

DUNGEONS & DRAGONS®

Companion Game Adventure

Legacy of Blood

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HOW TO RUN THIS ADVENTURE

Legacy of Blood is designed for a party of lawful adventurers, 15th to 19th level, who do not already rule dominions of their own. The party should have a combined experience level of at least 90 and a good selection of magical items. It is also important that the party include a high level magic-user. The DM can look at the ready-to-use characters in the NPC section and use them as a guide to the proper party strength.

This module is an example of how a small area may be developed in detail to provide many opportunities for role playing. *Legacy of Blood* contains a detailed description of a dominion, complete with important NPCs, location descriptions, and internal politics. In addition, the module includes a mystery for the players to solve.

It is especially important that the DM read through the entire module before beginning play. You must be thoroughly familiar with the villains in order to run their evil schemes properly.

DM BACKGROUND

Over the years, the Republic of Darokin has been expanding into the empty lands on its borders. Many of these new dominions are in a circle around the nation and forest of Alfheim. By treaty with the reclusive elves, Darokin may colonize these dominions and act as a buffer between Alfheim and the other nations of the continent.

One of these buffer dominions, Fenhold, came under the rule of *Lord Rolph*, who in his day was a famous adventurer. A good ruler despite his oddities, Lord Rolph was obsessed with making improvements in his dominion.

Fenhold takes its name from the swamp occupying its southern half. The origins of the Fen are shrouded in mystery, unlike those of the Malpoggi swamp, which occupies much of southern Darokin. Lord Rolph was fascinated with the notion of draining part of the swamp and/or building a causeway, to facilitate commerce between the capital, Darokin, and Selenica in the east. This plan earned him the hatred of the people living in the swamp, while draining his treasury.

Lord Rolph never married. Thus, when he died a few months before the start of this module, he left no direct heir to take over his dominion.

Each chapter presents two kinds of material. On the one hand, there are key encounters and encounter areas, with scripted text at important points in the action. (As always, read only the text in boxes to your players.) On the other hand, there are descriptions of basic situations and NPCs. Do not dismiss this background as "local color" only. It can easily be developed in greater detail to provide you with many dramatic opportunities. For example, the module only sketches in the capital city of Darokin. The DM could easily map the city and add political intrigue, encounters with thieves, and other dangers.

There are notes and background material for the DM at the beginning of each chapter. Always read these before beginning play in that chapter. Make notes of the ways to expand the material and bring it to life by adding details or small problems for the characters to solve.

Feel free to add color to the bare bones of the tables. If you roll a farmer on an encounter table,

give him a touch of personality. He might talk on and on about his ailments while the characters are trying to extract important information from him, or he might be a backbiting gossip. His ailments or gossip might be a vital clue to the mystery that the characters must solve.

Although *Legacy of Blood* is set in the ongoing D&D® campaign world, it can be adapted for use in any other universe. Place the swamp in a logical relationship to the rest of your world's terrain, but remember that, since its origin is magical, it should be larger than normal geography would allow. Second, note that the ruling government in the module is a republic. If you wish the dominion to be part of a feudal government, change the titles of the various officials and important persons. In this case, the peasants would be much more timid than the free farmers and fishers of the module. Finally, some of the villains are fugitives from justice. Change their countries of origin to places in your world.

In his will, Rolph left Fenhold to a distant cousin. If the players are running the ready-to-use characters in the module, the heir is *Lord Hugh of Redlands*. If the players are using their own characters, the DM should give the dominion to the highest level fighter who has no lands of his own. The module thus provides one character with a dominion, but the DM can rest assured that this inheritance is not an easy gift. Keeping Fenhold will take all of the character's resources and a great deal of help from his friends.

The players of the other party members might wonder why their characters should risk life and limb to help the new heir. Thanks to its ongoing expansion, the republic needs friendly and powerful characters on its borders. If the other party members perform well, they may be rewarded with their own lands.

Fenhold

Fenhold has fallen on hard times. Rolph's scheme drained his cash reserves, and Fenhold is a poor dominion even in good times. Second, the Confidence Level is very low. Not only did the lord's project anger many of the inhabitants, but after his death tempo-

rary stewardship passed to *Lord Geraint*, a loyal but incompetent man whose poor judgement has demoralized everybody. Almost all of Rolph's retainers and officials have left in disgust, and his subjects constantly grumble about his misrule.

Worst of all, an insane chaotic magic-user covets the dominion. *Barzan of the Black Hand* was briefly employed by Rolph to cast spells for the swamp project (mostly *lower water* and *wall of stone*). As he explored the fringes of the Great Swamp, he discovered a vast Elemental *gate* to the Plane of Water made permanent by the *wish* of some long-forgotten wizard, whose stronghold lay in the ruins of an ancient city, now drowned in the swamp.

Barzan is convinced that possessing this *gate* is his first step on the path to Immortality, and is determined to keep it for his use alone. He has planned a campaign of terror to frighten the inhabitants. With the dominion in chaos, none will be able to hinder his ambitions.

If he succeeds, he will go to the Darokinian ruling council, denounce the current lord of the dominion, and offer his services to correct the problem in return for the dominion's overlordship. Naturally, the disturbances would stop in a short time and Fenhold be his forever.

DM Notes

The Confidence Level. At the start of play, Fenhold's Confidence Level stands at 225, Unsteady. It's up to the player characters to raise this level by ruling wisely and by eliminating Barzan. During play, Barzan will take certain actions that will lower the level by a set number of points. Often the characters will be unable to stop these actions, though they can take steps to correct the situation which will regain the points. Conversely, the players will also have opportunities to take measures that will raise the level by a set number of points. The DM must keep track of the running total. A listing of the points lost and gained for various actions is given after the last adventure of the campaign. At the end of play, this total becomes the new base Confidence Level for the dominion. If the player characters raise the level to 270 or above, the Darokinian government will reward them.

Since the action of the module takes only about a month of game time, the DM should ignore the standard results of the Confidence Checks as given in the D&D® Companion rules. If the Confidence Level drops below 200, the inhabitants of the dominion will not turn to defiance; rather, they'll wait and watch, giving the ruler time to put his affairs in order. If the characters allow the Confidence Level to drop below 100, then Barzan has won. At that point he will go to Darokin and convince the ruling council to put the dominion in his hands.

The DM can invent other situations than those given in the module to give the characters a chance to gain or lose Confidence Points. For example, if the DM rolls an encounter with a halfling, the halfling might be elderly or ill. If the player characters help him in some way, they could gain two or three points, or lose the same if they treat him callously. Remember that in a small, isolated, community, gossip is everyone's favorite recreation; news travels quickly.

On Darokin

Here is some general information the DM needs to run encounters in Darokin.

The Government of Darokin. The Republic of Darokin is an oligarchy (sometimes called a

plutocracy). While all citizens are free, a few wealthy families hold most of the political power. These families are primarily merchant houses, although a few large landowners are included in the ruling circles. The country is divided into two areas, the Heartland and the Borderlands.

The government is organized into ruling councils. All citizens of the Heartland vote to elect thirty-seven members of the Outer Council, but these candidates are chosen from a list presented by the outgoing Council. The list includes only suitably wealthy candidates because, the Council says, only rich men have the time to govern properly. How many citizens believe this rationalization is unknown.

Once elected, the Outer Council chooses an Inner Council of Six, the men who actually do the day-to-day ruling. The Outer Council offers them advice and debate on important issues and also has a tie-breaking vote.

The current Council rules fairly and treats the general populace well out of an enlightened self-interest. A happy, prosperous citizenry buys the trade goods on which the wealth of the Council depends, while sullen citizens hoard coin and provoke riots that disrupt the flow of trade. All citizens of Darokin have the right to appeal to the Inner Council if they feel that their legal rights were infringed upon, and the current Council will listen to the appeal of even the smallest farmer. Of course, one must be a landowner or wealthy to be considered a cit-

izen. In the past, some corrupt Councils demanded bribes to hear an appeal, or simply did not allow appeals they felt were against their own selfish interests.

There are two slightly different versions of the basic laws. One, the Heartland law, is administered by appointed officials who are directly responsible to the Inner Council. The other, the Border law, is administered by a special class of hereditary rulers, the Magistrates of the Borders. The equivalent of barons in a feudal system, these Magistrates own hereditary dominions and have wider powers than the average appointed judge or constable. They are still bound by the Darokinian laws and cannot treat the inhabitants of their dominions in a harsh or arbitrary manner.

The character who has inherited Lord Rolph's dominion has just become one of these Magistrates of the Border. The DM should explain in some detail that the heir is not an all-powerful feudal lord, but the ruler and landlord of free beings with legal rights.

Although a Magistrate is entitled to the dues and taxes described in the Companion rules, the tax rates are set by Darokinian law, and the ruler may raise them only in a real emergency. If a Magistrate of the Border refuses to comply with the laws, the Inner Council has the authority to confiscate his lands, by force if necessary, and bestow the dominion upon another family.



THE NEW HEIR

STARTING THE ADVENTURE

First the heir must receive the news of his good fortune and travel to the capital city, Darokin, to claim his inheritance.

If the players are using the pre-rolled characters provided in this module, the DM can set the stage by announcing that Lord Hugh and his companions have just returned to the city after some months adventuring in the north. Play begins as they enter the city and find an inn.

If the players have characters from an on-going campaign, then the herald sent by the Outer Council finally catches up to them in their current location. The boxed material below assumes that the party is staying at an inn. If they're not, suggest that they go to a local tavern for an evening or else modify the material to fit their current whereabouts.

If using personal characters, the name of the character should be substituted for Lord Hugh's in the dialogue below.

The tavern room is half-empty and rather quiet this evening. A few merchants argue in one corner about the current price of grain; near the door, a couple of undistinguished young men who might be thieves are looking over your party's equipment and clothing; near the hearth a pair of drunken dwarves are singing loudly in their own language. Then the door opens, and a tall, dark-haired man strides in.

Although his clothing is weather stained and dusty, he stands with an air of one used to respect and obedience. In one hand he carries a staff wound with colored ribbons, the universal sign of a herald. Even the dwarves fall silent as the innkeeper hurries over to speak with him. In a deep, authoritative voice, the herald says, "I seek a man named Lord Hugh of Redlands."

Once the heir has identified himself, the herald kneels at his feet and says the following.

"I bring grave news, my lord. Lord Rolph of Fenhold has died and named you as the heir of his dominion."

The heir should make an ability check against his Intelligence on 3d6. If successful, he remembers that Rolph was his mother's cousin twice removed. If not, the herald looks rather scornful as he explains the relationship. He then says:

"If you would claim this dominion, my lord, then you must meet with Arnulf, council member in the capital of Darokin, to complete certain legal formalities. I've spent long months searching you out, so it would be best if you traveled there immediately."

At this point the players will probably want to discuss the turn of events. Try to get them to stay in character as much as possible. The herald, *Wolfram*, joins in the conversation and can supply them with general information about the state of affairs in Darokin, the legal standing of a holder of a dominion on the border, and the likelihood of reward for the other characters if they accompany their friend. He knows nothing of Fenhold's current troubles or, indeed, much about it except its location.

Traveling to the Capital

It is possible that the characters will be a long way from Darokin when the herald reaches them. To speed play, the DM can calculate the approximate amount of time that the journey would take and then announce that they've arrived, as in, "After three long weeks on the road, you reach the main gate of Darokin."

On the other hand, if the DM wishes, or if there are other events to accounted for in a long-running campaign, the journey can be played out day-by-day. In either case, *Wolfram* accompanies the party, since he's on his way back home. When they reach the city, *Wolfram* recommends a good inn and offers to introduce them to Arnulf, the council member who's in charge of finding

Rolph's heir and settling the legacy.

With player characters of the levels involved in this game, it is possible that there might be two or three magic-users or others with use of enough *teleport* spells to take them directly to Darokin. If they discuss this in front of *Wolfram*, he points out that the city of Darokin is shielded by a spell that does not allow teleportation over the town walls. It is possible to use *teleport* within Darokin, but not out of or into the city walls. In fact, most cities have this protection spell, which is actually a form of *wish* first discovered by the wizards of Glantri and sold by them to any interested city.

The characters can *teleport* to a known spot close to Darokin, but they cannot get inside the city this way.

If the characters decide to use *teleport* without consulting *Wolfram* (and none of them are characters from Darokin, who would know of it), then they cast the *teleport* spells and have the gut-twisting feeling of traveling by teleportation, are treated to the light-show effect of glimpsing untold alien dimensions, and find that they have not moved an inch. The spells have been used, however, and they must wait to renew them before trying something else in that line.

Similarly, characters attempting to *fly* into Darokin have a ballista bolt shot across their bows. Darokin even employs night-seeing elves and guards with permanent *detect invisible* spells cast on them to stop most forms of illegal entry. Darokin is not keen on anyone who doesn't come in through a gate, where they can be registered with the city guard. Illegal entry still occurs, but it is strongly discouraged.

In Darokin

Characters arriving, with or without *Wolfram*, can request an audience with Arnulf which he gives within a day. A demand for an audience means the characters will be delayed at least two days before they obtain their audience. A bribe gets them past the majordomo to Arnulf in a matter of minutes.

Player Information

Arnulf is a tall, greying, affable man in the garb of the clergy of the Church of Darokin. He can quickly put the inheritor past the formalities of inheriting the dominion. Though the heir may have little memory of Rolph, his cousin kept himself well-informed of the accomplishments of his unsuspecting heir. The Councils, both Inner and Outer, are well pleased with the choice.

Arnulf has the following information about the dominion of Fenhold. The DM should try to make the players stay in character and extract the information from him rather than merely read it out. Remember, the republic wants the heir to take up his duties; Arnulf minimizes the difficulties.

First, the Confidence Level is Unsteady. Rolph was personally popular with his subjects, though a vocal minority objected to his policies about the swamp. Those who expected to live under his enlightened leadership for many years to come were badly shaken by his untimely death. They will view the heir with suspicion and match him against Rolph's high standards. In addition, both humans and halflings live in the dominion, with some friction between the races. Finally, the Seneschal *Lord Geraint's* incompetence has left many beings with grievances that the new heir must soothe.

Arnulf has already had some vague reports of the troubles Barzan is causing, though he has no idea of who is responsible. There are rumors of apparitions and ghosts in the swamp, sightings of undead, strange disappearances, blighted crops, and dead animals. Arnulf doesn't know whether to believe in these matters or not, but he prefers to think that they are only the fancies of simple peasants. If he repeats them, he'll remark that to seasoned adventurers, such nuisances should present no real problems.

Third, Arnulf will express the general eagerness of the Council to see anything that will increase commerce and thus tax revenue in the Borderlands. While some

members of the ruling Councils have doubts about Rolph's plan for the causeway through the swamp, they support the plan in principle and would like to see it completed.

Lord Rolph had been spending the equivalent of 1,500 gp a month in the attempt to build his causeway and drain the swamp around it. Republic officials estimate that the causeway would be worth a good 1,000 gp a month to the dominion, if trade takes off as they expect it would, in tolls and taxes.

Arnulf also has the basic legal statistics for the realm, given in the Dominion Statistics table, but since he has never visited Fenhold, he can supply no details.

Dominion Statistics

The Dominion of Fenhold

Size: One 24 mile hex

Loyalty: Republic of Darokin

Territory Type: Borderlands

Terrain Types: hills, swamp, some clear

Population: 700 families (1)

- 1. 50 human farmers
- 2. 300 human fowlers/fishers

3. 350 halfling hillmen

Population Gain: 1-5% a month

Resources: two animal and one vegetable

- 1. herds
- 2. fish and eels (2)
- 3. farm produce

Income:

Standard: 7,000 gp/month

Tax: 700 gp/month

Resource: 2800 gp/month (3)

Monthly XP Award: 9,800

Taxes to Darokin: 2,100 gp/month (4)

Taxes to the Theocracy: 1,050 gp/month (5)

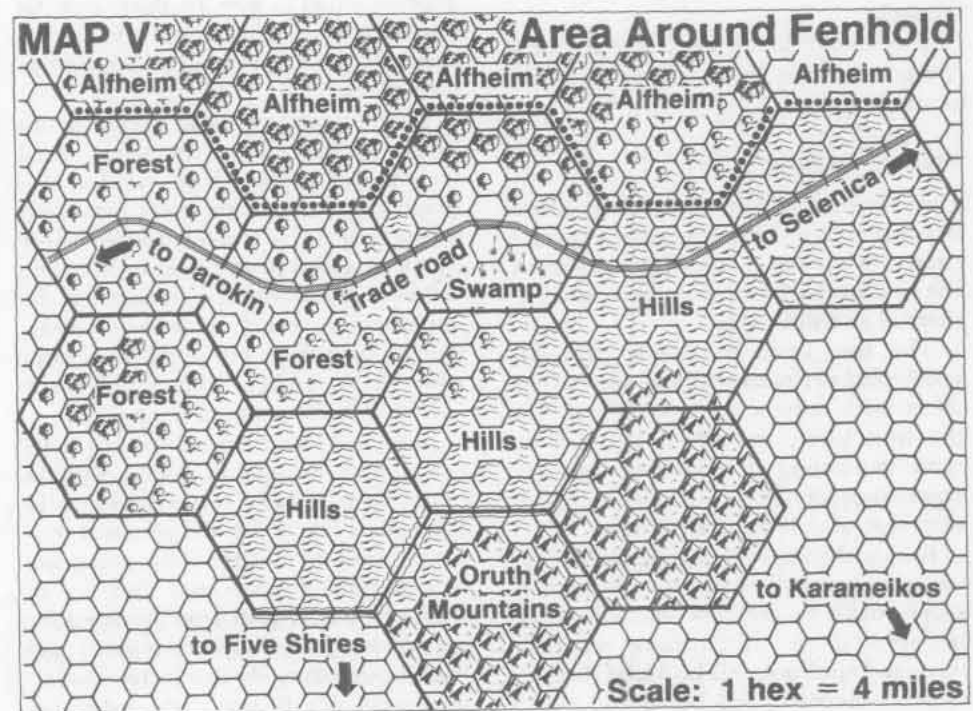
(1) In addition to the official tally, there are about 100 individuals, deserters and other low-lives trying to stay alive in the swamp.

(2) Pickled eels are a trade item.

(3) This is less than normal resource income because the fish and eel resource produces less than a standard animal resource would.

(4) May be paid in coin, goods, or by providing troops

(5) Payable in coin, goods, or foodstuffs.



The State of the Holdings

Arnulf knows that the Magistrate's seat is an old manor house, complete with a defending wall, though he has no details of its current condition. He has the plans of the original tower built on the site, but he knows that it was torn down in favor of a roomier keep a century ago. However, no one filed plans of the new keep with the Council.

Staying in Darokin

The player characters may want to spend a few days in Darokin before heading for Fenhold. There are many things a Magistrate needs that a wandering adventurer does not, and the villages of Fenhold are unlikely to have the goods required.

For the purpose of buying goods and hiring followers, assume that all prices in Darokin are the same as found in the various rules books. Darokin is a large town with many mercantile interests. If it is available anywhere in the D&D® world or your campaign world, it is available in Darokin at the book price. Everyone knows that prices can be as much as 300 percent higher in outlying regions like Fenhold.

Day-to-day living expenses in Darokin are the same for the heir as for a Baron in the rules.

State of the City

Darokin straddles the Streel river where it leads to the Malpheggi Swamp and thence to the sea. Most of the city is on the east bank of the river; the west commercial and slum area.

The east bank is prosperous, with good cobbled streets and well-dressed citizens, with only occasional riff-raff. On the west bank, the streets are dirt or mud, depending on the season, and the percentage of riff-raff is much higher than that of well-dressed citizens.

Rather than provide a map of the city, we give you a flow chart showing the major districts and the best distances between them. If running a chase through Darokin (see **The Thief**, below) these distances should be all you need, along with an active and experienced

imagination, to determine what sort of streets and buildings the characters are running through and what sorts of hazards they might run into.

Weapons In The City. Anyone entering the city through the main gate will be stopped by the watch, who will gladly recommend appropriate inns and brief the characters on the city rules.

