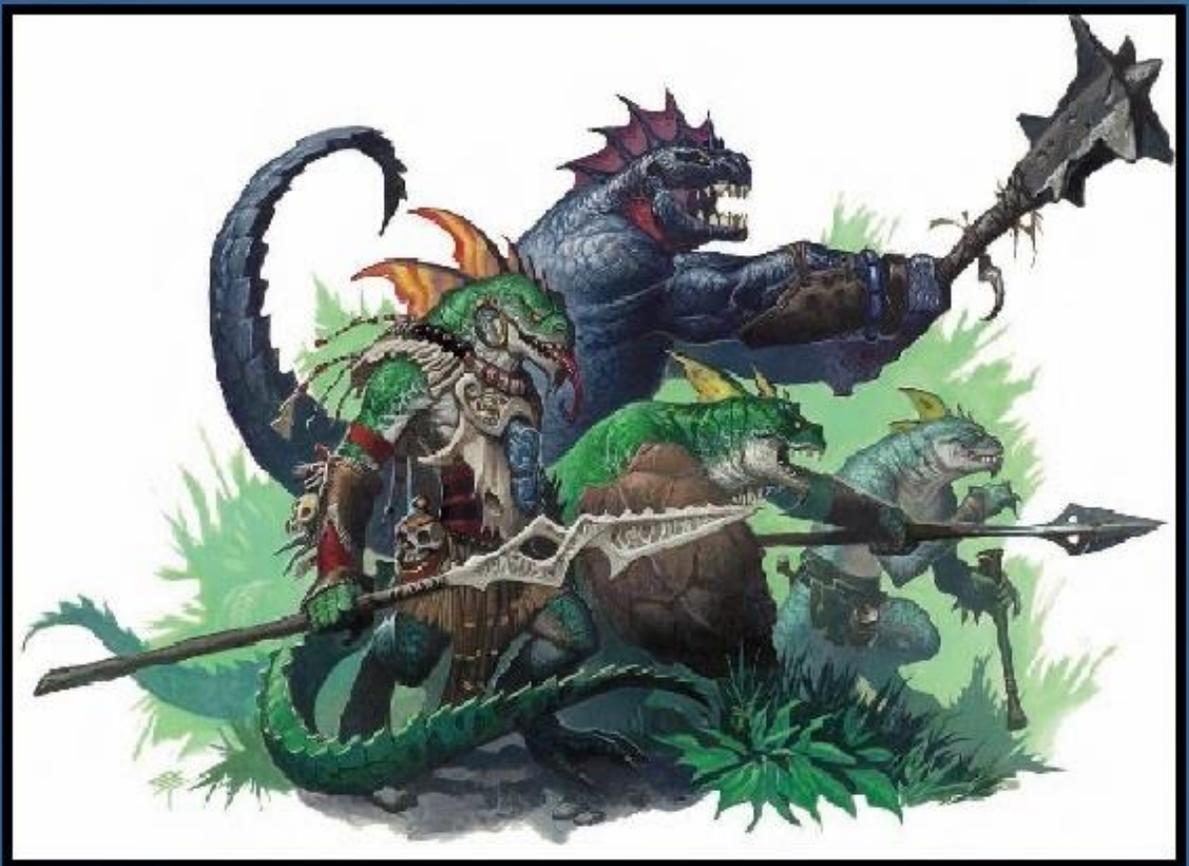


BLIGHT SWAMP COMPILATION

THE SWAMP FOLKS

BY IRVING GALVEZ



BLIGHT SWAMP COMPILATION (THE SWAMP FOLKS):

BY IRVING GALVEZ

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The Blight Swamp of the Grand Duchy of Karameikos

“The deeper I explore this vast swamp I realize that there is more life than it seems to have. While the mist that wrap this area makes the majority of people don’t dare to set foot, I am falling in love with it. I have found many reptile humanoids that I will call them the swamp folks”

Mirko Novaicov Diary

One swamp lies in Karameikos – the Blight Swamp, near the western border shared with the Five Shires. It is not a healthy temperate swamp; rather, an ugly landscape of dying trees and rotten vegetation dominates the sluggish, swollen delta where the western rivers meet the sea. Disease-bearing mosquitoes infest its still waters, and strange creatures glide under the surface. Mangrove islands are common, dripping with gray moss, adding to the haunted, desolate look. Even the light of day feels subdued and cheerless in this part of the nation. Appropriately enough, the southeastern portion of the swamp lies within the Black Eagle Barony.

The remains of earlier structures can be found within the swamps and they are known to be home to several species of lizard folk, from the shy, diminutive Cay-Men to the savage Gator-Men. Other residents include a black dragon. The Blight Swamp is rumored to be the last stronghold of Trinkla the Black Seer. The Thyatian General Rosentos and his men disappeared in here around AC 905.



THE BLIGHT SWAMP MAP



TIMELINE

3250 BC - Azcan Culture flourishes along the Achelos River. Koskatepetl, an ancient city in the Kosti Kopec hills, is built in this period around a stepped pyramid. Priesthood of Ixion flourishes.

2080-1976 BC - The River Kingdom (The Lands of Mokrath) flourishes, displacing the Taymorans along the Achelos River. The kingdom, acting as a semi-autonomous colony of the greater Mogreth Empire, is dominated by lizard men and troglodytes of power and wisdom. Slavery is quite prevalent as it would remain in western Karamaikos into more modern times. The reptiloids rule from Krystallac. They rename the city Mokrath. This ancient city was built by Azcan culture and then adapted by giantkind. It was further altered to meet the needs of the lizard men of the River Kingdom. The city of Mokrath widely practiced mummification, sacrifice and necromancy. Mythology of this archaic city figures prominently in the mythology of modern lizard men of the Blight Swamp who occasion to trade this far inland. Iconography of the Leering God manifest.

1974 BC - Reptilian War starts lizard men against troglodytes.

1000 BC - The gnolls invasion. Mokrath City was destroy.

528 BC - Traladaran army marches in battle at Mokrath City. Again the city was destroy.

308 BC - A young traladaran magician corrupted by the Immortal Orcus, Trinkla, tricked the Seer into abandoning his hideout and, during his absence, stole the *Black Opal Eye*. She fled to the Blight Swamp

282 BC - Trinkla she created the magical effect known as the *Slough of Despair*

276 BC - Trinkla died, being buried in a hidden dungeon-tomb in the Blight Swamp. The *Black Opal Eye* was buried with her.

4 BC - Eliyas even braved the dangers of Trinkla's Tomb in the Blight Swamp and managed to recover the *Black Opal Eye*.

1 BC - 3 years after Eliyas profane Trinkla's tomb, he raise up as a lich.

5 AC - Trinkla been nomadic in the Blight Swamp found a cavern system that took him to the interior of the Temple of Micatl.

112 AC - Troglodyte lost again to the lizard men trying to recover what was their territory.

230 AC - The Pillars of KA where built by de troglodytes to honor their immortal.

315 AC - The gnoll army after destroying several human settlements tried to take control of part of the blight swamp but were repulsed by the lizard men.

482 AC - A small group of vampires settled in the Blight Swamp.

510 AC - Some Minthrotad settler move near the Blight Swamp (where Black Eagle Barony is now) bring an epidemic of lycanthropy with them.

800 AC - Cay-men established in the Blight Swamp near borders with Five Shires.

820 AC - Falorax was killed by Vulomar.

825 AC - Lizard men surrender to Vulomar.

899 AC - Migrants gator men from Kingdom of Ator made Blight Swamp their new home.

900 AC - Korat Village was founded.

905 AC - The Thyatian General Rosentos and his men disappeared.

911 - 914 AC - The Blood River War. The veterans of the Harrowing found a small town with a palisade on a strategic overlook of the Achelos River... near the Gargoyle Bridge. The lizard men of the Blight Swamp take exception to this as they have long used the Achelos as a trade thoroughfare with the Cruth Ogres and other groups upriver... and possibly with inhabitants of Kosti Kopec (Bone Hills). The new town, Gorica, is burned to the ground and the populace slaughtered. After a frustrating war fighting an unseen enemy, the Thyatian Tribune Marcus Polika brokered a cease-fire with a promise for humans to never again build on the river. While never intending to uphold the bargain, the river today remains clear of human settlements save a few trapper cabins... mostly abandoned, looted and burned. Travelers hurry across the Gargoyle Bridge near the ruins of Gorica for fear of lizard man attack.

950 AC - Blight Swamp War. The gator men started to battle lizard men and troglodytes with the help of Vulomar to take control over their territories. Eventually lizard men and troglodytes lost most of their territory.

