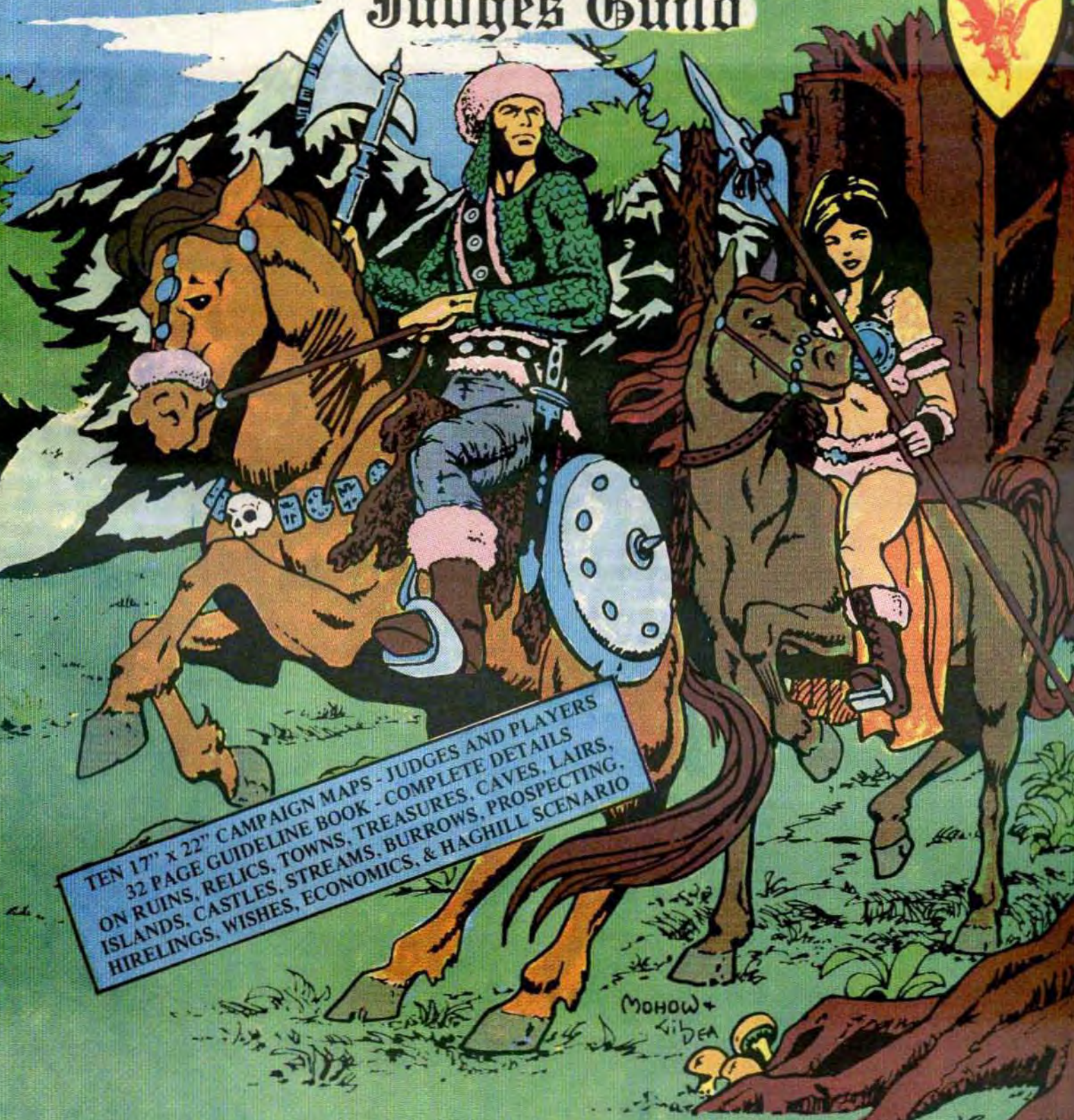


# WILDERLANDS OF HIGH FANTASY

## Judges Guild



TEN 17" x 22" CAMPAIGN MAPS - JUDGES AND PLAYERS  
32 PAGE GUIDELINE BOOK - COMPLETE DETAILS  
ON RUINS, RELICS, TOWNS, TREASURES, CAVES, LAIRS,  
ISLANDS, CASTLES, STREAMS, BURROWS, PROSPECTING,  
HIRELINGS, WISHES, ECONOMICS, & HAGHILL SCENARIO

## ISSUES N and O GUIDELINE BOOKLET

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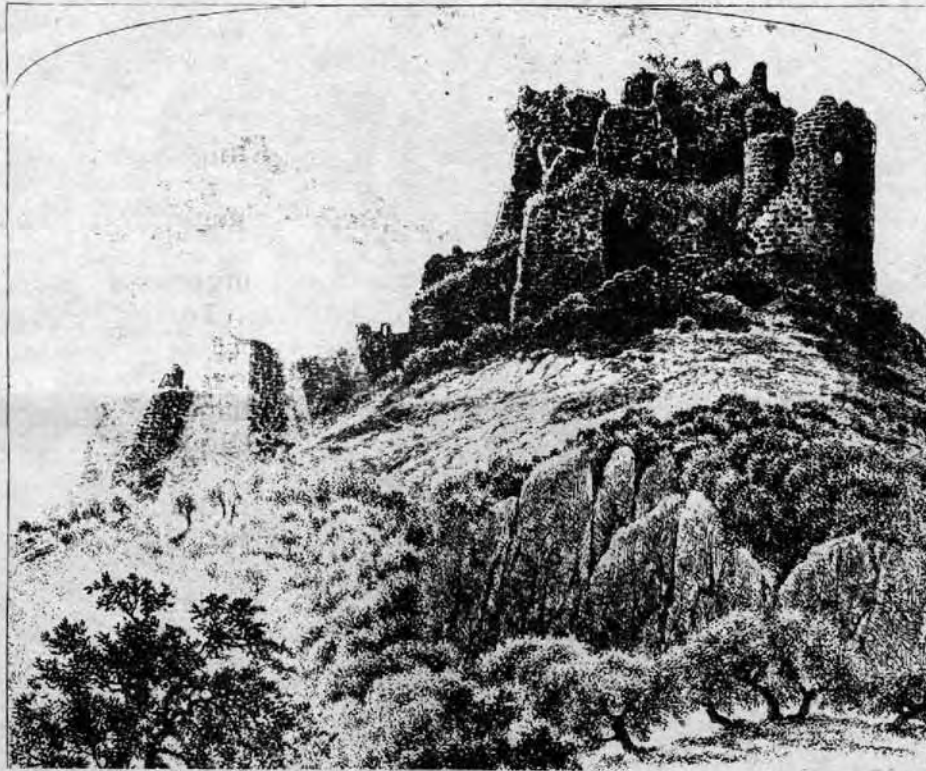
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**RAVAGED RUINS** ROLL CLASS, CONDITION, COVERING (if applicable), STATE, KEEPER, & SUB-TABLES

CLASS	CONDITION	COVERING	STATE	KEEPER
1 Ruins	1 Partially Covered	1 Sand	1 Crumbled & Decayed	1 Mechanical
2 Relics	2 Fully Covered	2 Ashes	2 Disfigured & Defaced	2 Giant Types
3 Remains	3 Above Ground	3 Cinders	3 Wormeaten	3 Dragon-Class
4 Vestiges	4 Rocky Slope	4 Earth	4 Crystallized & Petrified	4 Undead-Types
5 Remnants	5 Inside Cavern	5 Thicket	5 Corroded & Eroded	5 Lycanthropes
6 Refuse	6 In Crevice	6 Mold	6 Collapsed & Tumbled	6 True-Giants
7 Wrecks	7 Beneath Overhang	7 Slime	7 Mouldy & Contaminated	7 Animals
8 Skeletons	8 Large Crater	8 Rocks	8 Dangerous Operational	8 Insects
9 Antiques	9 Partially Sunken	9 Webs & Dust	9 Partially Operational	9 Trap
10 Artifacts	10 Charred & Burnt	10 Vines	10 Fully Operational	10 None

RUINS	MANOR	VILLAGE	CITY	CITADEL	CASTLE	TEMPLE
1 Manor	1 Hut	1 2-12 Huts	1 7-42 H.&Cit.	1 Tower	1 Keep & Pallis.	1 Altar
2 Village	2 Hoval	2 4-24 Hovals	2 8-48 Houses	2 Tower&O. Wall	2 #1 & Moat	2 Shrine
3 City	3 Hall	3 6-36 Cottages	3 9-54 H.&Wall	3 Great Keep	3 #2 & Walls	3 Sanctuary
4 Citadel	4 Villa	4 #3 & Ditch	4 #3 & 1-4 Cit.	4 Keep & 4 Tow.	4 #3 & Manor	4 Oracle
5 Castle	5 Cottage	5 #3 & Pallis.	5 20-120 Houses	5 #4 & O. Wall	5 #4 & 4 Towers	5 Pantheon
6 Temple	6 Palace	6 #5 & Moat	6 #5 & 1-4 Temp.	6 #5 & Moat	6 #6 & O. Wall	6 Monastery

RELICS	TOOLS	MACHINES	TOMBS	ARMOR	WEAPONS	CONTAINERS
1 Tools	1 Ladder	1 Loom	1 Grave	1 Breastplate	1 Dagger	1 Barrels
2 Machines	2 Plow	2 Grinding Whl.	2 Sepulcher	2 Greaves	2 Scimitar	2 Urns
3 Tombs	3 Pick	3 Clock	3 Mausoleum	3 Gauntlets	3 Hand Axe	3 Trunks
4 Armor	4 Hoe	4 Balance	4 Catacombs	4 Helmet	4 Spear	4 Jars
5 Weapons	5 Anvil	5 Potter Wheel	5 Vault	5 Chainmail	5 Trident	5 Bottles
6 Containers	6 Axe	6 Press	6 Crypt	6 Shield	6 Battleaxe	6 Boxes

REMAINS	UTENSILS	APPAREL	HARNES	TOYS	OPTICS	TOMES
1 Utensils	1 Eating	1 Hauberk	1 Swimmer	1 Doll	1 Monocle	1 Lexicon
2 Apparel	2 Digging	2 Boots	2 Flyer	2 Vehicle	2 Spectacles	2 Scroll
3 Harness	3 Writing	3 Cloak	3 Giant-Animal	3 Weapon	3 Spyglass	3 Manual
4 Toys	4 Navigating	4 Tunic	4 Small-Animal	4 Tool	4 Mirror	4 Tablet
5 Optics	5 Measuring	5 Mask	5 Man-Size	5 Game	5 Colored Pane	5 Book
6 Tome	6 Musical	6 Breeches	6 Colossal	6 House	6 Periscope	6 Codex

VESTIGES	PYRAMID	MOUND	FOUNTAIN	TOTEM	SEWERS	MONOLITH
1 Pyramid	1 Burial Tomb	1 Sacrificial	1 Giant	1 Mammal	1 1'Sq. & Open	1 Column
2 Mound	2 Temple	2 Burial	2 Statued	2 Human	2 2'Sq. & Open	2 Hewn Statue
3 Fountain	3 Observatory	3 Treasure	3 Minature	3 God	3 Closed & 1'Sq.	3 Minaret
4 Totem	4 Palace	4 Lair	4 Geometric	4 Monster	4 Closed & 2'Sq.	4 Obelisk
5 Sewers	66% have stepped	5 Sacred	5 Wish	5 Bird	5 Closed & 4'Sq.	5 Effigy
6 Monolith	sides, rest are flat	6 Polymorphed	6 Spray	6 Snake	6 Closed & 8'Sq.	6 Monument

REMNANTS	ROAD	TOMBSTONE	SIGNPOST	CHANNEL	MASONARY	BRIDGE
1 Road	1 Track	1 Plaque	1 Guide	1 Tunnel	1 Mud Bricks	1 Rope
2 Tombstone	2 Trail	2 Cairn	2 Omen	2 Pipe	2 Stone Bricks	2 Wood
3 Signpost	3 Gravel	3 Staff	3 Trade	3 Well	3 Marble Blocks	3 Stone
4 Channel	4 Roman Paved	4 Beacon	4 Warning	4 Passage	4 Plaster	4 Earth
5 Masonary	5 Asphalt	5 Pyre	5 Emblem	5 Canal	5 Wattle	5 Natural
6 Bridge	6 Concrete	6 Stone Pile	6 Boundary	6 Aqueduct	6 Stone Blocks	6 Brick
7 Wall						
8 Edifice						
9 Works	EDIFICE	WORKS	STRUCTURE	WALL		
10 Structure	1 Carved Cliff	1 Arsenal	1 Stairway	1 Stockage		
	2 Sculptured Mound	2 Granary	2 Ramp	2 Barricade		
	3 Colossal Statue	3 Paved Plaza	3 Shaft	3 Fence		
	4 Palace	4 Viaduct	4 Spire	4 Rampart		
	5 Mill	5 Reservoir	5 Roof	5 Dike		
	6 Calendar Stone	6 Cistern	6 Tunnel	6 Partition		

REFUSE	OFFAL	SEWAGE	PARTS	DISCARDS	FOOD	FUEL
1 Offal	1 Viscera	1 Soap	1 Buckle	1 Leather Scraps	1 Fat	1 Wood
2 Sewage	2 Bones	2 Body Wastes	2 Lacing	2 Papyrus Scraps	2 Fruit	2 Coal
3 Parts	3 Gore	3 Oils	3 Crossbar	3 Handle	3 Seeds	3 Peat
4 Discards	4 Grizzle	4 Slop	4 Pommels	4 Shield Boss	4 Vegetables	4 Dung
5 Food	5 Fat	5 Chemicals	5 Arrowhead	5 Pole	5 Minerals	5 Petroleum
6 Fuel	6 Talons	6 Lint	6 Spike	6 Linen Scraps	6 Meat	6 Wax

WRECKS	SEA VEHICLE	LAND VEHICLE	AIR VEHICLE	WAR ENGINE	SUBMARINE	SUBTERRANEAN
1 Sea Vehicle	1 Raft	1 Sledge	1 Balloon	1 Onager	1 Dolphin Sled	1 Mole Sled
2 Land Vehic.	2 Canoe	2 Wagon	2 Wings	2 Screw	2 Sea-Horse Car.	2 Rock Borer
3 Air Vehicle	3 Pig Bladder	3 Litter	3 Hang-Glider	3 Ram	3 G. Turtle Hou.	3 Mine Cart
4 War Engine	4 Longboat	4 Carriage	4 Unusual*	4 Tower	4 Diving Bell	4 Earth Borer
5 Submarine	5 Merchant Sh.	5 Wain	5 Parachute	5 Springal	5 Pocket	5 Worm Saddle
6 Subterranean	6 Man O' War	6 Chariot	6 Roc Carriage	6 Trebuchet	6 Nuclear	6 Rat Chariot

SKELETONS	*UNUSUAL AIR
1 Small	1 Prop. Driven
2 Man-Size	2 Jet
3 Giant	3 Re-entry Cap.
4 Unusual	4 Space Craft
5 Skulls	5 Helicopter
6 Colossal	6 Anti-Grav.