No obvious armor and major weaponry may be carried on the city streets without permission of the Council. Specifically, this means that a character may wear armor under his clothes, virtually impossible for anything but leather, chain mail, or banded mail, and may carry a one-handed weapon, such as sword or handaxe. Spears, halberds, bows, crossbows, etc. are not allowed on the streets, though they can be bought for use elsewhere.

The Thief

Within a day of their arrival, Barzan's agents in the city are aware of the player characters. Barzan is in the city, waiting for their arrival, but he will take no direct hand in events.

Instead, Barzan works through the Thieves Guild to hire the thief, *Jocko the Guile* (see the NPC section), to follow the characters and do what he can to disrupt their plans.

Jocko attempts to plant things he has stolen on the player characters, steal their valued magical items, and to dissuade anyone the characters hire from taking the job. He also follows whichever character seems most vulnerable, and he will even try to attack a character if the opportunity seems to present itself, though only if he really thinks he can win. He is unlikely to attack a ready fighter in full armor and weaponry.

Jocko will also try to subvert any characters, such as another thief, he thinks might be persuaded to betray the heir. His agents first watch the potential traitor carefully, to make sure the possibility of defection exists and then try to arrange a meeting between the character and Jocko. Jocko appears masked and with a bolthole ready in case the character attacks him. Be sure to reward player characters who think of this possibility of

smoking out potential opposition by planting a double agent.

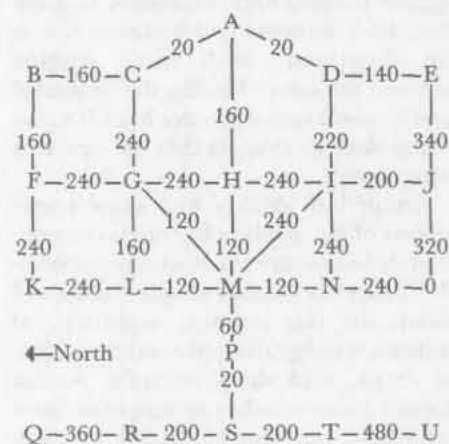
If chased, Jocko does everything he can to discourage pursuit, including dumping over peddlers' carts, frightening horses, etc. Remember that Darokin is a medieval city, and that the streets are narrow and packed with people. There are many places to hide.

The player characters should be told of this follower the first time he fails a Hide in Shadows roll. He should be described as one of many sights on the street, along with the legless beggar, the traveling juggler, the woman in the incredible hat, the curtained palanquin holding who-knows-who, etc.

The second time Jocko fails a roll, they should receive Ability checks against INT to realize that it is the same person. Now they can become suspicious and take action if they like.

If caught, Jocko knows nothing of Barzan. He was hired to do a job through the Guildmaster. Trying to question the Guildmaster is difficult for anyone unless he is a thief of sufficiently high level himself.

CITY FLOWCHART



Numbers indicate distance in yards between districts. Flow Chart is not to scale.

Key to Darokin Flowchart

- A. Town Gate
- B. Weavers, Dyers, Tailors (ADV)
- C. Inns, Taverns (ADV)
- D. Carpenters, Potters, Masons
- E. Horse/Mule Traders (ADV)

- F. Armorers, Fletchers, Weaponsmiths (ADV)
- G. Guild Halls, Legal Offices (ADV)
- H. Open-Air Food Market, Street Entertainers (HAZ) (ADV)
- I. Magic Users, Alchemists, Herbalists (ADV)
- J. Blacksmiths, Stables (ADV)
- K. Temple Quarter
- L. HQ of City Guards
- M. Hall of the Councils, Legal Offices, Tax Collectors
- N. Jewelers, Metalworkers
- O. Wealthy residences, luxury shops
- P. Bridge across river (HAZ)
- Q. Cheap Inns, Taverns, HQ of Thieves Guild (HAZ) (ADV)
- R. Brewers (HAZ)
- S. Fish Market, Wharves, Warehouses (HAZ)
- T. Slum Residences (HAZ)
- U. Soapmakers, Tanners, Candlemakers (HAZ)

All areas marked (HAZ) are areas where thieves and muggers abound, ready to snatch an unguarded purse or to hit someone over the head in the evening and lighten his purse undisturbed.

If a party stops in any of these places, particularly if they are in pursuit of someone or searching for a friend, pick one and make a Pick Pocket roll on him, assuming the abilities of a 10th level thief. If the thief is caught, the players can do what they want with him, though the DM might find it interesting to make the thief a 13-year-old child, perhaps with big, brown, appealing eyes. Never pass up the chance to confront a player character with a moral decision.

Areas marked (ADV) are places characters can go to recruit followers or purchase supplies.

DM Notes

This section of the adventure can be expanded if you wish. Just set up various inns or shops and add NPCs. Possibilities include other Councillors, hostile or helpful innkeepers (some of whom might have ideas or heard rumors that might be helpful), and encounters with footpads, insane magic-users, spooked horses,

drunken officials, etc.

In the Eastern side of town, the characters can be embroiled in street fights, have their pockets picked, be assailed by friendly or unfriendly drunks, or someone (the poor fool) might even try to mug them.

On to Fenhold

Barzan takes no overt action against the player characters in Darokin. He leaves shortly after giving the Thieves Guild Guildmaster his instructions, and heads for Fenhold, intending to give the new heir a proper welcome.

Barzan has been making many different preparations against the advent of a new heir. One of these has been inciting tension between Fenhold and its northern neighbor, Alfheim.

The elves of Alfheim have always had a friendly but wary relationship with Darokin. They officially welcomed Darokin's induction of the lands around their forest into Darokin, but they are less pleased with Darokin's project to turn all of these borderlands into working, civilized parts of Darokin. They worry, probably rightly, about the time when Darokin decides to induct Alfheim into the republic.

Acting as a mysterious being called "the Waterlord," Barzan has been inciting the clan nearest to Fenhold into hostility. On his way back to Fenhold he stops off at the Clan holding and tells them that the new heir is simply using Fenhold as a beachhead for an invasion of Alfheim. After all, why would Darokin want such a high level fighter in Fenhold if not to use his abilities against the elves?

Most elves are not impressed by these arguments, but some of the clan are. Five clansmen, all experienced, if Chaotic, former adventurers, decide to try to drive the new heir back to Darokin, or at least demonstrate that elves are not to be taken for granted.

Iriel Newleaf, Lord Wizard Elf, (AC -1; E10; hp 40; #AT 1; D 2-11; MV 9"; ML 8; AL C) *chain mail* +2, *two-handed sword* +1, *ring of spell turning*, *medallion of*

ESP 90', *elven cloak*, *elven boots*

Spell book:

First level: *charm person*, *detect magic*, *magic missile*, *protection from evil*, *read magic*, *sleep*, memorize 5

Second level: *detect invisible*, *ESP*, *mirror image*, *phantasmal force*, *web*, memorize 4

Third level: *fire ball*, *fly*, *hold person*, *lightning bolt*, memorize 3

Fourth level: *confusions*, *hallucinatory terrain*, *wizard eye*, memorize 2

Fifth level: *cloudkill*, *teleport*, memorize 1

Dylan Longbranch, Superhero Necromancer, (AC -2; E8; hp 30; #AT 1 (bow); D 2-7; MV 12"; ML 7; AL C) *leather* +5, *long bow* +2 with 15 arrows +1, *displacer cloak*

Spell Book:

First level: *detect magic*, *magic missile*, *protection from evil*, *read magic*, *ventriloquism*, memorize 4

Second level: *ESP*, *invisibility*, *levitate*, *web*, memorize 3

Third level: *clairvoyance*, *haste*, *water EI*, memorize 2

Fourth level: *dimension door*, *ice storm*, *remove curse* memorize 2

Avran Greenstrider, Myrmidon Warlock, (AC 0; E6; hp 21; #AT 1; D 3-10; MV 9"; ML 8; AL C) *plate mail* +2, *battleaxe* +2, *staff of power* 21 charges, *ring of life protection* 2 charges

Spell Book:

First level: *hold portal*, *light*, *read languages*, *sleep*, memorize 3

Second level: *continual light*, *invisibility*, *phantasmal forces*, memorize 2

Third level: *hold person*, *lightning bolt*, *protection from evil 10' radius*, memorize 2

Myriel Talllooker, Swashbuckler Enchantress, (AC -1; E5; hp 20; #AT 1; D 1-6; MV 9"; ML 9; AL C) *chain mail*

+3, shield +1, short sword, *wand of cold*
12 charges, *ring of regeneration*

Spell book:

First level: *charm person*, *detect magic*,
protection from evil, memorize 2

Second level: *invisibility*, *locate object*,
mirror image, memorize 2

Third level: *clairvoyance*, *protection from*
evil 10' radius, memorize 1

Telvon Treetamer, Swashbuckler
Enchanter, (AC 0; E5; hp 18; #AT 1; D
2-9, MV 9"; ML 6; AL C) *chain mail +1*,
shield +1, normal sword +1, *ring of pro-*
tection +1, *elven cloak*, *wand of lightning*
bolts 9 charges

Spell book:

First level: *magic missile*, *read languages*,
read magic, memorize 2

Second level: *detect evil*, *invisibility*,
phantasmal force, memorize 2

Third level: *dispel magic*, *hold person*,
memorize 1

The elves will watch the party for a couple of days, and take up an ambush position which allows them to attack just after the noon break. They hide in the roadside trees, first attacking with spells and arrows from a distance. Then the higher level elves engage the party, while the lower levels continue to use ranged weapons. Their goals are to frighten any followers and pack animals with the party and to destroy the party members.

Once defeated, any elves left alive will say that they obtained their information from the Waterlord, the only name they know Barzan by. They can identify Barzan by his magical items, if not his face, if the party wishes to hold them captive or hostage for this purpose.

The story of this attack lowers the Confidence level by 10 points. The people of Fenhold do not want the elves mad at them. If the party manages to prevent killing all the elves and convinces the survivors of their good intentions and sends them back to Alfheim, this Confidence level drop is only 5 points, but it still drops.

Overwhelming Force

If the characters have hired a group of mercenaries to work with them, the DM can handle the situation in one of several ways:

- * If there are elves in the character party, the five elves sneak into the camp at night during the elf's watch and confront him with the information they obtained from the "Waterlord." Since the characters have elves in the party, the Alfheimers are more inclined to watch and wait rather than attack. They might do this even if the characters don't hire a mercenary troop.

- * The DM can work up a War Machine group of 30 elves and still run the ambush. It will make an interesting change from dungeon crawling for the characters.

- * The elves can merely harrass the party, using their superior forestry skills to ambush sentries and pick off stragglers. They can even shoot messages on arrows into the character camp. A few "Go back to Darokin, war-mongers" messages should leave the characters thoroughly confused.

Arriving in Fenhold

Read the following to the players.

As you ride the last few miles to the manor house, a fog surrounds you. You're still five miles north of the swamp, but you see the gray mass billowing up, then sweeping toward you like a calm, stately, animal. When it swirls over you, the world becomes damp, cold, and strangely silent. Even the sound of your horses' hooves is muffled. You feel as if the chill came out of the depths of the earth itself.

If the characters want to try to *detect magic* here, by all means let them, but this fog is just normal weather for Fenhold.

Farmers are working in their fields all along the road, but no one looks up as you pass. They keep close and talk very quietly among themselves.

If the characters hail one of the farmers, roll on the Random Encounter Table for Farmlands. Remember to roll on the Rumor Table from now on during encounters.

At last the manor house looms out of the fog. The pale gray curtain wall, slimy now from the moisture in the air, rises about 20 feet high with square towers at each corner of the rectangular complex. There are two more towers over the main gate, where a rusty portcullis hangs at an angle, allowing just enough room for a rider to pass under. A drawbridge leads to the gates over a now-dry moat. White geese are grubbing about in the moat's tall grass, but nothing or no one else is in sight.

The portcullis is not a trap, merely so badly stuck that it can neither be raised or dropped. If the characters hail the castle, *Niall* runs out. If they ride in, read the next box.

The inner ward is half cobbles, half mud. There are no out-buildings, only the huge stone manor house. Three stories high, it sports turrets on its gray slate roof. The bottom story serves as a stable, the body heat of the animals helping to heat the house.

A young man comes out of the massive iron-bound, gates. Tall and blond, he wears a linen tunic, leather trousers, and a cloak. He carries a great sword slung in a baldric. He bows to you and says, "My lords, greetings. Are you the new heir and his companions? I'm Niall, the guard captain."

Though a good fighter, Niall is too young for this important post and hates making decisions. He will gladly follow the new heir's orders. If the party does not ask about the seneschal, Niall volunteers the following.

"I'm surprised Lord Gereint is not back yet to greet you, my lord. He went out for his usual afternoon ride a couple of hours ago. His lordship's very old, you see, and very set in his ways. He probably dismounted and sat down for a rest, then fell asleep. It's happened before. Well, my lord, come in to your new home. I'll have the servants take care of your horses and baggage. We've been planning a feast in your honor."

When Niall claps his hands, no one answers. He tries again, with no better results. Finally he goes back into the manor house and comes out again chivying some servants, who nod grudgingly at you and pick up as little luggage as they can get away with and carry it into the gates.

Alert characters should smell trouble at this point and want to search for Lord Gereint. If so, turn to the section below labeled **The Search**. If they leave immediately, they can find an important clue with Gereint's body that indicates his seeming accident was arranged by someone who uses magic.

If the characters remain in the manor (or, of course, when they return if they leave immediately) give the players the map of the Manor of Fenhold. As they move through the house, read out the room descriptions. Note that there are some items they will only find if their characters are searching an area. It will take several hours of game time for the party to explore the manor.

If the party didn't set out to look for Gereint, Niall will come to them and say that he's worried about the old man. He'll wait for the heir to suggest a search.

The Search

When the party goes searching for Gereint, they find the old man about a mile away along the main road. His horse is nearby with a broken foreleg. Apparently the horse shied and threw him, killing him in the fall.

Casting a *raise dead* fully on Gereint will

have no effect. He's 102 years old, and his body cannot take a resurrection. If a *speak with dead* is tried, he knows little, as he was snoozing in the saddle when the accident occurred.

Barzan murdered the old man. He sent a small *fireball* into the road directly in front of the horse, which panicked and raced off, finally throwing and rolling on Gereint some distance away from the impact. If the characters backtrack and search along the road where they find the body, they find charred traces of the explosion. If they wait, the traces vanish in the constant dampness of the area.

If the characters immediately begin investigating Gereint's death, give them 5 Confidence Points, but if they delay, there is no penalty.

Chaos in the Manor

Without Gereint the manor house is in complete disorder. As mentioned earlier, Niall is the last true retainer in the household, but none of the servants obey him because of his youth. The characters will have to yell for stableboys and hunt up the maidservants.

Remember that these servants are not serfs. They obey the characters, grudgingly, and they resent any attempt at bullying. Most of them would rather be dismissed from the Magistrate's service and go back to their families than keep their jobs. On the other hand, firm but courteous treatment will earn their respect. Raise the Confidence level 5 points if the servants are treated well, and lower it by 5 if they are not.

The Manor House of Fenhold

General Description

The manor house is old and sadly in need of repair. There are cracked floorboards, broken windows, worn treads on the stairways, and patches of mildew on the stone walls everywhere. The furnishings are similar; once luxurious, now they are battered and worn. The tapestries are rotting away and the bed hangings are faded. Thanks to its unusual layout, the second floor always smells of horses, but

the stables are under the main dwelling for a good reason. The body heat of the animals rises and helps keep the second story warm.

Many of the rooms on the plan have the same number. Each of these rooms is identical to others sharing the number. For example, the rooms numbered 6 are all servants' quarters, untidy places crammed with bunks and little else.

Like many old places, the manor is without plumbing. Water is obtained from a well in the courtyard. Along the west walls are a series of outhouses whose cesspools are supposed to be cleaned out every couple of months. This hasn't been done for several months.

1. *Horse Stalls*. These are made of wood with iron mangers. At the moment the manor owns only three horses, not counting Gereint's mount, leaving plenty of room for the characters' mounts. The northeasternmost stall has a ladder leading up to the kitchen area and a trap door concealing a ladder leading down to the food storage cellar.

2. *Storerooms*. These rooms are piled high with hay and bags of oats. Several cats live very well off the mice in them.

3. *Tack Room*. On the north wall are high shelves holding six saddles, three in good repair. Six bridles hang from pegs nearby. On the other walls are more shelves, empty except for dust.

4. *Guardrooms*. Each has a bench and a small table.

5. *Quarters for the grooms*. Although there are three bunks in each room, only one groom currently lives in the manor. He has the eastern room to himself.

6. *Servants' quarters*. Each has four bunks, but only two servants share each room.

7. *The Hall of Justice*. This is the most important room in the manor, and the reason for the manor's existence. Here the Magistrate holds legal court and criminal trials. The furniture is in better repair than elsewhere. On the dais is the Magistrate's chair, a small throne made of dark oak with dark green cushions. Nearby are two small tables where official scribes sit during proceedings. Any observers of the proceedings stand to the east. On the west wall directly behind the

dais hangs the banner of the Republic of Darokin.

8. *Holding cell.* An empty room where accused persons are kept directly before their trial. The doors cannot be opened from the inside.

9. *Armory.* On shelves and in orderly ranks, are swords, shields, and pot-helms for 20 men.

10. *Troop barracks.* The four remaining men of Lord Rolph's personal guard have bunks here.

11. *The Great Hall.* This room is the other center of life in the manor. On the dais are three wooden tables for the Magistrate's family and guests and a hearth placed so that the honored ones get plenty of heat. On the floor are twelve 10-foot long tables with benches. One has a broken leg and lists at a sharp angle. The floor is inlaid with colored slate in a maze pattern, but some of the tiles are missing and others are cracked.

12. *Storeroom.* Barrels of ale and sacks of flour and barley line the walls. Five enormous hams and big nets of turnips and onions hang from the ceiling.

13. *The Kitchen.* More food supplies line the walls. In the middle of the room are two long worktables. Next to the hearth is an earthenware bread oven.

14. *Ladderway.* This storeroom is currently empty except for the ladder which leads down to the wine cellar and the room for hanging meat.

15. *Lord Gereint's bedchamber.* There is a large bed with heavy hangings, a wooden chest of clothing, and a small table with a water jug on it on the south wall. A table and four plain chairs stand in the middle of the room. On the north wall is another table, heaped up with scrolls and parchments, the records of the dominion's taxes and incomes for the last year.

16. *The Magistrate's bedchamber.* Just beyond the door is a small reception chamber, cut off from the bedchamber proper by green and silver brocade draperies, faded and torn. There is an enormous bed by the south wall just beyond the curtains, and a table airs in front of the hearth. A wardrobe stands by the north wall, and a set of empty shelves on the west. The wardrobe still has several

suits of Lord Rolph's clothes in it, but all are worn and shoddy. All of his best clothes were distributed to the people of the dominion as a legacy from their departed lord. The room is lit by a *continual light* spell on a brass post.

17. *The Magistrate's private office.* The servants have kept this room exactly the way it was the day Lord Rolph died. On the table in the middle of the room lies a half-finished letter to Arnulf of Darokin. Beside it lies a quill and an ink-pot, though all the ink has dried. Rolph's cloak still hangs over the chair at the table, and his pen-knife lies on the floor where he dropped it. Aside from the table and chair, the only furniture is a set of shelves on the west wall containing several hundred treatises on Darokin law. A *continual light* spell beams from a bronze boss set into the ceiling.

The letter reads: "I am glad that you approve my choice of an heir, because I know my time is near. I again entreat you to prevent any attempts at my resurrection. There comes a time in every man's life when he is willing, nay, when he longs to die, and that day has come upon me now. Yet, I am uneasy in my heart, fearing that my loyal citizens will come to harm without a strong leader.

"I also write about a troubling incident. The other day, *Davvi* of the Fenfolk came to be to tell me that..." Here the writing ends.

If asked, Niall will say that everyone knows about the letter. Gereint, after reading it, instructed that it be left where it was for the heir and he would convey Lord Rolph's thoughts to Darokin in his report of the Magistrate's death.

If the new Magistrate asks *Davvi* what he wanted to see the Magistrate has forgotten. Gereint never thought it worth following up, though Niall feels it should have been done.