962 AC - Battle of Hythialaz Fort.

973 AC - Hasias becomes ruler of the lizard men.

975 AC - King Cossyiss dies and Venomclaw starts to rule troglodytes.

980 AC - Ssysly became ruler of the cay-men.

988 AC - Port Blight was built by Mirko Novalicov.

996 AC – Branek Korolenko ship sunks.

TROGLODYTES

“Troglodytes are different. It’s my first time in Cossiys Village. I came to offer my services and almost got kill. They really hate humans and it can cost more than a gifts to gain their trust. Venomclaw is an intelligent specie he really is interested in getting human stuff. But I don’t feel comfortable here. I think that I have to be cautious or I’ll end as crocodile meal.”

Mirko Novalicov Diary



Troglodytes are described as being shorter than a human, with spindly but muscular arms and squat legs. It also has some lizard man-like traits with a reptilian head and forearms, a spinal crest, and a long, slender tail. Their skin varies from a light purplish-grey to a fair white-pink, with variations on the blue or red tone in their skin. Their average height is between 5’2”–5’6” and average weight between 150–200 lb. They can live up to 120 years old. They have a chameleon-like abilities to change color. Troglodytes also secrets an oil that produces stench.

History

Troglodytes have long live in Blight Swamp. For hundreds of years they lived in peace with the lizard men. But later a war (Reptilian War) stared between both species and constantly battle to control the swamp. Many battle pass and the lizard men were victorious and claim most of

trogloodyte territory. After losing, many troglodytes move to other areas of old Karameikos and Five Shires. Since then they accepted a secondary role in the Blight Swamp.

The remaining troglodytes gathered in the northern part of the swamp and created a big clan named the Three River Clan. This clan flourish under the shadow of the lizard men, always in conflict. There was a truce between both species during the gnoll invasion but later was broken when troglodytes refuse to help lizard men when their city was destroy. Thru the time many troglodyte disband from the clan until the Three River Clan was gone. The last troglodyte settlers formed a new clan, Achelos Wood Clan.

In 950 AC everything change, the gator men started fighting them. The Achelos Wood Clan controlled all troglodytes of the swamp. His leader was King Cossiys. He ruled strong, fearless and was a great warrior in combat. He had two sons Venomclaw and Tsorum. The war against the gator men ended with the result of losing part of his territory. The king was captured in a battle and tortured for weeks. Finally he was release insane and couldn't rule again. Young Venomclaw (30 years old) started to rule the Achelos Wood Clan. King Cossiys die in 975 AC after that the clan was divided.

The troglodytes' territory, now days, are in the northern side of the swamp. There are 2 major clans: the Wet Sky Clan and the Achelos Wood Clan. Most of the scattered troglodytes in Karameikos come from either of these clans. These clans try to control their territories but the nearby gator men normally raid them.

They are neutral toward lizard men or cay-men but hostile toward gator men and humans (except for Mirko Novalicov).

Troglodyte Economics

They live majorly of fishing and hunting small reptiles. Sometimes they adventure in the northern woods for meat and supplies. They also trade, with Mirko Novalicov and the cay-men, food and other things.

Troglodytes have great skills tanning reptile skin and had learn a special skill of giving form to petrify tree wood, usually to make light spears. They also trade flask with their nauseating oil.

Sometimes they get Karameikan coins killing human adventurers, Black Eagle or Riverfork Keep scouts. They also try to rob river boats that are destine to Riverfork Keep.

Troglodyte Social Status

There are only tree social status common, military and royal family.

Troglodyte Religion

Troglodytes worship Ka the Preserver. Shamans possess an infravision power identical to that of a dwarf or elf. Shamans must be neutral or lawful.

The Troglodyte Military

Achelos Clan has 50 infantry troglodytes without armor (natural AC 5) armed with spears and clubs. And has 15 elite warriors that have more than 13 in strength and are armed with crocodile scale mail (give them AC 0) and with light spears and normal swords. Has 2 wiccans and 1 shaman to aid forces. They also throw flask with their oil to enemies.

Wet Sky Clan has 15 infantry troglodytes, 5 elite warriors and one shaman.

New Troglodyte Weapons

Light Spear is a lighter version of the normal spear (20cn). Its same in size (6'-8') but thinner made of petrify wood and uses a big crocodile tooth at the point. They can be throw at a range of 30/50/70 and do 2d4+1 of damage.

Crocodile scale armor is made of skin and scales of crocodile. It comes with its helmet providing extra protection to the head. It gives its wielder AC 5 but has the benefit of only weighting 150 cn and water proof.



Troglodyte Language

Troglodytes have their own language and lizard-kind language. Some exceptional intelligent troglodytes can speak traladaran or thyatian.

Clan Villages

The villages are made of small huts build in the swamp. They have higher huts use as watch towers. Normally in the center of the village is the market place.



Achelos Wood Clan

(Pop. 150 Troglodytes)

This is the largest congregation of troglodytes in the whole of Karamaikan territory. The leader of the clan is Venomclaw, a troglodyte wicca with great influence among his race. Similar to his brother's clan, the Wet Sky Clan, the Achelos Wood Clan are constantly raided by gator men. Venomclaw rename the clan village Cossiyss to honor his father.

Cossiyss Village

It's the biggest troglodyte village and the mayor center of commerce in troglodyte territory. In the center of the village there is a wooden fortified hut where Venomclaw lives. Here is also the elite military academy where elite warriors are train. The village is near the Achelos River and is connected to it by several small channels.

Sometimes undead creatures are lured to the village because Bargle do experiments near and causes collateral damage most of the time.

Venomclaw

He is a white- pink troglodyte 5'6" tall and weighs 160 lbs. He is now 80 years old. He has a big black mole that goes from the left eye to the left ear. He is very intelligent for his specie (16 intelligence). He started young in the magic art and learn it very well. He tries to rule like his father did but he is more humble. He was given the control of the clan too young so he started to have problems with some military veteran. So as soon as his father die he divide the clan so his brother could aid him ruling. Now more mature he has protect better his clan and has gain respect among his specie. His oath is to avenge his father for what the gator men did to him.

His stats are str 9, int 16, wis 13, dex 13, con 10 and char 15. He normally uses a crocodile scale robe that in total give him (AC 1) and a petrificate staff +1. He is a 6 level wicca and has 42 hit points. Spells he knows are charm person, magic missile, sleep, esp, mirror image, web, fireball and fly. Beside troglodyte and lizard-kind languages he knows traladaran.

Venomclaw has been visited by lizard men advisors to try and unite forces against the gator men. But still both humanoids races combined are outnumbered by the gator men. Venomclaw also doesn't like the relations between the lizard men and the Black Eagle Barony. This is all because Bargle experiments in this area.

Wet Sky Clan

(Pop.50 Troglodytes)

The small village of Ssaco is the center of this clan and was founded in 975 after King Cossiys die and the Achelos Clan was divided. The clan leader is Tsorum a young fighter troglodyte and brother of Venomclaw, the leader of the Achelos Wood Clan. This clan is near the borders of the gator men territory. For 25 years the clan has been constantly raided by gator men so they decided to pay a monthly tribute to them. The tribute consist majorly of food. Mirko don't come here to trade so they get stuff from the Cay-men or from Cossiys Village.

Tsorum

He was 10 years old when his father got insane so he really knew him like that and only heard the histories if his greatness. At 35 years old he became the ruler of the Wet Sky Clan. He had his old brother to back him up.

Now at 60 years he is a strong light gray troglodyte fighter lvl 3 (32 HP). He lost his comb in a battle against gator men. Gator men bully him telling he is a lizard man. His stats are str 16, int 9, wis 10, dex 13, con 18 and char 12. He is 5'4" tall and weighs 180 lbs. He is weapon skilled in horned shield and uses a light spear as second attack. He also wears a crocodile scale armor giving him -2 AC.

His clan hasn't grow too much because many troglodytes are afraid of living near gator men territory. He decided to pay tribute so gator man stop raiding. Some troglodytes look at this as a sign of weakness.

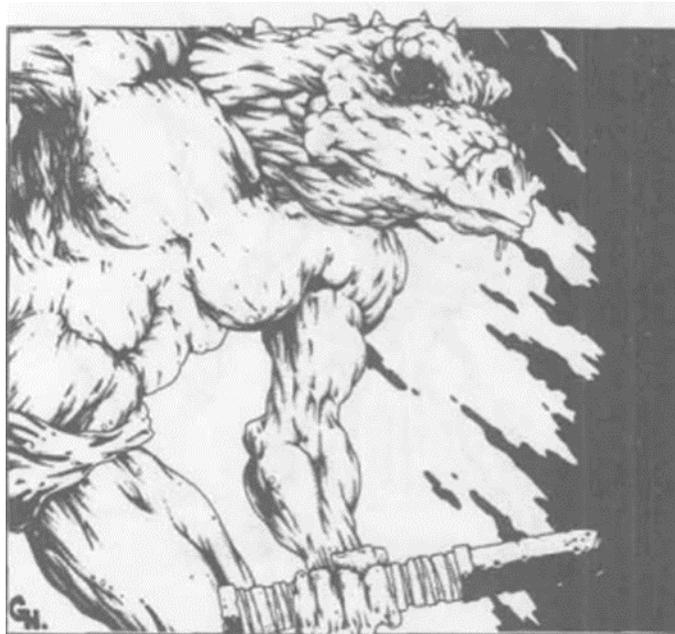
Pillars of Ka

This circular stone pillars were once on troglodyte territories now its gator men zone. In the middle of the circle there is a big white stone that is the entrance of a small underground temple dedicate to Ka the Preserver. A shaman and 10 troglodytes fighters hide inside guarding the temple. The gator men don't have the minor clue what it is and have no interest on investigating.