SMALL	MAN-SIZE	GIANT	UNUSUAL	SKULLS	COLOSSAL
1 Miniscule	1 Man	1 Ogre	1 Cubic	1 Miniscule	1 Humanoid
2	2 Elven	2 Hobgoblin	2 Crystalline	2 Man-Size	2 Avian
3 Dwarven	3 Orc	3 True Giant	3 Multi-Limbed	3 Giant	3 Reptilian
4 Pixie	4 Troll	4 Dinosaur	4 Multi-Headed	4 Colossal	4 Ursoid
5 Gnome	5 Lizard Men	5 Sea Monster	5 Winged	5 Multi-Horned	5 Amphibian
6 Kobolds	6 Snake	6 Whale	6 Armor-Plated	6 Multi-Sockets	6 Crustacean

ANTIQUES	STATUES	FURNITURE	ENGRAVINGS	IDOLS	FITTINGS	HANDICRAFTS
1 Statues	1 Miniature	1 Throne	1 Battle Scene	1 Stone	1 Faucet	1 Basket
2 Furniture	2 Half Size	2 Chest	2 Coronation	2 Plaster	2 Lamp	2 Vase
3 Engravings	3 Life Size	3 Giantsize	3 Punishment	3 Metal	3 Bell	3 Miniature Painting
4 Idols	4 Giant Size	4 Miniature	4 Religious	4 Wooden	4 Fresco	4 Abacas
5 Fittings	5 Abstract	5 Stone Seat	5 Romantic	Height: 1-20"	5 Hinges	5 Ship's Figurehead
6 Handicraft	6 Magic (JG, L24)	6 Stone Table	6 Curse		6 Knocker	6 Bust

ARTIFACTS	WEAPONS	ENTERTAINMENT	OFFENSIVE DEVICE	PROTECTIVE DEVICE	INFORMATIVE DEV	LEADERSHIP DEVICE
1 Weapon	1 Sword	1 Antimated	1 Hand	1 Machine	1 Stone	1 Ring
2 Entertainment	2 Dagger	2 Musical	2 Vase	2 Staff	2 Flask	2 Gem
3 Protective Device	3 Hammer	3 Dancing	3 Eye	3 Vial	3 Orb	3 Throne
4 Offensive Device	4 Club	4 Serving	4 Box	4 Garment	4 Diadem	4 Rod
5 Informative Device	5 Battleaxe	5 Intensifying	5 Horn	5 Talisman	5 Crystal Ball	5 Sword
6 Leadership Device	6 Javelin	6 Dreaming	6 Vat	6 Armor	6 Necklace	6 Sceptres



A Balrog discovers an intruder in his mountain lair

## CAVES & LAIRS

### 'IN LAIR' & OUTDOOR ENCOUNTERS

Upon rolling an encounter, one checks to see if the chance that the encountered monster has been found in his lair (roll PROB chance listed as 'in lair', in the monster statistics). If not, monster encountered may fight or flee dependant upon his intelligence, alignment and the party's size (unless monster was surprised). If 'in lair', assume that the monster(s) have been found just outside the lair if surprised, otherwise, lair entrance, only, has been found (adventurers must look further to ascertain what & where it is).

### Short Definitions of Cave Types

Limestone cave is an all encompassing term for common water eroded underground tunnels; this erosion is accomplished by a chemical action and running water (caves act as a sort of drainage system to a varying extent, so that some areas are almost devoid of groundwater regardless of the amount of rainfall). Also included in this type are cavernous areas once below sea level.

Talus cave is a cavity formed by the settling and erosion of the Talus (large rock pile) common to rough terrain and areas of post-glacial activity.

Sea cave is one formed by the wave action of the sea or ocean (including those long receded and/or where the land has uplifted).

Lava tubes are formed by the lava skimming over the still flowing magma, leaving a roofed cavity which is drained after the flow stops; more lava may flow over (& occasionally through) to effectively deepen the tunnel's position.

Geothermal caves are formed by steam and water pressure. Their temperature range can vary from surface temperature to a very hot 175° in a hundred feet. Incidentally, most other caves average about 50° and are affected to lesser degree by the prevailing climate.

Stream cut caves occur after a stream or river is blocked by such an obstacle as an avalanche. Either the obstacle or a surrounding feature is cut thru by the water.

Fold & Fault caves are formed by earth movements opening a cavity which may be further enlarged by water erosion acting upon an erodable layer.

Ice caves are found under glaciers, formed by their movement and melting.

Abandoned Mine Shaft, not a cave, but for the purpose of this guideline is assumed to be built by small to large humanoid creatures where typically the lode has been exhausted. Fireballs cast herein might cause a large area 60-360' to cave in with a PROB equal to hit points of damage caused by the projectile (in other caves, only half such a chance would cause a cave-in).

### GENERAL GROUPINGS OF MONSTER TYPES

Find the grouping that most closely fits the monster type encountered and roll 1 six sided die to determine their lair.

TROGLOBITES	BURROWERS	MIGRATORY	UNDERWATER	AIRBORNE	ANIMALS
1 Dungeon	Dungeon	Cave	Cave	Cave	Hollow tree*
2 Dungeon	Burrows	Cave	Cave	Cave	Rock pile*
3 Cave	Burrows	Camp	Cave	Ledge	Burrow
4 Cave	Burrows	Camp	Shipwreck	Crevice	Burrow
5 Cave	Cave	Camp	Dwellings	Crevice	Cave
6 Cave	Cave	Dwellings	Dwellings	Castle in clouds	Cave

\*some animals do not possess a lair and if they have treasure, will hide it here

## CAVES

Roll first for type of cave encountered and then type entrance found. Then roll for features as the players pass through. Every turn (or 120' if players are plate armored) roll a six sided die also, upon rolling a '6' players have found the original monster encountered (assuming that they found the lair entrance only and ventured in). As an example, a '13' rolled in mountainous terrain indicates a Lava Tube, whereupon another '13' indicates an arched entrance 2-12' in diameter; entering and rolling a '1' indicates a tunnel 60' long which veers to the right 60° (rolls a '6'), passing thru this tunnel, a '10' is rolled, indicating another 60' of tunnel, which continues straight forward (rolled a '4'), at this point the monster check of '5' indicates that the originally encountered monster has not been found; rolling a '14' indicates a cavernous room 30' high and 36' square, etc.

If both dimensions (height & width) are 1', the passage is impassable to most normal size creatures; if one dimension is 1', a character must remove pack and armor before he can crawl through (at thirty feet per turn).

Note that dimensions should be considered as 'at greatest point' and greatly simplified; due to the irregular and slanting faces, only two men per ten feet of width may walk or fight abreast. It may be important to record hex location and type of cave encountered for future reference. Many caves (especially lava tubes) in arctic conditions (plus a few in temperate climes PROB 15%) are floored with ice year-round; PROB of falling down while moving or melleeing is based on armor type- Plate 48%, Chain 32%, Leather 24% and None 18% (adjust for dexterity- halve chance for HI DEX of 13-18 and double chance for LO DEX of 3-8). Abbreviations: L- length, H- height, W- width, Sq- square, DIA- diameter, DP- deep, PROB- probability chance of occurrence.

### TYPE OF CAVE ENCOUNTERED

Result:	Terrain of Hex:						
	Mountainous	Hilly	Swamp	Jungle	Clear/Steppe	Sea Coast	Desert
Limestone Cave	1-3	1-7	1-10	1-12	1-9	1-4	1-7
Talus Cave	4-8	8-10	11-13	13	10-14	5-7	8-11
Sea Cave	9-10	11-12	14-15	14	-	8-13	12-14
Lava Tube	11-14	13-14	-	-	-	-	-
Geothermal	15	15	16	15	15	14	15
Stream Cut	16	16-17	17-18	16	16-17	15-17	16-18
Fold Cave	17	18	-	17	-	18	19
Ice Cave	18	-	-	-	-	-	-
Abandoned Mine	19-20	19-20	19-20	18-20	18-20	19-20	20

### TYPE OF CAVE ENTRANCE

Cave Type:	Entrance Type:					Breakdown of Rock
	Sinkhole*	Pothole	Pit*	Arch		
Limestone Cave	1-5 100-400'DIA 30-180'DP	6-12 2-12'DIA	13-15 10-60'DIA 10-80'DP	16-18 6-36'W 6-36'H	19-20 1-8'W 1-8'H	
Talus Cave	-	-	-	-	1-20 1-8'H 1-8'H	
Sea Cave	-	-	-	1-17 10-80'W 10-80'H	18-20 5-30'W 5-30'H	
Lava Tube	-	1-8 2-12'DIA	9-10 3-18'DIA	11-13 2-12' DIA	14-20 2-8'W 2-8'H	
Geothermal Cave	-	1-6 2-12'DIA	7-14 3-18'DIA	15-18 3-8'W 3-8'H	19-20 1-6'W 1-6'H	
Stream Cut Cave	-	-	-	1-20 20-200'W 20-80'H	-	
Fold Cave	-	1-3 3-18'DIA	4-5 10-80'DIA 10-80'DP	6-11 6-36'W 6-36'H	12-20 1-8'W 1-8'H	
Ice Cave	-	-	-	1-20 20-80'W 20-80'H	-	
Abandoned Mine	-	1-6 3-8'Sq	7-9 3-8'Sq	10-16 3-8'Sq	17-20 1-4'W 1-4'H	

\*Vertical descent requiring finding safe path or existing method (such as ladder or rope) PROB20% per turn of search.

Optional: in mountainous and hilly terrain, flying creatures may find refuge in an exposed arched entrance on a cliff face.



CAVE FEATURES ENCOUNTER TABLE (20 Sided)	Sixty Feet of Continuing Tunnel*	Cavern	Vault	Pit**	Sixty Feet of Underground Stream***	Sixty Feet of Underground River***	Underground Lake***	Cross Another Tunnel+	Tunnel Ends++
Limestone Cave	1-9 1-20'H 1-20'W	10-11 10-40'W 10-60'L 7-12'H	12 10-200'W 10-1000'L 10-80'H	13 1-12'DIA 10-40'DP PROB15%	14 2-20'W PROB70%	15 6-36'W PROB50%	16 20-200'W 30-300'L PROB30%	17-19 PROB20% of Branch instead	20
Talus Cave	1-15 1-6'H 1-6'W	16 10-30'W 10-60'L 7-12'H	-	17	18 2-20'W PROB80%	-	-	19 PROB60% of Branch instead	18-20
Sea Cave	1-3 5-30'W 10-40'H	4-7 10-40'W 10-60'L 10-40'H	8-12 20-80'W 60-240'L 30-80'H	13 1-10'DIA 10-30'DP PROB5%	14 10-40'W PROB60%	15 30-80'W PROB40%	16 20-200'W 30-300'L PROB20%	17 PROB30% of Branch instead	18-20
Lava Tube	1-10 2-12'DIA	11-14 6-36'W 20-80'L 5-20'H	-	15 1-12'DIA 10-60'DP PROB10%	16 2-16'W PROB60%	17 10-40'W PROB30%	-	18-19 PROB70% of Branch instead	20
Geothermal Cave	1-8 2-8'DIA	9-10 5-20'DIA 10-40'L	-	11 1-4'DIA 10-30'DP PROB10%	12 2-7'DIA PROB60%	13 10-30'W PROB30%	14 40-160'L 30-120'W PROB20%	15 PROB80% of Branch instead	16-20
Stream-Cut Cave	1-14 20-200'W 30-80'H	-	-	-	-	-	15-16 40-400'L 30-300'W PROB40%	-	17-20 +++
Fold Cave	1-10 6-36'W 5-30'H	11 10-40'W 10-60'L 5-20'H	12 10-100'W 20-200'L 10-60'H	13 2-8'DIA PROB5%	14-15 5-30'W PROB60%	16-17 10-60'W PROB40%	18 30-300'W 40-400'L PROB30%	19 PROB40% of Branch instead	20
Ice Cave	1-4 10-60'W 20-50'H	5-7 30-80'W 30-120'L 20-70'H	8-10 30-120'W 30-180'L 30-80'H	-	11-13 10-60'W PROB40%	14-16 20-120'W PROB30%	17 40-400'W 50-500'L PROB20%	18 PROB70% of Branch instead	19-20
Abandoned Mine	1-9 3-8'Sq	10 10-40'Sq 3-8'H	-	11 3-8'Sq 10-40'DP PROB10%	12 3-8'W PROB20%	-	13 20-120'Sq 3-18'H PROB30%	14-17 PROB60% of Branch instead	18-20

\*Roll 6-sided die to determine whether tunnels veers- 1 veer left 60°, 2 veer left 30°, 3&4 straight forward, 5 veer right 30°, 6 veer right 60°.

\*\*PROB shown is chance of pit leading to an additional entrance; 1 chance in 6 per 10' fallen of damage (1 dice per 10'), percentage chance of falling in pit is same as 30% minus dexterity rating.

\*\*\*PROB shown is chance of finding a dry route, players attempt to swim the 50° (or colder) water must save against hypothermia i.e. roll the same as their CON or lower, failing this causes death in 2-12 hours unless dry clothing and/or heat source is found.

+PROB shown is chance that a branch tunnel joins tunnel instead of four-waying, roll random direction for new tunnel which may be explored using above table.

++Tunnel ends or cavern, vault or lake has no exit besides players' original entrance; stream/river disappears into slot. Tunnel end can be caused by impassable thicket of surface plant roots, esp. in tropical areas, 1-100" thick lava seal in lava tubes or siphon i.e. cave roof descends temporarily to water level.

+++Tunnel ending at this point assumes cut through obstacle completed (or optionally, river disappears underground into limestone cave type).

#### DUNGEONS

Upon finding a dungeon entrance, roll an eight-sided dice to determine the type of dungeon (and again each time that the players go down a level). Passage dimensions are shown by each dungeon type, in addition to the dice type that is used with the Dungeon Feature roll which is used similarly to the Cave Features roll (see Solitaire Dungeon Adventures by Gary Gygax, SR Vol I #1, for another method).

