.

Hull Quality d2+1

Structure Points: 4

Length: 5 Feet

Beam: 4 feet

Freeboard: 1 foot Draft: 1 foot

Capacity: 1/2 ton Crew: 1 or 2

Canoe

Cost: 120G

Canoes vary, being made out of reed, hide, bark, or dugout of a tree trunk. Its small draft makes this type of craft excellent for getting into the smaller waterways of the Frogtoe.

Hull Quality d3+1 (Dugout 3d6)

Structure Points: 5

Length: 9 Feet

Beam: 2 feet

Freeboard: 1 foot Draft: 1 foot

Capacity: 1/4 ton Crew: 1 or 2

Pirogue/ Large Canoe

Cost: 300

Variations of these large canoes can be paddled or rowed. They are often used by outworlder venturers.

Hull Quality d4+3 (Reed d4)

Structure Points: 15 (Reed 10)

Length: 16 Feet

Beam: 4 feet

Freeboard: 1 foot Draft: 2 foot

Capacity: 3/4 ton Crew: 4-10

V. Rumors

River Barge/Flatboat

Cost: 1000-2000G

These types of boats usually have cabin or covered section as well as portable sails and armaments. They can be poled or rowed. They are large and generally must stay along the main courses of the river system. They are often accompanied by coracles or canoes.

Hull Quality: 2d4+1

Structure Points: 30

Length: 28 Feet

Beam: 10 feet

Freeboard: 2 foot Draft: 5 foot

Capacity: 4 tons

Crew: 8-12

River Galley

Cost: 1200-2200 G

These long thin ships are propelled by multiple rowers and are the fastest boats along the rivers of the Green. Gwali often make slower, less-sturdy reed versions.

Hull Quality: 1d6+3 (Reed d6+1)

Structure Points: 30 (Reed 20)

Length: 35 Feet

Beam: 5 feet Freeboard: 2

foot Draft: 4 foot

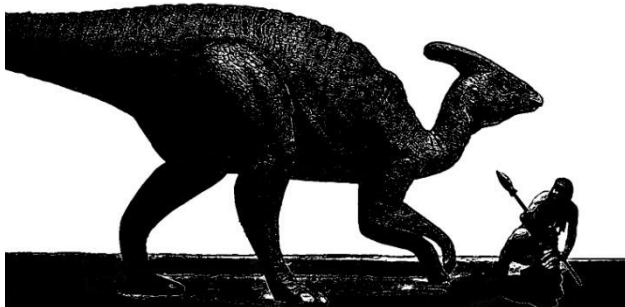
Capacity: 2 tons

Crew: 9

IV. New Skill

Slay Beast

Many of the larger beasts that are hunted in the Green have thick hides and many Hp's. This makes it difficult for a human or smaller hunter to take such game down. The Slay Beast skill is learned by hunters who often have to slay large game with a single blow. This skill is a complimentary skill to either spear or missile weapon and works exactly like the Martial Arts skill. If a hunter rolls lower than his spear or bow skill and also lower than his Slay Beast skill on a single roll they may roll double the damage. This skill can only be used on creatures twice the hunter's size or larger. It also only works with creatures whose anatomy the hunter is familiar with.



General Rumors

There are many safer places in the Green to seek your fortune than the Frogtoe.

There are way fewer Hornbeak than there have ever been. Just a few years ago the swamps were thick with them.

Something has been killing off the Hornbeak herds.

A great bog witch lives in the Sinking Forest. Trogod and other undesirables come from miles around to learn from her. Some say she is a bog troll.

It seems like every tribe up there decorates their homes in skulls.

Many trees in the swamp move around. More than a few have seen trees slithering as if their roots are tentacles.

There are more ruins hidden in those swamps than the rest of the Green combined. There must have been a great civilization at one time. Now all that are left are savages, barbarians and degenerates.

If you plan on going up there make sure everything you take is waterproof. The air itself seems to eat through leather and iron.

Avoid the open marshes in the daylight. There are flying predators large enough to carry a man away. Don't forget to always look up.