CAY-MEN

"I discovered a smaller class of swamp folk they were named the cay-men. Very friendly creatures that welcome me. They also are trader of the swamp but bring goods from the Five Shires. They are interest in exchanging merchandise with me. But I fear there will be competition for the trading routes. Hope everything works well for both."

Mirko Novalicov Diary



Cay-men are small, intelligent, reptilian creatures. They are related to lizard men, although they are much smaller (standing not more than 1 foot high). They can live up to 60 years. They are more peaceful than other swamp humanoids. Cay-man skin has gray-green coloration. During colder weather, the black pigment, found within their skin cells, will expand, making them appear darker. Because of their size and skin, Cay-men have a natural AC of 5, plus Dexterity bonus. All armor uses this as a base. Any creature larger than man size receives a -4 to hit a cay-man. All cay-men have infravision at a range of 90 feet. Cay-men are unable to wield any weapon larger than Small. They know their weaknesses against other races and prefer to just mind their own business. They are friendly with halflings, neutral toward troglodytes, gator men and humans but aggressive against lizard men.

History

Cay-men emigrated from the Kingdom of Cay 200 years ago. They established their communities near the Five Shires borders. They lived near the halflings villages because they were peaceful creatures and could trade without trouble. They were nomadic constantly moving from lair to lair to hide from the lizard men that normally hunted them. Always living in the shadows of other swamp folks they preferred to hide underground to protect themselves. The original clan was known as the

Star Crafters. They were rule by the old ones (a group of old female cay-men). When the gator men started to establish themselves in the swamp, lizard man turn their attention to them. And finally cay-men found peace and started to settle in the swamp.

The clan then began the trading activity, first with the gator men and then slowly thru all the swamp. They flourish with the war between gator men, lizard men and troglodytes. When the last old one die (980 AC) Ssysly became ruler and decide to give her sons their own clans, the Swamp Riders and the Black Torch, so together they could control cay-men territories. She build a good relation with Kod, the gator men ruler, and signed a no aggression treaty with them. Some cay-men went to live in the village of Zardan acting as ambassadors of their race.

Five years ago an agent of the Iron Ring Society deceive them convincing to send a group of 25 cay-men to Black Eagle Barony. The agent told them the Baron was interested in starting a trade route. Those cay-men were kidnapped and sold as slaves. Now secretly they are trying to act against the Iron Ring Society. They know lizard men are close to Black Eagle and the Iron Ring, but they know that they don't have significant military skills to battle them.

They had built a trade-competition relation with Mirko Novalicov. Mirko's merchandise normally comes from humans and cay-men from haflings.

Cay-men Economics

As already told, the mayor activity of the cay-men is trading. Most of the trade activity comes from The Five shires, especially from Mallowfern and Nob's Boots communities. Cay-men also have skill in crafting bone tools and weapons that haflings find useful. They also fish and hunt. They have more advance architect skills than other swamp folks so sometimes they can be recruit to builds structures.

Cay-men Social Status

They also have 3 social status common, trader and royal.

Cay-men Religion

In times of the old ones, the cay-men worshipped Cay (Tera). After the last old one die, Ssysly started to worship Vulomar. She believe Cay always made his kind weak. Looking the power of the gator man she adopted Vulomar as the new god. Still both gods can be worshipped without any problem. With Vulomar as god they also get extra help in guarding their territory.

Cay-men Military

Cay-men don't have a discipline military. They prefer to hide instead of fight, only do so when their villages are attack. Still they have a total of 30 infantry cay-men (Star Crafters Clan) with leather armor. Their weapons are javelins and bone daggers.

They also have the Croc Riders, 20 cay-men mounting trained crocodiles (Swamp Riders Clan). They mostly are used to guard trade caravans thru the swamp. Armed also with leather armor, javelin and bone dagger.

New Cay-men Weapon

The Bone Dagger are special long daggers carved from bones. Its size is between a normal dagger and a short sword. They inflict 1-6 in damage. They normally use venom with these blades.



Cay-men Languages

They speak cay-men dialect, lizard-kind, thyatian and some of them traladaran.

Cay-men Villages

Cay-men build underground villages with tunnels and chambers. These villages are often protected by palisades of packed dirt and woven reeds, and have numerous entrance to them.

The Star Crafters

(Pop 150 cay-men)

This is the oldest clan, the original one. Time before it was rule by a group of old females shamans call the old ones. In times of the old ones cay-men had to live in fear of their surroundings. They used to hide and move from one lair to another. They never had peace. After the last old one die they choose a new leader name Ssysly.

The mayor village is Sit-ysta construct underground near Five Shires borders. The Star Crafters control trade between the haflings and the swamp folk.

Sit-ysta



Is the main village was built in an underground cavern with 4 main entrances. Each entrance is protected by palisades of petrified wood and a watch tower. Inside there, the stone and wood village is splendorous compared to other villages from the swamp. Sometimes you can find halfings traders here.

Ssysly

She is a mature 40 years old dark skinned female cay-man. She is a level 4 shaman, hp 20 and AC 3. Her stats are str 9, int 13, wis 16 dex 10, con 10 and cha 14. She normally uses a crocodile robe (that was a gift from the troglodytes) and have a mace +1 and shield +1 (Relics of the Old Ones). After the last old one die she was elected as new ruler. She started to create more efficient ways of trading. And she develop and teach more trading skill among their people. Once married she had to kill his husband because he was trying to take control of the clan and was conspiring with lizard men to do so.

She is known to rule his people with justice and wisdom. She is the major reason the gator men signed the treaty. She has 2 sons, Athiz and Zslasse, who are the leaders of the other clans. Both brother fought after this because Zslasse considered her mother gave Athiz better territories and a mayor part in trading. He decided to end relation with both after that.

Ssysly have been sending spies to lizard men territories just to gather information for a future war against them and the Iron Ring Society.

The Swamp Riders

(Pop 100 cay-men)

The leader of this clan is Athiz (older son of Ssysly). This clan is famous for training alligators as steeds. That's why this clan works more close to the Star Crafter as the guardians of the trade caravans. They also have a small trade route of their own. The main village is Zitha.

Athiz

He is a fighter level 3 with stats Str 18, int 9, wis 12, dex 16, con 13 and cha 13. He uses in combat leather armor and two bone swords. He is well known as the Croc Raider. He has managed a training technique to control crocodile. He is the most loyal son of Ssysly and it is know he has some personal issues with his younger brother Zslasse.

Zitha

Is a small underground village that is the center of operations of the Swamp Riders. Here is where they train crocodiles to use as steeds. There is also a crocodile nesting farm that is use to choose the stronger crocodiles born to train them. This village only has 2 entrances so is well protected.

The Black Torch Clan

(Pop. 50 Cay-men, 25 Gator men, 5 Lizard men and 2 Humans)

The smaller of the cay-men clans. Control by Zslasse (Ssysly young son), a shaman and a cruel leader. This clan has ended all relation with the other 2 clans and acts as an independent clan. Ssysly has made many attempts to convince his son to leave hostilities but his efforts have been in vain. They made their own trade route that goes from Merzz Village to Mokrath Village. They are the only cay-men that trade with the lizard men.

Zslasse

He is the younger of Ssysly's sons and is a 4 level shaman. His is dark grey color and is 25 years old. His stats are str 8, int 13, wis 16, dex 9, con 9 and cha 13. He normally uses a leather armor, shield and mace.

He was close to his father and love him very much. So he didn't understand why his mother took his life. Since then he was resentful with his mother and never forgive her. That resentment turned into hatred when his mother gave him his clan. He felt that he deserved more land and a more protagonist role in the trade routes. He felt offended and decided to break relations with both clans.

Now he has been working with the lizard men and the iron ring society kidnaping other swamp folks to sell them as slaves. The lizard men secretly have been talking to him, telling that they can help him kill his brother so that he can control both clans and later control his mother's clan. Also accepted in his clan a group of gator men separatists who are looking to take revenge on Kod after they were degraded and humiliated for having lost a battle against the troglodytes. Having the lizard men and gator men separatist at his side he is just waiting for the perfect moment to light the black torch.