DUNGEON TYPE (eight sided die)	Type	Passage Size	Dice Type for Feature Roll	DUNGEON FEATURE ROLL
1 Giant Size	21-30'H, 11-20'W, 90'L	Ten	1 Room (3x as large as passage dimensions)	
2 Dwarven	5-20'H, 5-20'W, 60'L	Ten	2 Stairs down	
3 Orcish	7-12'H, 5-20'W, 60'L	Twelve	3 Continuing passage	
4 Gnomish	5-10'H, 3-8'W, 30'L	Six	4 Continuing passage	
5 Catacombs	7-12'H, 3-8'W, 30'L	Eight	5 Fourway Intersection with another passage	
6 Mine (see caves guidelines)			6 Passage ends (may check for secret passage)	
7 Cave (see caves guidelines)			7 Room (4x as large as passage dimensions)	
8 Worked Cave (reinforced & enlarged)			8 Branch (50% PROB of left or right)	
			9 Passage turns corner (50% PROB of left or right)	
			10 Chamber (5x as large as passage dimensions)	
			11 Continuing Passage	
			12 Continuing Passage	

## BURROWS

Choose from following table for burrow appropriate to monster encountered, or roll and consider previous owner to have abandoned same. Eight sided die:

- 1 Giant Anthill, 2-8'DIA rough passages, 20%PROB of room every 20' (5-20'Sq)
- 2 Giant Hive, numerous cells 2-8'DIA
- 3 Tunnel Hive, entrance is central pit 3-8'W, 7-12'DP, 3-8 tunnels from central pit 11-20'L
- 4 Worm Tunnels, 7-12'DIA tunnels, 20%PROB of crossing another tunnel every 120'
- 5 Glow worm cave (as limestone cave) with phosphorescent glow-worms
- 6 Weasel Burrows, 2-5'DIA tunnels 10-30'L to room 5-20'Sq
- 7 Badger Burrows, 3-8'DIA tunnels 30-80'L to room 10-30'Sq
- 8 Civilized Burrows (as in Hobbit Smials) 6'H passages, 2-5'W; 2-7 rooms 5-20'Sq, 6'H



## DWELLINGS

In many cases buildings will have been abandoned by original owners. Roll four sided die:

- 1 Manor House 2-20 rooms, 500-5000SqFt, 40%PROB of 2nd floor covering 10-100% of area, 0-3 towers
- 2 Hamlet 10-40 buildings
- 3 Estate 5-20 buildings
- 4 Ruins (see section on Ravaging Ruins)

## CAMP

- 1 tent per 10 population
- Roll for defences with four sided die:
  - 1 Log Pallisade
  - 2 Earthworks
  - 3 Abandoned Citadel
  - 4 No defences

## SEARCHING

This guideline is intended to aid the judge when the players decide to search a 10'x10' area (which takes ten minutes or one turn). Roll on the first column (+1 for elves and -1 dwarves)... if an item is found, the judge determines if an item is actually 'secreted' away in that location. If no item was placed there by the judge, he may allow a 'finding' roll on the proper sub-table for some common non-magical item. Traps, passages, etc. are located by the judge ahead of time. If not placed there, it can't be found.

ROLL	COMMON CORRIDOR	COMMON CHAMBERS	COMMON CAVERN	COMMON ROOM	FURNITURE
1 Tr	Bones	Dagger	Rope	Dagger	Table
2 Tr & T	Webs	Torch	10' Pole	Sm. Sack	Chair
3 Tr & TS	Dust	Shield	Cadaver	Wine Skin	Coat Rack
4 Tr, Ts, C	Fungus	String	Inscription	Lantern	Arms Rack
5 Clue (-2)	Food	Hairs	Stones	Flask of Oil	Cabinet
6 Sound	Coin	Candle	Water	Steel Mirror	Trunk
7 Nothing	Chain	Button	Spear	Sword	Throne
8 F	Offal	Quail	Sticks	Boots	Stool
9 F, WM	Straw	Boot	Grave	Cloak	Rocker
10 WM	Cloth	Chest	Mice	Helmet	Cage
11 WM	Sticks	Pins	Spiders	Garlic Bud	Desk
12 F, WM	Stones	Spike	Bow	Iron Ration	Table
13 F	Ashes	Muzzle	Geode	Hand Axe	Chest
14 Nothing	Message	Footstool	Backpack	Quiver	Box
15 Sound	Bugs	Glass	Torch	Cup	Barrel
16 Clue (+2)	Mice	Mirror	Arrowhead	Plate	Rug
17 SP, TS, C	Snake	Rug	Breeches	Quill & Ink	Divan
18 SP, TS	Skeleton	Strap	Club	Trunk	Cauldron
19 SP, T	Maggots	Crumbs	PipeWeed	Chest	Washtub
20 SP	Torch	Letter	Cape	Coin	Bed

SP secret passage, T trap, Tr treasure, F find, I.S. trap sprung, WM wondering monster.

TERRAIN KEY TO THE CAMPAIGN MAPS		Dense Woods	Marshes	Hardpacked Desert	Jungle
Steppes					
Mountain		Road or Path	Citadel & Castle	River	Escarpment
		Hills	Village	Ford	Drifting Dunes



# BARBARIAN ALTANIS- CAMPAIGN MAP TWO

## VILLAGES *If no type stated, it is considered men.*

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER, LEVEL, ALIGN., CLASS, & TYPE	RESOURCES
0108	Actun	436	Elf	4	LG	Redon 11, LG, FTR, ELF	Market
0114	Quitxit	113	H-Elf	1	CG	Ilialetus 5, CG, MU, MAN	Silver
0221	Besgar	242	Men	4	LG	Angthor 7, N, FTR, MAN	Market
0302	Plychen	151	Orcs	3	CE	T'Danz 4, CE, FTR, ORC	Hides
0406	Stigrix	344	Gnolls	2	CE	Cidring 4, LE, CL, MAN	Pitch
0512	Tenoch	255	Men	1	N	Gof the Old 6, N, FTR, MAN	Market
0528	Brafyia	422	Goblins	3	LE	Ruythat 4, LE, FTR, OGRE	Leather
0702	Algasar	132	Men	1	CG	Thenric 8, N, SG, MAN	Market
0734	Xochete	167	Hobbits	1	LG	Ramabuck 7, N, TH, HOBBIT	Pipe Weed
0821	Piyramys	216	Men	2	N	Naf Wig 3, LE, CL, MAN	Market
1024	Ucatanis	110	Men	0	N	Atar Reed-cutter 5, N, IL, MAN	Fish
1110	Kestizar	270	H-Elf	2	LG	Elidarth 6, LG, MU, H-ELF	Pearls
1117	Daitia Hill	334	Goblin	3	LE	Caw Bow-back 5, LE, FTR, MAN	Market
1309	Antil	1172	Men	4	N	Galgod the Hewer 4, N, FTR, MAN	Market
1327	Mysk	346	Men	2	LG	Nert Iron-fist 5, LG, FTR, MAN	Market
1423	Renth	234	Elf	4	N	Cyn Light-foot 4, LG, MU, ELF	Rope
1605	Palen Spring	173	Men	3	N	Morthor Cof 11, CE, CL, MAN	Market
1722	Colisth	261	H-Elf	1	N	Filor 6, CG, MU, H-ELF	Silk
1803	Little Kdr	170	Orcs	2	CE	Prazat 5, CE, FTR, ORC	Market
1815	Valera	310	Men	0	CG	Marash 5, CG, CL, MAN	Fish
1926	Bisgen	562	Men	2	LG	Parre 7, LG, FTR, MAN	Horses
2007	Kukul	217	Goblins	3	LE	Amash V.5, LE, MU, MAN	Market
2105	Strantath	412	Men	1	N	Resisa 8, LE, CL, MAN	Oil
2133	Barath	196	Orc	3	LE	Tinz 3, CE, FTR, ORC	Sulfur
2209	Chacban	431	Dwarf	4	N	Frandal 6, LG, FTR, DWARD	Iron
2312	Halafic	390	Men	3	LE	Turus 7, LE, CL, MAN	Hides
2429	Ractuan	305	Gnome	3	N	Drudil 4, N, FTR, GNOME	Lead
2518	Talud	187	Men	2	LG	Sildith 5, LG, MU, MAN	Market
2721	Bisituni	253	Hobbit	1	N	Bifolls Stalker 3, CG, FTR, HOBBIT	Market
2732	Carchimish	323	Men	0	CE	Mytsh 7, LE, MU, MAN	Market
2812	Anatal	372	Elf	4	LG	Cildarith 9, LG, MU, ELF	Weapons
2903	Jarmoco	220	Men	3	LE	Jasten 4, N, FTR, MAN	Flint
2918	Kolda	357	Dwarf	4	N	Dorin 4, N, FTR, DWARD	Weapons
3027	Hara	244	Men	3	LE	Earani Cor 4, CG, CL, WOMAN	Market
3120	Nippuri	236	Men	2	N	Ragion VI 5, LE, FTR, MAN	Lead
3313	Onhir	456	Elf	4	LG	Cuchulainn 7, LG, MU, ELF	Gems
3329	Ahyf	312	Men	3	N	Briaron 3, LG, FTR, MAN	Market
3518	Shedezar	286	Gnolls	2	LE	Tutxtla Ventor 3, LE, FTR, GNOLL	Zinc
3602	Britis	123	Goblins	0	CE	Hörbig 2, LE, FTR, GOBLIN	Pitch
3611	Zothay	555	Men	5	LG	Kritas the Red 6, LG, MU, MAN	Market
3624	Ketche	142	Men	0	CG	Beklonda mor 4, CG, FTR, MAN	Fish
3721	Tristor	273	Elf	1	CG	Nikuelanor 5, LG, FTR, ELF	Spices
3906	Shodan	252	Men	2	N	Medlaf 4, N, CL, MAN	Market
4204	Sykmet	436	Men	3	LG	Big Hiram 7, LG, FTR, MAN	Timber
4311	Halkmenan	346	H-Elf	4	LG	Trildir Dry-lip 3, LG, MU, H-ELF	Market
4502	Kauran	522	Men	3	N	Ozmic 9, LE, MU, MAN	Market
4728	Doratis	185	Men	1	N	Brasnato 4, N, FTR, MAN	Fish
4806	Horaja	390	Orcs	2	CE	Gwy the Mighty 6, CE, FTR, TROLL	Furs
4930	Bistan	246	Sea Elfs	4	N	Thisafil 4, N, MU, SEA ELF	Pearls

## RUINS & RELICS

HEX NO.	DESCRIPTION
0112	Spent Fuel in Crevice-HILL GIANT
0403	Charred-Wormeaten Artifacts of Protective Device-21 WILD DOGS
0420	Dangerously Operational Relic of Weapon inside Cavern-3 ZOMBIES
0723	Tumbled Monolith on Rocky Slope-6 WEREWOLVES
0729	Corroded Leadership Device in Large Crater-1 WERERAT
0811	Charred Remants of Eroded Bridge-3 GOBLINS
1018	Partially Sunken, Wormeaten Spent Sewage-1 WIGHT
1028	Refuse of Wormeaten Food Covered with Mold-4 GNOLLS
1032	Mouldy Stonepile Marking - Tomb inside Cavern-3 GIANT SNAKES
1104	Contaminated Rock Covered Cottage on a Slope-39 RATS
1212	Corroded Engraving-3 ZOMBIES
1414	Partially Sunken Fully Operational Chariot-1 GIANT PIG
1531	Charred Roof Collapsed -1 COCKATRICE
1601	Partially Covered with Earth God Totem -4 STIRGIES
1707	Beacon in a Large Crater-2 WEREWOLVES



1918 Partially Covered with Ashes Offal-1 UMBER HULK  
 2010 Inside a Cavern a Wormeaten Longboat-8 SKELETONS  
 2128 Partially Sunken Defaced Statue-3 PHASE SPIDERS  
 2203 Crystallized Titan's Skeleton Fully Covered with Vines-3 TROLLS  
 2207 Tumbled Down Hovel Beneath Overhang-2 GIANT OWLS  
 2223 Moldy Pair of Boots in a Thicket-None  
 2430 Eroded Animal Fountain-1 UNICORN  
 2606 Fully Covered with Earth Burial vault-1 MUMMY  
 2621 1' Sq. Open Eroded Sewer-1 RUST MONSTER  
 2625 A Fully Operational Flyer Harness in Crevice-4 KOBOLDS  
 2715 Partially Covered With Earth Wormeaten Chest-4 SNAKES  
 3007 63 HOUSES & 1 Temple Covered with Bebs & Dust in a Cavern-5 VAMPIRES  
 3022 Charred & Burnt Loom in a Crevice-None  
 3115 Crumbling Sacrificial Mound-3 GIANT LIZARDS  
 3331 Idol on a Rocky Slope Crumbled-3 GIANT TICKS  
 3402 A Fully Operational Spyglass in a Thicket-4 BEARS  
 3514 Partially Covered Wine Vines Crumbling Tower-HILL GIANT  
 3610 A Dangerous Operational Anti-Grav. in a crevice-4 TROLLS  
 3723 Fully Covered with Ashes Wormeaten Sewage-None  
 4009 A Storm Giants Skull Wormeaten-2 WERERATS  
 4231 Partially Sunken Collapsed Seige Tower-30 BATS  
 4302 Above Ground Disfigured Doll-None  
 4417 Charred & Burnt Villa-6 GNOLLS  
 4506 Petrified Throne Fully Covered with Cinders-9 WOLVES  
 5104 Fully Operational Coal in a Cave-2 WEREBOARS  
 5123 A Partially Caved-in Cistern-1 UMBER HULK  
 5128 Partially Covered Concrete Road-None



## CITADELS & CASTLES

LOCATION	CLASS	LEVEL	ALIGN	MEN					
0103 Cit.	TH	4	N	10	2610 Cit.	MU	4	N	20
0210 Cas.	FTR	5	CE	130	2704 Cit.	FTR	8	N	40
0306 Cit.	MU	3	N	40	2832 Cit.	IL	5	LG	70
0323 Cit.	MNK	4	LG	70	2902 Cit.	AS	4	N	30
0601 Cas.	FTR	5	CG	90	3112 Cas.	CL	5	CG	60
0612 Cit.	FTR	4	CE	50	3120 Cit.	FTR	4	LG	40
0727 Cas.	PAL	4	LG	120	3127 Cas.	RGR	9	LG	120
0883 Cas.	FTR	4	LG	100	3233 Cit.	FTR	4	LE	50
0920 Cit.	IL	5	LE	50	3308 Cit.	BA	5	N	70
1014 Cit.	FTR	5	CG	20	3418 Cas.	FTR	7	CE	50
1111 Cas.	FTR	7	N	100	3424 Cas.	TH	6	N	70
1130 Cit.	FTR	4	N	70	3730 Cit.	MU	3	N	40
1217 Cit.	TH	4	CE	40	3807 Cit.	FTR	4	CE	10
1423 Cas.	CL	8	LG	80	3820 Cas.	FTR	6	LE	70
1511 Cit.	MU	6	N	10	3913 Cas.	CL	7	LG	80
1619 Cit.	FTR	4	LG	70	4003 Cas.	DR	4	N	130
1704 Cas.	MU	6	LE	50	4206 Cit.	FTR	4	N	30
1729 Cit.	CL	5	CE	60	4309 Cas.	FTR	3	N	50
1812 Cit.	FTR	4	CG	60	4504 Cit.	MU	3	CG	20
2022 Cit.	TH	6	N	30	4706 Cit.	IL	3	LE	10
2131 Cas.	FTR	4	LE	50	5007 Cas.	FTR	5	N	100
2416 Cit.	CL	4	CE	60	5030 Cit.	AL	6	N	40
2428 Cit.	FTR	5	CE	10					

## IDYLLIC ISLES

Each island is preceeded by its hex number on Campaign Map 2

HEX NO.	NAME
1106	Isle of Ekur-2 Giant Lizards attack all who land.
3929	Isle of Dread-Black Dragon and hoard. The dragon is often seen preying on passing ships.
4028	Isle of Dzian-Has injured Roc, who will reward those who aid it.
4032	Isle of GreenLight-Overgrown with vegetation and cannibals.
4134	Isle of Ogigian-Large Statue of Neptune pointing north.
4329	Isles of Chebrexy-Maze with minotaur at center.
4422	Isle of the Unclean-Leper Colony-2% chance per turn while on Isle, that the disease will be contracted.
4428	Isle of Trytonis-Giant Snake in cave sleeping around large pearl.
4514	Isles of Muraloti-A lone insane wizard who lives on the largest isle.
4613	Isle of Warglewood-Forest covered with large Ent tending the woods.
4813	Isles of Jynouquil-Haunted by ghosts of dead sea men.
4828	Isle of Helaria-Hradno hermit, hero of Halkememan lives here in self-exile.
4829	Isle of Quarmouth-Dense forests hide the ruins of a lost city.