In fact, *Davvi's* granddaughter saw a party of obvious adventurers heading for the area he knows contains the sunken city. The adventurers were furtive, and no one else knows of their existence.

18. *Secret stairwell.* This secret way was meant for the Magistrate to reach the first floor without passing any public

areas. A *continual light* spell illuminates this room and the stairs.

19. *Chapel.* This place of worship is meant for the use of a cleric of Darokin. There has not been one in residence for twenty years since the previous cleric, an old adventuring comrade of Rolph's, died. The priest in the village of Fenhold occasionally holds services in the chapel.

20. *Cleric's quarters.* This is intended to be the living quarters of the resident cleric. *Anselm*, the priest from Fenhold village, sometimes uses it when he has to stay over at the manor, so there are no longer any traces of the cleric who had been Rolph's companion.

21. *Guest rooms.* These rooms are meant for guests. Each has a bed, a table and a chair, and a wardrobe.

22. *Sitting Room.* This is the meeting room for a visiting or residing magic-user.

23. *Bedchamber.* This is the sleeping room for the magic-user suite.

24. *Sitting Room.* This is a large meeting room for a high-ranking visitor.

25. *Bedchamber.* This is for whoever uses the high-ranking visitor suite.

26. *Troop quarters.* The guard captain and his select guard are supposed to live here. Right now, Niall is the only occupant.

27. *Stairwell and storage.* The west wall has many shelves containing linens and other necessities. The room also holds the stairway leading to the Hall of Justice.

28. *Wine cellar.* This room can hold several hundred bottles of wine, but the stock has been considerably depleted in the last year and not restocked, thanks to Lord Gereint's policies.

29. *Roots and meat cellar.* This storage area is well stocked.

30. *Mustering areas for covering retreats.* These underground areas have never been used. The plan is to use them to retreat to if the manor is overrun; the defenders can gather here and arrange for someone to cover their retreat while the rest go out the tunnels to the bolt holes several hundred feet to the north and to the west of the manor.

Player Notes

At this time, the DM should remind the players about the basic focus of a dominion game: earning Confidence Points. Actual Experience Points are no longer important. What the player needs for his character is Confidence Points.

Confidence Points are earned by ruling well and reacting well to crises. They reflect the confidence both the citizens of the dominion and the ultimate rulers (the Darokin Councils, in this case) of the dominion have in the ruler. Confidence Points are totalled at the end of the game to determine the Confidence Level of the dominion. A high Confidence Level means the dominion is doing well and the Councils of Darokin are pleased. A low level means that Darokin will find someone else to rule the dominion.

DM Notes

This chapter describes the dominion so that the characters can explore it and meet its inhabitants. The DM should use the appropriate Encounter Table for each type of terrain. Note that in the dry land part of the dominion there are no wandering monsters as such. The farmers long ago drove most troublesome wild beasts away from their lands. If an encounter roll comes up "special," the characters have a chance of finding a minor clue. Roll again on the **Minor Clues Table**, note the location of the clue, and cross it off the table. No clue is ever found twice.

The Dominion

The Politics

A well-run dominion is relatively quiet, with few major political problems. The Magistrate is mostly concerned with protecting its borders and helping the citizens face major natural catastrophes.

This is no longer the case in Fenhold. The Seneschal, Lord Gereint, was a martinet and a blunderer. He made a good executive officer under Rolph, but was a disaster as an administrator.

He refused to listen to the advice of the mayors and sheriffs (sometimes with

good cause, as you will see) and ignored most of the problems of the dominion in favor of completing the causeway Lord Rolph wanted built.

Efforts to complete the causeway failed. Workers refused to appear, engineers left the project because of his high-handed treatment, and the swamp constantly eroded what had been built. As he grew more frustrated, Lord Gereint became increasingly abrupt with his subordinates, who generally left his service, and the citizens, who avoided his company.

Perhaps he was influenced in his intransigence by Barzan. Whatever the cause, the characters are inheriting a dominion with little regard for its previous administration and a conviction that a simple change of personnel is going to do no one any good.

The Geography

There are three types of terrain in Fenhold, each with its own kind of inhabitants. Under Lord Rolph's rule, these three groups got along well, but now they are squabbling amongst themselves. If the characters are to rule the dominion successfully, they must soothe the injured feelings of their subjects. The DM should stay alert for opportunities during play to improvise encounters where the characters can mediate differences between various NPCs and solve their problems. Each successful solution is worth Confidence Points, how many depends on the situation.

The Farmlands

This relatively flat area between the swamp and the high hills also includes a fringe of rolling hills to the north and east. Here dwell the human farmers, who also raise dairy cattle in the hills. There are two villages, Fenhold, about a mile from the manor house, and East Riding, eight miles away. Although most farmers live in one of these villages and trudge out to their fields every day, there are two isolated dairy farms in the hills to the southwest. Barzan plans to give these people a lot of unpleasant attention.

The farms have always been prosper-

ous because the soil is rich and well-watered. Thanks to the atmosphere of fear and suspicion, however, some are beginning to decline. Parents no longer send their children out alone to watch the goats and sheep; orchards that are far from the villages have not been pruned this spring; people have started hoarding what little coin comes their way in case they have to leave their holdings and move elsewhere. The farmers who have holdings in the hills resent the halflings, whom they accuse of trying to encroach on their grazing grounds with their flocks. All the farmers resent the swamp dwellers, whom they see as being lazy good-for-nothings who probably steal whenever they get the chance.

Although most of the farmers are 0 level humans, some of the young men have served in the Darokinian army. Each village can produce 1d4 + 1 2d level level fighters and 1d6 1st level at any given time. In a real emergency, all the fighters will muster for a force of ten 2d level and 12 1st level, but these men have no weapons of their own and must be supplied from the magistrate's armory.

Important NPCs of the Farmlands

Will Duchamp, Mayor of Fenhold. Will Duchamp is a middle-aged farmer who has lived all of his life in Fenhold. He is a 0 level human with major farm holdings in the surrounding land. His basic attitude toward the new heir has been tainted by constant arguments with Lord Gereint. He has no faith in the ability of a bushwacking adventurer to administer a dominion properly. Truth be told, he considers himself far more qualified, though he has not the slightest idea of how to petition the Council of Darokin to obtain the job.

He will deal with the new Magistrate the same way that angered Lord Gereint. He will tell the Magistrate what to do, rather than making suggestions.

Duchamp's major program is to drain the swamp and transform it into farmland. If the Fenfolk can't see that they'd be better off as farmers, drive them off or kill them. Anyone who doesn't see the logic of this program is a fool and not to

be bothered with. He knows that all of the right people of Fenhold, the other farmers, support him.

Hilda Kosseauf, Mayor of East Riding. The mayor of East Riding is a 5th level magic-user from Karameikos who married a fellow adventurer and settled in East Riding to become a shopkeeper. She was eventually elected mayor and her husband became the local Justice, an office combining circuit judge and local sheriff. Her husband died recently while investigating some mysterious sightings near the Fens.

Hilda is positive that most of the problems of the dominion have a common, malevolent source. Her own schooling in magic gives her some better insight into what can be done with illusions and summonings than the common farmer has. However, she has a hard time convincing her constituents that the problems are anything but a curse of the Fenfolk.

Hilda is fairly young, about 43, and is striking rather than beautiful. She has a strong sense of duty to her people and is anxious to remove the source of the malaise that has fallen on the dominion. Hilda realizes that, alone, she has no chance to accomplish anything against such great power, and she could never convince Gereint that the source existed.

Anselm, Priest of Darokin. This 6th level cleric lives and preaches in Fenhold. Since the death of the last chaplain, he has come to the manor to lead worship there. Anselm has seen many winters, and is mystified by the events occurring in the dominion. He spends most of his time trying to evoke the spirit of the "old days, when all the peoples of our fair land lived together in harmony." He has tried to use *remove curse* on the land and on specific problems with no effect, and as a consequence doubts himself and his god.

Anselm is a broken man who lives one day at a time, going through the rituals which he now distrusts. If the party arrives with a Name level cleric, he puts himself entirely under the orders of that cleric, though he continually carps and moans about the uselessness of any action in the face of such malevolence.

Perhaps the right actions can renew the faith and skills of this man, but it will be a long, uphill climb. If the new Magistrate succeeds in bringing Anselm back to his former vigor, he earns 20 Confidence Points, as Anselm is well liked in Fenhold and anything to bring him out of his current funk is appreciated. Firing or discarding Anselm loses 20 Confidence Points.

Further disasters can befall Anselm either before or after the player characters meet him. See the **Annoyances in the Adventures** section.

Xavier, Priest of Darokin. This fiery young priest is a circuit preacher, leading services all over the dominion, including East Riding, which has no regular church. Xavier is only a 4th level cleric, but he is convinced that something can be done about the current curse on the land. He will gladly follow any leader who has a solution to the problem. If the heir fails and Barzan takes over, Xavier will follow him, and be loud in Barzan's praises when the curse is lifted.

Herek Plowshare, farmer. Herek is a life-long farmer, now middle-aged. His farm was one of the biggest in the East Riding area, but now his outer fields are lying fallow because his workers won't hike out to them. He is extremely knowledgeable about crops and soil. Anything else is a mystery to him, and he is so befuddled about current events that now he spends much of his time at the tavern in East Riding, reminiscing about the good old days.

Feriel Greyfeather, elf, farmer. This former adventurer became corrupted in the eyes of his elven kin. The idea of controlled growth and harvesting began to appeal to him during his adventuring among humans. When he decided to retire as a 7th level elf, the wild forests of his home had no appeal for him.

Feriel bought orchards in Fenhold and settled down to raise citrus fruits. He has lived in Fenhold for over a century, and enjoys the company of the other farmers and orchardmen. The current unpleasantness is beginning to inspire his adventuring spirit again, though he's done nothing about the situation as yet. He

still has his adventuring gear, including *chain mail +2*, *sword +1*, *ring of flight*, and *13 arrows +1*.

Johannes Longfurrow, farmer. Johannes is a Fenhold farmer who now spends most of his time in Fenhold at the Plow and Ox tavern, telling all who come nigh that the current troubles are entirely due to the laxity of the government at Darokin. If the government would just send in a strong leader who would drain the swamp and run out the Fenfolk, invade Alfheim, put slave collars on the half-lings, and replace Mayor Duchamp with a real man (named Johannes), everything would be fine. As it is, the gods of Darokin must be punishing them for their laxity.

Merdith Hornscraper, dairyman. Merdith has been one of the hardest hit by the current troubles. His prize bull went mad and had to be killed, someone let the dairy herd into his garden, some of his cows died mysteriously of an uncommon disease, freak storms made his ground so wet that the cows have foot rot, and an incredible monster came out of the ground and ate three of his cows.

Merdith is a former adventurer, a 6th level fighter. He has seen more of the world and how magic works than his contemporaries, and can see how some of these things could be the work of a malevolent design. However, he discarded this theory because he couldn't see what anyone would want with Fenhold.

Delbert Dalewander, local eccentric. Delbert pretends to be an ex-adventurer driven somewhat mad by his adventures. Sometimes he talks about what a great fighter he was, then he speaks of using magic, and sometimes of sneaking around like a thief or healing someone like a cleric. Actually he is a 6th level thief in the employ of Barzan, spying about the dominion.

Farmlands Encounter Table

Roll once on the Encounter Table and, if the result is 1-5, roll once on the **Reaction Table**. If the result is 6, roll on the **Minor Clue Table**.

Such reactions as Has Complaint from a Trader can be either ignored (roll

again) or be considered a challenge to the DM's storytelling ability.

1d6 Encounter	1d6 Reaction
1 Farmer	1 Casual
2 Farmer	2 Hostile
3 Fenfolk	3 Friendly
4 Trader	4 Has Lawsuit
5 Halfling	5 Has Rumor
6 Special	6 Has Complaint

Explanation of Reactions

Casual. Person(s) encountered is non-committal and has little to say. "Good day" and "Trifle hot for this time of year" is about the extent of his conversation.

Hostile. Person(s) encountered may or may not have anything to say, but he is obviously hostile to the characters. He has had as much as he is going to stand from Gereint's foolishness, and no talk about a new administration is going to persuade them that the characters are any improvement.

Friendly. Some people are just naturally friendly, others are determined to be friendly to the people who are going to clean things up after Gereint made a mess of things.

Has Lawsuit. The person encountered wishes the Magistrate to act as judge for a lawsuit the person is bringing against someone else in the dominion. In these times of stress, neighbor suspects neighbor, and the slightest comment or most innocent action can touch off a dispute. In other lands, these might be settled with swords, but the Darokin folk are essentially peaceful, and still feel they can gain redress through the court of the Magistrate. One thing about Gereint: when he sat in court he was scrupulously fair. It seemed like the only time he took any time to listen to his citizens.

Has Rumor. Check the **Rumor Table** which appears later. Feel free to toss in any other rumors you feel appropriate. Roll again on 1d3 and compare against the **Reaction Table** to see what sort of person has this rumor. A Casual encounter mentions it in passing, a Hostile one demands to know what the Magistrate is going to do about it, and the Friendly encounter mentions it as some-

thing the Magistrate might want to look into.

Has Complaint. This is someone with the first stage of a possible lawsuit. If the Magistrate can deal with the complaint fairly so that it doesn't become a lawsuit, add 5 points to the Confidence Level. If the Magistrate refuses to hear a complaint, drop the Confidence Level 5 points.

The Halfling Hills

Aside from the human farmers discussed above, the hills are primarily the domain of the halfling population of the dominion. The halflings maintain small subsistence farms and graze sheep and goats. The human farmers claim the sheep and goats destroy the pasturage for their dairy cattle.

There are two halfling villages, Barnaby-Under-Bramble and Hollydown, each containing about 150 people. Like the humans, the halflings leave the village in the morning to tend their flocks, returning in the evening. The halflings used to spend many nights in the hills with their flocks, but of late they make a point of returning to the villages every night.

The remaining halflings live in isolated farms elsewhere about the hills. Like the villagefolk, they spend their evenings and nights snug and safe in their burrows.

These halflings are all part of the Berrybramble Clan of the Five Shires, and journey over the mountains to that clan holding for clan functions, another practice which sets them apart from their human co-inhabitants.

Following standard halfling practice, the villages do not have mayors. All governance is vested in their sheriffs, who act as both administrative and law enforcement authority. Under each sheriff is a Firewatch, a small rotating group of volunteers whose main function is to watch for forest fires, but can also act as deputies to the Sheriff.

If called upon for combat, each village can provide 1d6 1st level halflings instantly; their Firewatch force. Given time to muster, the halflings can provide

16 1st level, 8 2d level, and 5 3d level halflings. Each comes with leather armor, a dagger, and a short bow with 20 arrows. Any other weapons and armor have to be supplied from the Magistrate's armory.

Important NPCs

Oakleaf Green, Sheriff of Hollydown. Oakleaf is a bluff, remarkably tall (about 3'6") halfling who has been Sheriff of Hollydown for exercises his authority with great political acumen, which is just as well since he is nothing of a fighter.

His first answer to any real problem is "let the Big Folk take care of it." Since Darokin insists on vesting final authority in the Magistrate, Oakleaf will shuffle any task he can onto the Magistrate and, if nothing is done, use the Magistrate as a scapegoat to explain why no action is taken.

At this time, Oakleaf's stock in Hollydown is very low, since Lord Gereint has continually told him, and any other Hollydown resident, that he would have to fend for himself until the new heir arrives. Rather than use the coming of the new heir as a relief for his problems, he blames the new heir for the problems because the heir did not get to Fenhold sooner.

Filibar Bramble, Sheriff of Barnaby-Under-Bramble. Filibar is an ex-adventurer who stepped in when the previous sheriff died mysteriously. His family is the most prestigious in the village, and he took the job as his duty as a community leader.

Filibar is a 6th level halfling with no time for foolishness. His brusque ways have alienated many of his neighbors, but everyone has a high regard for his integrity and wisdom. His dealings with the heir will be extremely correct, but he will volunteer nothing until the Magistrate earns his respect.

Filibar has encountered Barzan before, when both were adventurers, and knows him to be both Chaotic and evil. He has never seen him in Fenhold and knows of nothing to connect Barzan with the mysterious Waterlord. However, he is bright enough to be suspicious

if he ever sees Barzan or hears his name connected with any mischief.

Dulcet Sweetsong, shepherdess. Dulcet is thought to have named herself. To human ears her singing, which she breaks into at any excuse, resembles fingernails on a writing slate.

Dulcet's avocation is town gossip, which she engages in with a fine disregard for the truth or the consequences to anyone she gossips about. Her main friend in the world is Old Ferdie, see below, with whom she exchanges stories. If asked, she swears that Old Ferdie is the soul of honesty.

Broggo Bramble, shepherd. Broggo has been guarding his flocks for years, and, unlike most of his contemporaries, has no intention of "hiding in a hole just 'cause of some dimwitted spook stories." He also has no time for humans, and has to be very impressed by the actions of the Magistrate before he comes forward to describe the reliability of Ferdibor Alesworthy, who once worked for him. As you might expect, Broggo found Ferdie totally untrustworthy. Broggo has a similar low opinion of Dulcet, and similar reluctance to speak of it to humans.

Ferdibor Alesworthy, shepherd. Ferdibor, called "Old Ferdie," is an itinerant shepherd who has worked for all of the families of Hollydown at one time or another. He is an endless source of stories and hints, all of them misleading. He is actually a semi-retired adventurer, a 5th level halfling, who is employed by Barzan to muddy the waters of any investigation and report any action of the Magistrate that affects the halflings.

He has no idea of what Barzan is planning, but enjoys the extra income and the chance to be involved in this kind of undercover work.

Halfling Hills Encounter Table

Roll once on the Encounter Table and, if the result is 1-4, roll once on the Reaction Table. If the result is 5, see **Playing the Herd** below. If the result is 6, roll on the **Minor Clue Table** which appears later.

Such reactions as Has Complaint from a Trader can be either ignored (roll

again) or be considered a challenge to the DM's storytelling ability.

1d6 Encounter	1d6 Reaction
1 Halfling	1 Casual
2 Halfling	2 Hostile
3 Farmer	3 Friendly
4 Trader	4 Has Lawsuit
5 Herd	5 Has Rumor
6 Special	6 Has Complaint

Reactions. Description of the reactions is found under the **Farmlands Encounter Table**.

Playing the Herd.

The hills contain many herds of cattle and flocks of sheep. While the characters will pass many herds on their travels which are simply grazing by the side of the road, there are situations where they can have more interaction with the animals. See the **Herd Encounter Table**.

Herd Encounter Table

Die roll (1d6) Encounter

- Berserk Ram.** The ram from a local flock of sheep has suddenly gone mad (Barzan's work). The problem here is not so much how to kill the ram, but how to capture it so it can be preserved.
Ram (AC7; MV 240'; HD 2; hp 9; #AT 1; D 1-4; Save as F2).
- Berserk Bull.** The bull from a local dairy farm has broken out of his pen and is causing general havoc. He seems to be driven mad, just like the ram described above (and for the same reason).
Bull. (AC7; MV 240'; HD 3, hp 14; #AT 1; D 1-6; Save as F3).
- Road Blocked.**

A herd of animals is blocking your passage. It looks like it could take an hour before the path is clear. You can probably push your way through if you want to.

If the party pushes through, subtract 5 points from their Confidence Level. If they wait patiently, there is no effect. Offering to help herd the beasts adds 5 points to the Confidence Level.

- Stampede.**

There is a cloud of dust to your side, and you suddenly realize that you are hearing the thudding of several hundred hooves. Over the next ridgeline comes the tossing horns of the front rank of a herd of stampeding cattle.

Barzan has done it again. His spells have summoned every cow for miles around and now they are headed for the party. If the party turns their horses and runs with the herd, give them 350 XP each.

If the party kills cattle to divert them, lower the Confidence Level by 5 points. Sure, it's not their fault, but the dairy farmers are not going to like this solution to the problem.

If the party can stop the stampede without excessive loss of cattle (no more than two) raise the Confidence Level by 5 points.