Merzz Village

This is a small village that unlike those of the other cay-men clans is not underground. Here beside cay-men living there are 25 separatist cay-men, 2 human Iron Ring Slavers and 5 lizard men (acting as ambassadors of Hasais). It's the perfect mix for disaster.

GATOR MEN

“This alligator head humanoids are very scary. They look to strong to be handle by a human. When I entered their territory I was automatically capture and taken to a big village. They tie me to a trunk for 2 days. Then I meet Kod he listen to me and realize that it would be beneficial for him to have a human trader.”

Mirko Novalicov Diary



Gator men stand 7-8 feet tall and have alligator heads on top of their scaly human bodies. Their skin color variates from grey to dark green. They can live up to 150 years. Originally result of an evil wizard’s experiments, the gator men escape and fled into swamp. During the centuries their number have grown dramatically, and many of their primitive villages can now be found in the mist of deep dank swamps.

Gator men are the mortal enemies of the lizard men. They attack them on site and do all their power to drive the lizard men out of the swamps. Gator men are very strong and a bite from a gator men’s teeth inflicts 3d6 points of damage.

Gator men are often led by a huge chief (9HD) whose bite does 4d6 pints of damage and who wields a weapon with +4 to hit and damage.

History

There were 300 gator men that migrated from the Kingdom of Ator and stablish in the Blight Swamp 101 years ago. It did not take long for the other races (lizard men and troglodytes) to see them as a threat and to start attacking them. In one of many attacks trying to hide from the lizard men they found a cavern. When they enter the cavern they were attack by a black dragon.

Praying for their lives, they asked the dragon not to kill them and told her, they could never harm a divine creature, the Cult of Vulomar was born. They promise to worship her as a god, bring her riches and food in exchange for protection against their enemies.

The gator men grew stronger and started to conquer lizard men and troglodyte territories. They analyzed that lizard men were stronger than the troglodytes so first they focused their war against them. The biggest battle in this war was the Battle of Hythialaz Fort. After this emblematic win over lizard men, gator men started attacking troglodytes until they almost vanquish them.

The Battle of Hythialaz Fort

This was the cruelest battle between gator men and lizard men. Hythialaz was a wood fortify fort the lizard men used to control the west side of Achelos River territories. Here in 962 AC, 200 gator men fought 350 lizard men for the control of the fort. Here is where the Vulomar openly betrayed the lizard men and help wining this decisive battle. The lizard men were outcast from the west side of the river. Now the fort is occupied by gator men.

They control the remains of the troglodyte territory, pact with the cay-men for peace and still are fighting to eliminate lizard men from the swamp. Gator men normally raid other swamp races and try to control their population. They patrol their territories in groups that consist of 8 gator men equipped with spears and shields.

They are aggressive with lizard men and troglodytes, neutral toward humans; while friendly with cay-men. There is only one clan but it has settlements in all gator men territory.

Gator Men Economics

Mayor economic activity is war. They obtain most of what they need by attacking or receiving tribute from other swamp folks. They have the finest weapon smiths and armor smiths of the swamp. They hunt reptiles and mammals for meat and harvest some grain and mushrooms. They also trade goods with cay-men and Mirko.

Gator Men Social Status

There are only two common and Worshipper of the Black Wind.

Gator Men Religion

They worship Vulomar the Black Dragon. She can only be contacted by Kod and other 20 red-hooded gator men shamans known as the Worshipers of the Black Wind. To become a Worshipers of the Black Wind, first one member must die and second there are 5 candidates that have to pass several test of faith. Finally Vulomar decide who is the chosen one and eats the other 4 candidates.

Gator men Military

Male gator men since young are teach to fight. They have several military rankings:

Swamp Patrol consist of 200 gator men armed with shields and spears deploy in groups of 8 gator men spread over their territory. In times of war they can go and concentrate in Zardan Village.

Gator men Infantry consist of 200 gator men armed with shields and spears. 100 are in the village of Zardan and 100 in Hythialaz Fort.

Gator men Scouts consist of 30 gator men with leather armor, longswords and bows. 15 in Zardan and 15 in Hythialaz Fort.

Gator men Elite Guard consist of 30 gator men armed with chain armor and double edge two-handed spears, all in Zardan.

Gator men War Chiefs consist of 2 (9HD) gator men armed in chain armor and double edge two-handed spear. One in Zardan (Sy'pal) and one in Hythialaz Fort (Mezsath).

New Gator Men Weapon

The double edge two-handed spear is a 12' pole with a thrusting head in each side and weights 200 cn. Has to be handle with both hands and inflicts 2d6 of damage. Thou it can be throw they rarely do this cause the range is to short (10/20/30).



Gator Men Languages

They speak gator men dialect, lizard-kind, some intelligent gator men can speak thyatian, traladaran or cay-men dialect.

Gator Men Villages

They construct their villages either in external huts or underground caves. They try to build their villages in dark or hidden places. Beside Zardan all other villages are small and scattered in all gator men territory.

Blight Swamp Clan

(Total pop. 1200 Gator men)

It was name after the first gator men settled in the swamp. Upon reaching Blight Swamp they try to hide from the lizard men and troglodytes, sometimes living near the cay-men but moving from lair to lair. Running away from the lizard men they found a cave and enter to hide. That cave was Vulomars' lair. Surrendering upon Vulomar and started to worship her, they settle near forming Zardan Village. They grew stronger and started the plans to conquer territories. Their leader is an old gator man shaman name Kod the Storm Breaker.

Zardan Village



Is the mayor village of the gator men having a population of pop 700 gator men and 20 cay-men. This village is divided in to the external and the inner village. On the external village live the commoners and is where all productive activities and commerce in held. Majorly most of the houses are made of wood. Most of the population live there approximated 500 gator men.

The inner village is divided by a palisade wall and has 4 entrances protected by 2 watchtowers each. Here most important military families, the Worshipper of the Black Wind and their families live. The law and the village defenses are run by war chief Sy'pal. In the center of the inner village there is a fortify town hall where Kod the Storm Breaker rules and lives protected by his elite guard.

Hythialaz Fort:



This fort was once property of the lizard men but now gator men move there. This is a wood fortify fort that has a garment of 116 gator men protecting the west side of the territories. War chief Mezsath controls here. From here gator men control the wester territories.

VULOMAR



When she was a mature black dragon, she was expelled from the territories of her parents in Malpheggi Swamp. After searching some time for a lair at Five Shires she discovered Blight Swamp. But this swamp already had a mature black dragon living on it named Falorax. Deceiving Falorax in the mating season she kill him while he was sleep and took his treasure and territories. After claiming the territories she saw an opportunity with the local lizard men and take control of them showing her power and finally making them surrender and worshipped her as god. The lizard men once dominated the swamp but she betrayed them by helping the gator men take control. Eventually the gator men thought she was an immortal reincarnated as a dragon, so they start to worship her and she liked it. Now she has a symbiotic relation with them, she gets easy money and food and she really don't need to do much to get what she wants. She is a spoil dragon.

Lately she has been having problems with the Black Eagle Barony, especially with Bargle. Bargle has been using the swamp to do experiments normally with awful results. She has asked the Baron to deliver the wizard but this hasn't happened, and isn't going to. This is bringing some tension to the relation between them, and now that Black Eagle is helping the lizard men to get stronger to help distract her, although they are just trying to get back their old territory.

Vulomar is starting to search for artifacts to archive immortality, she is known to polymorph into human form and walk among people in Luln and in Fort Doom. She is always trying to gather information and preparing to take part if a future conflict comes to Fort Doom, but she doesn't know if she will favor or be against the Baron at that time. Much of it depends if Bargle is delivered to her someday.

LIZARD MEN

“Lizard men are arrogant creatures. At first when I approach them they told me that if I wanted to trade with them I had to pay them. So I told them I wasn’t interested but as soon as they saw I was selling things to other swamp folks they came back begging for my services.”

Mirko Novalicov Diary



These water-dwelling creatures resemble men with lizard heads and claws, scaly hides, and tails. Lizard men are normally found in swamps, rivers and along seacoast as well as in dungeons. They live in tribes and often try to capture humans and demi humans and take the victims back to the tribal lair as the main course of a feast.

Lizard men are semi-intelligent and use spears and large clubs, gaining a bonus of +1 on damage roll due to their great strength. They also can use their claws to attack causing 1d4 damage each.

Some varieties of lizard men are just drab green or brown in color, while others may be dramatically colorful: Bright reds, blues, yellows or green, like some other reptiles. They can measure 6 to 7 feet tall and their tails from 3 to 4 feet long. They can live up to 100 years old.