- 4929 Isles of Quicksilver-A pirate stronghold, cleverly hidden 79 Pirates, 1 Sloop.  
 5011 Isle of Xeytaria-A colony of sea elves keeps the island open for elven trade.  
 5015 Isle of Verchiona-Be-Jewelled statues will intimidate for 2-12 rounds if molested.  
 5018 Isle of Sydaria-Small whales that cavort offshore are rumored to be human nobles polymorphed after their cruel rule.  
 5019 Isle of Bargurir-Several minotaur lizards occupy an abandoned cliff dwelling.  
 5116 Isle of Zueringi-Numerous zombies protect a magic user attempting to strengthen their kind.  
 5117 Isle of Blue Rest-3-4th level witches will care to the needs of strangers in exchange for stories.

### LURID LAIRS

HEX NO.	HEX NO.	HEX NO.
0102	1931	4927
0110	2120	5010
0206	2213	5132
0225	2230	5225
0321	2408	
0332	2525	
0402	2602	
0415	2633	
0510	2718	
0525	2828	
0704	2909	
0719	3004	
0813	3031	
0825	3124	
0908	3214	
0931	3512	
1015	3522	
1022	3607	
1101	3715	
1113	3733	
1134	3801	
1301	3918	
1321	4023	
1406	4107	
1410	4129	
1521	4212	
1533	4334	
1612	4509	
1625	4522	
1702	4613	
1717	4703	
1905	4817	
1914	4904	

4927	Giant Lizards 8
5010	Giant Fish 13
5132	Nixies 4
5225	Mermen 6



### GLOW-WORM STEPPES- CAMPAIGN MAP THREE

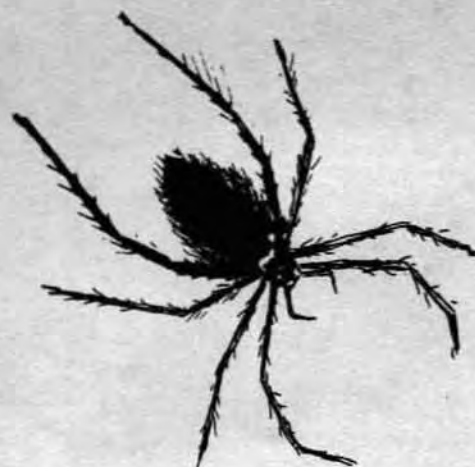
VILLAGES *If no type stated, it is considered men.*

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER, LEVEL, ALIGN., CLASS, & TYPE	RESOURCES
0109	Discam	383		6	N	Sternwinder 10, LG, PAL	Market
0206	Tarsh	3560		8	N	Marlenius 15, N, DR	Market
0218	Shaboban	172		2	CG	Gar Forkbeard 6, LG, FTR Dwarf	Fish
0305	Klest	678		3	LG	Telegonis 4, CE, MU	Timber
0410	Ruti	556	Elfs	4	LG	Hriand 5, LE, FTR	Copper
0614	Cudgel	334		2	CE	Atarardes 5, CE, MNK	Pipeweed
0708	Obaltion	234	Hobbits	4	N	Silenier 4, LG, Dragon	Hides
1115	Lepas	173		4	LE	Rygard 4, LE, MU, Elf	Furniture
1304	Dwim	123		4	CE	MarshAwen 4, CE, MU	Pelts
1313	Zarast	485	Dwarf	4	N	Finhorn 4, CE, CL	Marble
1507	Charmack	573	Dwarf	3	N	Rybolt Big-hip 8, N, MNK	Iron
1618	Greenswabs	501		2	LG	Okar Long-arm 6, N, Troll	Market
1808	Dorne	164	Gnomes	4	N	Gnerwen 6, N, FTR, Elf	Tin
1934	Tustoral	391		5	LG	Critaeious 4, LG, IL	Pitch
2214	Ninsum	222		5	N	Merabor 5, N, MU	Salt
2327	Quitlant	284	Orcs	5	N	Gragnor 4, N, AS	Ore
2412	Fransk	109		3	N	Lernitig 6, LE, MU	Pelts
2413	Gazarack	95	H-Elf	4	LG	Hypornal 4, LG, FTR, Elf	Silk
2422	Hurickta	162		1	N	Hillarane 11, N, BA	Lead
2705	Illirasi	165		4	LG	Pesh Hale 9, LG, FTR	Vineyard
2730	Jackal	556	Orcs	1	CE	Argorik 8, LE, CL	Flint

2910	Namatar	181	Gnoll	1	LE	Zshaetsh 4, N, IL	Market
3019	Suitizor	122		0	CG	Fyurtig 7, LG, FTR, Elf	Hides
3226	Chummer	236		2	CE	Warstaq III 9, CE, CL	Sulphur
3304	Infamy	198		4	CG	Arnphal 8, CG, FTR	Timber
3413	Tonat	143		1	N	Nerhaw 4, N, TH	Horses
3606	Korqua	211	Dwarfs	4	N	Mayagir 14, LG, RGR	Granite
3734	Mitlakarn	203	Orcs	3	LE	Hvastis 5, LE, FTR	Market
3911	Pyre	163	Goblin	2	N	Coatel of Scorn 11, CE, FTR, Balrog	Market
4202	Shagarack	291		2	LE	Skaggar 4, LE, FTR	Silver
4218	Salyzar	507		4	N	Sesozic 8, N, FTR	Hides
4405	Tamuzi	218		3	CE	Vegeale 4, CE, CL	PipeWeed
4429	Arkat	285	Hobbits	1	CG	Gambalrain 14, N, CL	Market
4718	Windstorm	348		2	LE	Mauritz 4, LE, TH	Gold
4734	Glackin	241	Dwarf	4	N	Atlain 4, N, Giant	Gems
4902	Weredstone	131		3	N	Canthorane 6, LG, FTR	Furniture
5024	Veshnar	345		4	N	Igohan 6, N, CL	Market
5107	Myriad	207		2	CE	Hriash 16, CG, AB, Giant	Market
5215	Karnesh	118	Orc	4	LE	Bizbarek 7, LE, TH	Pitch

## RUINS & RELICS

0129-Partially Buried Mound of Charmed Goblin Skeletons-Sea Monster  
0201-Buried Foodstuffs-41 Cavemen  
0428-Partially Buried Statues-5 Giant Fish  
1002-Above Ground Ruined Temple-3 Windwalkers  
1031-Buried Under Water Suit-26 Lizard Men  
1416-Overgrown Road-Giant Spider  
1610-Overgrown Calender Stone-5 Wild Pigs  
1810-Buried Petrified Food-7 Wild Horses  
2304-Altar in Cave-3 Crocodiles  
2609-Above Ground Ruined Village-20 Wolves  
2822-Overgrown Antique Paintings-Copper Dragon  
2912-Above Ground Mechanical Power Armor A.C.1, add +1 to S.-3 Werewolves  
3104-Partially Overgrown Engraved Plaque-2 Unicorns  
3310-Partially Overgrown Man-Size Dancing Statue-3 Giant Frogs  
3503-Above Ground Ruined Village-Will O'Wisp  
3511-Above Ground Ruined City-2 Wraiths  
4114-Overgrown Tombstones-4 Giant Owls  
4409-Overgrown Aqueduct-2 Giant CrayFish  
4521-Above Ground Petrified Offal-16 Wild Dogs  
4602-Partially Buried Crystal Ball-Giant Snake  
5004-Overgrown Ruined Village-3 Ghouls  
5113-Buried Petrified Wood-4 Giant Centipedes



## CITADELS & CASTLES

HEX NO.	CLASS	LEVEL	ALIGN.	MEN
0108	Cas. PAL	4	L.G.	160
0307	Cit. MU	6	L.E.	50
0313	Cas. FTR	5	L.G.	120
0503	Cas. FTR	4	L.G.	130
0708	Cit. CL	5	N	20
0815	Cas. FTR	7	L.E.	80
1007	Cas. FTR	5	N	70
1119	Cas. MU	6	C.G.	110
1611	Cit. MU	7	C.E.	40
1802	Cit. FTR	6	L.E.	60
2103	Cas. FTR	3	N	150
2121	Cas. CL	7	C.E.	90
2224	Cit. MU	4	L.G.	15
2232	Cas. FTR	5	N	70
2801	Cit. MU	4	N	20
2923	Cit. CL	7	L.G.	30
3304	Cit. CL	5	L.E.	20
3904	Cas. FTR	3	N	130
4826	Cas. MU	6	C.E.	90
4932	Cit. FTR	4	L.G.	10
5005	Cit. CL	5	C.E.	20
5117	Cit. MU	3	L.G.	40



## IDYLLIC ISLES

Each island is preceded by its hex number on Campaign Map 3

HEX NO.	NAME
0229	Isle of Greysend-A shipwrecked squadron of charmed knights who have married all of the goblin women.
0322	Isle of Noringer-A fire elemental occupies a forgotten temple on this volcanic isle.
0620	Isle of Wgnhaven-Twelve ogres roll rocks down on ships docking at the only natural harbor.
0727	Isle of Ravensrill-Hot springs, open fissures and recent lava flows have frightened off settlers.
0827	Isle of the Darhangel-A spectre, commanding numerous ghouls waylays seamen stopping at fishing hamlet here.
0833	Isle of Safe Havens-This isle has lost its distinction after a Dragon turtle moved in.

## LURID LAIRS

HEX# MONSTER & NO.

0101 Bears 5	2132 G.Porcu. 3	4111 Crocodile 14
0116 Boars 8	2211 G.Weasals 35	4120 Trolls 6
0226 G. Squids 2	2307 Ents 4	4327 W.Camels 23
0323 G. Snakes 5	2315 Kobolds 312	4411 Tyran.Rex.1
0402 W. Horses 18	2401 Catobelpa 1	4415 Pter'dyle 6
0416 G. Crabs 6	2429 G. Skunks 2	4507 CaveMen 54
0533 Tritons 16	2512 Bl.Dragon 1	4524 Leopards 9
0609 Sp. Lions 11	2525 Neander. 22	4608 Tricero. 3
0704 G. Slugs 2	2608 Hobgoblin 52	4712 G.Snakes 7
0719 G. Toad 1	2726 W. Bison 225	4816 Moun.Lion 18
0725 Mermen 145	2803 G.CraFish 7	4907 Stags 13
0813 G. Snakes 2	2813 Stings 16	4920 G.Goats 9
0906 Fire Bee. 5	3008 Wereboars 2	5010 Crocodile 14
1020 6-Head.Hy.1	3032 Dire Wolv.11	5102 G.Sloths 3
1111 Hill Gts. 4	3113 S-T.Tiger 4	5127 Buffalo 48
1128 G.Leeches 2	3209 Nymphs 2	5208 Liz.Men 216
1201 Ogres 6	3218 G.Ants 410	5211 G.Leeches 44
1217 Minotaurs 2	3429 W.Horses 36	5224 G.Scorp. 19
1222 G.Octopus 1	3506 Dryad 2	
1307 Trolls 3	3515 Manicoras 3	
1513 Griffons 4	3601 G.Flys 732	
1705 G.Hippos 2	3621 Fire Liz. 2	
1733 Dr.Turtle 1	3710 Wolves 24	
1815 G.Turtles 9	3816 Gargoy. 11	
1918 Centaurs 3	3825 Trolls 4	
2012 Bugbears 10	3914 Yeti 7	
2110 Wererats 19	4007 G.Slugs 3	
2126 Sea Elves 189		



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## KEEN SIGHTING

The range of unobstructed sighting possible should be varied according to creature type. For the purposes of this guideline, a man of normal height is assumed to be the observer. Allow 5 miles per foot of height from 1-10', an additional 2 miles per foot from 11-50', and 1 additional mile per foot thereafter- for unobstructed viewing. Probability of discernment of details is equal to 2% times height, in feet, of detail; a bonus to the basic probability is given for details within 1000' of the observer- within 100' +50%, within 200' +45%, within 300' +40%, etc. to within 1000' +5%. There is a 10%/per mile discernment penalty, after the first mile from the observer. Thus, a viewer may sight a 20' dragon at a distance of 15 miles and discern that it is in fact a dragon 40%-150%=00% of the time... in other words, the dragon would appear as a dot on the horizon.

Obstructions will impair sighting and it is incumbent upon the judge to determine the correct method of sighting to be used according to situation. Judge must determine what measurement increment is to be used for the distance and height ranges listed, according to the specific circumstances e.g. in a mountain gorge the obstruction distance might be feet or yards, whereas, travelling on the mountain's spur the obstruction distance might be 1000's of yards or miles. The following guideline is for ground level sighting & is recommended for determining obstacles in any direction corresponding to a hex field... North, NE, SE, South, SW & NW. The PROB of Flora & Fauna is indicative of that life within the distance of the obstacle and has nothing to do with sighting.

OBSTRUCTION	OPEN SEA	PACKED DESERT	DRIFTING DUNES	HILLS	LIGHT FOREST	HEAVY FOREST	MOUNT	JUNGLE	PLAINS STEPPES
PROBABILITY	05	40	60	72	80	90	75	96	15
Distance	1-12	20-40	10-60	10-80	3-18	2-12	30-180	1-6	80-480
Height	1-10	4-24	7-42	8-48	5-30	6-36	40-240	6-36	2-12
Weather	62	24	16	32	34	36	26	38	40
Flora	16	10	06	42	65	75	21	82	28
Fauna	25	15	05	35	88	96	18	98	34

## HYDROGRAPHIC TERRAIN

Only streams, rivers, and lakes have been printed on the campaign level maps. Other hydrographic terrain is encountered upon scouting or prospecting one of the .20 mile hexes...1056 feet across...following the format of the keen sighting guide-line. Add 10% to encounter probability for river and coastline hexes and subtract 40% for desert hexes.

	WIDTH	DEPTH	ENCOUNTER	*UNUSUAL
1 Rivulet	2-12'	1-6'	01-30	1 Spring
2 Streamlet	4-24'	2-12'	31-50	2 Quicksand
3 Rill	6-36'	3-18'	51-65	3 Geyser
4 Brooklet	8-48'	6-36'	66-76	4 Spray
5 Runnel	20-120'	10-60'	77-85	5 Boiling Springs
6 Brook	60-360'	20-120'	86-94	6 Pool 40-240'
7 Runlet	80-480'	40-240'	95-98	7 Pond 100-1000'
8 Stream	100-1000'	60-360'	MAP ONLY	8 Water Hole
9 River	200-2000'	100-1000'	MAP ONLY	9 Hot Springs
10 Unusual	*	*	99-00	10 Lake-MAP ONLY

For generating an indicated water course use the following table. Add or subtract from relevant dimensions 10% where prudent...Keep in mind that the dimensions should get larger moving downstream and smaller moving upstream...apply a 5% bonus to reflex this difference. Subtract 3 from all die rolls not made for hill or mountain hexes. Rolls not on the chart indicate no overall change.