Herd Animals (AC 7; MV 240'; HD 2; hp 8; #AT 1 (trample); D 1-20 (no Hit roll needed); Save as F1)

- Wolf Attack.**

You see a young halfling boy running pell-mell for you, yelling "Wolf, wolf!" When he reaches you, he points up the narrow trail he has just run down and pants out, "Please help me sirs! Wolves attacking my sheep!"

Racing up the path, the party finds a herd of about 40 sheep being savaged by three wolves. Seeing the party, one wolf howls, the others answer, and they attack the party. It rapidly becomes apparent that these are werewolves.

Werewolves (3) (AC 5; MV 180'; HD 4*; hp 23, 24, 25; #AT 1; D 2-8; Save as F3; XP 125)

There should be no problem dealing with these werewolves, though the DM can add more if he wants a larger battle. The point here is to show that more than natural monsters are at work in these hills.

- Abandoned Flock or Herd.**

The characters come upon a flock or herd with no shepherds or



herdsmen. The animals are wandering aimlessly.

Backtrailing reveals the murdered herdsmen. If the herdsmen were human, they were slain by halfling arrows, and the reverse if the herdsmen were halflings.

It's Barzan again, stirring up trouble. The owners of the animals will demand revenge. If the player characters manage to stave off a lynching, add 5 to the Confidence Level.

If they ignore the situation, perhaps just returning the animals, they learn the next day of a wholesale hanging of either humans or halflings, whichever did not own the animals.

Lower the Confidence Level by 5 points and, if they take no further steps, lower it by another 5 points.

The Swamplands.

There are two kinds of swamp, the fringes, known as the Fens, and the inner swamp, called the Deep Swamp. As far as anyone knows, the Deep Swamp is a wilderness filled with giant monsters, pits of quicksand, and swarms of insects. (The final chapter of this module describes the Deep Swamp in more detail.) The local people rarely enter the Deep Swamp.

The Fens, however, are another matter. They are much like the Okefenokee Swamp or the Mississippi River Delta in the real world; a vast stretch of territory

that is half-land, half-water. Small streams wind between low-lying islands, then peter out into bogs. Here and there are larger streams with enough draft for bigger boats, or shallow lakes dotted with clumps of trees that rise directly out of the water. Some of these trees are islands in the making; debris and soil lie caught around their massive multiple roots, poking out of the water and providing nesting places for birds and otters.

Yet, inhospitable as they sound, the Fens have their Fenfolk, human beings who live in isolated families scattered all along the edges of the Great Swamp. No one knows where they came from. When Darokin extended its control eastward around Alheim, its explorers found them already there, speaking a strange dialect of the Common Tongue which was barely comprehensible to others. (By now most Fenfolk speak standard Common as well as their own dialect.) The Fenfolk dismiss all questions about their origins with a shrug; for all they know, the swamp bred them as it did the frogs and birds.

The Fenfolk build huts and plant gardens on the larger islands, but they live primarily on their boats, round coracles made of hides lashed over wooden frames. Even the small children can handle a tiny coracle, and all Fenfolk are excellent swimmers. They fish, gather edible plants, and trap the eels who live in great numbers in the Fens. Since

smoked eel is a great delicacy in Darokin, they pay their taxes to the Magistrate in eels, with fish and fresh waterfowl to make up the balance. They also trade eels to the farmers and halflings for metal tools, cloth, and various other things that they can't make or gather themselves.

Small family groups are usually associated with one or two particular islands, but the Fenfolk are always on the move in one way or another, whether hunting waterfowl, tending their eel-pots, or hunting out good supplies of water reeds and edible plants. The older people know the endlessly shifting fens as well as a Darokinian Council member knows the city. There are also several permanent islands that serve some Fenfolk as grazing places for milk cows and other animals, or as market and meeting places, where the people come together to trade, gossip, and generally have a good time. At these gatherings the folk compare notes on the current water levels and life of the ever-changing islands.

If the characters are to successfully track Barzan down to his lair in the Deep Swamp, they must have the goodwill and cooperation of the Fenfolk. Unfortunately, they are suspicious of Magistrates in general and this new heir in particular. In other days the local Magistrates have always tried to civilize the Fenfolk and force them to settle down as farmers (though, of course, continuing to check

heir eel-pots). Every now and then, someone talks of draining the fens and/or building a causeway to let the trade road run straighter and smoother, using magical spells as well as shovels. Even the generally popular Lord Rolph wanted to build the causeway, though he wanted to allow the Fenfolk to keep as much of their ancient ways as possible. The Fenfolk have heard rumors that the new heir has instructions from the Inner Council to build the causeway and drain the swamp.

Besides the Fenfolk, a small number of criminals, fleeing from one justice or another, live out in the margin between the Fens proper and the Deep Swamp. The Fenfolk keep an eye on them, but their basic inclination is to live and let live. Only if one of these fugitives tries to rob or otherwise harm the Fenfolk is he killed or (rarely) captured and brought to the Magistrate. Some of the fugitives have proved themselves in the eyes of the Fenfolk by learning the ways of the Fens, and a few were in truth unjustly accused of their crimes. If the player characters gain the respect of the Fenfolk, they will suggest that their friends be given amnesty. If the player characters do so, give them 10 Confidence Points.

Fenfolk NPCs

Old Davvi. 0-level human. White-haired and frail, Davvi now spends much of his time sitting in front of his hut and mending fishing nets; when he was young, he was known throughout the Fens as being daring to the point of fool-hardy. He is the only person who has ever gone to the Deep Swamp and come out again.

He and his companions, who were killed, reached the edge of the drowned city and saw buildings under the still water. He also saw the velya (see New Monsters), who killed his companions. After all these years he's vague about the distance, but his story jibes with that of any of Barzan's men who have been captured and made to talk. He remembers the tower sticking out of the water which is now Barzan's lair.

Goldar the Wise, Chief of the Fens. Goldar

is only one of the Chiefs, but he is the most willing to talk to strangers. Previously he was a Darokinian citizen accused of embezzling funds from the Inner Council. He is pretty sure he was innocent. However, he will ask strangers about the current makeup of the board and whether they "ever found the money they say I took." The player characters are very unlikely to have any knowledge of this, and Goldar is certainly never going to step out of the Fens again.

Dina Quickpaddle. This fiery little lass is the current generation's equivalent of Old Davvi. The fact that she is his granddaughter might have something to do with this. Though untrained, Dina is the equivalent of a 3d level Thief. She is the Fenfolk most likely to make contact with the player characters, as she likes to get out of the Fens and see the rest of the world, even though she shares the Fenfolk contempt for dust-eaters.

Dina has hung on every word her Old Davvi has said about the underwater city and the tower. Dina has wanted to explore this city for years, but doesn't want to go without a lot of help, and none of her Fen friends is the slightest inclined to "chase old Davvi's dream." Between Davvi's stories and Dina's own knowledge of the Deep Swamp fringes, she could probably take a party directly to Barzan's lair.

Fens Encounter Table

1d6 Encounter

- 1 Fenfolk
- 2 Barzan patrol (See Into the Swamp)
- 3 Giant Slugs (See New Monsters)
- 4 Trader
- 5 Giant Eels (See New Monsters)
- 6 Special

Rumor and Lore Table

If on the Farmlands or in the Halfling Hills, roll 1d8 and use rumor or lore off the Table. If in the Fens, roll 1d8 + 4.

Roll Rumor

- 1 The Swamp is getting bigger. (True)
- 2 The elves want to expand their border to the swamp edge. (False)

- 3 The Fenfolk have put a curse on the dry lands. (Untrue)
- 4 The Fenfolk have been here forever. (Not quite)
- 5 There are turtles in the swamp that can eat a man whole. (True)
- 6 The Blue Dancer birds come every year at the same time. (True)
- 7 There is a dragon in the swamp that eats cattle and sheep. (True)
- 8 Old Anselm had a vision a few months back and he hasn't been the same since. (False)
- 9 That water mage is still hanging around. (True)
- 10 Old Davvi claims there is a sunken city in the swamp. (True)
- 11 The farmers are cursing the Fenfolk. (False)
- 12 The farmers want to drain the swamp completely. (Some do)

Random Clue Table

1d6 Clue

- 1 Hunters found a campfire in the hills with the remains of a giant eel that the campers had eaten.
- 2 A mysterious freak wave overturned a Fenfolk coracle.
- 3 There was a man at the general store in East Riding recently who looked like that magic-user Lord Rolph had around three years ago.
- 4 Little Jo Danberry saw the ghost of his grandma last week, but it disappeared when he shied a rock at it.
- 5 Old Davvi occasionally spends coins like no one around here has ever seen before.
- 6 Sheriff Filibar at Barnaby-Under-Bramble caught a sheep thief a while back who turned out to be a bandit wanted in Norwald. He was part of a larger band led by a fighter named *Rork of the Northlands*. The thief was hanged.

DM Notes

The new heir will not have an easy time in Fenhold. Barzan intends to see to that. Besides Barzan, other problems lie ahead to the test the mettle of the new heir and his companions.

Now is the time to ask the players what their plans are. Their main goal is to turn Fenhold into a working dominion. The way to do this in game terms is to earn Confidence Points. How are they going to accomplish this goal?

The dominion is in a state of genteel chaos; there is no central authority. The only dominion-level official still around is Niall, the Guard Captain, and he is a good fighter but poor leader, especially of civilians. Many of the usual dominion posts are vacant. Check the *Players Companion* pages 8 and 9 for a list of posts. Usually these are filled by NPCs, but in a situation like this, one assumes the party members take the positions so as to help their comrade.

What of the causeway? Are there engineers in the player party? Perhaps the party would like to consult with the elves and druids of Alfheim about the best way to build the causeway in harmony with nature? Did they anger Alfheim with the previous on-the-road encounter?

The characters will probably use several of these methods simultaneously to accomplish their goals, and be ready to complicate all of them as much as possible.

If the characters keep losing Confidence Points without gaining any, use some subtle clues, such as comments overheard in a crowd, advice from one of the mayors, or finally, resort to putting words in the mouths of the player characters (if nothing else works) to tell the characters they are losing the morale of the citizens.

While the characters are getting settled in, use some of the annoyances to keep them from becoming complacent. In some cases, there is an almost automatic loss of Confidence Points with no chance of restoring them. This is life and politics. All they can do is take other actions that will restore the people's confidence again.

All in all, it should take at least four

game weeks to play the material here. When the adventure is over, check the **Totaling The Points Table** to see how well the characters are doing in accumulating Confidence Points.

The Annoyances

The Noble Zombie

Shortly after Lord Gereint is buried, frightened townspeople will say that he is alive again, and walking about the country. Tracking down the stories, the characters find that Gereint has been turned into a zombie. Barzan did this with an *animate dead* spell. Under close examination, the characters will discover that Gereint's tomb, in the manor graveyard outside the wall, has been broken into. The damage has been cleverly concealed, and only a master thief (*Murr*, to be exact) could have done it. The Magistrate loses 5 CP for letting this happen.

If the characters make sure Gereint is cremated then this won't occur.

The Turbulent Fens

Fenfolk complain that their boats are being upended on perfectly clear, calm days. Barzan has conjured a *water elemental* and used a *permanence* spell to keep it in existence in the swamp. He set it to work overturning boats on a schedule the characters can figure out after a few reports. The Magistrate receives 25 CP for eliminating this menace, -5 for every day after the first report until it is destroyed.

The Cursed Cleric

Visiting Anselm the village cleric disguised as a parishioner, *Enzo* curses the poor man by reducing his Intelligence by 1 point. Then Enzo returns and repeats the curse every two days or so. Eventually, Anselm is barely able to remember his prayers and sermons and the names of his parishioners. The Magistrate loses 10 CP for allowing this to happen to such a well-loved old man, but gains 25 CP if he manages to cure him.

The Traitor Within

Oleena tries to obtain a job as part of the Magistrate's staff (parlor maid, if that's

all she can get), then use *charm person* to extract valuable information from other workers or even some of the characters. She also uses the spell to make retainers do things which would embarrass the Magistrate, commanding them to forget she gave them the order in the process.

If caught, she might take this opportunity to turn traitor to Barzan, which she is inclined to do (see NPC descriptions).

The Dragon

Snagglefang, a large black dragon, is roosting in the swamp near the hills where the Barnaby-Under-Bramble halflings live. Snagglefang is the cause of the loss of some of the halflings' sheep and the dairymen's cows, and he has been sighted a couple times from a distance. He is taking advantage of Barzan's reign of terror to feed with little fuss.

Finally, however, just as the characters are getting settled into their new jobs, a delegation of Fenfolk arrive at the gate.

The Fenfolk bang on the gate and demand entrance. When you let them in, they demand "An' what will you be doin' about the dragon, eh?"

When you ask what they are talking about, the spokesman says, "Thar I be, just goin' out to the island what holds my milkin' cattle, when this boomin' great flying lizard comes along and scoops up my Nancy cow before my very eyes."

Further questions elicit the information that the Fenman is *Gothbold*, one of the influential chiefs of the Fenfolk. Nancy is a prize-winning cow that took first place twice in a row at the Festival of the Fens, much to the chagrin of the land-dwelling human dairymen. If the Fenman hadn't seen the dragon with his own eyes, he would be it was jealous dusteaters that stole it.

If the characters ignore the dragon initially, they lose 25 Confidence Points immediately, and 5 more per day they don't get after the dragon. If the Magistrate offers to recompense the Fenfolk for the loss of the cows, he gains 10 CP for

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paying the proper price, 25 gp each, and a CP for every gp over that amount. Offering a lesser amount loses 1 CP for every gp under the proper amount.

Promising to track the dragon down gains 10 CP. Killing the dragon is worth 50 CP. Otherwise removing the menace of the dragon is worth 25 CP.

Snagglefang, a huge black dragon

AC -1

HD 12****

hp 80

MV 150'(50')/360'(120')

#AT up to 6

D Bite 2d10+6 claws 1d8+2 kicks
1d8+2 (only in air) tail 1d8+2
(only on ground) Breath = to current hit points 120'x5' line

Save as F24

Morale 10

Alignment: C

XP 6,100

Spells:

First level: *charm person, detect magic, light, protection from evil, ventriloquism*

Second level: *ESP, mirror image, detect invisibility*

Third level: *dispel magic*

Treasure: 17,000 cp, 25,000 ep, 33,000 gp, 20,000 pp, 61 gems at an average of 350 gp each, 28 jewelry at an average of 1370 gp each, *hand axe +1, charming*

Note that Snagglefang is actually about halfway in development between a large and a huge dragon. He is full size for a huge dragon, it's just that the rest of him hasn't grown into the shape.

Finding Snagglefang

Snagglefang's lair is like a crocodile burrow; its entrance is under water. The dragon comes out every week to hunt.

Snagglefang's burrow is at Location 7 on the dominion map. It will take some detective work to find it.

Fighting Snagglefang

Snagglefang will avoid a fight with more than four obvious high level humans if at all possible. If surprised in his burrow, he will break out and take to the air,

abandoning his treasure. If pursued in the air by some of the party, (less than four) he will turn to fight.

If he succeeds in escaping, he may be return to rescue his treasure from house, probably when he has made sure that most of the major inhabitants are elsewhere.

Snagglefang is aware of Barzan's presence. Barzan has appeared to him and offered to take Snagglefang on as a lieutenant and mount. Snagglefang declined, but felt he would be in real trouble trying to attack Barzan. Barzan left peaceably, but promised to return once the dominion was rightfully his. Snagglefang knows a good deal about what Barzan intends, though he has no idea where Barzan is, and does not know that Barzan has called himself the "Waterlord" in other circumstances.

The Kidnapping

One foggy dawn, just as the manor is rising, there is a commotion at the gates. Accompanied by most of the fighting

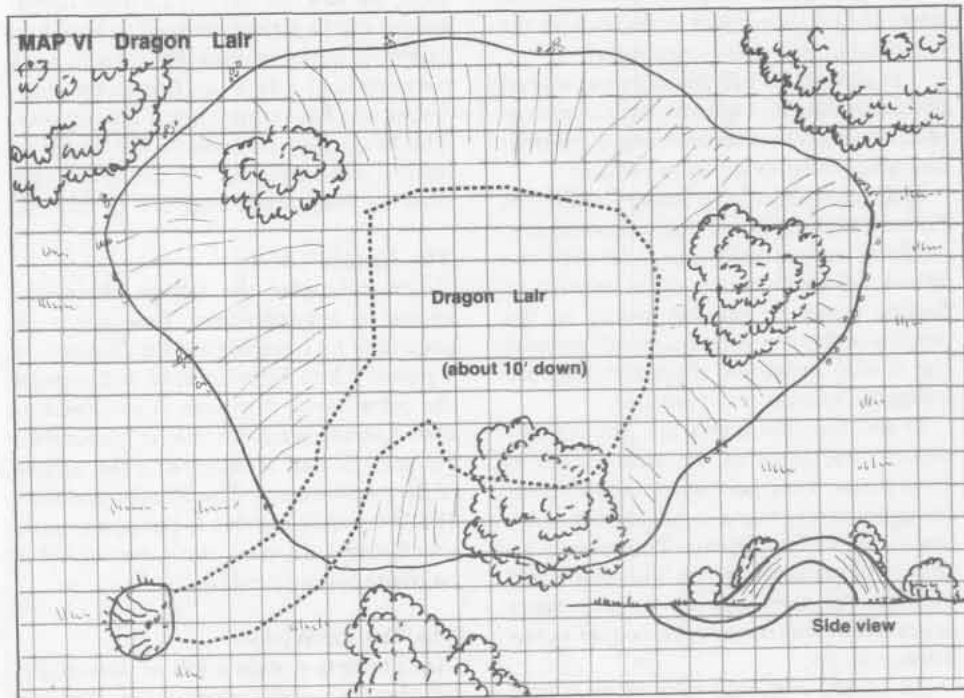
halflings in his town, sherriff Oakleaf Green of Hollydown is demanding to see the Magistrate on a matter of justice. Since the sheriff is an important being, the players should have their characters hurry to the gates to see what's wrong. If they don't, subtract 2 CP from their running total.

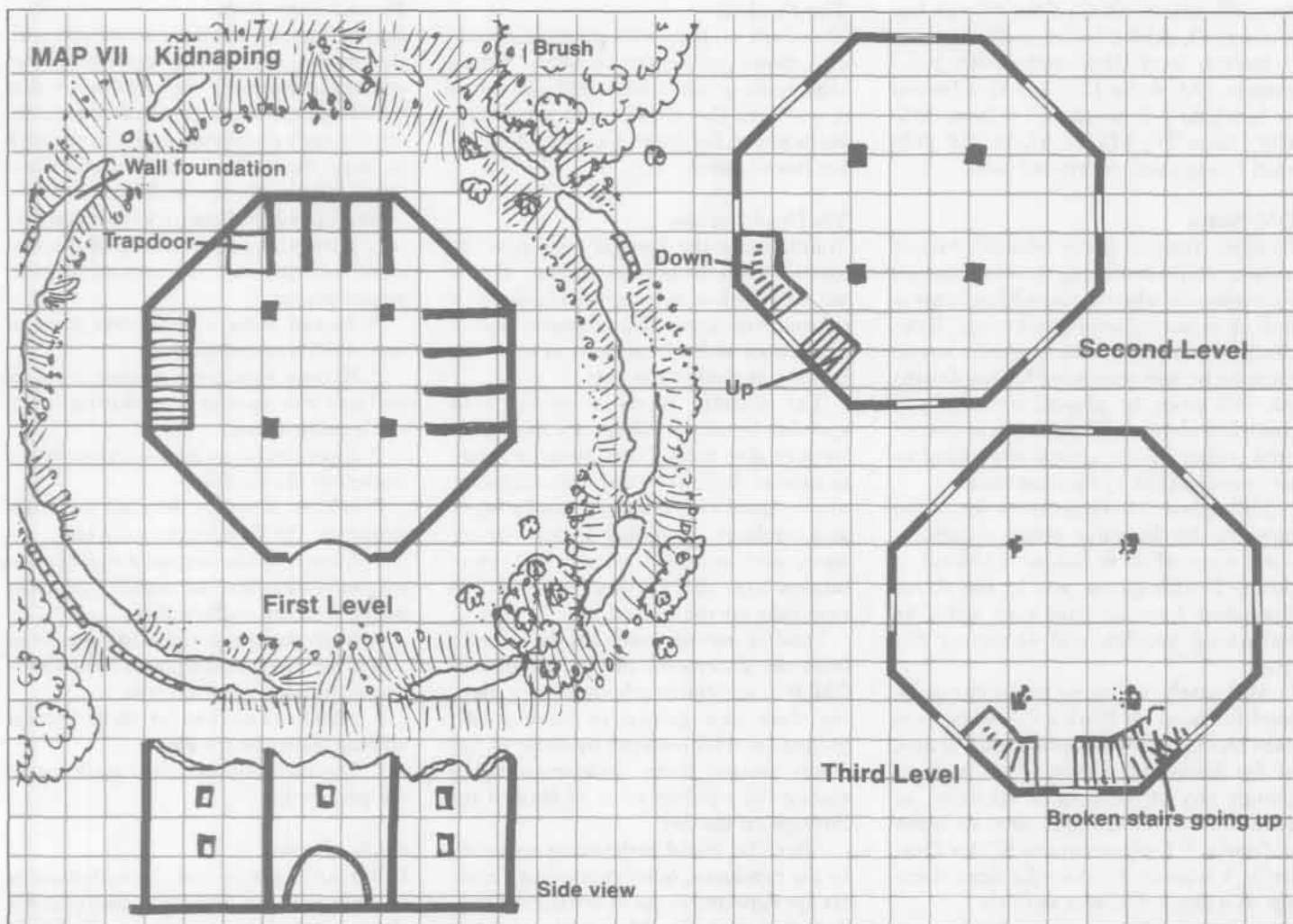
The sheriff's daughter has been kidnapped. The day before, she went with two friends to gather wild mushrooms in the hills. Although the friends stopped early to rest, *Larkfeather* went farther into the hills, where she was abducted by human bandits.