They are hostile against cay-men and gator men, neutral toward troglodytes, and friendly with the humans of the Black Eagle Barony.

History

Lizard men as Troglodytes have live in here since the start of The River Kingdom. After the Reptilian War, lizard men were victorious taking most part of the swamp for them. Lizard men claim Mokrath City for them. Zsiktar (war chief who commanded military forces) was proclaimed King of the River Kingdom. Since then only his blood family has continue to rule the lizard men.

After a big period of peace the great invasion put them in conflict again. Gnolls attacked Mokrath City several times and started to battle for the Blight Swamp. Losing many battles the city was destroy. They asked the troglodytes for help but never receive it. That act made hatred and resentment grow more between them.

After finally repealing gnolls they found peace for a time until they started conflict with Traladarans army. Once again Mokrath City was destroy and from there many lizard men migrate to other countries. Mokrath City never could be rebuild to its splendor again.

Suffering a lot for the losses they found a black dragon name Falorax living in the swamp and implored for help in exchange of food and treasures. Falorax accepted and helped lizard men take control over the swamp again.

A female black dragon was spetted in the swamp but Falorax asked them to leavie her alone, They couldn't do nothing to help Falorax when he got kill by Vulomar (female black dragon) and after having conflict with her they were overpower and had surrender at her. Being so powerful lizard men shaman started to worship her as a god. And lizard men were over control of the Blight Swamp again, until cay-men first then gator men move in. At first lizard men had no problem in killing them but secretly the gator men convinced Vulomar and the history change. In a bloody battle in Hythialaz Fort lizard man were confronted directly by gator men with Vulomar and lost all East Achelos river swamp territories.

Fearing extermination they pact with Black Eagle Barony for a mutual help and now with his help they are starting to get stronger again. They are trying to get allies among other lizard folks secretly sending lizard men to try to convince the Achelos Wood Clan (troglodytes) and the Black Torch Clan (cay-men) to unify against Kod and Vulomar.

Lizard Men Economics

Hunting and fishing are the major activities among lizard men. They only trade with the Black Torch Clan, Mirko and Black Eagle. Most of what they exchange are meat, skins and wood. Underground they also sell slaves (lizard kind, humans and demi humans) to Iron Ring Society.

Lizard Men Social Status

There are 3 social status commoner, military and noble.

Lizard Men Religion

In ancient times they follow Ka the Preserver. But after having been dominated by Vulomar many lizard started to worship her. After been betrayed by her on the Hythialaz Fort battle, they try to gain the favor of Ka the Preserver again.

Lizard Men Military

Spear Scout are 100 lizard men, armed with spears and shield that patrol in small groups their territory.

Infantry 50 lizard men armed with leather armor, shield and spear that protect the village of Mokrath.

The Lizard Wall are 50 lizard men highly trained in the use of shield and spear. They usually build shield walls in front of the line of battle.

Elite Guard 25 strong lizard men with chain armor, shield and heavy clubs. They are in charge of protecting Hasais.

Black Eagle Swamp Watch that are 25 goblins archers, 25 kobolt slingers, 25 orc infantry and a Chief Bugbear. They live inside Mokrath Village.

New Lizard Men weapon

Heavy club is a longer and heavier version of a club that inflicts 1d6 of damage. When hit critical there is a 20% of chance enemies hit become stun 1d4 rounds.



Lizard Men Villages

Most of the villages are made of wood on dry zones of the swamps. Some huts may be built in higher ground. They build them near places where they can find food and water.

The River Kingdom

(Pop 750 Lizard Men)

They haven't change the name of what was once a great kingdom and still is the only lizard men clan here. This clan is the oldest one in all the swamp and represents most of the history of it. As lizard men say they are the true and only owners of the Blight Swamp.

This clan has always been rule by the blood ancestors of King Zsiktar. They now have the Mokrath Village constructed in the remains of the Mokrath City.

Mokrath Village

(Pop 400 Lizard men, 25 goblins, 25 kobolts, 25 orcs, 1 bugbear and 20 humans)

Mokrath City was the center of the River Kingdom that was part of the Mogreth Empire. The city was built around an old half-sunken pyramid with a winged serpent statue in the top (Temple of Micatl). After facing several destructions many of the lizard men that live there emigrate to other palaces. It never was a city again. In top of the ruins a village was built with the same name, Mokrath Village.

Now is common to see humans and other humanoid creatures living in it especially after they pact with Black Eagle Barony. Is common to see Bargle in here because he pays lizard men to protect him whenever he does his experiments. The clan leader is Hasais, a veteran fighter from a lineage of noble lizard men that has lived in the swamp for a long time.

Hasias

He is a bluish skin lizard men with yellow spots measuring 6'7" tall. He is 67 years old and is a fighter level 7 with stats str 18, int 13, wias 9, dex 13, con 11 and cha 13. He is expert in club and in battle he normally uses a banded mail armor, a shield and a heavy mace+1. He has been leader of the clan for 40 years. He knows some lizard men are starting to think he has not the skills to rule mostly because he had lost many of their ancestral territory.

His father once controlled all of the swamp but now most of those territories are lost. He was scared of losing everything so he went to see the Black Eagle Baron and offered lizard men service

to help in war and with the Iron Ring Society. As a result of this the Baron started to equip them better and helping them grow stronger. In exchange 50 lizard men were send to the black eagle to help in raids.

Temple of Micatl



Centuries ago, before the formation of Karamaikos, the Azcan Empire founded a small calpulli (organizational unit below that of a city state) named Xiloxtli. The only telpochcalli (center where young Azcans were educated) know in this village was led by the great Zotenteotl (a magic user). He tried to protect his settlement for 50 years. He worshipped Atruatzin in secret, his true god, fearing other settlers knew this and would kill his family as traitors, he worshipped in silence since the major god in the Azcan Empire was Atzanteotl.

They couldn't establish themselves because beast men often looted the calpulli. Zotenteotl was severely injured in one of the last raids. He knew his cycle of sun was becoming dark so he implored Atruatzin to help him with his community. But the immortal, jealous of being worshipped in silence, just turned his back on him. To try to get the immortal favor he constructed a pyramid that was going to be used as a monument for him after death and for Atruatzin. During the construction they uncovered a rare cavern that had a passage to the other world (Hollow World) and he decided that the cavern was going to be his resting place. Just when the pyramid was finished the last raid came and killed almost all of the calpulli. Zotenteotl, half dead, took the survivors through the pyramid and made them walk to the other world, sealing the pyramid, and in his last words he blasphemed against Atruatzin for forsaking him. The immortal, angry at this act, cursed him to live forever and his soul could never abandon the pyramid again. Now as ghost his only mission is to protect the doorway between worlds believing the last of his community still live there in the Hollow World. Now days Trinklar has try to control him but he is a very ancient ghost with no evil intentions and isn't going to leave the doorway unguarded.

TRINKLAR THE BLACK SEER



Trinklas was a young Traladaran magician corrupted by the Immortal Orcus, she, tricked the Seer of the Lake of Lost Dreams into abandoning his hideout and, during his absence, stole the *Black Opal Eye*. She fled to the Blight Swamp, where she hoped to uncover Zirchev's secrets. During her experiments, she created the magical effect known as the *Slough of Despair* in BC 282. However, a few years later (BC 276) she died, being buried in a hidden dungeon-tomb in the Blight Swamp. The *Black Opal Eye* was buried with her.

Now she is a 21 level MU Lich that inhabits the temple of Micatl. He plagues its interior with undead under her control. Through the cavern system she can manage to go into the swamp (Near Grisbaldos' Grave) without opening the temple entrance. She is aware that lizard men live outside and she is responsible of many undead that walk in the Blight Swamp. Lately she's has been having problems with a vampire (Rosentos) that live on an isle, he is interfering in what she believes are her territories.

CHAMELEON MEN

“Chameleon Men, a pain in the as. I can’t go near their village they really hate humans. What a shame on them, they will live with their primitive tools.”

Mirko Novalicov Diary.



They usually live in deep caverns or dense forest far from civilization. They are 7 feet tall and thin. They move with a gangling, awkward stride. They have multi-colored skin some with tiger-like stripes of red, blue, green, yellow, brown, orange, black and white.

Each round a chameleon man can vanish and reappear in another place up to 120 feet away from the spot they were vanish. The control of this activity is so precise that they never appear in mid-air or snide objects.

A chameleon man cannot attack the same round that he uses this ability, because the amount of mental concentration require to vanish. A group pf chameleon men will usually work in concert, using their vanishing ability to surround opponents.

A warrior of this race is usually armed with dagger, spear, club or short bow. They never wear armor, however, since they cannot carry much weight when using vanishing.