	PARTIAL BLOCKAGE	CONSTRUCTION	DEBRIS	SLIDE
1. Narrows	1. Slide	1. Dam	1. Skeletons	1. Mud
2. Widens	2. Flora	2. Stilt Hut	2. Refuse	2. Gravel
3. Turn Left	3. Fauna	3. Bridge	3. Flotsam	3. Sand
4. Turn Right	4. Rocks	4. Dock	4. Brush	4. Rocks
5. Shallower	5. Construction	5. Ruins	5. Logs	5. Clay
6. Deeper	6. Debris	6. Mill	6. Wrecks	6. Salt*
7. Partial Blockage				
8. Fall 10-1000'				
9. Rapids				
10. Isle or Bar				

FLORA	FLORA STATE	FLORA SIZE	
1. Mold	1. Seedling 1/4 Size	1. Creeper 4-24"	*PROB 20% of Edible Salt VM 2.0, Ore Grade 1-4
2. Weed	2. Sprout 1/2 Size	2. Underbrush 6-36"	
3. Flower	3. Mature Full Size	3. Brush 1-6'	
4. Herb	4. Ripe	4. Shrub 2-12'	
5. Vegetable	5. Decayed 1/2 Size	5. Vine 3-18'	
6. Fruit	6. Withered 1/4 Size	6. Tree 4-40'	

**FAUNA** Roll by Terrain Type on Encounter Tables appropriate to situation.

## PROSPEROUS PROSPECTING

Prospecting a .20 mile hex requires one week of time...with attendant encounter die rolls. Once found, the Deposit Type is diced for and workers must be hired to "mine" the deposit...See Tunneling Costs & Times. Roll for Ore Grade and then determine the value of the "worked" minerals...using the following formula...1700 X Cubic Feet of Ore Deposit Volume X Yield Percentage X Value Multiplier. The product is the value in Gold Pieces of the refined or "worked" mineral. Note that Marble and Gems are not determined in this manner. \*\*\*For the GP value of marble from a marble deposit...use the following formula...Marble Class Percentage X Marble Type Number X Cubic Feet of Deposit X Yield Percentage. \*\*\*\*For gem ore GP value of rough stones use the following formula...10 X Subic Feet of Deposit X Value in GP of Gem Type. A stone cutter jeweller (as Engineer) can increase or decrease the value of each cubic foot of rough gem stones. Dice on the Stone Cutting table...adjusting +1 for dexterity above average and -1 for below average dexterity of the jeweller.

DEPOSITS	CUBIC FEET*	FIND PROB*	ORE GRADE	YIELD**	OTHER MINERALS	VM*	SEMI-PRECIOUS	VM*	PRECIOUS MINERALS	VM*
1. Trace	1-6	40%	1. Fools	01%	1. Volcanic**	.009	1. Copper	.02	1. Orichalcum	40.0
2. Thread	1-8	38	2. Vile	10	2. Mercury	.008	2. Iron	.06	2. Ophite	0.5
3. Streak	1-10	35	3. Base	15	3. Sulphur	.006	3. Quarz	.03	3. Silver	0.1
4. Leader	2-12	30	4. Mediocre	25	4. Tin	.006	4. Meteorite	.08	4. Gold	1.0
5. Vein	3-18	20	5. Poor	30	5. Zinc	.010	5. Carnelian	.09	5. Electrum	2.0
6. Seam	4-24	09	6. Fair	35	6. Lead	.009	6. Jasper	.07	6. Platinum	5.0
7. Ledge	6-36	07	7. Fine	40	7. Coal	.005	7. Marble***	--	7. Mithril	10.0
8. Placer	8-48	04	8. Superior	45	8. Porcel. Clay	.003	8. Nitre	.05	8. Adamanite	20.0
9. Lode	9-54	02	9. Sublime	50	9. Petroleum	.004	9. Alum	.04	9. Magicum	30.0
10. Mother Lode	1-6X Lode	01	10. Majestic	60	10. Semiprecious		10. Precious		10. Gems****	----

\*For Semi-Precious Double  
Other Minerals 1-6X  
Rocks 1-100X

\*\*Cost to refine is  
30% of GP value of  
yield less the De-  
posit number...ie.

\*\*Concrete Grade

Find PROB is rolled only if scouting  
a .20 mile hex in which the judge has  
predetermined that a deposit exists.  
Prospecting allows a cumulative PROB  
die roll once per week.

ROCKS	VM*	ROCK SIZES	MARBLE CLASS	MARBLE TYPES
1. Granite	.0008	1. Sand .01-.10"	01-20 Gray	1. Solid
2. Shale	.0007	2. Gravel .1-1.0"	21-38 Brown	2. Mottled
3. Limestone	.0006	3. Pebbles 1-3"	39-54 Blue Gray	3. Coral
4. Chalk	.0004	4. Stones 2-12"	55-69 Black	4. Fossil
5. Sandstone	.0003	5. Rocks 4-24"	70-80 Yellow	5. Striped
6. Other Minerals		6. Boulder 2-12'	85-92 Red	6. Translucent
			93-95 Green	
			96-97 Blue	
			98-99 Snow White	
			00 Iridescent	

\*VM..Value Multiplier  
Ore weight is 1700 GP  
not value...see other  
rule on Prospecting.

### STONE CUTTING

1. Decrease Value 80%
2. Decrease Value 30%
3. Increase Value Double
4. Increase Value Triple
5. Increase Value Fourfold
6. Increase Value 5X

## TRIUMPHANT GRAND TACTICAL

The map of the City State of the Invincible Overlord which is printed on the reverse is the Judges Guild's own "Grand Tactical Scale" hex system for mapping the Wilderness. The encompassing 5 mile hex is the same hex in which the City State is located on our Campaign Map Number 1. The 625 hexes contained within the encompassing hex are .20 mile across or 1,056' across. Each small hex contains 22.2 acres or 967,032 square feet. The blank hex maps may be purchased in booklet form ala Judges Guild's "Campaign Hexagon System"...\$2.50, item #47 on the booty list.

Each turn of movement on the Grand Tactical hexes is 1 hour long. Your movement 'points' is the same as your dungeon move distance in inches, see table below. Each hex costs the movement 'points' listed, to enter it; if you do not have enough points remaining to pay the cost listed, you cannot enter the hex (optionally, a player may always move one hex, despite terrain penalties).

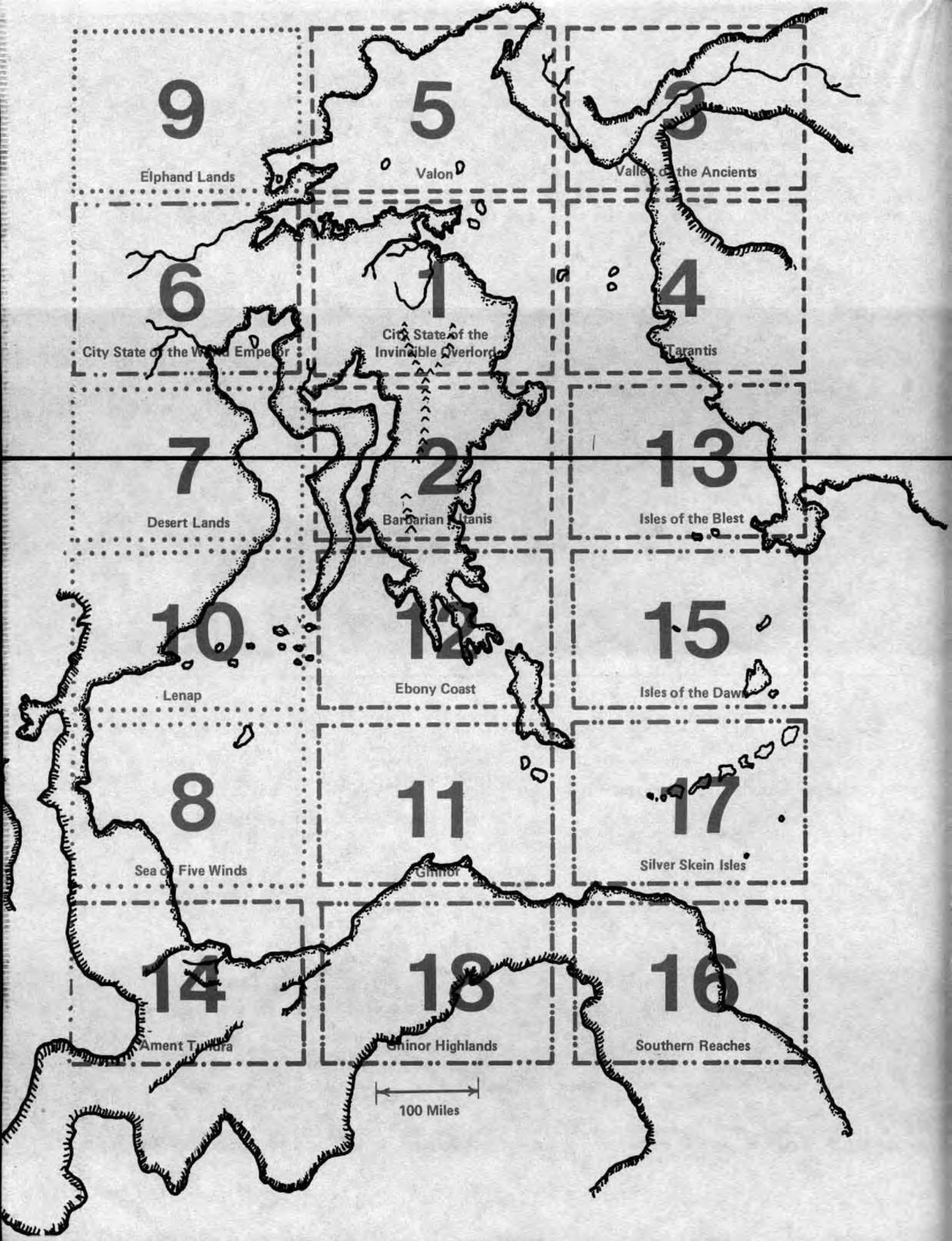
MOVEMENT POINTS:	TERRAIN POINT COSTS TO ENTER A HEX	HOURS OF DAYLIGHT
Encumbered 3	Road 1/2	Winter- 8 hours
Armored Foot 6	Plains/Steppes 1	Spring- 12 hours
Heavy Foot 9	Brush 2	Summer- 16 hours
Light Foot 12	Light Woods 3	Fall- 12 hours
Heavy Horse 15	Dense Woods 5 NH	
Medium Horse 18	Packed Desert 2	
Light Horse 24	Dunes 4 NH	
	Slopes- Gentle 2	
	Rise 4	
	Steep 6 NH	
	Cliff 9 NH	
	Talus/Rocks 6 NH	
	Hydrographic- River Ford, Stream, Deep Gully or Swift	+3 to cross
	Small Gully or Slow	+1 to cross
	Current	(crossing cost is additional to other terrain)

NH- horsemen are not allowed, except in the case of dunes and dense woods where they are required to dismount and walk their horses.

Deduct 1/3 of your movement points for each of the following conditions- snow, mud, extreme heat or cold, or non-moonlit night turns.

### CONSTITUTION CHECK

Player(s) must make a 'constitution check' whenever they attempt to climb steep hills or cliffs; move, having not eaten in the last 6 hours; or move, having not slept in the last 10 hours. A 'constitution check' is performed by rolling a 20 sided dice with any result equal to or below your Constitution, meaning you succeeded; failing the check (by rolling higher than your CON) reduces your movement points by half on succeeding turns- if you do not take a turn out to rest & not move. Successive failures after the first reduce your move points by half again, until rested. The judge should give bonuses or penalties on top of this guideline, for circumstances and player actions.



9

Elephant Lands

5

Valon

3

Valley of the Ancients

6

City State of the Wind Emperor

1

City State of the Invincible Overlord

4

Tarantis

7

Desert Lands

2

Barbarian Utanis

13

Isles of the Blest

10

Lenap

12

Ebony Coast

15

Isles of the Dawn

8

Sea of Five Winds

11

Ginnor

17

Silver Skein Isles

14

Ament Tundra

18

Minor Highlands

16

Southern Reaches

100 Miles



## HIRELINGS

A hireling is any creature (including men) directly controlled by a player. This exempts creatures controlled by a player's hireling, who may have his own loyalty problems. A player (or his hireling) may control more than his usual quota (that determined by his charisma score) only if it is an organized military unit or association of workers (workers may be construction workers, circus performers, sailors etc.; such classifications may be broken down into smaller segments if they total a large group - and thus require more master craftsman, or other appropriate overseers).

Golems, plants and insects are not hirelings unless polymorphed. Charmed monsters (including men) are not hirelings; They can become hirelings if upon breaking their charms they remain loyal. Creatures polymorphed above 2 hit die are hirelings unless 'charmed' or for service not to exceed ten turns. All players must compile a list of hirelings and charmed monsters for the DM. No creature can be charmed or polymorphed without the DM being present. Creatures polymorphed with the eighth level spell, that are above 4 hit die or able to use magic are hirelings unless charmed or for service not to exceed one day.

All polymorphed creatures must 'survive' the spell or die (Sup. I). If resurrected, they will attain 50% of the characteristics of the polymorph form including a 50% chance of amnesia! Creatures polymorphed out of alignment class have a 20% chance of assuming the new alignment permanently. For every hit die gained due to polymorph there is a 2% chance that the creature will lose its mentality. The eighth level spell depends upon similarity for duration.

## NON PLAYED CHARACTER CUTUPS

In any mixed crowd, NPCs can get you in hot water - 50% of all encounters are caused by NPCs, and they usually choose to insult 1-6 levels or hit dice higher than their own. The victim of the insult will usually have 2-12 'friends'... check reaction of the group.

Always roll an eight-sided die for the horizontal row and matrix with the vertical column for the result. For the vertical column roll a Four-Sided die if Opposite Alignment, a Six-Sided die if Different Alignment, or an Eight-Sided die if Opposite Sex is encountered.

	1	2	3	4	5	6
1	Sneezed-On	Spit-On	Barf-On	Fall-On	Spill-On	Told-On
2	Cursed	Insulted	Demanded	Stabbed	Dragged	Mocked
3	Tripped	Slapped	Punched	Shook	Jabbed	Scratched
4	Pinched	Challenged	Accused	Pulled	Pushed	Kicked
5	Robbed	Attacked	Butted	Gagged	Bit	Gripped
6	Laughed-At	Nibbled	Asked	Helped	Licked	Befriended
7	Drooled-On	Begged	Angered	Grabbed	Searched	Propositioned
8	Fondled	Hugged	Kissed	Petted	Complimented	Attracted

This is to be used at judge's discretion, in large crowds, taverns, on the street etc.