If you intend on going into the upper Frogtoe bring fish hooks, metal weapons, lots of containers, and plenty of booze. Every tribe likes that stuff and one can earn a fortune trading.

The back waters of the Frogtoe are one of the haunts of the ancient called the Dwarf. Many have looked for him; some say they have found him.

Nefara have tried to set up trading lanes through those swamps several times before. They are at it again now but it is much too dangerous for any sane trader to go through this area when there are other paths.

There is a rabid and crazy bog troll that wanders around in the swamps that kills and eats anything he can get his hands on. Watch out. He is very sneaky and lurks underwater. He sometimes grabs people from boats.

It is said that one of the legendary Windie will trees grow somewhere in the swamps. It sucks all magic from the air and stores it in its fruit. If you eat its fruit you will gain unlimited magical power.

Trogod Rumors

The Wazzaka Trogod are becoming more and more warlike. They are making it downright dangerous in the swamps.

The Trogod are usually ornery but not this aggressive. They are practically on the warpath. I'll tell you, something is stirring them up.

The Wazzaka Trogod have always had a foul disposition, but as long as you kept away from their hunting areas you were pretty safe. Now their hunting parties range down even into the lower Frogtoe and it seems that they are actively seeking trouble.

The Gator Trogod are fierce, but I don't mind them half as much as the nasty rat-toothed mothers. The Skeirfing runts will thief you half blind and leave you without a thread in the worst parts of the swamps.

The Wazzaka live primarily up the western branch but they come into the swamps proper to hunt. It would be best for you if you avoided them.

The Rat Trogod are not half bad if you treat them fairly, just make sure you keep your purse, and other goods under close watch.

Rat Trogod make good guides if you sure they are not going to double cross you.

Rumors of Ruins

Many of the ruins are old water gates or dams that used to control the river somehow.

An old road runs through the swamps. If you can find and follow it, it will take you to ruins chalked with treasure.

Each temple ruin seems to be dedicated to a different lizard god of some sort.

If you get to the back side of the swamp there are quarries where the stone came from. There are some of the strangest rock formations you have ever seen. It is like the rock is already cut and laid out like wood.

The people who once lived here worshiped the Green Hydra. Worship of that demon usually means that they were into human sacrifice.

You can usually tell when you are trespassing on someone's land. Seems like every tribe in the region, man, trogod, or beast, plays drums all night long. It gives me the creeps just thinking about it.

Some say that deep in the sinking forest is a gateway to the spirit world.

There is a place that has large trees, is always misty, and spirit flowers grow. Those spirit flowers are worth their weight in gold.

Gwali Rumors

There are a number of Gwali tribes in the region, most are nomadic. One tribe makes their home in a labyrinth of ruins. This tribe is lead by a water witch. They are not half bad though and may even help if you are in trouble.

There are several tribes of Gwali back in there. Some tribes from the deep swamp are downright spooky. Some say they are cannibals.

Try to get a Gwali guide. They know the territory better than any other.

The Gwali of the lakes are dominated by a dangerous water witch.

One tribe of Gwali paints themselves garish colors and are really creepy. Avoid them and be careful, they usually poison their weapons.

The scrimshaw carvings made in Froghenge are fetching high prices in Jurate. Try to trade for these if you are in the region.

Outworlder Rumors

If you ask me Wither Root is on its last leg. If Varese doesn't find a huge source of income pretty soon the Trebuchet may just decide to cut their losses and abandon the fort.

The outworlders known as the Dragon Hunters have been poisoning the rivers.

You can trust Endowen Goodwell, the Healer. He is as good a man as they come and knows the swamps like the back of his hand.

Nadia the Arrowdancer is an odd duck. She doesn't hang around much with the other Nefara in the region.

The Nefara from Woodhome are looking for good boatman to bring their tree goods back and forth through the swamps.

Astorus Tillwell pays ridiculously well for any old statues or stone markings you can bring back from the swamps.