History

A group of 10 chameleon man were slaves of a gnoll clan in Cruth Lowland. They manage to escape and settle in Riverfork Woods. Been hunted by orcs and goblins that lived there, they could never grow in numbers.

Finally they were captured by goblins. In their way back to their village were ambushed by a group of lizard men. The chameleon men were released and invited to establish near lizard men territory.

In the Blight Swamp they formed a clan that was named Shade Mist clan.

Shade Mist Clan

(Pop 50 Chameleon men)

The only organized clan known in Karameikos. Their major activity is hunting animals for food and furs. They had establish a trade relation with the lizard men. They hate humans and humanoids, will attack them on sight. They don't have relation with any other swamp folks.

Their small village only consists of 3 large huts and a watch tower in the middle of the town. They send 2 patrols of 4 chameleon men to scout near the village borders.

Ceczik is the lord of the chameleon man. He is a blue with orange stripped chameleon man. A great warrior (4 HD) expert in short bow. He has 15 bodyguards (2 HD) that are usually the hunting party. They guard jealously their village and will attack any uninvited creature that enters their territory.

Ceczik told the lizard men that he will join forces whenever a conflict starts.

FROG FOLKS

“The frog humanoids are un reachable. They are too shy and disappear at the moment they see me. But I still have to try to reach them.”

Mirko Kovalicov Diary



Frog folks are an amphibious race that were magically created in times of Blackmoor. As consequence, they are warm blooded, intelligent, and bipedal, with full articulated hands and opposable thumbs. But they also have gills, webbed hands and feet, thick molten green skin, bulging eyes, exceptionally muscular legs, and a long stick forked tongue. Though they dwell on land, the frog folks are equally home in the water and can stay submerged indefinitely.

In combat they can use any weapon and armor but still unarmed they can bite (1d4 dmg) and make a powerful kick (1d6+2 dmg).

History

A small group of frog folks, from a community in Irendis' Safari Island, were captured by a wealthy darokinian merchant. On his way back to Darokin his ship was captured by know pirate Branek Korolenko. Branek not being able to sell these strange creatures released them in the Blight Swamp.

Shallow Water Clan

(Pop 25)

A small community that inhabits in the northwestern part of the swamp. They live in-between Riverfork Wood and gator men territories in under water cave systems. They are quite shy and don't have relation with any swamp folk of the zone. Not much is known of these humanoid creatures.

PORT BRIGHT

"Home sweet home. Nothing like taking a cold beer after being day out on the swamp. My small kingdom growing slowly but with control."

Mirko Novalicov Diary

(Pop. 65 humans and sometimes other Swamp Humanoids)



History

Mirko Novalicov 12 years ago, after retiring from piracy, came back to Karameikos and built a port at the eastern costal part of the Blight Swamp. He started exploring the swamp discovering several reptilian humanoids which he called Swamp Folks. He earned respect with them and started to build trade routes thru the swamp but sometimes experience friction with the cay-men for trading competition.

Although it was hidden some people that escape from Fort Doom reach the port and Mirko accepted them. Now Mirko only accepts refugees if they have some craft skill that he can use to make business.

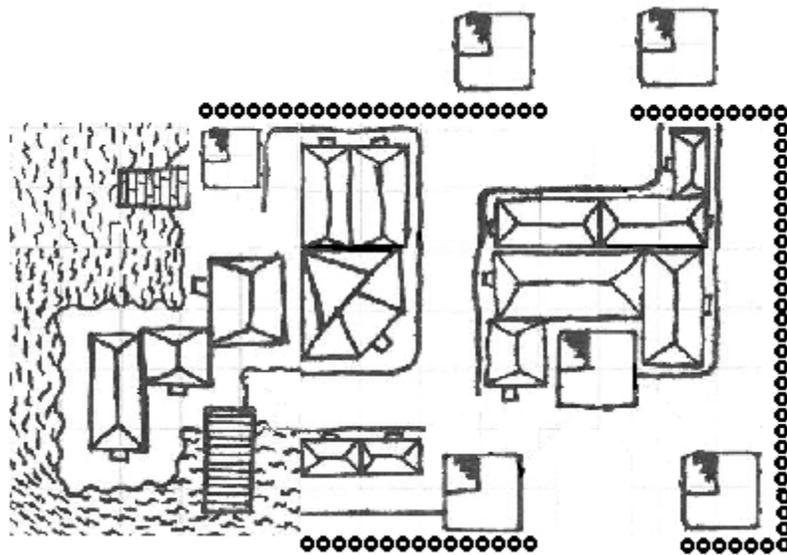
The Port

The population are farmers, fishermen, and port workers. There is a small tavern name Croc Nest Tavern (food, drinks and rooms), a leather working shop, an alchemy shop and there is a small ship builder workshop that also repairs ships.

It has a small military force just to prevent any attack that consist of 16 archer and 5 fighters that guard the port.

The port consist of 2 docks, one small normal occupied by the Flaky Pearl (Mirkos' river boat) and a bigger one for merchant ships. There are 6 watch towers that has 2 archers each.

Not many merchants know of this port neither does Duke Stefan; the Black Eagle Baron knows of its existence but for him and the Iron Ring Society is a place where stolen merchandise can be sold, so he just let it be. Commonly some Iron Ring smugglers and Minrothad Guilds pirates' trade here but no slavery is allowed; Mirko doesn't like to draw much attention.



Mirko Novalicov

Mirko was 10 years old when he escaped hidden in a ship from Fort Doom. He made his way to the Minrothad Guilds where he learn merchant skills and travelled on a pirate ship for a time. After living a while as a pirate he return to Karamaikos and founded Port Bright, a small settlement located in Blight Swamp, near the Five Shires in the Gulf of Halag.

He is a 10 level Chaotic Neutral Fighter skilled in sword (str 16, int 13, wis 9, dex 10, con 16 and cha 13) that has merchant skills. This man is opportunistic, while swamp folks look at him with respect as he normally does what brings him more money.

Mirko is aware of all swamp folk conflicts so he recently contracted an old friend from LuIn, Yasen Borzysław a good black/armor/weapon smith. He is planning to expand his commerce selling weapons and armor; something that in a future can bring conflict with Von Hendricks.

SWAMP TROLLS

“Those trolls so stubborn. I couldn’t make any deal for them. They ask me for human meat, a think I can’t give them. And maybe is for good, gator men told me not to trade with them.”

Mirko Novalicov Diary



This large hulking brute has long, thick arms and legs, both of which end in sharpened and filthy claws. Its body is covered with moss and fungus, and its hair is dark brownish-green. Large, upward-curving fangs jut from its lower jaw. Swamp trolls are aggressive predators that attack living creatures on sight (especially when hungry). When hunting a swamp troll moves quietly along, easing closer to its prey and then finally striking with its claws and bite when within range. Swamp trolls rarely fight to the death unless threatened or hungry.

Trolls are large, stocky, dark gray or brown hunched humanoids. Their flesh is slick and slimy like moss. Swamp trolls make their lairs deep in swampland and marshes away from more settled areas, but not far enough away where they cannot hunt humans if game and other food runs scarce in the swamps. Swamp trolls are 7-foot tall hunched humanoids and weigh about 400 pounds.

Swamp Troll Clan

(Pop 35 swamp trolls)

This troll clan used to live on the woods but a hunting party entered the swamp in search for food and found an old aground ship. Returned with the news Onikath the matriarch took it as a sign of the gods to build a small village for the clan. So they moved there and fortified with palisades.



They have survive by hunting whatever they can eat. Now they have develop a good taste for gator men, sometimes when they find members of the swamp patrol they kill them.

Leader Onikath, their shaman matriarch, keeps the clan together and organized. They have been attacked by swamp folks many times but they are too stubborn to leave. Vulomar also seeks to control them but she hasn't had luck. They can challenge any attack and are not afraid of having battles.

They also know they have the support of the mysterious human wicca (Bargle) that sometimes spends time with them and bring gifts. They sometimes send young warriors to enlist in the Black Eagle's army.

GRISBALDOS' GRAVE AND THE SLOUGH OF DESPAIR

"Strange place to be, for me better just move on a faster."

Mirko Novalikov Diary

Near a branch of the river is a small rise. A grove of oak trees stand on top of the rise. Near the center of the oak grove screened from outside view, rests a rotting stump. A scattering of rocks is gathered close to the stump. The stones once formed the cairn over Grisbaldos' grave.

A pale green light moves and flits through the trees of these grove in the nights. The light is the ghost of Grisbaldos. Anyone that passes or camps near the grove will provoke the ghost to appear in form of a darting, glowing balls, or as a single shaft of light raising up from the ground. The ball then slowly forms into transparent figure of a man dress in tattered, timeworn clothes. Its head lolls strangely to one side, and may be notice thick, dark ropes burn into his neck.