These bandits have now sent a messenger to the sheriff demanding that the halflings give them three weeks rations, 2,000 gp, and horses. Sheriff Green has come most honorably to the Magistrate instead.

If the Magistrate refuses to rescue *Larkfeather*, the DM should subtract 20 CP from the total. If the player characters rescue her, add 20 CP.

The bandits are hiding in location 6 on the DM's dominion map, in a ruin.





This ruin was an outpost of the ancient city in the swamp. It is connected to the city by a tunnel, unknown to Barzan and his followers. The tunnel is filled with water, but Barzan had *Jason Darkspell* (see below) put a *water breathing* on everyone in his party and then put a *permanence* spell on it.

If the characters take the bandits prisoner, the highest ranking remaining member will bargain for their lives with the information that the tunnel can take them to the source of all their problems, by a way Barzan knows nothing about!

The Bandits

Dorn Longwalker, 12th level fighter, (AC 0; hp 50; #AT 1; D 3-10; MV 120';

Save F12; ML 7; AL N; XP 1,100) *sword +1*, *leather +3*, *shield +1*, *ring of fire resistance*, 9 gp, 32 sp, 1 gem worth 310 gp

Marlys Quickblade, 8th level fighter, (AC 3; hp 52; #AT 1; D 3-12; MV 120'; Save F8; ML 8; AL C; XP 650) *two-handed sword +2*; *chain mail +1*, 5 pp

Jason Darkspell, 8th level magic user, (AC 4(2); hp 28; #AT 1; D 2-5; MV 180'; Save M8; ML 8; AL C; XP 1,200) *Amulet of Shield**, *dagger +1*, *wand of fireballs* (9 charges), 14 gp, 15 sp

Spells:

First level: *charm person*, *light*, *magic missile*

Second level: *detect invisible*, *web*, *mind-mask* (reverse of ESP)

Third level: *dispel magic*, *water breathing*

Fourth level: *confusion*, *polymorph others*

* *Amulet of Shield* is an amulet that has had a *shield* spell placed on it, and then made permanent with a *permanence* spell. The *shield* also protects the amulet's wearer.

Vleteslav Radu, 8th level thief, (AC 3; hp 24; #AT 1 (sword or crossbow); D 2-9 (sword) 1-6 (crossbow); MV 180'; Save T8; ML 7; AL N; XP 450) *leather +2*, *sword +1*, *crossbow +3*, 12 gp

Note that Vleteslav is one of the Radu family of Specularum (See GAZ 1, *Karameikos*). Anyone harming him might have a vendetta declared against him by this important underworld family in a neighboring kingdom.

Dominick and Olaf, 5th level fighters, (AC 4; hp 22, 24; #AT 1 (sword or bow); D 1-8 (sword) or 1-6 (bow); MV 120';

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Save F5; ML 8; AL C; XP 175) each has chain mail, shield, sword and long bow.

Quintus and *Mellisandre*, 6th level thieves, (AC 6; hp 15, 17; #AT 1 (sword or bow); D 1-8 sword or 1-6 bow; MV 180'; Save T6; ML 7; AL N; XP 225) each has leather, sword and bow.

DM Notes

Another time to have Sheriff Oakleaf appear would be during the Magistrate's first court, or when the new Magistrate is having an introductory gathering. If the sheriff is invited and doesn't attend because he was searching for his daughter, this gives the players something to speculate about until the truth is discovered, either by the arrival of Oakleaf or an investigation by the characters.

If the player character team seems too powerful for Barzan's group to handle, leave some of these followers behind to bolster Rork's group, and let the player characters have an easy time with the remaining bandits and obtaining the clues.

Alternately, the same statistics can be used for more of Rork's followers, perhaps changing the magical items, if any, of the followers. There is no need to change any of the printed statistics, as *chain mail* +2 is the equivalent of *leather* +3 and a -1 adjustment to AC for Dexterity, a *battleaxe* +1 does the same damage as a *sword* +1, and so forth.

The Festival of the Fens

This festival is an annual event meant to mark the return to the marsh of the Blue Dancers, a large member of the swallow family which returns to the dominion every year at the same time.

DM Notes

These birds originally nested in the trees which lined the boulevards of the now-sunken city where Barzan has his headquarters. The birds always circle the city before looking for another nesting place. Using *speak with animals* on any of the birds will get directions on how to reach the spot they circle. The birds mention the tower, if asked about it.

The Festival

There are contests with prizes and various shows and entertainments. Often high-ranking elves from Alfheim come down from the forests, and sometimes members of the Inner Council of Darokin have visited.

The Usual Program.

Traditionally, the Festival takes place at location 8 on the dominion map. This is an area with a wide greensward for a tournament and other contests and a beach area with a large body of water for boating and other contests.

The festival starts at dawn with speeches by all the village headmen who want to give them. Then there is entertainment by the local entertainers, mostly third rate musicians and singers and tumblers, including Dulcet Sweet-song, and whatever wandering entertainers may be passing by or come especially for the festival.

Food is served continuously, usually from the storerooms of the Magistrate. Children are constantly underfoot playing their own games, or having self-judged contests inspired by those of the adults around them. Numerous fights among the children must be broken up throughout the day.

After the initial welcoming speeches by the headmen, other community leaders are expected to speak during the day, including the new Magistrate and the friends he has appointed to various posts.

To one side of the site is an open-air market. Many traders from other dominions make a point of coming to this market every year.

Barzan's plan

This is the ideal place for Barzan to make his rivals look ineffectual. Barzan, Oleena, Enzo, and Murr, and other followers will join the festivities as wandering entertainers. Enzo pretends to be a simple pilgrim given to portentous pronouncements, Barzan and Oleena pretend to be low level magic-users providing entertainments, and Murr pretends to be an acrobat.

Barzan's Dirty Tricks

Barzan's group attempts to mingle with the crowd and cause general havoc whenever possible. They are aware that the Magistrate and his friends are watching for such problems, and always work to keep themselves out of sight when using their spells and abilities.

Some possible dirty tricks they use are:

- * Barzan, as part of a magical display, casts *confusion* over an important, and armed person.

- * Barzan casts a *phantasmal forces* of one of the huts burning.

- * Barzan summons a *water elemental* and uses it to tip over boats during one of the boating events.

- * Enzo casts *cause disease* on one of the leaders of the Fenfolk.

- * If Enzo is caught, he casts *cause light wounds* on the first person near him.

- * Enzo uses his disguised *staff of withering* only after Barzan makes a getaway which does not include Enzo.

- * Murr steals some item of value from one of the Fenfolk and plants it on a half-ling or human, or vice versa.

- * Oleena casts *sleep* on an important visiting leader or speaker.

- * Oleena or Barzan casts *confusion* on the performers.

Finding Barzan

If Barzan is discovered, he will attempt to escape in the *underwater boat* (see his character description), which is anchored just under water in the swamp. Just before he leaves he casts *meteor swarm* on the closest collection of buildings to cause panic among the members of the community. He will leave any of his followers behind that can't make it to the boat, vowing to return for them.

Finding Barzan

By now the characters should know that their main enemy is Barzan, and have several clues on how to find him. If everything has been done correctly, they should know of both the hidden tunnel to the center of Barzan's headquarters and the general direction of the tower in the swamp.

Characters who can *fly* should have no trouble finding the tower eventually, and guiding their friends to it. However, most groups trying to reach the tower will have to travel through the swamp.

Traveling through the Swamp

The Deep Swamp is a morass of ever changing blind waterways, snags that could tear a boat apart, and strange creatures. The characters have to cross 10 miles of swamp to reach the tower, and that takes five hours of travel.

Roll 1d6 for each hour of travel. A roll of 1-2 means that the DM should roll once on the **Deep Swamp Encounter**

Table. Most of the monsters are described in the New Monsters section of this book. The Barzan patrol consists of one of his top aides, Rork, Enzo, or Oleena, and a half-dozen followers. If Rork is leading, there is a magic-user, otherwise they are all fighters.

If confronted by prepared, well-armed group of adventurers, the patrol returns to the tower, using previously established byways that the characters do not know of, thus returning in time to warn Barzan that company is coming. If the patrol happens on the remnant of a force, perhaps already decimated by one or more of the other monster encounters, they attack. Their tactics are to sink any surviving boats and then kill the characters in the water. Remember that all of Barzan's people have *water breathing* spells with *permanence* on them.

If the characters chance on the velya (see the **Deep Swamp Encounter Table**), and do not succeed in killing him, news of their presence gets back to Barzan through the velya he's befriended.

Deep Swamp Encounter Table

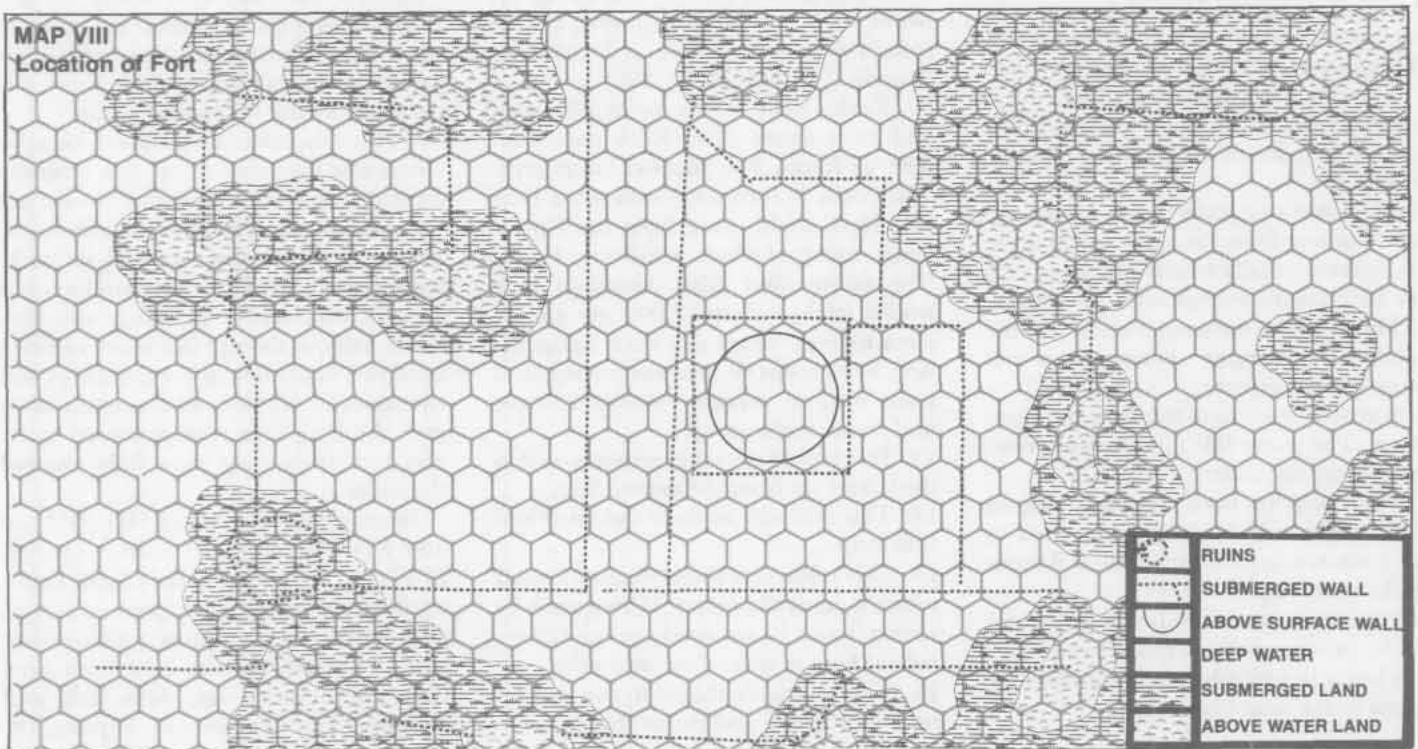
1d6 Encounter
1 Giant Eels
2 Velya
3 Barzan Patrol
4 Giant Swamp Snapping Turtle
5 Nekrozon
6 Giant Swamp Slug

Barzan's Lair

Barzan is hidden in a tower that rises out of the swamp (see map). The tower is covered with moss, and there is no sign of life except for the guards who pace on the balcony that circles the fifth floor of the tower.

The first floor is entirely submerged, and the water seems to rise as high as midway up the second floor.

Inside, a visitor sees that not much has been done to make the place homey. The centuries have left their mark on this tower, and Barzan's people have done little to improve it. The leaders have spent most of their time around the dominion, causing trouble, and the followers have





little incentive to repair the tower when their leaders are away.

The Rooms

1. *The Gate Room.* This was originally the main entry hall of the building. The creators of the *gate* to the Plane of Water placed it where the room widens out. Now it also serves as the docking area for Barzan's *underwater boat*. If Barzan is in the tower, the boat is here, facing the always open door, ready for a quick exit.

2. These rooms are all disused and full of water. There are numerous cracks in the walls which let in all manner of small swamp life.

3. This stairway leads to the upper stories. Coming from the *undersea boat dock*, inhabitants usually swim until they reach dry steps on the second level, then walk.

4. This is where the tunnel leading to the bandits' lair begins. Barzan does not know of its existence.

5. Stairwell leading to the first and third floors. The water fills the room to about halfway up the stairs.

6. This room has been magically cleared of all water, and is ready to be used to drain water out of the stairwell if Barzan thinks it necessary.

7. This room, too, is empty of water and can be used as a water drain if need be. It also has a ladder which can be used for access to the next higher level.

8. These rooms are full of water, and can be used to flood the level if Barzan considers it expedient. Anyone opening a door to these rooms is immediately inundated with water, and all the doors to the other Room 8s open as well.

9. This is the stairwell leading to the second and fourth floors. To the east is a door opening on to a shaft with a ladder, which also leads to the fourth floor. There are generally two guards stationed here at all times.

10. This is the guardroom for the floor. Four guards use it as a ready room in case they are needed to support the guards in room 9 or 13. The room is furnished with a table and chairs (there are usually playing cards and about 20 sp and 50 cp in table stakes at any given time), and commodes and closets on the eastern wall.

11. This bare room is full of water. The water is there so that Barzan or Oleena can cast a *conjure water elemental* spell on it. Rork (see room 12) thinks that its function is to aid him if he is under attack. Actually it will attack everyone in Room 12.

Water elemental (AC -2; HD 16; hp 75; Move 60' (20'); #AT 1 or special; D 3-24 (plus 1-8 in water); save as Fighter 16; Morale 10; AL N; XP 1,350)

12. Rork's room. If the tower is invaded and he is aware of it, Rork goes from here to Room 9 to support his guards. The room is furnished with what little loot Rork could bring from the Northlands, much of which is mildewed now. The fabrics and other hangings here would fetch perhaps 2,000 gp on the open market. In a small chest under his bed, Rork keeps his getaway money of 30 gems with an average value of 250 gp, and a *muzzle of training*.

13. This room has two guards who watch the ladder up from the second floor.

14. This stairwell leads to the third and fifth floors.

15. This room is a stairwell guard room which is generally empty. If the guards in rooms 9 and 10 are sorely pressed, they retreat here to defend the stairwell.

16. This is Enzo's chapel to the chaotic immortal of sea and storm that he wor-

ships. On the east wall of the room is an altar with a representation of an amorphous creature with several heads and tentacles. The room is lit by a *continual light* spell and otherwise unfurnished.

17. This room's main function is to hold the commodes for Enzo and anyone using the temple for worship. There are torches at the doors to supply light.

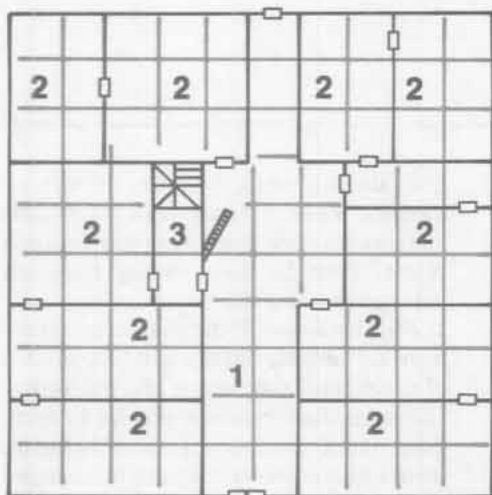
18. This is Enzo's room. It is lit by a *continual light* spell, and sparsely furnished with whatever he has been able to scare up. Much of the furniture is made of stone and looks like it has been under water for centuries, which it has. Enzo has spent many days searching the ruins of the drowned city for usable items. Most of it is carved in ways and motifs unknown today, and the furniture itself is probably worth 10,000 gp to a collector of antiquities. (A few can be found in Darokin.)

Enzo keeps his personal fortune in a secret compartment in the ornately carved throne-like chair Enzo sits in when entertaining visitors. There are 300 gp, 50 pp, and a complex piece of neck and chest jewelry worth 30,000 gp.

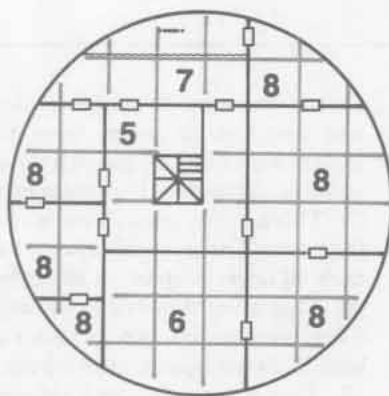
On the east wall is a ladder leading down to level three. Guards cut off from the stairwell during an attack can use the ladder to gain the next level. Enzo discourages its use for anything else.

19. This concealed room has not been by Barzan or his minions. It is a remnant from the original inhabitants. Inside are two bronze golems whose function is to defend the paintings stacked in racks behind them. Unfortunately, mildew has already attacked the paintings and they are worthless, though this is not obvious until one holds one of the paintings and examines it. Visitors to the room must give the long forgotten password or be attacked when they have fully entered the room.