## NEGOTIATION Two Six-Sided Dice

	SAME ALIGNMENT	DIFFERENT ALIGN	OPPOSITE ALIGNMENT
2	Unhappy	Affronted	Attack
3	Require Much More	Indignant	Attack if equal odds
4	Require More	Angry	Violent Rejection
5	Think It Over	Unhappy	Hostile Rejection
6	Maybe Later	Require Much More	Affronted
7	Perhaps	Require More	Indignant
8	Definitely	Think It Over	Angry
9	Positively	Maybe Later	Unhappy
10	Require Less	Perhaps	Require Lots More
11	Require Much Less	Definitely	Require More
12	Whole Hearted Support	Positively	Think It Over

### Adjustments to Roll:

Player's CHAR is  
 8 or less -1  
 13 or more +1  
 NPC is same class as player +1  
 Same Race as player +1  
 Stranger to player -1  
 Threatened by player -1  
 Good pay by player +1  
 Poor pay by player -1  
 Hireling of player +1  
 Long Relationship +1

This guideline is intended for rough determination of a negotiation point. If a result doesn't seem reasonable in the particular circumstance, roll again. Some results permit an automatic reconsideration at a later time. This time span is the DM's domain and again must be adapted to the situation. 'Require More' indicates that the responder feels shorted and requires more coins, help, or whatever fits the situation. Negotiations assume a level of intelligence by both parties.



## WISHES & LIMITED WISHES

Limited wishes can alter the time stream in a very limited way. Physical manifestations are not possible with a limited wish except those derived from alternate choices or reactions to the altered reality. In other words, wishing for treasure is futile (& dangerous) but rather, because the 'dragon didn't breathe' the magic item 'wasn't destroyed', thus limited wishes can affect timing, decisions (past, present and future), lost opportunities, feelings, ill spoken words, hasty reactions and thoughts. Limited wishes cannot affect events over one week distant. Limited wishes may not be applied to starred GLs.

Wishes can be granted yet have repercussions; splash affects all benefitters. Select the best guideline possible, eliminating categories from the bottom up. When not using a spell use the 'Other Guideline' category for determining the most that can be wished for e.g. a Demi-God could grant 10,000 GP at a 60% PROB, but 00% if 20,000 GP is wished for - however, repercussion chance is still rolled.

Curses should be immediately evidenced to link them to the wish. Generally, wishes will not affect the dead as well as spells especially for that purpose.

General Guideline	G.P.	Granted	Repercussion	Splash	Damage	Other
1. No Personal Gain	100	98%	2% Contrary	0	1-3	Gem
2. Helps Others	500	90	4 Grippe	0	1-4	Artifact
3. Pay Received For	1,000	80	10 Slow	2%	1-6	Well
4. Physical Manifestation*	5,000	70	20 Sleep	4	2-12	Sword
5. Personal Gain Only	10,000	60	30 Plague	8	3-18	Demi-God
6. Malicious Intent	20,000	50	40 Leprosy	16	4-24	Deck
7. Greed Evidenced	40,000	40	50 Blind	30	5-30	Ring
8. Magic Armor Desired (+1)*	80,000	30	60 Insane	40	6-36	Djinn
9. Misc. Magic Desired (+2)*	160,000	20	70 Death	50	7-42	Efreet
10. Staves, Rings, Wands (+3)*	160,001+	10%	80% Time Trap	60%	8-48	God

Wishes For Life or Death-Substitute 'Dead' for 'Alive' when applicable. Roll six-sided.

1. Alive for one day & up full strength and hit points. No rest required after 5 rounds.
2. Alive for two days & up 1-6 hit points. No rest required after 10 rounds.
3. Alive for three days and up 2-12 hit points. No rest required after 10 turns.
4. Alive for four days but down one level & up 3-18 hit points. No rest required.
5. Alive for five days but lose 50% of treasure within 10'. Only one hit point.
6. Alive for six days but lose 100% of treasure within 10 miles. Only one hit point.

## QUESTS & GEASES

Victims receive another saving throw if the phrasing is incorrect (PROB of correct phrasing is 10% per level of caster), mission is against characteristic alignment actions OR death is imminent due to performance in effort to follow instructions i.e. 1 pip to kill. Length of mission is same as distance in miles stated as days. Roll first for mission assigned and then again for Action, Creature or Object.

DIRECTION	DISTANCE
1 North	1 1-6 miles
2 N.E.	2 2-12 "
3 S.E.	3 1-100 "
4 South	4 2-200 "
5 S.W.	5 3-300 "
6 N.W.	6 4-400*"

\*PROB 10% of 1-6%

MISSION ASSIGNED	ACTION	CREATURE	OBJECT
1. Guard Creature	Contemplate	Fighter	Leaf
2. Destroy "	Expectorate	Magic-User	Root
3. Rescue Object*	Spin-Around	Cleric	Pebble
4. Carry Object To	Note Plants	Thief	Egg
5. Locate Creature	Stomp	Paladin	Bones
6. Fetch Object*	Clap	Ranger	Sand
7. Perform Action	Sacrifice	Merchant	Spear
8. Locate Object	Dig Hole	Pilgrim	Sword
9. Escort Creature	Throw Rock	Druid	Scroll
10. Fetch Creature*	Listen	Woman	Offal
11. Rescue Creature*	Jump	Dragon	Water
12. Destroy Object	Sing	Giant	Fungus
13. Guard Object	Whistle	Flyer	Ring
14. Perform Action*	Smell	Lycanthrope	Dagger
15. Rescue Creature	Scream	Undead	Gem
16. Rescue Object	Watch	Animal	Chest
17. Carry Object To*	Light Fire	Demon	Bottle
18. Escort Creature*	Note Stars	Swimmer	Sandle
19. Perform Action	Note Wind	Medusae	Quill
20. Fetch Object*	Note Birds	Lammasu	Sack

\* Return to Caster of Spell

Curses increase in effect 5% per day of non-performance. Missions need not be reasonable or purposeful. Guard missions should require 1-6 days after reaching the location indicated by the direction and distance table.

## GEAS NON-PERFORMANCE

-1 Strength loss/ day until 0

## QUEST NON-PERFORMANCE

CURSES	*PARTS
1. Warts*	Nose
2. Skin Color*	Ears
3. Smelly	Eyes
4. Near-Sighted	Hands
5. Taller	Feet
6. Shorter	Fingers
7. Growth Parts*	Head
8. New Parts*	Mouth
9. Fear	Teeth
10. Sleep	Nails
11. Shrink Parts*	Hair
12. Lunacy	Arms
13. Anti-Social	Legs
14. Shaking*	Trunk
15. Truthfulness	Chest
16. Lying	Skin
17. Deafness	Toes
18. Sensitivity*	Back
19. Crying Fits	Shoulders
20. Laughing Fits	Knees

## TARANTIS - CAMPAIGN MAP FOUR

### VILLAGES

*If no typo stated, it is considered men.*

HEX LOCATION	VILLAGE NAME	POP.	TYPE	CIV	ALGN	RULER NAME	LVL	ALGN	CLASS	TYPE	RESOURCES
1112	Dark Odyssey	290	Hob.	3	LG	Dithil the Usurper	4	LG	PAL	Man	Fish
1116	Wolfskin	488		2	N	Winithar	3	CE	FTR	Man	Market
1215	Regina-Far	252		0	CE	Bani the Jackal	6	N	TH	Man	Pearls
1901	Seraphine	175		3	N	Falcon Nalorik	6	LE	FTR	Troll	Market
2007	Bastinad	169	Elf	4	LG	Witheric	5	CG	FTR	Elf	Market
2017	Tallulah	215		5	LE	Rugalas Many-Beard	4	LE	CL	Man	Fish
2030	Redflood	317	H-Elf	1	N	Ilbadan	6	CG	FTR	Elf	Market
2104	Kanakis	359		3	N	Anatole Agate	5	N	MU	Man	Horses
2125	Gishmesh	423		0	N	Rufcoliman	4	N	SG	Man	Market
2219	Bökozia	201		2	LE	Athanic	8	LE	FTR	Giant	Oil
2311	Andalusia	266	Gob.	1	CE	Narbon Khitar	4	N	FTR	Ogre	Pitch
2327	Tarantis	6000		9	LE	Atar the Lion	13	LE	FTR	Man	Market
2331	Stonebow	112		2	N	Oloron of Nergal	5	N	TH	Man	Market
2409	Borsippa	179	Orc	1	CE	Black Thonric	4	LE	FTR	Man	Pelts
2505	Aelfstead	332	Gnoll	3	N	Sengoz Wolfram	6	N	FTR	Troll	Market
2516	Hykos-Faring	148		4	LE	Fostric Stump-puller	5	LE	MU	Man	Market
2607	Nergol	209		3	N	Stanwix Tiglath	4	N	FTR	Man	Hides
2713	Dier	439		4	CG	Condet the Small	7	LE	CL	Man	Market
2724	Surintal	476	Orc	2	LE	Kolda Cracker of Bones	8	LE	FTR	Orc	Sulfur
2818	Tamarizk	262		1	CE	Fearless Belvort	4	N	FTR	Man	Market
2833	Algiran	397		2	CG	Golsum the Mystic	4	CG	MU	Man	Market
2927	Palidorius	163		0	N	Leklark	6	N	AS	Man	Market
3110	Megidolar	358	Gob.	3	N	Treuil Fast-Fingers	5	N	TH	Man	Market
3115	Ashkelon	109		2	N	Agades Dardan	5	LE	FTR	Man	Salt
3129	Meri-Amon	414	Elf	4	LG	Bilmathrik	7	LG	FTR	Elf	Market
3220	Urillius-Elos	236		0	CE	Ferret Shingar	4	CE	DR	Man	Market
3304	Avaris	379		2	N	Lenchat III	4	N	FTR	Man	Market
3323	Willowsfen	224		1	N	Mendoren	4	CG	IL	Man	Timber
3407	Bethan	463		3	CG	Sangrad Khetasar	3	N	FTR	Man	Market
3430	Blackpit	317	Orc	2	LE	Kinstacesh	4	LE	FTR	Ogre	Pitch
3509	Sinacherib	125		0	N	Grib the Elder	4	N	CL	Man	Lead
3517	Lakhish	439	H-Elf	3	LG	Arradol	6	LG	MU	H-Elf	Market
3627	Redharm	243		1	LE	Cowen	4	LE	FTR	Man	
3701	Sangorn	366		1	N	Rolläch the Servant	4	N	MNK	Man	Horses
3911	Balash	185		4	CG	Vidan One-Eye	7	CG	FTR	Man	Iron
4006	Farine	268		0	N	Crabby Trune	4	LE	CL	Man	Market
4026	Soma	218		2	N	Bramagate	8	N	FTR	Man	Market
4134	Tashmetun	260	Orc	3	CE	Kasrax Skull Breaker	10	CE	FTR	Balrog	Sulphur
4208	Drakevain	451		2	LG	Mad Catalis	7	LE	FTR	Man	Market
4230	Ganzir-Galad	104		1	N	Ampang the Peer	5	CE	IL	Man	Furniture
4316	Nuriedidin	374	Elf	3	CG		4	CG	MU	Elf	Market
4422	Bastet	298		1	N	Varale the Panther	5	N	BA	Man	
4506	Delos	148		0	CE	Tinakan the Reaver	4	N	FTR	Man	Fish
4613	Arrowdale	203		4	N	Barent Quick-Foot	8	N	FTR	Man	Market
4627	Bridgefields	300		0	N	Dautles the Transgressor	4	N	SA	Man	
4701	Dagon	245		1	LG	Torhout	4	N	FTR	Man	
4732	Fenshaft	408	Gob.	3	CE	Kazan Arpad	4	CE	FTR	Ogre	
4807	Nisan-Moot	337		2	LE	Montzen Faraway	5	CE	CL	Man	Spices
4825	Caldia	193		3	LE	Milord Chapnel	4	N	FTR	Man	Market
4933	Garzan	298	Dwarf	3	N	Thion Copper-Tooth	6	LG	FTR	Dwarf	Iron
5010	Blackroot	355		1	N	Jenap XII	5	CG	FTR	Man	Copper
5018	Hadramawti	230	Gnoll	1	N	Mezdranet	7	LE	MU	Man	Market
5104	Shadowmirk	149		0	CE	Blodent the Craven	4	N	FTR	Man	
5206	Lithyan	379	Elf	2	LG	Balamir	3	N	FTR	Elf	Silver
5222	Sintar	117		0	N	Ratiger	4	CE	FTR	Man	Market

### RAVAGED RUINS

- 0308 The collapsed wreckage of a large sailed warship lies far beneath the surface. Upside down, the hull forms a cave which is inhabited by a giant squid.
- 0620 A half sunken wizard's tower stands on a broken reef. The seaweed covered rooms shelter three giant snakes.
- 0731 The sunken city of Amphoriantis: 112 buildings surrounded by a crumbling wall and a central temple which is frequented by sharks. The moss covered streets contain pits every 100' which are activated by counterweights.
- 1005 Partially buried in the sandy seabed, a ship's figurehead of a sea nymph holding a scimitar.
- 1111 Almost completely overgrown with vegetation, a sage's hut is still protected by a wraith... one of the dead sage's vanquished enemies.
- 1622 Three wormeaten treasure chests lie on the sea bed. All contain 2000 GP and in the center chest, a large electric eel abides.
- 2110 A vine covered stone chair large enough for a hill giant stands beneath a huge oak tree.
- 2322 A crevice in which the entrance to a north-south 8'x8' sewer houses a colony of 16 wererats.
- 2503 A fallen cavern provides ingress to a chamber with a huge pile of petrified dragon muck.

- 2632 The crystallized skeleton of a dragon turtle is buried on the sandy beach. The skull houses a giant leech.  
 2710 A carriage partially covered with rocks and earth protrudes from the bank of a river.  
 2825 An unmarked vault, fully covered with vines and fallen trees, contains a +2 neutral magic sword. The vault is guarded by a spectre which is surrounded with a red mist.  
 3006 Partially buried in earth, the wreck of a hang glider and the skeleton of its pilot lies upside down. Both are fully operational.  
 3217 An aqueduct section 1350' long, made of steel reinforced concrete, is collapsed in upon itself.  
 3401 Protruding from the earth, with all but the topmost portion overgrown with vegetation, a signpost pointing north written in archaic dwarven runes states "Fools venturing beyond this point, must suffer the welcoming axe".  
 3630 In a small vale, stands a partially operational Trebuchet waiting for its builders to return.  
 3709 Cut into the overhanging cliff, is a battlescene depicting a tall slim race decimating a short ugly one with "flaming tubes".  
 4021 A stone cottage with a fallen roof is the lair of a weretiger. The weretiger assumes the shape of an elderly hermit during the day.  
 4225 A pile of chipped coal lies at the rear of a salamander's cave.  
 4411 Two ogres occupy the collapsed watchtower of a forgotten kingdom.  
 4504 A large store of dwarven picks, shovels, and axes lays within a crevice in which a troll seeks his lost mate.  
 4830 Within an extinct crater, a six-headed hydra guards it's nest of eggs. The nest is constructed of brambles and the remains of an elf; still wearing his +2 chainmail tunic.  
 5208 The funeral pyre of scores of hundreds stands in a hollow between the low hills. The pyre contains many broken weapons and the hollow is haunted by a ghost of a dead captain.