Possible Jobs

An albino horn beak has been sighted. This creature is rare and almost mythical. It is known that its skin can be used to make very fancy armor and will go for a very high price.

A venturing expedition is lost. Characters will be paid to find out what happened to the missing group.

The Skierfing Trogod Tribe or the Gwali of the Lakes have found a large crop of a valuable plant somewhere. Characters must find out where it grows or negotiate trade operations with the local chiefs.

Hunt and kill a large predator that is eating the horn-beaks.

Travel to the Pillars of the Dead and bring back the Rare Flowers that Grow there.

A Lumberman overseer seeks a rare and expensive type of wood that is only found in a dangerous part of the swamp. Characters must guard the lumbermen.

Sculptures decorating water temples are fetching high prices. Characters should be able to make good money by scrounging around old temple complexes and excavating stone objects and statues.

Astorus Tillwell wants to meet Phenuea. He will hire characters to accompany him to the Froghedge and act as his guards.

Astorus Tillwell is interested in a particular ruin. He will hire characters to go there and make sketches of any engravings they find or if possible bring back any carvings or statues.

Edowin Goodwell needs a particular type of swamp root. The Swamp Troll Witch is said to harvest this root in the swamps around her stump fortress.

Dreams

Game masters may want to create proper mood and foreshadowing by giving their characters strange dreams. The following are a few possible ideas.

The dreamer is travelling down the river in a boat. On all sides drummers of different races are drumming in frantic dances trying to get the dreamers to dance to their unique beat. The dancers include Alligator people, Frog people, Rat people, Bog trolls as well as humans dressed in finery.

A crocodile and a snake are battling and tearing each other to bits. The crocodile kills the snake but is so filled with its poison that it dies wrapped in the coils.

People with elaborate headdresses are dragging victims to an altar. They tie the victim to the altar and pound on drums. A shadow of a great slithering shadow passes over the screaming victim as the dream fades.

The dreamer sees an aerial view of an ancient river city. People go about their daily business: Boats come and go from the wharves and Markets are full of people. A huge wall of water comes down the river and in a spectacular array of crashing stone and spray. The city is engulfed and washed away.

The dreamer looks into the water and sees two women, one huge and ugly, and one lithe and beautiful. Both look deeply back as if they were trying to see the dreamer himself, but they cannot seem to quite make him out. They beckon him to move closer so they can see him better.

The dreamer sees a boat coming down the river piled full of loot. When he wades out to get it he finds a body in it. The face on the body is his own.



LIST OF FOUND ITEMS

These Items can be found almost anywhere. GM's should use this chart as often as they wish. Some places in the text refer to the chart. It can also be used to see what is lying around ruin, lairs, or possibly to determine what creatures in the Encounter Chart are carrying with them.

JUNK

1. The discarded skin of a huge snake.
2. The skull of a Bog Troll.
3. Fishing net.
4. Wazzaka *Fangfist*.
5. Trapezoidal stone object depicting a snake eating its tail surrounding a tree.
6. The head of a small trident (frog spear).
7. A necklace made of crocodile teeth.
8. A box of baked clay cylinders, each the stamp for a glyph or symbol.
9. Small, size 6 skeleton wired together and made entirely out of wood and covered in strange glyphs.
10. Large stone disk with a hole in the middle (Once used as an Anchor).
11. A very nice set of bone needles and gut thread in a leather container.
12. A scowling funerary mask made of a bright red wood.
13. 3 clay votive figurines.
14. A jade earring. (Worth 10 Guilders).
15. Bag full of gut, glue, sharp stones, bones and feathers (arrow maker's bag).
16. A Ceremonial mace head with strange glyphs and pictures carved into it.
17. 4 harpoons with bone heads.
18. 2 clay jars holding smelly unguent. (Actually grease to make canoe bottoms slick).
19. Fragments of 5 stone tablets. When assembled they appear to be highly stylized pictures telling a story: 1. (A hydra is summoned from a gate), 2. (A hydra killing a tentacled creature), 3. (A hydra killing a malformed giant), 4. (Men placing sacrifices on a ziggurat altar for the hydra), 5. (Cannot be pieced together).
20. Roll on Items of value