The ghost slowly approaches anyone, its arms outstretch, As soon as it touches someone the ghost evaporates in a cloud of light. If any cleric tries to turn the ghost, the ghost breaks apart in a cloud of swirling light. A wild, maniacal laugh echoes though the grove. Just as the laughter dies down, a freezing wind thunders through the grove. The gust is so strong it lifts leaves, sticks, and small items and flings them through the air.

Any person touched by the ghost reacts strangely to the other characters, and doesn't appear to recognize them. The touch person immediately begins asking others, "Where is Rosentos?" He will ask other people and will be very insistent about discovering the answer. That person is possessed but after an hour, the spirit of Grisbaldos depart.

Grisbaldos

He was part of a group of soldiers (send by Duke Stephan) to explore and claim the lands of the west. During the expedition Grisbaldos told the soldiers that spirits worked against the troops and that they didn't go further with the exploration. His Captain Rosentos after hearing this got angry and decide to punish and kill him. He was buried under a cairn of stones beneath the oak trees.

The Slough of Despair

This is a zone near Grisbaldos'grave that has a hemisphere of darkness. Anyone that sees the darkness hear a piercing scream that burst from the heart of the blackness. Any lawful character that hears the scream 4 hours later begin to feel guilty about deserting the voice in the swamp. They try to convince others to go back. If nothing happen 8 hours later any lawful character go back to that place.

If any character enters the darkness in the swamp, they blunder around in the dark, but they find nothing. Once the characters have entered the darkness, they no longer feel a compulsion to aid the voice. They only learn that the area is magical and not evil.

All characters that enter the darkness must make saving throws vs magic. Whether characters succeed in their saves or not has no immediate effects.

Three turns after entering the darkness, the voice speaks again. The scream erupts from the darkness every three turns.

When the character leaves this area, all those who failed saves begin to have small, nagging doubts about their own abilities. This effect can be taken away by a remove curse or commune spell.

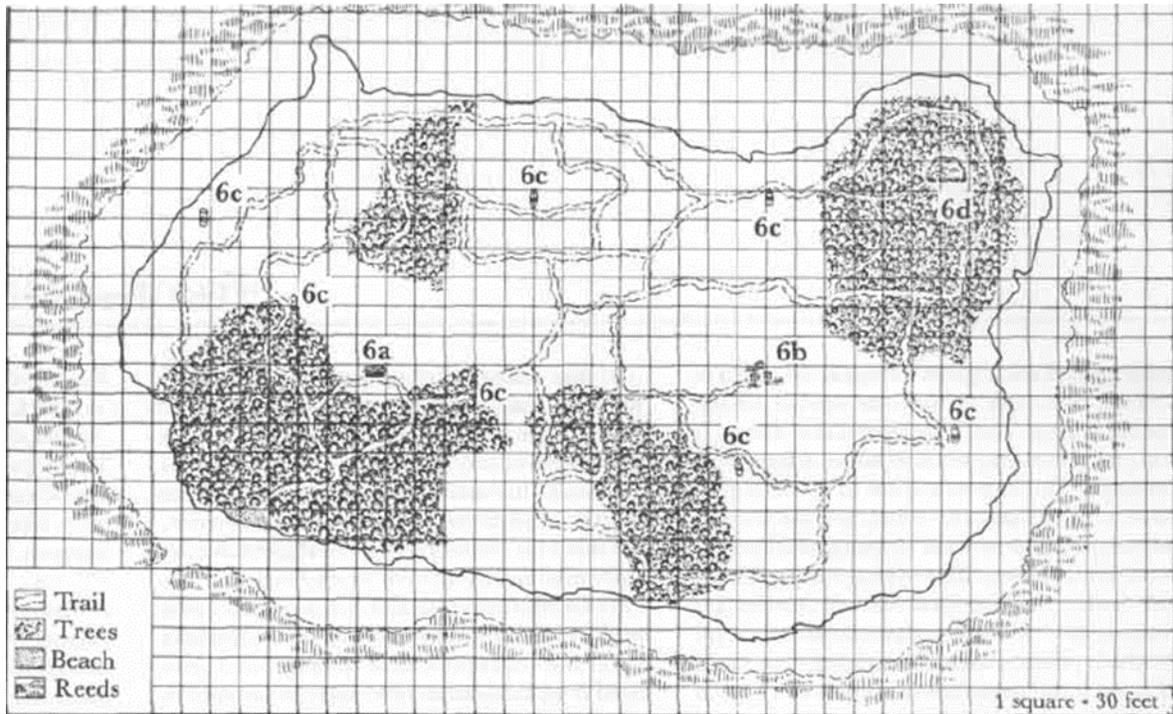
Hidden Trinklar Cave

Also in this zone there is a hidden cave that leads to the cave system that helps Trinklar move inside and outside the pyramid.

THE ISLE OF ROSENTOS

"I learn my lesson that Rosentos guy freak me out. Somehow I lost some of my crew in that isle. I don't know what he is but I don't want to know."

Mirko Novalico Diary



This island is home of the Rosentos a vampire. He sense the island like a spider sense his web. He welcomes visitor and is very kind to them but his true intentions are to feed from their blood.

Rosentos' House

6a - This small wooden cabin is divided in two rooms: the common room (guest room), and Rosentos Bedroom. The house is furnished normally, but has some odd features. There are no windows anywhere in the house. There is no fire place, fire pit, or other types of cooking arrangements. There is no food in the house and there are no mirrors.

The Slave Farm

(Pop 15 humans)

6b - A small collection of dilapidated hovels sit in this swampy hollow. Small gardens grow near the dwellings. A few people mill about the gardens. Other sit outside their homes. All seems to move lethargic, dream-like manner.

This people are victims Rosento claim from different parts. He had charm them, and can't do nothing against him. All of the slaves speaks of Rosentos with great respect.

Rosentos Coffins

6c - 7 foot-tall stone urns stand by the edge of the path. It is 5 feet of diameter and is topped by a heavy stone. The outside is smooth and featureless. Rosentos use these urns as coffins. Each night just before dawn. Rosentos enter his coffins by assuming gaseous form.

Village of Silnithiniv

(Pop. 34 Hobgoblins)

6d - This used to be a cay-men village of 12 long houses but they abandoned it. They couldn't live in this part of the swamp because there were too many undead encounter. This cay-men are now part of the Star Crafters Clan.

A clan of Hobgoblins move here with the permission of Rosentos. Their activity is to fish and guard the Isle of Rosentos. They also hunt for humans to bring them as slaves. They are rule by the elders of the clan and worship the Black winged God (Vulomar).

They lived near Vulomar cave but the gator men made them fled to the other side of the river. Where they found the Isle of Rosentos. Only 34 of the original 134 hobgoblins of the clan survive.

Rosentos the Hideous One

Rosentos in the past was a Captain that was ordered by the Duke Stephan to explore west of Luln. He took 200 foot soldiers and started their travel to the unknown. He took his soldiers to an isle and establishes a camp there. In some moment he was bitten by a vampire and slowly started to kill his man. Only few survive to tell the story of an expedition that went wrong. Now he lives in the isle and control and protect people from a Korat Village to use them as food.

He is dress in crude, obviously homemade clothing, but he appears to be in good health. He looks to be about 35 years old. He is lean and rangy, and he has a battered, weather-beaten face that makes him rather ugly, but not unpleasant.

He acts like he is genuinely happy to see someone from civilized lands with whom he can talk and deal intellectually. He is courteous and friendly to all visitors, and he invite them to his house. He explains he is son of Rosentos, the original explorer of the isle. He explains he has live in the isle all his life, unable to leave because of the hazards the swamp holds for a single man. He claims his father educate him before he died. Secretly he will try to gaze visitors to make them slaves.

Rosentos has 47 hit points, armor class 2, uses a sword in combat or by touch (D 1d10), moves at 120'(40'), fly at 180'(60'). He gaze charms normally transform into dire wolf, bat or gaseous form and can summon rats, bats, giant rats or giant bats. He regenerates 3 hp per round and if he touches a person and he fails save he is double energy drained.

He has been having problems with Trinklar both claim that part of the swamp for themselves. There have been several undead battles between them. They are constantly taking control of each other lesser undead.

KORAT VILLAGE

(Pop 38 Humans)

This is a collection of six small huts that stand in the center of a small lake of open water. Saplings used as stilts raise the huts above water level. Platforms of woven branches support the crude, reed huts. The sapling poles arch over the form of the huts roof poles. Several half-rotted canoes tied to the slit bob slowly in the water.