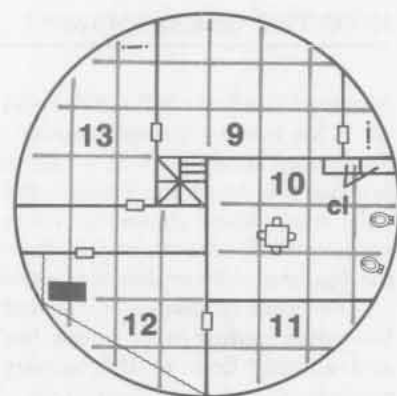
Bronze golems (2) (AC 0; HD 20**; hp 100; MV 240'(80'); #AT 1 fist + special; D 3-30 + 1-10 from interior heat; Damaged only by magical weapons or magic, edged weapon user must make saving throw vs death or take 2-12 from fiery blood; immune to *sleep*, *charm*, *hold*, and fire-based spells; save as Fighter 10;



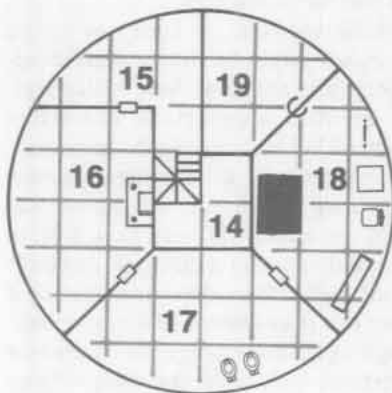
First Floor



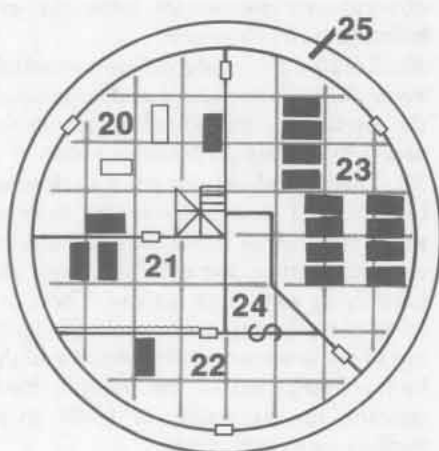
Second Floor



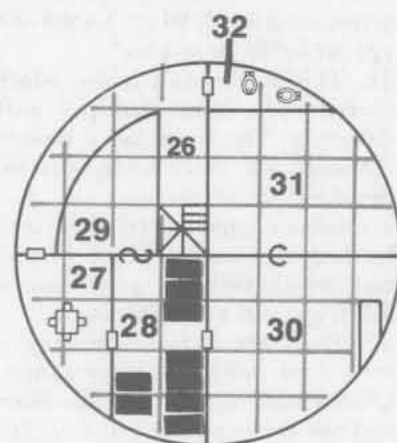
Third Floor



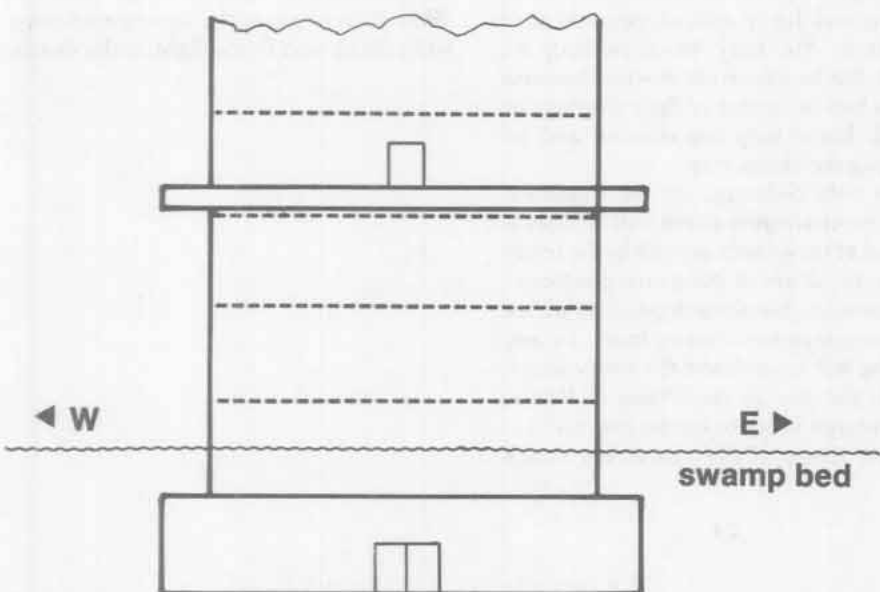
Fourth Floor



Fifth Floor



Sixth Floor



Bed	Secret door
Table	Ladder
Latrine	
Closet	
Door	
Altar	
Gate	
Spiral staircase	
Curtain	
Concealed door	

Morale 12; AL N; XP 4,300 each)

20. This is the stairwell leading to the fourth and sixth floors. It is also the living space of Murr the Weazel, Barzan's chief thief. Murr shares the room with another thief, a female who is identical to the 6th level thieves shown elsewhere.

The room is sparsely furnished, and has a door leading to the troops' barracks and another door to the balcony that encircles the tower. When home, Murr can usually be found in this room, sharpening his knives and sword and planning new plunderings.

Murr's personal treasure is cleverly hidden under a riser on the stairway in his room. It consists of a *bag of holding* with 650 gp and 150 pp and 20 matched gems, each worth 50 gp (a total of 1,000 gp), or 5,000 gp as a set.

21. This is Oleena's room, which she shared with Jason Darkspell until his defection. The room has a tapestry on the south wall that Oleena wove herself, depicting aquatic scenes.

Oleena's personal treasure is under her bed, and consists of 500 gp, 25 pp, a ring worth 600 gp, a necklace worth 2,000 gp, and a *chime of time*.

22. These are Barzan's personal quarters, and contain an entrance into Oleena's room, one into the barracks, and one to the outside balcony. There is also a secret door to room 24. Barzan's rooms are painted (most of the others are bare stone with moss) an aquamarine shade. None of Barzan's personal treasure is in this room.

23. These barracks are used by the guards not on duty on the third floor below. The group that defected also used some of these beds. Hidden among the belongings of the troops are an average of 30 ep, 100 sp, and 25 cp each.

24. This secret room is full of water. Barzan will use it to conjure a water elemental if he needs the assistance. An *invisible stalker* appears in the room the minute the elemental leaves, commanded there through a pact from long before.

The room contains Barzan's personal treasure: a watertight chest holding 200 gems worth a total of 30,000 gp, all aquamarines, pearls, and other gems associ-

ated in one way or another with water, and two crowns stolen from merman royalty worth 50,000 gp each (or 250,000 gp in pearls and such to the merpeople).

25. This balcony goes all the way around the tower. There are always four guards, each 90 degrees apart on the balcony.

26. This is the stairwell to the fifth floor. There are always two guards stationed here to guard against attack from above.

27. This is a ready room for reinforcements for the guards in Room 26.

28. This room houses more of Barzan's guards: outlaws who rode with Rork. There are eight guards living here.

29. This secret room has never been found by Barzan's group. It holds the moldering remains of many top-secret government documents from the era before the city drowned.

30. Rork's current second-in-command, Ferris Steel soul, lives here and commands the top floor guard. He also controls the access to the troop's treasure room.

31. This room has been given to the outlaws to hold their full treasure in common. It is full of small bags and chests, each marked in some fashion with the identifying sign of an outlaw. There are 20 of these containers (the ones belonging to the defectors were opened and the loot redistributed to the others). Each contains the equivalent of 1,000 gp in various coins and gems.

32. Commode room.

Barzan's Tactics

When the characters reach the tower, Barzan will be in one of two states of alertness. He may be expecting an attack, but be uncertain of when because he has had no notice of their coming; or he will know they are coming and be awaiting the characters.

The only difference in the situations when the characters attack will be whether some of the guards are still in the ready rooms, or all are at the guard positions.

Otherwise, his plans depend on where the characters are coming from. In any case, he will never leave the tower which guards the *gate* to the Plane of Water, even though it might be the best tactic.

1. *From Above*. If the characters attack

from the sky, using *fly* spells, devices, or mounts, Rork, Oleena, and the guards attempt to knock them from the sky, then retreat floor by floor, doing as much damage as possible.

2. *From the Tunnel*. If the characters attack from the tunnel, Barzan will be unaware of them until they reach the *gate* room. His immediate reaction will be to force them out of that room, preferably luring them upstairs where they can be engaged without endangering the *gate*.

3. *From the Surface*. If the characters are depending on boats, Barzan will add his magic to Oleena's to attempt to overturn the boats. In the meantime, any of Barzan's guards who is struck will pretend to be dead and fall into the water, then use their ability to breathe underwater to attack the the characters.

4. *Invisible Approach*. At least one out of every guard group has had a *detect invisible* cast on him and kept there with *permanence*. Invisible approaching characters are spotted before they reach the tower.

5. *Total Surprise*. If the characters somehow surprise the guards, the thieves will attempt to either fill attackers full of arrows, if they are at a distance, or climb the walls and wait for opportune backs, if they are in a position to work an ambush. The fighter guards engage the characters to keep them busy while the main villains try to do away with them. Given the opportunity, Oleena surrenders immediately and tells all. If all seems totally lost, but Barzan is still free, he tries to reach the *gate* and immigrate to the *Plane of Water*. Murr runs at the first opportunity, while Rork and Ferris fight to the death.

When Barzan is destroyed, the adventure is effectively over. There are more things to do in the Dominion of Fenhold, but doing them passes beyond the purview of this book. See Further Adventures section.

At the time of Barzan's demise, the characters will have been in Fenhold only one month (or thereabouts). However, because of the importance of these past few weeks, a Confidence Check is called for to determine what the population thinks of their new Magistrate.

Totaling the Points

Beginning:	225
Elves Attack and are killed:	-10
Elves Attack and are sent back to Alfheim:	-5
Search for Gereint:	+5
Handle Servants well:	+5
Tyrannize Servants:	-5
Bring Anselm back to vigor:	+20
Firing Anselm:	-20
Successfully deal with complaint:	+5
Ignore complaint:	-5
Push through herd:	-5
Help herd:	+5
Kill stampeding cattle:	-5
Stop stampeding cattle:	+5
Destroy werewolves:	+5
Stop lynching:	+5
Ignore lynching:	-5
Do not investigate lynching:	-5
Gereint becomes zombie:	-5
Every day water elemental attacks boats:	-5
Destroying water elemental:	+25
Anselm is cursed:	-10
Anselm is cured:	+25
Handling the Dragon:	
Recompensing the farmer:	+10
paying over normal price:	+1/gp
paying under normal price:	-1/gp
Tracking the Dragon:	+10
Destroying the Dragon:	+50
Magistrate kills Dragon:	+10
Driving away the Dragon:	+25
Rescuing Larkfeather	
Ignoring halflings at gate:	-2
Refuse to rescue:	-20
Rescue Larkfeather:	+20
Festival of the Fens	

Any unpunished Barzan act:	-2
Barzan's Lair	
Driven Away by Barzan:	-15
Finding Barzan:	+5
Killing Barzan:	+15
Removing Barzan:	+10
Each party member lost forever:	-5

Final Total

If the final total is less than 230, Darokin will find another Magistrate, whether Barzan is still alive or not.

If the final total is 230-269 (Average) Darokin will retain the character in his office, but keep an eye on him.

If the final total is 270 (Steady) or more, Darokin retains the character in office and leaves him pretty much to his own devices. The character's recommendations as to friends who should get dominions will be seriously considered.

Further Adventures

Now that Barzan and his followers have been dealt with, what lies ahead for the character who now rules the dominion of Fenhold?

Uneasy Alfheim

Alfheim is rethinking its relationship with Darokin and the dominion. Originally, Alfheim had no objection to Darokin claiming the territory surrounding Alfheim. In fact, the elves liked having another nation acting as buffer between them and the rest of the world.

Over the last century, most of the dominions possible in the strip of Darokin which encircles Alfheim have been occupied. The elves now wonder if Darokin intends to start encroaching on the forests of Alfheim in a search for additional farmland?

This is a question for the DM to resolve for his own campaign. Look for the upcoming GAZ 5, *Alfheim*, for more information on the Alfheim side of the matter. Even without this source, there are adventures that can be run using just the information available.

Here are few springboards for future adventures.

The Hunters

The elves of Alfheim are primarily hunters. The northern boundary of Fenhold runs right into Alfheim, and the boundaries of Fenhold and Alfheim are nebulous, to say the least.

Now a new tribe of elves has set up a stronghold near the border. They are pursuing their intended targets into Fenhold, shooting the occasional cow or sheep in the process, seemingly more for a joke than mistaking them for legitimate prey.

A deputation sent into Alfheim to stop these incursions must first find the new stronghold, then deal with its clan leader, who is either the leader of the elven ambush at the start of this adventure, or a close relative if that elf was killed.

The clan leader will do his best to humiliate any human or other non-elf sent to talk to him, and to persuade any elf that he should change sides either overtly or covertly.

Any attack by the deputation will be met with an attack, and then the elves fade into the brush. The Magistrate is faced with a continuing guerilla war on his border.

The Monster

The elves like to hunt monsters and therefore, they do not take the trouble to root out chaotic creatures in their areas. Instead, they just hunt them to keep the numbers down and provide some excitement.

The occasional monster will venture from the forests of Alfheim to ravage some crops or croptenders, then fade back into Alfheim. By treaty, official forces of Darokin cannot pursue such creatures into Alfheim. This includes the Magistrate's private army. Of course, if the Magistrate and his friends just want to go hunting, they can do so.

Alfheim does keep an eye on hunting parties loaded down with magic and armor. This doesn't fit their idea of fair hunting. Unless the party wants to try to sneak into Alfheim, virtually impossible thanks to the elven empathy with the animals of the forest, they will have to fit elven ideas of proper hunter gear.

ENDING THE ADVENTURE

The Invasion

If the halflings of the dominion are drowtrodden by the humans, they might look for some other masters to help them. Halflings have always admired elves. A particularly human-centric administration could cause a clan of elves entering the administration in order to aid their small friends.

The final resolution of these disputes, all of which hark back to the tension between Darokin and Alfheim, and how much this will have to do with Fenhold is up to the individual DM.

The Sunken City

Another plot thread left for the Magistrate of Fenhold is the sunken city that Barzan took for a headquarters. We do not supply a map of it, leaving that as an exercise for the DM. There are a number of questions left as exercises for the players.

Origins

Where did this city come from? Is it as old as Blackmoor, or a relative newcomer, only about a thousand years old? This depends on what the DM wants. If it dates from the Blackmoor period, it might contain some vestiges of the

strange technology that eventually doomed Blackmoor and its allies.

Explorations

The city is large, and it may be tenanted by more than the velya mentioned earlier. Moreover, it was drowned quickly, with little chance for people to escape. The Fenfolk are descendants of survivors who were out of the city when it drowned.

This means that there are quite likely untold riches and adventures down there, ready for the DM to chart and the characters to investigate. It's an ideal place for some underwater adventures.

Clearing the Swamp

One thing that the Magistrate will know after the adventure is over is that the swamp is entirely artificial, and would eventually dry up if the *gate* is closed. Do the player characters want to do this?

Taking such an action arouses all of the antagonism that has made the dominion such an interesting place to live in so far. There isn't much of a chance for combat, but the political infighting could be fascinating for a relatively small gaming group.

Drying up the swamp makes the

straighter route for the trade road possible, without a causeway. It also destroys the life of the Fenfolk. It might also make the area too dry to maintain the lush farmlands the farmers prefer, though few of them would have thought of such a thing.

If the Magistrate decides to just close the *gate* and let the swamp die off, it would take about twenty years or more. This would arouse the ire of, among others, delicacy importers who depend on the eel trade. This could be a major challenge to both DM and players' role playing skills.

The Alternatives

Without Barzan to interfere, the Magistrate could let the *gate* remain open and simply use magic such as *wall of stone* and *lower water* and other magics to create a causeway that could be used and still leave the Fenfolk most of their way of life.

Instead of a causeway, he could also just bridge the islands and create a more costly road for the traders. It could create jobs for the Fenfolk in maintaining the bridges. All this expense would probably put the dominion in the red for ten years or so, but then the various tolls for the bridges would start to provide a profit.



Some of the following monsters are similar to ones previously published in TSR publications. However, their restricted environment in the Fenhold swamp, cut off from most other swamp creatures, has made them somewhat different. Other monsters encountered, such as the crocodiles summoned by velya, are exactly the same as those described in other publications.

Giant Swamp Eel

Armor Class: 5
 Hit Dice: 6
 Move: 180' (60')
 Attacks: 1 bite + special
 Damage: 2-16, drowning
 No. Appearing: 0 (1)
 Save as: Fighter 3
 Morale: 9
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 500

About 20 feet long, giant swamp eels are black on their upper side and grayish green on the lower. They live in the rivers and open water of freshwater swamp. Although basically only vicious predators, they possess a certain amount of animal cunning. They are the same breed as the common swamp eels, but they have lived long enough to grow gigantic, and have gained wisdom in the process.

They prefer to lurk unseen in thick water weeds, then leap upon their prey; they have been known to tail a boat for hours until one of the boatmen looked careless. When attacking, they attempt to bite their prey. If successful, they thrash, a convulsive movement that drags the prey underwater, where it begins to drown as the eels swims away. Although they have no treasure, a giant eel provides a lot of valuable meat, though connoisseurs of eel meat feel that the meat loses delicacy as the animal that bears it gets larger. When pickled or smoked for the luxury trade, a typical giant eel is worth 2,000 gp.

Giant Freshwater Slug

Armor Class: 6
 Hit Dice: 3
 Move: 60' (20')
 Attacks: 1 bite + special
 Damage: 1d6 + 1, ramming (see below)
 No. Appearing: 0 (1)
 Save as: Fighter 1
 Morale: 3
 Treasure Type: Nil (but see below)
 Alignment: Neutral
 XP Value: 50

This slimy grey scavenger lives in swamps and fen lands, where it fills an important ecological niche by eating everything too disgusting for any other creature to eat. Although it needs air to breathe, it slides along underwater for long periods while it scrapes its meals off stream bottoms with its mouthful of sharp, inward-pointing teeth. Although it never attacks unless provoked, it does have an extremely dangerous habit. Whenever it needs to breathe, it rises straight up out of the water without bothering to look first to see if there are any boats in the way. Any small boat, up to 10 feet in length, so inadvertently rammed will be capsized unless its skipper rolls his Dexterity or less on 8d6. For boats between 10 and 20 feet, the roll is made on 5d6; between 30 and 40 feet, 3d6. Boats larger than 40 feet are merely bounced around in an irritating way; for instance, if a magic-user were trying to cast a spell at that moment, his concentration would be broken and the spell lost. If a giant slug is killed and cut open, there is a 10% chance that its stomach contains a gem, gold item, or 2d6 + 1 gold coins. All other metals dissolve in the slug's corrosive stomach juices.

Swamp Velya

Armor Class: 3
 Hit Dice: 7**
 Move: 180' (60')
 Attacks: 1 touch or special
 Damage: 1-8 or special
 No. Appearing: 0 (1)
 Save As: Fighter: 9
 Morale: 11
 Treasure Type: F
 Alignment: Chaotic
 XP Value: 1,250

This weak form of underwater vampire was once common to the city that now lies under the swamp. For a few centuries after the city drowned, the velya flourished, but the lack of visitors to the swamp caused them to turn on each other, and now only a few are left.

Because they are undead, they are unaffected by *sleep*, *charm*, and *hold* spells and can only be hit by magical weapons. A swamp velya can take the form of a blue-skinned human with gills, an albino crocodile, a white eel, or a water current at will. Each change takes one round.

Whatever its form, a velya regenerates 2 hit points per round (except for fire or acid damage) as soon as it is damaged. If a velya is reduced to 0 hit points it does not regenerate, but becomes a water current and flees to its crypt, where it must rest the whole day. Fire and acid damage is not regenerated until the velya rests in its crypt.

In crocodile or eel form, the velya's movement, attacks, and damage are those of the animal. The velya's AC, hit dice, morale, and saving throws remain unchanged. In water form, a velya cannot attack, but can swim at 180' per turn and is immune to all weapon attacks. Some spells affect it, none do damage.

In human form, a velya may attack by song or touch, or may summon other creatures. The touch of a velya inflicts an energy drain, removing one level of experience, in addition to damage. The creature's song can *charm* (as the spell). Any victim hearing the song must save vs. spells or be *charmed*. The song can be heard up to a mile away, but it will only *charm* within 200 feet of the velya.



Once a successful saving throw is made, that character is immune to the velya's song for 24 hours. If the *charm* is dispelled, the character is still susceptible to the velya's song until he makes a saving throw.