Other Junk

1. A sealed wooden cup. It holds a Green ink or die that permanently stains anything it touches. It was originally used as a tattooing agent.
2. Small clay jar containing a potion that will make the drinkers hair fall out.
3. Drum made from a large skull with bone drumsticks.
4. A broken clay figurine of a snake with multiple heads.
5. Cracked polished turtle shell with a fortune glyph on it. Any skill attempted while holding the shell may be re-rolled. This power may only be used once per week.
6. Four clay softball sized spheres. Inside is a gaseous acid that has a d2 potency. The gas will dissipate in four rounds. The spheres were used as primitive grenades.
7. A small wooden box with 40 very large fish hooks in it. Worth up to 200 guilders to local natives.
8. A 3 AP helmet made from alligator skin.
9. A polished, varnished stick that detects faintly of magic, but does nothing.
10. A clay oil lamp in the shape of a dragon's head. It has a fire glyph etched on it. The lamp will automatically ignite for the cost of a power point.

ITEMS OF VALUE

1. Wand of eyes. This stick is about 2" in diameter and about 4 feet long. It is inscribed with multiple glyphs and seems to have multiple eyes that appear to be watching.
2. Clay cylinder with glyphs on it. The cylinder is actually an ampoule and contains a liquid that will give anyone very vivid symbolic dreams of the future.
3. Black liquid in a sealed coconut container. Any one ingesting or touching this potion to an open cut must make a Con Resistance test against Pot 14. If they fail they will fall into a coma for d6 hours. While they are asleep they will heal d3+1 wounds.
4. A bone wand tipped with a small clear glass ball which holds glowing green liquid.
5. Three very old large gold coins worth 20 guilders each. They are inscribed with the head of a cobra.
6. Spearhead Crafted from a single massive beast tooth Enchanted to do +1 damage. It must be attached to a haft.
7. A figurine of a jade toad. Worth 80 guilders.
8. Jade figurine of a medusa. The torso down is in the shape of a coiled snake. (120 guilders).
9. Necklace of 8 Gold coins inscribed with the heads of cobras (160 Guilders).
10. Ornate canoe paddle with the water glyph inscribed on it. It will add 10% to any Drive (boat) skill when it is used.
11. Small jade token with a glyph of wounding. When thrown it does +3 to damage.
12. Willow wand that holds 5 power points usable by the holder. It is not rechargeable
13. A wavy ivory dagger with a snake shaped hilt. Enchanted to have +10% attacks, and do +2 damage to any unec creatures. Furthermore it will add two to a characters Pow when resisting and Unec spells or magic.
14. *A broken arrow. The head of the arrow is made of a reddish stone with a tiny face of a snake in it.* The arrow is very keen and anyone messing with it will have to make a Luck roll or cut themselves. The arrow draws blood to itself and will cause a bleeding wound with the slightest cut. If affixed to a new shaft the arrow will be +10% to hit.
15. Breastplate inscribed to look like fish scales made out of a very light silvery metal. AP(8) ½ normal Weight.
16. A wand made of wierding wood. It is inscribed with a glyph of Death. If a spirit attacks anyone holding the wand it will lose d3 power. Anyone holding the wand will add a damage bonus of d3 on a successful hit on any undead creatures.
17. A copper arm band that is shaped like a snake. The eyes are small emeralds. Any snake, gortoe or hydra will not attack an individual wearing the armband unless attacked first.
18. A mask resembling a demon made of red volcanic glass. Anyone wearing the mask will feel hot blood pounding in their head. The Wearer must overcome a Pow of 18 to remove the mask. The mask counts as a AP 4 helmet and grants the user the power of the spell *Fury* and *Sorcerer's Strength* 2. Once the user enters combat they will not be able to stop fighting. When enemies are all dead they will begin attacking friends.
19. The spear of vengeance: A spear of red metal. If soaked in the blood of one who is slain, this spear will have +10 to attack and do an additional d8 damage on a successful hit to the being that killed the victim.
20. A whip with multiple scourges. The tip of each has the skull of a small swamp creature on it (frog, turtle, salamander, lizard, baby croc). The whip is magic and anyone struck with it will lose d6 power points.