Chief Korat (AC 9; F 6; HP 32 uses javelins as weapon) rules the village but he is under control of Rosentos. Their main activity is fishing. The villagers have little contact with the outer world. They are primitive in many ways thou they are traladaran. They have contact with Mirko and sometimes boats going to Riverfork Keep stop to buy fish. Rosentos protect them because they are his main meal. They are known to kidnap lonely wanderers or small groups of humans to give them to Rosentos as slaves.

GORICA THE BURNED TOWN

The veterans of the Harrowing found a small town with a palisade on a strategic overlook of the Achelos River... near the Gargoyle Bridge. The new town, Gorica, is burned to the ground and the populace slaughtered. After a frustrating war fighting an unseen enemy, the Thyatian Tribune Marcus Polika brokered a cease-fire with a promise for humans to never again build on the river. This was known as the Blood River War. The town is nothing more than moldering ruins that are haven for foul undead. Not all the buildings have collapsed. Some floors are solid and can safely support persons. Junk is scattered throughout the buildings that remind standing. A group of 15 Ghouls inhabit this ruins.



IRON RING CAMP

(Pop 15 Iron Ring Slavers humans and humanoids)



This small wooden fortify camp that is use by the Iron Ring Society to spy movement on the Achelos River and if they can kidnap and steal anything they'll do it. Sometimes they have help or help lizard men that normally patrols this zones.

The slavers rotate in camp each week. All members here are full armed with normal sword, leather armor, shield and short bows. There is a small storage room where they keep extra food, weapons and equipment and there are some cages where slaves are put.

BRANEK KOROLENKO SHIP WRECK

In the year 996 AC a damaged pirate ship ended up crashing and sinking on a rocky cliff in the Gulf of Halag. When trying to escape from group of ships that were in their hunt, already damaged the ship succumbed and finished its trip there. This ship was full of gems, jewels and gold. Since then many adventurers have tried to recover this treasure but haven't been successful. It is said that near a sphinx lives, which destroys and eats everything or anyone that approach the zone. The ship was of the known pirate Branek Korolenko.

Captain Branek Korolenko

Branek was a traladaran slave gladiator that fought in the Coliseum of Thyatis. After winning some battles he escape with a group of gladiator, stole a ship and went to hide to Minrothad Guilds. From there he took the decision to attack ships that were of Thyatian nationality. Quickly he made bad reputation among the merchants of the zone. He expanded his area of operations to Thyatis, Karameikos, Five Shires and Darokin.

It is said that a combine group of ships of Thyatis and Karameikos went in search for him. Finally the ship sunk and the captain and all pirates died. It is known that the last victim of Korolenkos 'ship was a wealthy Darokinian merchant that was transporting a large treasure.



TSENNAKHEB THE SPHINX



Tsennakheb is a veteran guard that lived in Serraine the Flying City. After living most of his life as guard he got bored and decided to adventure by his own. His adventure places went from Darokin to Karamaikos. Finally after picking up treasures he decided it was time to rest and have peace. He found a rocky reef in the Gulf of Halag with a cave big enough to live and protect his treasures. Now he just protects his territory, he attacks ships that come too close and adventurers seeking treasures.

He is a 1 level sphinx (13 HD) that attacks 3 times per round (3d6/3d6/2d20). Has natural AC of 0 and can roar in a radius of 13"/65"/130" doing 6D6 of damage. He can fly, speak with animals and has special bonuses (+4) against first and second level spells.

HYDRA NEST

This creature has adapted very well to the swamp. It has 10 crocodile heads that use to lure preys near his lair. He analyzes and chooses the weaker prey. If more than 6 heads strike the prey they hold him and begin dragging him to the river at a rate of 5 feet per round. The other 4 heads prevent the other persons from rescuing the prey. Three rounds after gripping his prey, the hydra drags its victim underwater. The prey must make a save vs dragon breath or drown.

Hydra: AC 5; HD 10; HP 61; MV 120'(40'); AT 10; D 1-10 each head; Save F10.

OTHER NOTES

Undead found in the zone

Skeleton, zombie, ghoul, wight, wraith, spectre and ghost.

Other creatures known in the zone

Giant amoeba, bat, black pudding, giant crab, crocodile, devil swine, elk, blackspore fungus, leron fungus, shaman fungus, shrieker fungus, black hag, kopru, insect swarm, giant leech, ochre jelly, purple moss, roper, giant serpentweed, swan, giant water termite, giant toad, vampire rose and whipweed.

APPENDIX 1

Swamp Folks as Player Characters

If you want to play with any reptilian race here is a table. I try to match up HD with humanoid describe at Orcs of Thar. Use Gaz 10 Orcs of Thar for developing better your character.

Experiiece		Frog Folk		Cay-Men		Chameleon Men		Troglodyte		Lizard Men		Gator Men	
Title	Level	XP	HD	XD	HD	XD	HD	XD	HD	XD	HD	XD	HD
Whelp												-35200	4d8
Youngster												-26400	5d8
Teenager				-1000	d8	-1200	d8	-1200	d8	-2000	d8+1	-17600	6d8
Tribeman	0		d8	0	2d8	0	2d8	0	2d8	0	2d8+2	0	7d8
Scout	1	900	2d8	1000	3d8	1200	3d8	1200	3d8	2000	3d8+2	32200	8d8
Marauder	2	1800	3d8	3000	4d8	3750	4d8	3750	4d8	4500	4d8+3	105600	9d9
Raider	3	3600		7000		8000		8000		9500		246400	
Plunderer	4	7200	4d8	15000	5d8	17000	5d8	17000	5d8	19500	5d8+4	528000	10d8
Ravager	5	15000	5d8	31000	6d8	35000	6d8	35000	6d8	41000	6d8+5	828000	11d8
Destructor	6	30000	6d8	63000	7d8	70000	7d8	70000	7d8	87000	7d8+5	1128000	12d8
Devastator	7	60000		129000		150000		150000		180000		1428000	
Conqueror	8	120000	7d8	259000	8d8	320000	8d8	320000	8d8	370000	8d8+6	1738000	13d8
Conqueror	9	240000	2HP	519000	2HP	680000	2HP	680000	2HP	750000	2HP	2028000	2HP
Level +1		130000 XP			300000 XP								

Note Chameleon Man gain vanish ability

Note Troglodyte gain chamaleonic ability.

Spell Casters

Spell Caster Extra Experience Table	
Spell Casting	Extra Experience
Level 1	1000
Level 2	2000
Level 3	4000
Level 4	8000
Level 5	16000
Level 6	32000
Level 7	64000
Level 8	128000
Level 9	256000

200000 XP more for each subsequent level

RESEARCH SOURCES

Books

- Dungeons & Dragons Rules Cyclopedia.
- GAZ 1 The Grand Duchy of Karameikos.
- GAZ 10 The Orcs of Thar.
- The Hollow World Campaign Set
- AD&D Karameikos Kingdom of Adventure.
- AC 2 Combat Shield and Mini-adventure.
- AC 9 Creature Catalogue.
- PC 2 Top Ballista.
- Threshold The Mystaran Magazine #1.
- Dragon Magazine.

Web Pages

Vaults of Pandius (<http://pandius.com>)

The Piazza (<http://www.thepiazza.org.uk/bb/index.php>)

Armchair Gamer (<http://armchairgamer.blogspot.mx/search/label/Setting%3A%20mystara>)

Eye of Traldar Obsidian Portal (<https://eyesoftraldar.obsidianportal.com/>)

Gazeteer Karameikos (<https://sites.google.com/site/gazetteerkarameikos/home>)

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Cyclopedia Mystara (<http://wiki.mystara.net/>)

Reptilian Names (<http://fantasynamgenerators.com/>)

Articles

- Lords of Cruth Lowlands by Agathokles.
- Thoughts and expansion on the History of Karameikos article by Francesco Defferrari.
- Chronology of Luln & Western Karameikos by Robert Ligon.
- The Fishing Village of Silnithiniv by Sean Meaney.

Mapping Webpages

<http://davesmapper.com/>

<http://inkwellideas.com/free-tools/random-city-map-generator/>

DISCLAIMER

My intention doing this material was to gather information to fill up one of those territories which didn't have much official information, the Blight Swamp in Karameikos. I tried to research and to add some salt and pepper on it. While I gathered information from different sources I tried to respect those ideas but finally had to merge them so it all made sense.

Karameikos, Mystara and Hollow World information is owned by Wizards of the Coast. I just gathered information from official research and work done freely on the Internet. I don't claim to be the author of this information, I'm just making a compilation and maybe adding some information. I don't intend to sell this information, if for free usage in Mystara campaigns.

Also the illustration and pictures use here are just for giving support to what is written. I didn't made none of those drawings or illustration. They all have author or were copy from internet. But as I told before this is not done to obtain profit.

This is intended to be situated around 1000 AC. I hope you all enjoy the compilation and feel free to send me any comments on it. My e-mail irvinggalvez@gmail.com

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