### CITADELS & CASTLES

LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN
1011 Cit.	FTR	6	N	30	3110 Cas.	CL	5	CE	10	4203 Cit.	FTR	8	N	60
1928 Cit.	BA	4	CG	110	3127 Cas.	FTR	4	N	40	4211 Cit.	CL	4	LG	70
2104 Cas.	FTR	5	N	60	3207 Cit.	TH	6	CE	10	4334 Cit.	FTR	4	N	40
2114 Cit.	MU	4	CE	20	3217 Cit.	CL	4	CG	20	4528 Cas.	SA	7	N	80
2126 Cas.	FTR	7	LE	110	3229 Cas.	FTR	5	LG	40	4619 Cit.	FTR	3	N	20
2402 Cit.	RGR	8	LG	100	3502 Cit.	FTR	5	N	30	4713 Cas.	PAL	6	LG	120
2423 Cit.	FTR	4	N	40	3511 Cit.	CL	8	LG	60	4733 Cas.	FTR	9	LE	150
2518 Cas.	MU	4	N	70	3617 Cas.	MU	10	LE	100	4812 Cit.	MU	5	N	30
2620 Cit.	AS	6	N	20	3623 Cit.	FTR	4	N	50	4912 Cit.	CL	4	LE	10
2629 Cit.	FTR	7	LE	50	3807 Cit.	FTR	5	N	40	4924 Cit.	FTR	7	LE	50
2704 Cit.	IL	4	CE	10	3915 Cit.	DR	4	N	70	5020 Cas.	FTR	4	N	70
2916 Cit.	FTR	4	N	30	3933 Cit.	FTR	7	CE	30	5132 Cit.	BA	4	N	30
2922 Cas.	FTR	4	N	60	4017 Cit.	FTR	4	N	40	5206 Cas.	FTR	7	LG	90
3013 Cas.	FTR	6	LG	70	4023 Cit.	AL	15	N	50	5210 Cit.	MNK	5	N	50
3031 Cit.	FTR	3	LE	20	4028 Cit.	FTR	4	LE	20	5217 Cit.	FTR	11	LE	80

### IDYLLIC ISLES *Each island is preceeded by it's hex number on Campaign Map 4.*

- 0526 Isle of Midjourney - Noxious vapors escape from crevices along the beach but in the dense jungle tropical birds abound fresh-water springs. The springs flow from a huge boulder called "Weeping Rock of the Basilisk" and 200' up a bluff is the "Cavern of Profoundity", where an aged Satyr (visible only to young girls) makes predictions for gifts of food.  
 0930 Isle of Brass - The 'Museum of Memorabilium', located in a hidden grove, supplies mages with useful knowledge of ancient artifacts located deep within the 'fake' museum on ground level. A liche and his two efreets administer the time capsules, charging magic items for a few minutes perusal of a genuine artifact  
 1014 Isle of Kotha-Min - An aged cleric desires an adventurer to lead him on his last 'great journey' to the court of the ruler of Valon. Although blind and slightly senile, the cleric has foreknowledge of an imminent doom which only a relic owned by the ruler can eliminate.  
 1312 Isle of the Beacon-Fire - Villagers charged with a centuries old oath to the 'King of the Lost-Lands', maintain an eternal bonfire atop a crag to warn ships off the hidden reef.  
 1317 Isles of the Wolf-Liege - The larger of the two islands has a small walled stronghold of a pirate band ruled by Captain Black-Blood. One sailed war galley, small sloops, and 214 pirates, capture merchant ships and leave prisoners on the Isle of Grath.  
 1417 Isle of Grath - Abode of four huge Ogres which relish human flesh. Every Ogre has three eyes, and flaming red hair. A pet giant crocodile follows them to feast on their leavings.  
 1418 Isle of Hornwritih - Three harpies harass 12 castaway dwarves on this rocky land fall. Unknown to all the dwarves except one, a yawning cave is the treasure trove of pirates. The three chests are guarded by 4 skeletons.  
 1519 Isle of the Stone Men - Mysterious stone statues dot this isle and a female gargoyle guards her 22 eggs in a rocky crevice.  
 1710 Isle of Darkening Trees - The central pool is surrounded by the sacred oak grove of a gregarious druid. Man-eating plants have overgrown the eastern half of the island and a pack of 17 hyenas search the white beach every morning.  
 1828 Isle of Plaxsy - A natural harbour is the waystation of naval fleets operating in the Wine-Dark Sea. Supply catches are buried within 100' of the beach. Ten deserters eke out a meager existence in the marsh. One has a treasure map to a ship wreck containing 16,000 S.P.  
 4805 Isle of Moak - A green dragon with 5 female slaves from the village of Lithyan inhabits the wooded shore. Thousands of sea-gulls nest on the rocky beach.

## LURID LAIRS

HEX #	MONSTER	&	NUMBER	HEX #	MONSTER	&	NUMBER	HEX #	MONSTER	&	NUMBER
0615	Giant Sharks		7	2524	Ogres		11	3827	Goblins		173
0926	Giant Otter		3	2626	Ents		6	3914	Hydrae		2
1121	Sea Horses		11	2708	Werewolves		4	4104	Bison		24
1613	Dolphins		37	2831	Gorgon		1	4419	Were Rats		8
1831	Giant Lobster		1	2913	Harpies		3	4534	Unicorn		2
2011	Wild Pigs		13	3002	Wild Horses		117	4606	Dragon Turtle		1
2021	Trolls		2	3313	Giant Weasals		8	4730	Gargoyles		15
2114	Stags		17	3432	Wild Dogs		23	4818	Orcs		39
2302	Giant Ants		59	3522	Owl Bears		7	5113	Manticora		1
2420	Salamanders		4	3605	Wild Cattle		152				

## INCOME

Time is stated in game months unless otherwise specified. A barony will yield income from the raw materials, basic commerce, fiefs, and taxes based upon the number of five mile hexes with population centers, their civilization level and adjacent cleared hexes. Multiply the civilization level by the population to obtain the maximum income possible from the population center. Each adjacent hex (excluding hexes counted adjacent to another center, and uncleared hexes) will yield 10% of the population center income. This maximum, if taken in any one month, would reduce the area to zero income for one year and result in widespread discontent, disease and reduce the population 10-60%. Judicious income taking is a function of the baron's class:

JUDICIOUS	CLERIC	FIGHTER	THIEF	ASSASSIN	MAGIC-USER	DRUID
PERCENTAGE-	24%	20%	15%	13%	8%	20%

Each percentage point over the judicious amount will increase the probability of non-response to general level call-up by 2% and the desertion rate by 1%.

Satellite baronies cannot exceed the number of non-player characters permitted the baron by his charisma. Each barony must be cleared, a stronghold built and garrisoned, and a non-played character of 8+ level installed as an administrator. Players who go off adventuring cannot administer a barony. The non-played character must have served the player 4+ game weeks and, once established, no longer count toward the NPC total of the player.

Population centers can be converted in alignment by:

1. Subjugate them and maintain a police force
2. Build a 10,000 GP temple and install a priest
3. Invest 10,000 GP in the village to provide employment
4. Requires one game month per 20 population

Any investment will yield a return of 10%/game month except seasonal returns which yield 20% during the season and nothing in the off-season. Raw materials present can be determined by the DM and radical changes in income are possible  $\pm$  10-40%.

It is incumbent upon any employer to feed and house his workers and fighters - basic subsistence costs 20 GP/game month/employee. Armies can 'live off the land' depending upon the tillable land in each hex. Dice as normal for the percentage of tillable land - each percentage point will feed 10 men if passing through or 20 men each day thereafter up to a maximum of 10 days. Hexes subjected to the maximum depletion rate beyond ten days will feed 10 men/percentage point/day for ten additional days and thereafter must be treated as if maximum income (plunder) had been taken.

COUNT KALEDRIC	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
	FTR	N	12	62	-5	10	17	17	15	16	17	16	+3 Rapier +2 Dagger

The 'Co-ordinator' is the secret identity of Count Kaledric, a party-giving social bore and supposed weakling. The Co-ordinator wears a black mask and cape into action. He is a widely feared and mysterious personal avenger of the Overlord. Some believe him to be the secret god or demon of the Overlord. The hushed rumors are justified as the Co-ordinator always chooses one victim at a time and strikes at the most advantageous moment. He rarely kills, preferring to break lords to crippled slaves, magic users to mindless beggars, and clerics to helpless hermits.

HIRELINGS:	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
BANDAR THREE-TOES	FTR	CE	8	37	-2	7	17	10	10	9	15	14	+1 Sword
LAWKS THE DIRKSMAN	FTR	N	6	35	-3	7	15	13	12	14	10	15	+2 Dagger
BORGILAR THE ENCHANTER	MU	LE	7	17	4	7	7	17	9	10	16	12	Wand of F.B.
VELNAGOR THE LAMA	CL	LE	7	18	-4	7	13	12	15	9	13	9	+1 Mace
REMIRATH BRIGHT-BEARD	FTR	N	8	45	-1	7	16	9	8	8	14	9	+2 Sword

The Co-ordinator has a secret assembling place below the Castle-Palace of Count Kaledric. His hirelings pose as simple minded servants until called to action. Riding jet black warhorses and wearing blackened armor, they exit the long cave far from the Castle Kaledric. The Co-ordinator has been known to carve a flourished "C" on the unsuspecting victims to forewarn them who they confront.

## VALON - CAMPAIGN MAP FIVE

VILLAGES *If no type stated, it is considered men.*

HEX LOCATION	VILLAGE NAME	POP.	TYPE	CIV	ALGN	RULER NAME	LVL	ALGN	CLASS	TYPE	RESOURCES
0112	Milirth	210	Elf	3	LG	Maganrod	5	LG	MU	Elf	
0203	Freeman's Fen	315		1	N	Tullus	6	LG	PAL	Man	Market
0224	Deluan	180	Half	3	CG	Anklan the Good	4	CE	FTR	Man	Oil
0316	Harrowdale	340		2	N	Shabakan	4	N	FTR	Man	
0407	Fomaland	420		4	N	Hernigu	5	N	DR	Man	Market
0431	Brendare	160	Gob.	3	CE	Stokey Gray	4	N	FTR	Ogre	Pelts
0526	Lith-Maven	270		2	LE	Granbritan IV	3	LE	FTR	Man	Market
0704	Moskilt	152		0	CG	Gallorun	7	LE	TH	Man	Market
0813	Canopuser	465		2	CE	Dorn the Pillar	4	CE	FTR	Man	Horses
0819	Grawaste	125		4	N	Bodlenith	11	CG	CL	Man	Market
0909	Zindar	146		0	CG	Big Atundorn	4	LG	MU	Man	
0916	Ameron	160		2	N	Nilthic Roth	6	N	FTR	Dwarf	
0928	Klanith	212		3	CG	Stumpy Slepoth	3	LE	MU	Man	Pipweed
1005	Doomsford	330		1	N		4	N	FTR	Man	Furs
1110	Berclazaw	105		3	N	Wensilth	4	N	MU	H-Elf	Silver
1203	Ironholm	386	Dwarf	3	N	Duralin Raven-eye	5	N	FTR	Dwarf	Iron
1405	Vorsteria	452		2	LE	Mindang	4	LE	FTR	Man	
1503	Roversport	85	H-Orc	4	LE	Sidcut Enil	8	LE	FTR	Man	Market
1511	Stumpy Point	90		3	CG	Omagil	4	N	IL	Man	Market
1708	Oakenclear	248	Orc	4	LE	Gahtoh the Toad	6	N	FTR	Troll	Mercury
2001	Aldebaren	310		2	CG	Kalzark	4	CE	FTR	Ogre	
2022	Tirthsen	110		2	CE	Mulsast	8	CE	MU	Man	Market
2123	Denpasar	240		3	N	Birst Menkag	3	N	FTR	Man	Hides
2124	Etlanna	122		0	N	Ayol Wide-Stride	4	N	BA	Man	Market
2603	Valon	1690		6	LG	Artarias the Bear	9	LG	FTR	Man	
2702	Tilleasy	225		1	LG	Ereg the Wanderer	3	LG	FTR	Man	
2819	Heatherdale	360	Gnome	2	N	Breaker Tessian	4	N	FTR	Man	Market
3320	Orinco-Dier	450		0	N	Nabot	6	N	FTR	Man	
3722	Norodom	224		5	LE	Lord of Faces	4	LE	MU	Man	Fish
3822	Arcturan	180		5	LE	Meldar the Ancient	10	LE	Red	Dragon	Market
3823	Melnabone	160		9	LE	Wailing Bailrik	9	LE	FTR	Man	Market
4003	Kirilith	436	Gob.	1	CE	Rider of Rontagin	4	CE	MU	Man	Zinc
4006	Garthain	310		3	N	Burgess	4	N	FTR	Man	
4210	Fairlea	115		1	N	Numa the All-Lord	4	N	FTR	Man	
4309	Breem	254	Elf	2	LG	Cil-Drith	5	LG	FTR	Elf	Market
4402	Uriah-Kazar	510	Dwarf	5	LG	Kanthor the Hearty	6	LG	FTR	Dwarf	Iron
4505	Fairway	610		1	N	Hederan	4	N	MU	Man	
4608	Gnomestead	218		3	N	Sparks Argesul	3	N	TH	Man	
4703	Neang-Kazar	220	Gnome	0	N	Rodine	4	N	FTR	Man	Pelts
4711	Cidin-Kazar	150	Dwarf	6	LG	Dimrock	6	LG	FTR	Dwarf	Market
4722	Hallhavew	212		2	CE	Polmak Pabel	4	CE	MU	Man	Fish
4908	Zubardor	420		3	N	Vizier Brenton	4	N	AL	Man	Market
5103	Nimbartan	170		3	N	Jerimon the White	3	N	FTR	Man	
5115	Orcholding	120	Orc	2	LE	Cur Blutath	6	LE	FTR	Troll	Pitch
5208	Torgress	215		4	CG	Egalit the Vulture	7	LE	CL	Man	Market

### RAVAGED RUINS

- 0131 In a clearing of vegetation is a partially sunken telescope which, if cleaned, will cut in half the sighting distance of an object that is viewed with it. A rattlesnake has made his home underneath it.
- 0505 Beneath a large outcropping of granite is a partially fallen castle. It's gates and timbers are burned out and the wraith of the long dead Lord Wainail haunts the ruins.
- 0720 A large calendar stone lays on the bottom where it was dropped by a priest's ship.
- 0929 In long grasses is the crumbling scraps from a leather working shop.
- 1101 There is a large well that is overgrown with brush and it is filled with waste oils. These oils are highly flammable and the vapors are explosive.
- 1421 The sunken village of Gossett lays partially covered with red sands. The village consists of 27 cottages and is surrounded by a ditch. It is inhabited by five giant sharks.
- 1606 A small cave whose entrance is covered with trees and brush is the lair of three werewolves. The beasts do not know of the partially operational hot-air balloon that is buried at the back of the cave.
- 1720 In a blasted area is a large crater. A rusted breast plate with the crest of the World Emperor on it is worn by a skeleton.
- 2015 Here lays a large galley whose bottom was holed by a dragon turtle. The monster still stalks the area for food.
- 2125 Under a pile of rocks is a large clay pot full of wax. A pack of 17 wild dogs nest within the rocks.