The Map

1. *Fort Wither Root* (p.9)

2. The Narrow Way: There are rapids and a small falls here where boats need to be portaged. A small settlement of Rat-toothed Trogod lives nearby. These Trogod often trade with venturers and offer to help with the portage for a price.

3. The Lake Chain: This series of marshy lakes are interconnected and are home to a number of Gwali villages. Foremost among these is the Frogshenge.

***Frogshenge:** An ancient cyclopean ruin that now is the home to a large Gwali village. Frogshenge is the spiritual and economic center of the Gwali tribes in the region. (p.12)*

4. Sunken Forests: These are flooded forests. Hollow, rotted-out trunks leave behind walls of moss-covered wood and the massive root systems of large water-born trees make traveling tortuous. Several streams that wind between these wooden mazes are the only easy routes. These forests are said to be highly magical and sacred to many creatures. ***Malgonta's Stum** (p.15), **Pillars of the Dead** (p.21)*

5. Temple of the Outcasts (p.18)

6. The Quay: This small ruin overlooks the approaches to the western arm of the Frogtoe and the homelands of the Wazzaka Trogod (p.22).

7. Temple Lake (p.23)

8. Far Hope (p.17)

9. The Sky Horns: Three rocky outcrops. These can be seen for miles and are often used as a navigation point. (p.25)

10. Wood Home: Outpost of the Nefara (p.7)

11. Village of the Iquonay (p.28)

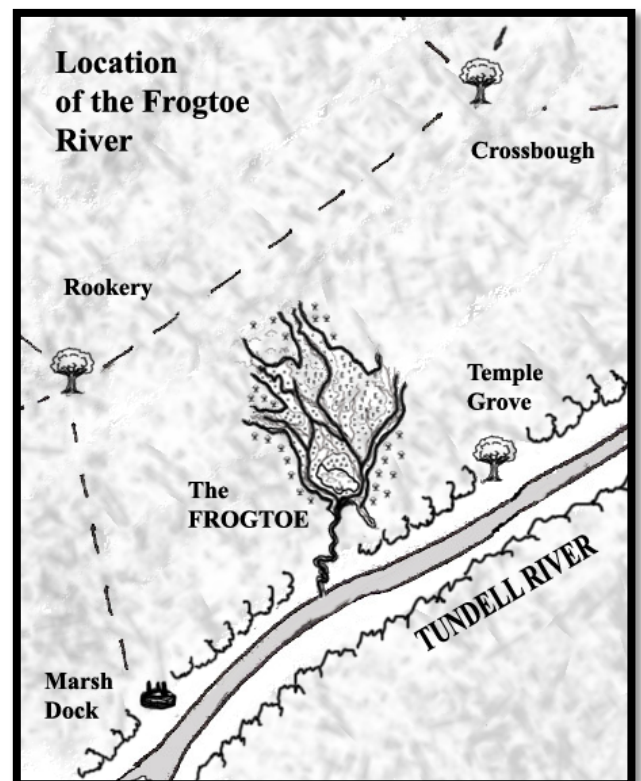
Items in italics are detailed further in the main text.

Featherbeds:

These are large marshy fields of swamp grass. The river is open to the sky and trees are sparse. Water is generally very shallow here but the mud very deep. Hornbeaks often nest in these areas where they can see larger predators from a long way off.

Traveling Time:

Characters paddling hard should be able to make about 10 to 15 miles per day going up river or 20-25 down river. The time can also be slowed considerably by log jams and portages. The braded runnels of the Frogtoe are often more tortuous and indirect than the map indicates as well which tends add to travel time.



THE FROGTOE



Swamp

Feather Beds

Navigable Waterway

Flooded Forests

10 Miles