The velya can summon 3-18 crocodiles if they are within one mile. The crocodiles will arrive in 1-4 rounds if they are close by.

Any character slain by a velya will return from death in three days as a wight under the control of the velya. A creature can only become a velya through an ancient and forgotten curse.

A velya will not come within 10 feet of a strongly presented religious symbol, though it may move to attack from another direction. Swamp velya cannot come fully into the open air or they instantly disintegrate. As long as one part of their body is in the swamp, they remain intact.

During the day the velya must rest in its sunken grave or crypt. If the grave is *blessed* with the clerical spell, the velya can get no rest there that day. Failure to rest results in 2-16 points of damage per day. These points are not regenerated until the velya rests in its crypt a full day. Velya cast neither reflection nor shadow.

A velya can be destroyed by exposing it to air, driving a wooden stake through it while it lies in its crypt, or being turned by a 13th or higher level cleric. The die roll for the number of hit dice of undead

destroyed must equal or exceed the hit dice of the velya.

One of the swamp velya has befriended Barzan and lurks around his tower. The other velya report any movement they see to this one.

Giant Swamp Snapping Turtle

Armor Class: 0
 Hit Dice: 20
 Move: 30' (10')
 Swimming: 90' (30')
 Attacks: 1 bite + special
 Damage: 6-36
 No. Appearing: 0 (1)
 Save As: Fighter: 12
 Morale: 10
 Treasure Type: Nil
 Alignment: Neutral
 XP Value: 4,175

This ornery swamp creature can be mistaken for a dragon turtle at a glance, though it is smaller and actually has few dragon traits. Among other things, it does not collect treasure nor does it breathe anything.

However, like a purple worm, if its attack roll is 4 or more over what it needs to hit its target, or a 20 in any case, creatures of mansize or smaller are swallowed whole, taking 3-18 points of damage each round thereafter.

The main tactic of the giant snapping turtle is to wait by a main waterway, looking like a hummock of ground. As a

boat passes, it snaps its head out of the shell and reaches as much as 30' for one of the occupants of the boat. Once it has either taken a bite out of a victim or swallowed him whole, its head snaps back into the shell and it depends on its armored back for protection.

Nekrozon

Armor Class: 7
 Hit Dice: 7**
 Move: 60' (20')
 Attacks: 1 Tail/ 1 Gaze (possible)
 Damage: 1-6 + special; gaze: special
 No. Appearing: 0 (1-3)
 Save As: Fighter: 4
 Morale: 8
 Treasure Type: C
 Alignment: Neutral
 XP Value: 1,250

This monster is described in the **Master DM's Book** and is repeated here in case you don't have that book. It is found only in the wilderness, usually in swampy areas. The terrible nekrozon resembles a huge buffalo with a boar's head on a long neck. It attacks with the bony tip of its long tail, and in addition to the damage done, the victim has a 50% chance of falling over, stunned for 1-6 rounds.

The gaze of a nekrozon is a 60' long magical death ray. If it looks at anyone, the victim must make a saving throw vs. death or die immediately. Fortunately, there is only a 1 in 4 chance that the nekrozon will look up when encountered; this chance is also checked each round of combat. Even then, it can only gaze at one victim per round. It never looks straight up. Anyone looking directly at its eyes will die without even a saving throw. Few are this foolish, but complete surprise (1 on 1d6) indicates that someone (determined randomly) has accidentally done so.

The nekrozon is immune to energy drains, death rays, and all spells and attack forms causing instant death, including *disintegrate* except through points of damage.

**Pre-Generated
Player Characters**

Lord Hugh of Redlands, 16th level lord
STR 17 INT 9 WIS 12 THAC0 6
DEX 10 CON 14 CHA 15 AL L
AC -1
hp 81

Languages: Common, Lawful
Equipment: *plate armor +3 (cures wounds)*,
shield, bastard sword +1, +3 versus giants,
INT 9, EGO 3, detect magic, detect gems,
detect shifting walls and rooms, heavy crossbow
+1, quarrels +3 (7), boots of traveling and
leaping, ring of remedies, bag of holding,
potion of haste 3 doses

Hugh is an affable, soft-spoken man. He has the common sense to know he lacks a ready wit, but he does have a good instinct for what is fair and just. Since has faced so much grim danger in his time, he has an almost eccentric love of entertainment, particularly of bards, acrobats, and jesters. Lord Hugh is exceptionally generous to his friends, but ruthless to his enemies.

Hugh is a native of Darokin, and his family has often served on the Council, though his branch of the family have been simple fighters for several generations. Councillor Arnulf, for instance, is a cousin of his, though they have never met.

Athel the Deep One,

18th level magic-user
STR 11 INT 17 WIS 9 THAC0 12
DEX 12 CON 11 CHA 6 AL L
AC 6
hp 29

Languages: Common, Lawful, Elf, Halfling
Equipment: *ring of protection +3, potion of healing* (5 doses), *carpet of flying, helm of telepathy, dagger +1*

Spell Book:

First level: *detect magic, light, magic missile, protection from evil, read languages, read magic, shield, sleep*, memorize 6
Second level: *continual light, detect invisible, knock, levitate, mirror image, phantasmal force, web, wizard lock*, memorize 5
Third level: *clairvoyance, dispel magic, fireball, infravision, lightning bolt, water*

breathing, memorize 5

Fourth level: *charm monster, confusion, dimension door, ice storm/wall, polymorph self, remove curse*, memorize 4

Fifth level: *cloudkill, dissolve, pass-wall, teleport, wall of stone*, memorize 4

Sixth level: *disintegrate, lower water, move earth, projected image* memorize 3

Seventh level: *delayed blast fireball, lore, power word stun*, memorize 2

Eighth level: *Mind barrier*

Athel got his name from his habit of always keeping his thoughts to himself. Unless he's asked a direct question, he never speaks of personal matters, only of things directly related to the matter on hand. He lives simply, spending all his treasure on magical research; his one real passion in life. Although Athel would never admit it, he admires Hugh and will be glad to help him anytime the lord needs him. Being the Magist for Hugh's dominion would fulfill many of his dreams.

Athel is a self-made wizard who had little instruction in the magical arts. He despises wizards who come from the magical schools of Glantri.

Alys the Cheerful, 16th level cleric

STR 13 INT 11 WIS 17 THAC0 10
DEX 9 CON 13 CHA 10 AL L
AC 0
hp 55

Languages: Common, Lawful
Equipment: *plate armor +2 (reflection), mace +2, ring of quickness (1 haste per day), staff of healing* (19 charges), *helm of reading, slate of identification, bag of holding, potion of giant strength* (1 dose), *potion of giant control* (1 dose), *scroll of protection from undead, scroll of communication, shield*

Spells:

First level: 7 spells
Second level: 6 spells
Third level: 6 spells
Fourth level: 4 spells
Fifth level: 4 spells
Sixth level: 3 spells

A compassionate, genuinely pious soul, Alys has one irritating habit. No matter how bad things get, she is firmly and unflinchingly cheerful, determined to find

a silver lining even in a tornado funnel. When things are at their worse, she's likely to say, "Isn't it wonderful! Now the gods can test our courage." There have been times when the other party members have been tempted to strangle her, but they know that they need her too much.

Iorg Quickwrist, 15th level thief

STR 12 INT 12 WIS 8 THAC0 11
DEX 16 CON 11 CHA 16 AL N
AC 3
hp 36

Languages: Common, Neutral
Equipment: *short sword +2, +3 vs. water-breathing creatures*, (including those using *breathe water* spells), *leather armor +2, longbow +1, +3 versus lycanthropes, ring of spell turning, potion of flying* 1 dose), *scroll of protection from lycanthropes, thieves' tools, blackjack*

Skills: *Open Locks* 75%, *Find Traps* 73%, *Remove Traps* 67%, *Pick Pocket* 90%, *Move Silently* 70%, *Climb Walls* 101%, *Hide in Shadows* 58%, *Hear Noise* 87%, *Read Anything* 80%, *Read Magic* 90%

With his gift for smooth talking, Iorg is as skilled a con man as he is a burglar. His favorite recreation is baiting Alys when she periodically tries to reform him from his thieving ways. Although he's as fond of treasure as anyone, Iorg keeps adventuring mostly because he loves risks and challenges, but he'll never take an unnecessary risk. He would never rob his own party, because he knows it's in his best interests to remain their friends. So far, traveling with them has brought him all the challenges a man could want.

Dariel Sundancer,

10th level elf, Attack Rank E
STR 14 INT 16 WIS 16 THAC0 8
DEX 13 CON 12 CHA 13 AL L
AC -1 (-3 w/sword)
hp 38

Languages: Elf, Common, Lawful, Halfling
Equipment: *plate +3, sword +2, defending, potion of fire resistance* (1 dose), *scroll of protection from elementals, wand of trap detection, elven boots longbow with 25 arrows +2, ring of regeneration*

Spell Book:

First level: *detect magic, hold portal, magic missile, protection from evil, read magic, shield, sleep, ventriloquism*, memorize 4
 Second level: *detect evil, knock, mirror image, web, wizard lock*, memorize 4
 Third level: *dispel magic, fly, protection from normal missiles, water breathing*, memorize 3
 Fourth level: *confusion, growth of plants, wizard eye*, memorize 4
 Fifth level: *hold monster, pass-wall*, memorize 1

Dariel presents a puzzle to everyone who knows him, including himself. Normally, he's a cheerful, kindly elf who loves good jokes, small children, and giving largess to beggars. In battle, he becomes a berserker, howling war-cries as he rushes into the worst part of a fight. Unless someone he respects orders him, he will refuse to retreat, no matter what the odds. Lord Hugh's orders have saved his life more than once. All he can say about his battle fever is, "I don't know, something just comes over me."

Meadowrock Barberry,

8th level halfling, Attack Rank D
 STR 9 INT 12 WIS 8 THAC0 10
 DEX 16 CON 14 CHA 11 AL L
 AC 0
 hp 36

Languages: Common, Halfling, Lawful
 Equipment: *short sword +2, chain mail +3, slingstones +1 (8), potion of healing (1 dose), ring of spell eating*

Known as Med to his friends, Meadowrock can be something of a coward in tight places. Although he would never desert his friends, he complains bitterly and often when things look bad. He also insists on studying all the angles when faced with a problem, a trait which has stood the party in good stead in the past.

Friendly NPCs

Niall the Guard Captain,

7th level fighter
 STR 12 INT 12 WIS 8 THAC0 15
 DEX 16 CON 14 CHA 11 AL L
 AC 2
 hp 42
 Languages: Common, Lawful
 Equipment: chain mail, shield, bastard sword.

Dina Quickpaddle, 3d level thief

STR 10 INT 13 WIS 11 THAC0 19
 DEX 17 CON 13 CHA 12 AL N
 AC 7
 hp 10
 Languages: Common, Neutral, Fenfolk dialect
 Equipment: leather armor, dagger

Barzan and His Allies

Balancing the Opposition. When Rork fled Norwold, he naturally brought some of the men from his old bandit gang with him. It's up to the DM to decide how many, depending on the strength of the player characters. If they command a sizable number of high level troops or retainers, then Rork should have a comparable force, including a 10th level lieutenant. If the players have a weak force, then few of Rork's men were willing to follow him into a swamp. If the players are using the pre-rolled characters in the module, then Rork has 16 men of 5th level.

On the same principle, if the player characters are loaded down with magical items, the DM should give Barzan and his minions a comparable number. On the other hand, the DM should beware of making the opposition too strong. Although some of Barzan's retainers are of a fairly low level, his party holds all the cards, especially in the final chapter, where the player characters must come after them in their fortress.

If the DM plays Barzan correctly, all of his principal allies will be alive for that last battle, although the player characters may have eliminated various supporters in previous encounters. Barzan's fortress

is a formidable one, partly underwater and approachable only by boat or some means of underwater or flying travel. Remember that if Rork hits a normally swimming character with one of his *arrows of stunning*, then that character automatically drowns if he fails the saving throw.

Barzan of the Black Hand,

23d level magic-user
 STR 11 INT 16 WIS 7 THAC0 9
 DEX 13 CON 14 CHA 12 AL C
 AC 3 (1 vs missiles)
 Morale 12
 hp 51
 Languages: Common, Chaotic, Elf, Halfling
 Equipment: *ring of protection +1, staff of water (31 charges), ring of water breathing, talisman of water, dagger +2, crystal ball, undersea boat*

Spells in Spell Book:

First level: *charm person, darkness, detect magic, magic missile, read magic, shield, sleep,*, memorize 6
 Second level: *detect invisible, ESP, invisibility, knock, mirror image, phantasmal force, wizard lock*, memorize 6
 Third level: *dispel magic, fireball, fly, haste, hold person, infravision, lightning bolt*, memorize 6
 Fourth level: *charm monster, confusion, dimension door, hallucinatory terrain, mass-morph, polymorph others, remove curse*, memorize 6
 Fifth level: *animate dead, feeblemind, teleport, telekinesis, wall of stone* memorize 5
 Sixth level: *wall of iron, weather control, invisible stalker, lower water*
 Seventh level: *magic door, reverse gravity, sword*
 Eighth level: *permanence, symbol of fear, mind barrier*
 Ninth level: *meteor swarm, power word kill*

NOTE: Barzan has cast a *shield* on himself and then cast *permanence*. The most important thing for the DM to remember is that while Barzan is insane, he is not a drooling maniac who makes bad decisions. His madness stems from his obsession with the *gate*. From that

assumption, all of his actions are perfectly logical and well calculated. Likewise, since he hopes to rule the dominion someday, he will never slaughter its inhabitants or destroy their property wantonly. After all, someday they might be his source of income.

For those who have GAZ 3, *The Principalities of Glantri*, Barzan is a Water Elementalist of the Third Circle and studied for a long time at the Great School of Magic in Glantri City.

Barzan's main strategy is to use magic to terrify the inhabitants into thinking that the land is under a *curse* too strong for the local cleric to *remove*. Since he is trying to keep his presence a secret, he will refrain from openly trying to kill the player characters at first. If they become too popular with the people, or if they are too close to discovering who he is, he might send an *invisible stalker* after the heir or make some other desperate move. The DM will have to decide what that move is, based on how play has gone so far.

Within these restrictions, the DM can add more acts of mischief to those given in the text. Barzan will also react to the actions of the characters. If the party includes a thief, Barzan might have Murr (see below) steal some valuable item from the village mayor, then plant it in the player character thief's bedroom. He might also arrange his apparitions in such a way that it seems a player character magic-user caused them. The DM's basic principle should be if Barzan can cause trouble, he will, but always from behind the scenes.

On the other hand, once the adventurers track him down to his lair near the *gate*, Barzan's madness will begin to get the upper hand. Although he will fight them in the best manner he can, he will never surrender or flee. To protect his beloved *gate* he will fight to the death, even if his retainers have deserted him and he is clearly outnumbered. If he's slain, his last words will be: "Mine. It was mine, you thieves."

Rork of the Northlands, 16th level fighter
STR 17 INT 8 WIS 7 THAC0 4
DEX 13 CON 14 CHA 8 AL C
AC -1
Morale 10
hp 76

Languages: Common, Chaotic

Equipment: *plate* +2, *electricity, sword* +3 (1d8+6), *longbow* +2, *arrows of stunning* (20), *ring of spell turning*, *amulet of protection from crystal balls and ESP*, *potion of healing* (3 doses), and *scroll of protection from elementals*
Rork is a famous bandit chief on the run from Norwold, where King Ericall has placed a price of 25,000 gp on his head. Although he is a good commander, looking after the needs of the men under him, he is sarcastic and hateful to everyone else, and may the Immortals help the bandit who disobeys him. He teamed up with Barzan out of desperation. If he finds himself in a hopeless battle, he will try to save his own skin, even if it means deserting the wizard.

Enzo, 10th level cleric
STR 15 INT 10 WIS 15 THAC0 14
DEX 12 CON 14 CHA 8 AL C
AC -1
Morale 7
hp 40

Languages: Common, Chaotic

Equipment: *staff of withering* (5 charges), *banded mail* +2, *shield, mace* +2, *ring of protection* +2, *ring of life protection*, *boots of levitation*

Spells:

First level:	4 spells
Second level:	4 spells
Third level:	3 spells
Fourth level:	2 spells
Fifth level:	1 spell

Although both Rork and Barzan despise this weak-willed coward and make no secret of it, Enzo stays because he, too, is on the run. The Princes of Glantri will gladly pay 10,000 gp for proof of his death or 15,000 gp if brought to them alive. Enzo is so terrified of Barzan that he will stay and fight with him to the death, convinced that Barzan would find some way to revenge himself if left to die alone.

Murr the Weazel, 15th level thief
STR 11 INT 12 WIS 9 THAC0 10
DEX 17 CON 11 CHA 10 AL N
AC 2
Morale 10
hp 38

Languages: Common, Neutral

Equipment: *leather* +2, *dagger* +3, *ring of protection* +1, *boots of speed*, *scroll with detect magic* (2), *invisibility, fly, passwall*.
Skills: *Open Locks* 75%, *Find Traps* 73%, *Remove Traps* 67%, *Pick Pocket* 70%, *Climb Walls* 101%, *Hide in Shadows* 58%, *Hear Noise* 87%, *Read Anything* 80%, *Read Magic* 90%

In this band of fugitives, Murr is unique in having no less than four prices on his head: in Ylarum (GAZ 2), Darokin, Glantri (GAZ 3), and Karameikos (GAZ 1), to the tune of 10,000 gp each. A quiet, self-effacing little man, he can blend in with almost any crowd. If the player characters are on the point of victory, Murr will desert if he can, but he will never surrender. If the Duke of Karameikos gets his hands on him, Murr will hang, and he prefers death in battle.

Oleena Stone-Heart, 10th level
STR 8 INT 16 WIS 10 THAC0 18
DEX 12 CON 13 CHA 12 AL N
AC 6
Morale 9
hp 29

Languages: Common, Neutral, Orc, Hobgoblin

Equipment: *ring of protection* +3, *ring of water walking*, *bowl of commanding water elementals*, *dagger*

Spells in Spell Book:

First level: *charm person*, *detect magic*, *read magic*, *shield*, *sleep*, memorize 4
Second level: *detect invisible*, *invisibility*, *web*, *wizard lock*, memorize 3
Third level: *dispel magic*, *invisibility 10' radius*, *lightning bolt*, *water breathing*, memorize 3
Fourth level: *confusion*, *wall of fire*, *wizard eye*
Fifth level: *cloudkill*, *teleport*

Oleena joined Barzan for a very different reason than his other followers. She, too, is obsessed with water magic, but not to



the point of madness.

In fact, she has begun to have second thoughts about this risky venture. If things go badly, she might try to slip away; the DM should roll for Morale at every real set-back. If things look bad to her when the player characters storm Barzan's lair, she will surrender and help them if they promise her a full pardon. She will serve them well unless it looks like Barzan is going to win, in which case she will change sides again, pretending that she intended to do so all along.

Ferris Steelsoul, 10th level lord
STR 18 INT 10 WIS 14 THAC0 9
DEX 14 CON 18 CHA 10 AL C
AC 2

Morale: 9
hp 70

Languages: Common, Chaotic
Equipment: *banded mail +1*, *two-handed sword +1*, *longbow with arrows +2 (4)*, *ring of fire resistance*, *bag of holding*

Ferris has come to his position as Rork's second-in-command because of the defection of Dorn Longwalker. Ferris is

not well-liked by either his superiors or his subordinates. He is close-mouthed and aloof, and little is known of him. When he fights, he is disdainful of his opponents and sneers at them constantly. Ferris has always been a subordinate and there is no reward for him, personally. He has nothing but contempt for Barzan and his plans, and will surrender if given the opportunity and he is obviously out-matched.

Rork's Bandits

5th level fighters, (AC 4; hp 24; # AT 1 (sword or bow); D 1-8 (sword) or 1-6 (bow); MV 120'; Save F5; ML 8; AL C; XP 175) each has chain mail, shield, sword and longbow

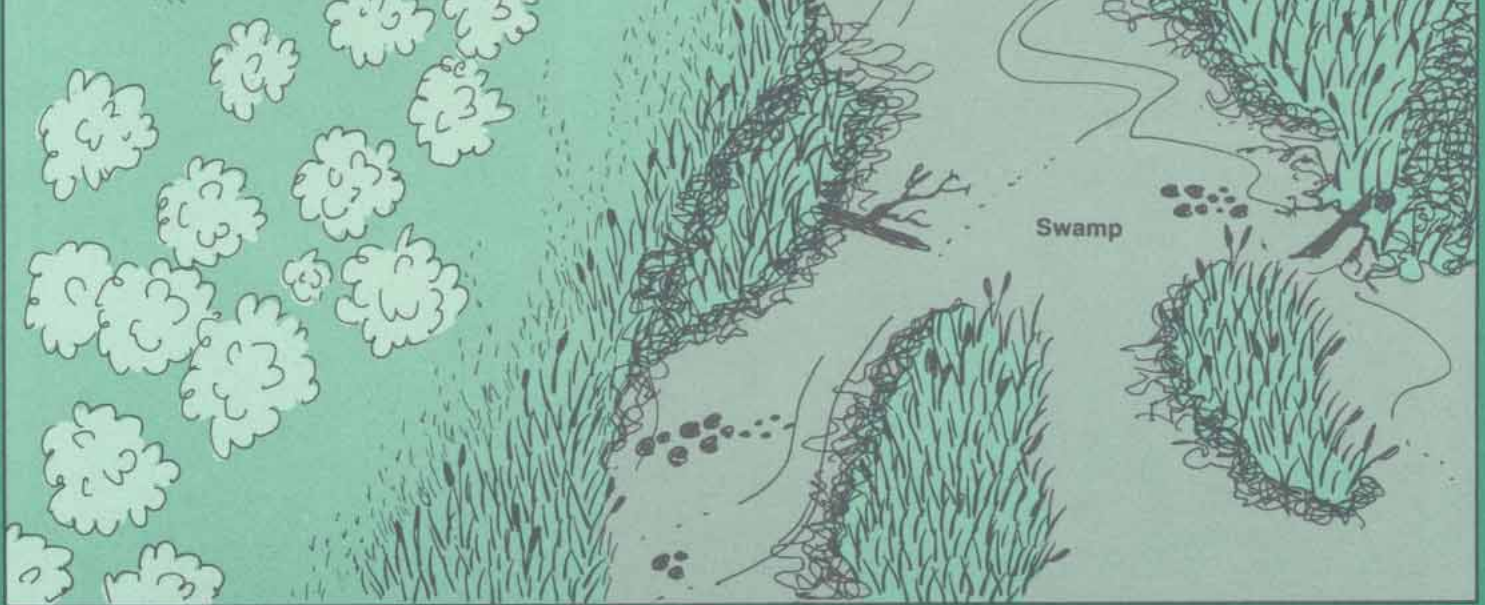
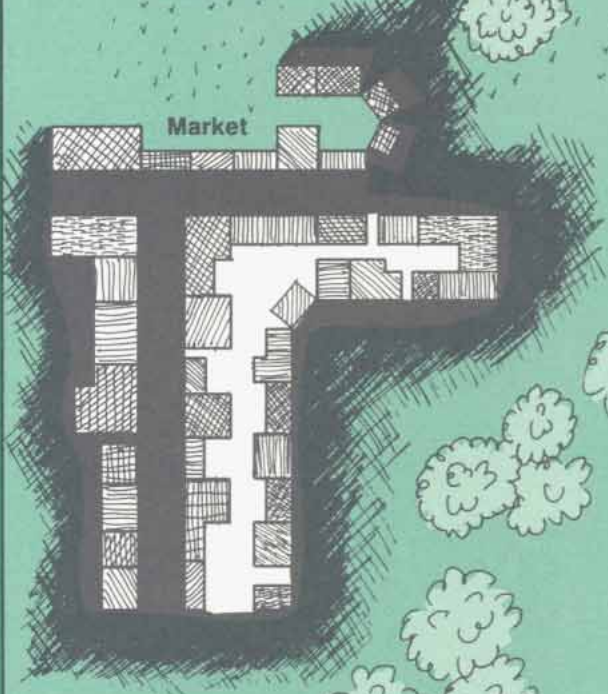
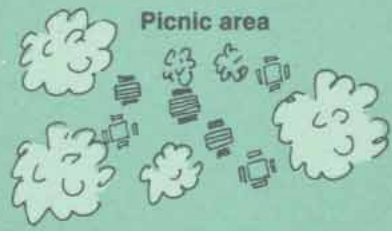
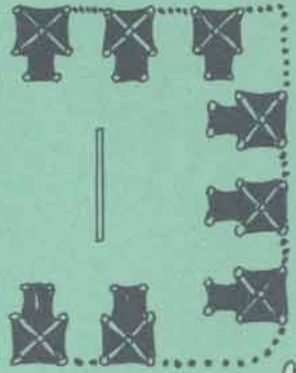
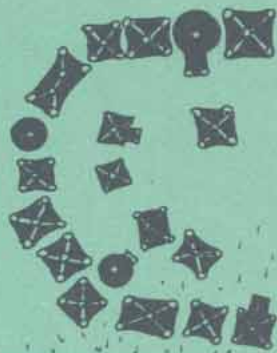
Or:

6th level thieves, (AC 6; hp 17; #AT 1 (sword or bow); D 1-8 sword or 1-6 bow; MV 180'; Save T6; ML 7; AL N; XP 225) each has leather, sword and bow

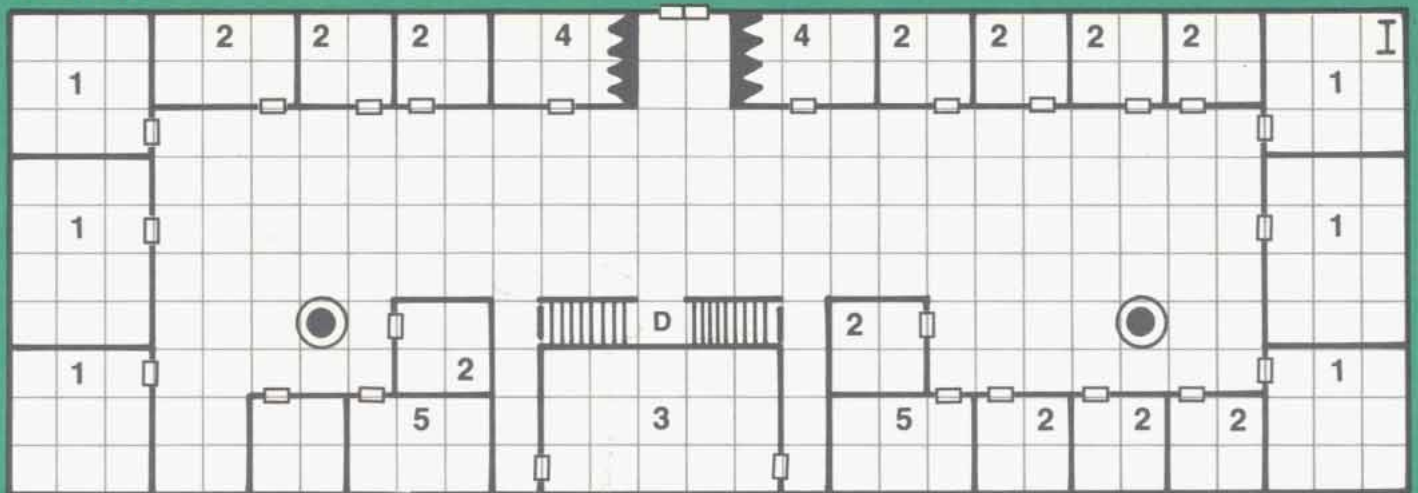
Jocko The Guile, 10th level thief
STR 12 INT 13 WIS 8 THAC0 13
DEX 14 CON 15 CHA 10 AL N
AC 4
hp 25

Languages: Common, Neutral, Elf
Equipment: *sword +2*, *ring of protection +2*, *elven boots*, *amulet versus crystal balls and ESP*, *scroll with protection from evil*, *knock*, *protection from normal missiles*, *dimension door*

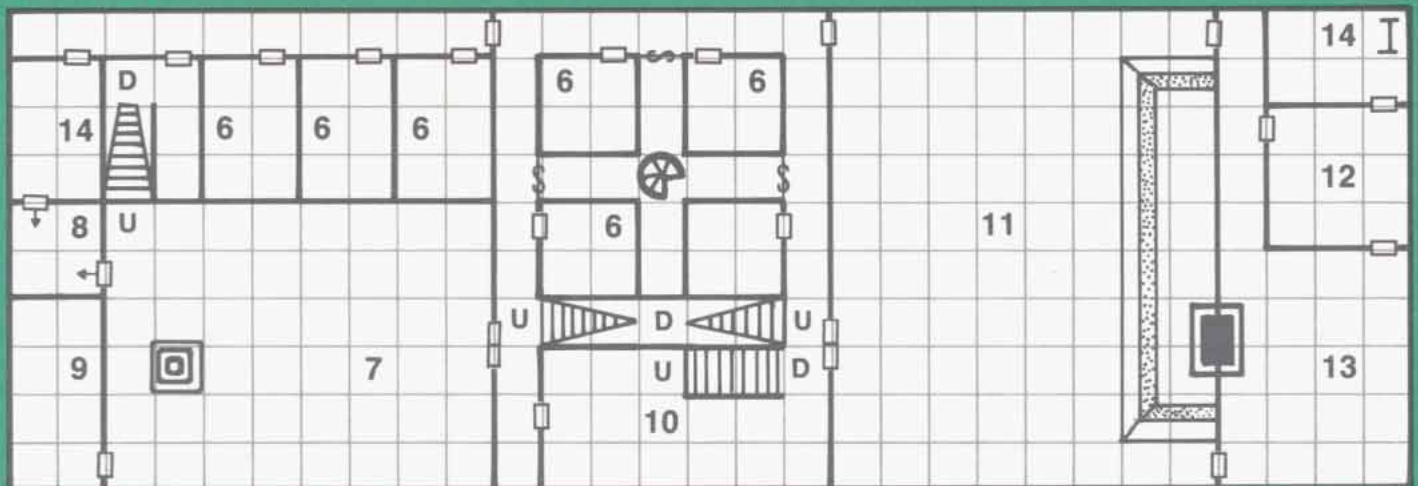
MAP II



MAP III



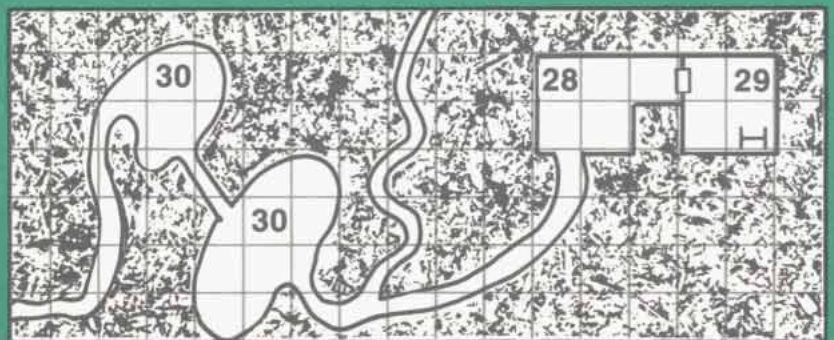
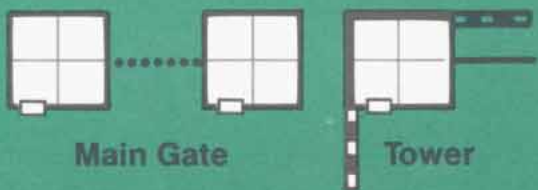
First Floor



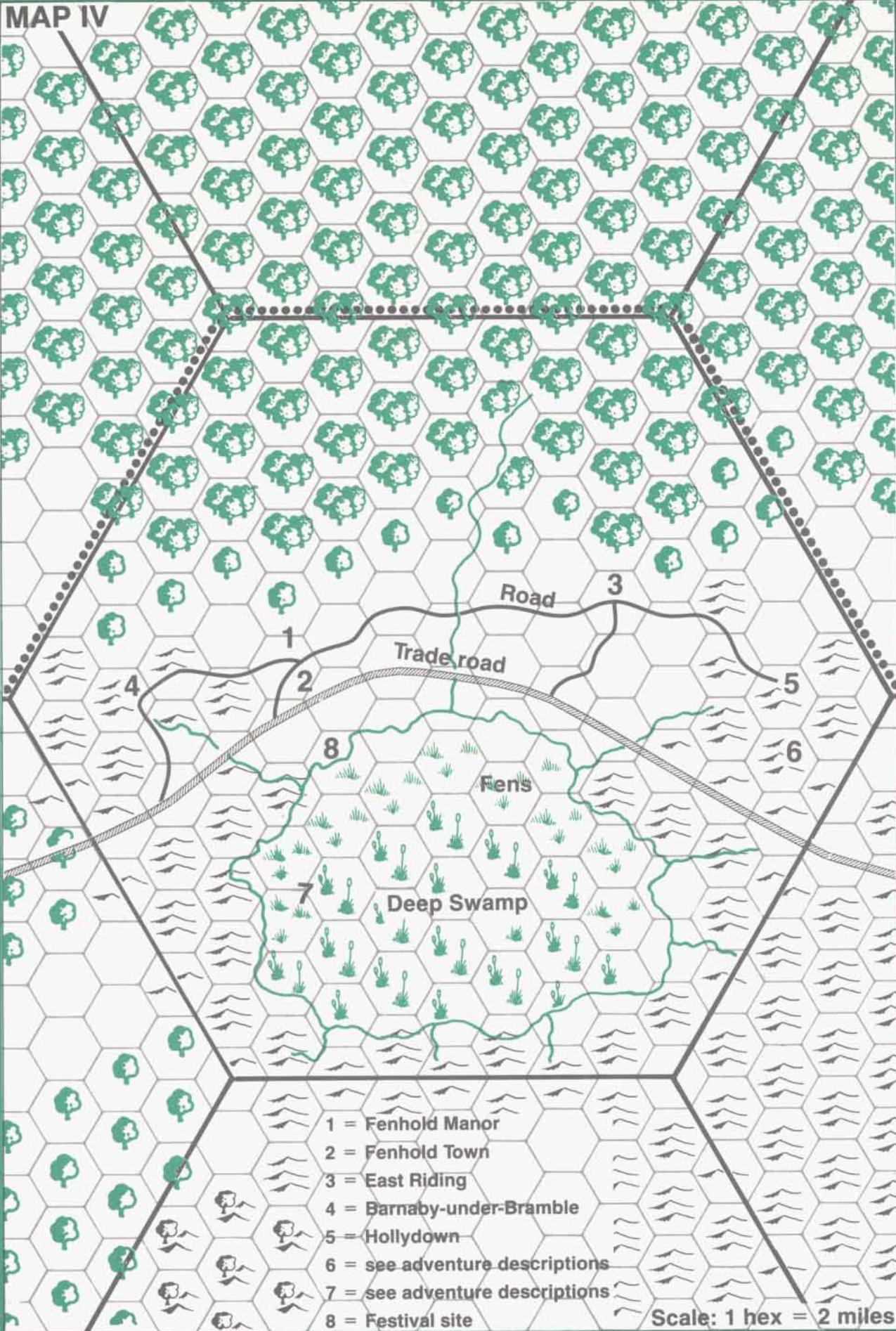
Second Floor



Third Floor

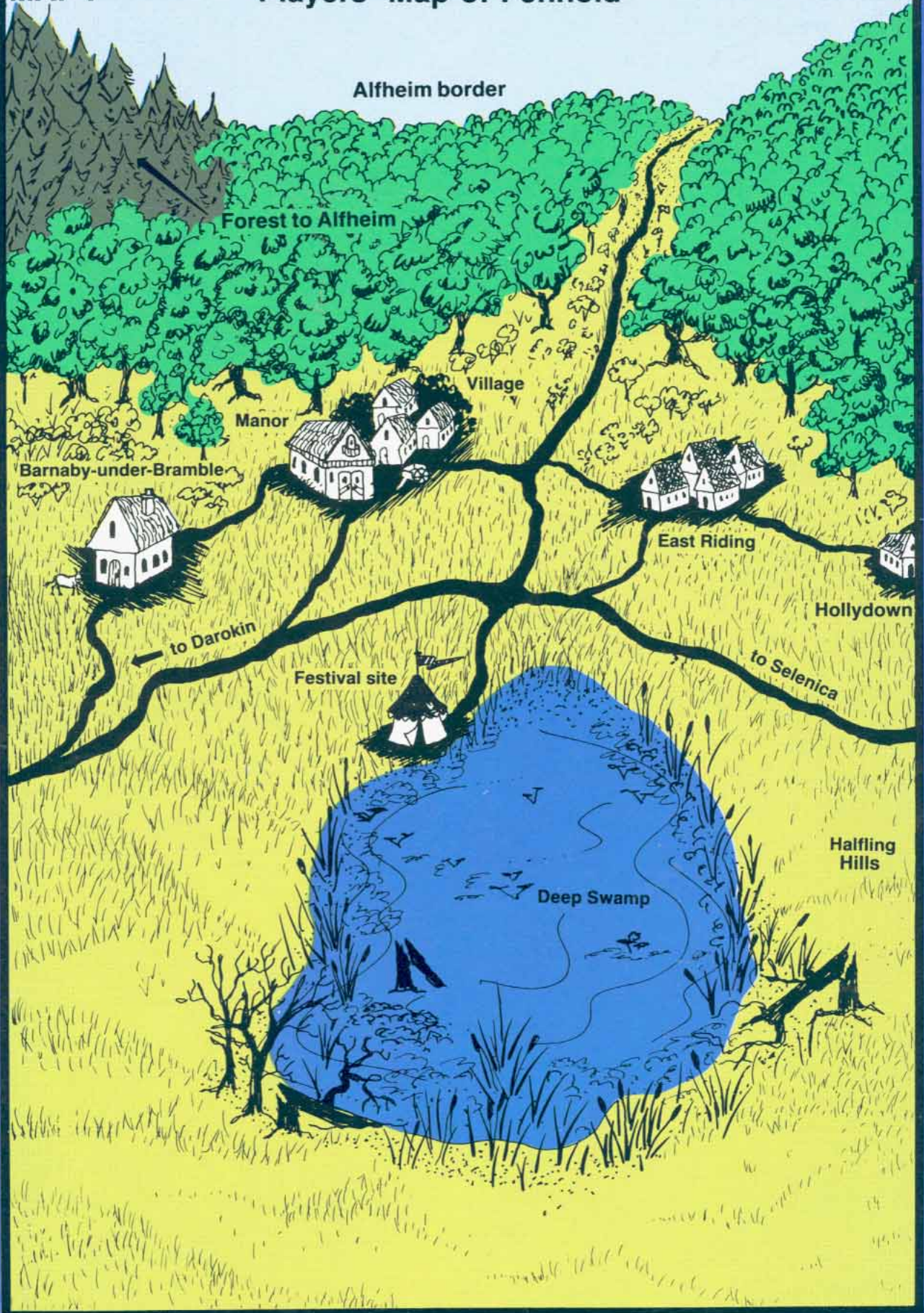


MAP IV



MAP I

Players' Map of Fenhold





Companion Game Adventure

Legacy of Blood

by Steve Perrin and Katharine Kerr

Your cousin Rolph is dead—and while there is cause for sadness, there is also cause for celebration. As his heir, you were willed his dominion: Fenhold.

Of course, the Deep Swamp is threatening to engulf all of your new holding. People are seeing ghosts, disappearing mysteriously...animals die without reason, and crops are suddenly blighted.

The farmers don't like the swampdwellers, the swampdwellers don't like the farmers, and no one likes the halflings. The entire civil service of the dominion seems to have either worked for the failure of the dominion or resigned due to actions of the others.

It's going to be a tough task to make all this shipshape once again, but you're 15th level now. Isn't it about time you settled down?

This adventure is for use with the DUNGEONS & DRAGONS® Companion Rules set, which complements the D&D® Basic and Expert Rules. This adventure cannot be played without the D&D Basic, Expert, and Companion Sets produced by TSR Inc.

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