- 2402 Two skeletons, one of a man and one of a troll, lay still locked in mortal combat. The man's ghost lingers here until he is set free by telling the story of how he, Gonthar, defeated a troll in unarmed hand-to-hand combat.
- 2519 A large sunken fountain from Altantis stands in nearly two hundred feet of water.
- 3632 In a well hidden crypt is a ring of Brathecol, one of the kings of old Altantis. A stone golem is guardian of the crypt which appears as a monolithic block of limestone.
- 3825 A blackened Great Keep whose roof has caved-in and the gates have rotted down, provide shelter for four giant pigs.
- 3905 A broken, wormeaten trade sign whose condition is so bad that readers can only make out the words, Come Alive... written in Elvish.
- 4215 On the sea bottom, covered with sand, is a monolith to Zeus. It is laying on it's side where it was knocked down by a lightning bolt.
- 4425 Partially sunken, in the volcanic ash of the seabed, is the outpost tower of a long forgotten kingdom.
- 4603 In a weed infested crevice are 13 rusted shield bosses.
- 4807 Deep underground in a large cavern is the fabled Dwarven city of Krazandol. It was once the capitol of a northern kingdom of dwarves that stretched for many miles. Krazandol's craftsmen were famed all over the world for their works in iron, silver, gold, and mithril. The city became rich and powerful, from the trade that it's craftsmen drew and soon held sway over much of the north. But it's riches were to be it's downfall because it was so well known that the Dragons of Banzot heard about it, and in a three-day battle drove the dwarves out. The Great Worms and all of the riches are still in the dwarven city of one Great Keep and 317 houses.
- 4829 The sunken dolmen of an ancient king can be reached via a short sea-cave formed by a toppled marble column. A silver inlaid diadem within is the ingress to the royal grave. A giant manta ray frequents the area.
- 4918 An abandoned Triton village is the lair of a giant octopus. The central plaza is the location of a sacrificial stone which has a secret compartment containing a +1 trident.
- 5101 The remains of a flint pit lies in the weeds of a mud bank. An obsidian sword projects from the bank.
- 5124 A mouldering skeleton of a long dead storm giant is still clothed in a huge leathern hauberk, iron helm, and rotting linen. The giant's sword is wedged tightly in a boulder.

### CITADELS & CASTLES

LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN
0129 Cit.	FTR	4	N	80	1007 Cas.	FTR	5	LG	180	3723 Cas.	PAL	8	LG	100
0207 Cit.	FTR	4	LG	60	1018 Cit.	FTR	6	N	50	4005 Cas.	CL	5	LE	60
0211 Cas.	TH	7	N	100	1103 Cit.	MU	5	N	20	4009 Cit.	AL	7	N	20
0320 Cit.	MNK	6	N	40	1226 Cit.	IL	8	N	30	4304 Cit.	FTR	4	CE	140
0403 Cas.	FTR	10	LE	110	1404 Cas.	FTR	4	N	100	4510 Cas.	FTR	6	LE	50
0527 Cas.	CL	5	LG	100	1501 Cit.	FTR	3	LE	60	4605 Cit.	CL	4	LG	100
0614 Cit.	FTR	3	N	30	1508 Cit.	TH	6	CE	110	4813 Cit.	FTR	5	CG	40
0711 Cas.	FTR	6	CG	60	1924 Cit.	FTR	7	N	40	4903 Cit.	TH	3	N	130
0730 Cit.	MU	4	N	20	2501 Cit.	BA	4	N	50	5111 Cit.	SG	9	N	50
0801 Cit.	CL	4	CE	70	2702 Cas.	FTR	6	LG	80	5204 Cas.	FTR	7	CG	60

### IDYLLIC ISLES

*Each island is preceeded by it's hex number on Valon Campaign Map.*

- 0334 Ant Island - A giant ant colony with a huge network of tunnels is worshiped by goblins. The goblins gather sap from maple trees and sacrifice prisoners by chaining them to the rocks beneath the ant hills.
- 0734 Isle of High Place - Formed by a now inactive volcano, this rocky isle is overrun by wolves and lemurs. Inside the cave is the ruins of a looted pyramid built over an extensive lava pit. The pyramid has poisonous gas traps which still function although the treasure has been taken long ago.
- 1134 Isles of Fiery Swine - Wild boars battle mountain goats for dominion over the grove of apple trees. Some boars are polymorphed sailors who drank from the enchanted spring. Some goats are polymorphed sailors who sampled the island's grapes.
- 1325 Lava - Flow Isle - A large active volcano is the principle feature... PROB 10 % of eruption per visit. Four triceretops and three tyrannosaurus dinosaurs inhabit the sparse jungle.
- 1332 Monkey Isles - Wild monkeys acting as first level thieves overrun these isles. Giant boring beetles and ticks are their only predators.
- 1413 Findrive Isle - A lonely castaway, Ratar Crikisin, has been stranded here for 16 years. He offers one pink pearl for passage to the continent.
- 1622 Isle of Ljosjafaheim - The tree covered hills conceal the great hall of a Viking Chief, Fortel of High Hallick. Now aged and broken, he desires a champion to lay the enslaver of his small band.
- 1628 Isle of Maidens - A sand bank surrounds this isle on all but northern approach. A small walled convent for the novice priestess of Aganju is protected by 23 female initiates, 12 female bishops, and one sage. The convent is located at the head of a fresh water stream within the dense forest. A band of 26 cavemen inhabit the headland rocks above the convent.
- 1722 Mariner's Isle - A sheltered cove and the hives of giant honey bees make this isle a welcome stop for merchant ships. In a hidden seaward cavern, a school for thieves is operated by Effendi Balorast... a master thief of eccentric nature. His pupils ( 2 - 12 thieves ) practice on the Effendi's guards... 16 orcs.

- 1734 Isle of Terraces - The abode of a simple but industrious people, which have covered the hills with terraces. The 24 farmers are all related and trade flax and corn for provisions. They take refuge in a centrally located storm cellar when marauders appear.
- 1934 Isles of Biting Horses - These isles are covered with dense vegetation, small herds of miniature wild horses, and a pride of tigers.
- 2217 Cornmill Isles - A band of 96 gnomes trade corn for necessities. A werewolf rampages through the village during every full-moon and man-eating plants dot the rocky heights.
- 2229 Interlude Isle - An enthusiastic socceror dreams of world dominion as he labours in his underground laboratory to produce the "perfect" warrior...an armor plated flesh golem. His assistants are 3 gnome mediums and an elderly hermit which lives outside the entrances.
- 2308 Isle of Revellers - Consuming the red berries which grow on this lush island causes "instant" intoxication. Two-headed blue snakes lurk amongst the parrot-filled trees.
- 2521 Volcanoe Isle - A village of headhunting natives lies in a dell beneath the large inactive volcano.
- 2620 Fourfence Isle - The dwarven deer called 'Nicalitail' is a gourmet item of great value in distant lands. The 'Nicalitails' are extremely fast and difficult to trap. Mountain lions frequent the shoreline at dusk.
- 2921 Isle of Tears - Amidst the misty mounds is the cave home of a woman troll named Stonerax. Jealously guarding a small treasure hoard buried on a hill top, she lives with three slave girls whom she mistreats.
- 2922 Isle of Forthana - Three extinct volcanoes mark the rugged vista. A very old Black Dragon inhabits the largest of the silenced caves.
- 3003 Isle of Breach - A simple tribe of men tend crops and hunt in the shady green vales.
- 3015 Devils Isle - The accursed stockade here holds the luckless prisoners of Valon. The garrison of seventy is commanded by Lord Darbath.
- 3027 Isle of Iron - Eons ago a huge meteorite fell here to form this isle. Miners would exploit the high grade nickel iron were it not for the 9 rust monsters here.
- 3121 Isle of Coral - Central to this isle is a large cliff of coral uplifted by volcanic action. A herd of hypogriffs inhabit the caves atop the cliff.
- 3132 Isle of the Serpent - An intelligent giant snake (8 HD) able to speak most languages (60%) lives in this lush forest. Able to swim only a short distance, he will beg for passage to the mainland. Always having failed he will try to sneak aboard.
- 3134 Isle of Green Plague - Small creatures called Camoes live here and carry the Green Plague (15% to catch, Incu. Day 2-16, Dur. Days 2-40, Rec. Wks. 2, Fatal 0%). The plague produces a rash that itches uncontrollably during times of stress.
- 3423 Isle of Knowledge - An order of monks train missionaries to the mainland.
- 3520 Shell Isle - A large sand bar juts out from the isle, home for Giant Clams and crabs.
- 3707 Woolness Isle - An orc tribe maintains a log palisade around the sacred pool of a Spirit Naga (CE, AC5, 15" 10HD, cause saving throw vs. charm).
- 3720 Silk Isle - Giant Mulberry trees cover the land, where Giant Silk Worms (4 HD) can be found.
- 3927 Isle of Foresight - Here lives a cyclops with acute vision (6 times that of a normal man). He will swim out to passing ships to board and wreck havoc.
- 3928 Isle of Green Crystal - Giant green crystals surrounding this island are actually a mutated sea creature able to swim and bore through a ship's hull. The only inhabitants are a mad wizard and his prisoner, a dwarven armorer.
- 3932 Corelith Isle - Home of an elven ship builder, Lethpiril, who will gladly help elves, distrusting others.
- 4134 Isle of Basolith - This deserted isle is enchanted so that one venturing inland will lose his sense of direction and have only a 5% chance per turn of finding the shoreline.
- 4221 Isle of Reckoning - Here a ruined temple contains a transparent stone, that when touched, will answer one historical question per day (95% PROB of veracity).
- 4731 Isle of Wanderers - A myriad mix of miscreants populate the camp on this isle.
- 4822 Hemp Isle - A large producer of hemp for the ropes of Valon, this isle is also infamous for its cruel slavery.
- 4922 Hanging Isle - A small community of ex-slaves work the fields and groves, barely self-sufficient.



## LURID LAIRS

HEX #	MONSTER	&	NUMBER	HEX #	MONSTER	&	NUMBER	HEX #	MONSTER	&	NUMBER
0105	Werewolves		25	1625	Sea Elves		216	3902	Werewolves		18
0228	Hill Giants		3	1801	Unicorn		7	4030	Sperm Whale		2
0318	Wild Dogs		123	1911	Lizard Men		127	4207	Grizzly Bears		13
0513	Will O Wisp		1	2223	Hobgoblins		42	4320	Giant Clam		3
0728	Orcs		169	2431	Dragon Turtle		1	4405	Trolls		37
0805	Wild Cattle		190	2502	Ogres		6	4611	Hippogriffs		12
0923	Giant Sharks		14	2608	Sea Horses		34	4727	Giant Eels		3
1113	Giant Squid		4	2825	Giant Sea Otters		8	4804	Giant Crocodiles		7
1206	Storm Giants		3	3202	Giant Walrus		4	4912	Were Bears		13
1330	Sea Monsters		2	3516	Dolphins		46	5107	Wild Horses		28
1417	Giant Sea Snake		4	3823	Green Dragon		1	5133	Giant Seals		44
								5220	Killer Whales		6

## GUIDELINES TO HUBERIC OF HAGHILL

**BACKGROUND** *Hex 2321, Campaign Map One*

Sir Huberic has ruled Haghill for the past 14 years. He enlarged the small castle and shocked the villagers by occupying the long deserted 'Tower of Torpid Terror'. The large tower is the most ancient structure in the surrounding area and legend says that a terrible creature of the Elder Days sleeps beneath it. While Huberic laughs off the superstitions, he prudently sealed off all entrances to the dungeons beneath the tower.

Huberic is especially fond of banquets and uses every opportunity to increase his grisly girth. His retainers are very loyal because Huberic is famed for giving gold rings to his favorites. He entertains them by frightening animals (and an occasional peasant) with his 20' whip.

### MISCELLANEOUS METTONABLES (Unless otherwise noted)

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Huberic the Stout	FTR	N	7	36	2	14	14	10	8	17	15	12	+2 Sword
<i>Portly, Self-centered. Ring of Spell Turning Crossbow of Speed</i>													
Ochcall Cat-Eye	FTR	CE	5	28	4	6	16	12	10	9	7	10	Morn, Star
<i>Constant companion of Huberic, wild-eyed, high pitched laugh.</i>													
Slaughter Serkart	FTR	N	4	12	4	6	10	8	7	6	17	13	+1 Sword
<i>Tall with crested helm and huge moustache Boots of Traveling &amp; Leaping</i>													
Gelath the Spry	MU	N	5	9	9	6	5	15	10	7	12	10	Dagger
<i>White beard bushy eyebrows, yellow robe Potion of Human Control</i>													
Cobbler Codfall	FTR	CG	3	10	7	4	12	8	10	14	15	12	Hammer
<i>Only villain which bad mouths Huberic-personal friend of a Shedu</i>													
Punty Ticknar	BA	N	3	8	8	4	12	15	15	16	16	16	+1 Dagger
<i>Chubby and gregarious, staying at the Lively Leech Inn.</i>													
Lontan the Looter	TH	N	4	9	9	3	10	10	8	9	17	12	Sword
<i>Acts like a joyful drunk while picking pockets.</i>													
Burker Bliss	BA	LG	5	20	7	4	10	12	14	14	15	16	Dagger
<i>Amiable, pet cockatoo relates Legend of the Hecatoncheires...100 hand giant.</i>													
Pachier the Poacher	FTR	N	3	16	4	3	16	10	14	10	12	7	Flail
<i>Sells stolen chickens and pigs, filthy beyond belief.</i>													
Debienna	AMAZON	LG	4	23	6	5	9	14	15	8	16	18	+2 Sword
<i>Searches for the Helm of the Heartstone...a Helm of Telepathy stolen by a Zombie.</i>													
Boomer Bronk	CL	LE	3	11	4	3	18	8	12	16	10	9	Mace
<i>Village Priest of Yezud, Supplement IV p.46, 6 pet spiders.</i>													

### LEGENDS & RUMORS

*Drifting Dythor and the Djinn: an aged panhandler with a magic bottle.*  
*The Golden Tree: a vampire tree with golden apples.*  
*The Silent Strand: a sea-shore inhabited by murderous moles.*  
*The Grateful Grasshopper: wishes granted by a shape-changed god.*  
*The Infinite Sword: a +1 sword which extends into the etherial plane.*  
*The Lady of White Flowers: an elven princess sleeping in an enchanted field.*  
*The Jewel-Worm of Wormingford: a black dragon wearing a jeweled crown.*

### SHOPS/TAVERNS

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
A. Llyrwen the Dadger	FTR	N	3	8	9	4	10	8	14	15	8	11	Sword
B. Stretchy Vagin	FTR	LG	2	7	8	6	11	12	8	9	10	14	Dagger
C. Azarit the Anarchist	MU	CG	3	5	9	4	6	16	10	5	12	10	Dagger
D. Kontar the Pacer	FTR	LE	4	21	4	5	14	8	7	12	9	7	Axe
E. Oracular Gasrit	CL	LG	2	5	5	3	10	7	15	4	16	13	Mace
F. Scitale Big-ears	FTR	LG	2	8	6	3	12	10	9	14	7	8	Dagger
G. Chow Hoar-breathe	FTR	CE	5	29	9	6	15	5	12	8	10	7	Sword
H. Kaladan of Karn	FTR	LE	3	7	4	3	10	10	6	12	13	12	Flail
I. Forliet Mentat	IL	N	2	3	9	4	6	17	12	10	15	16	Dagger

# Huberic of Haghill

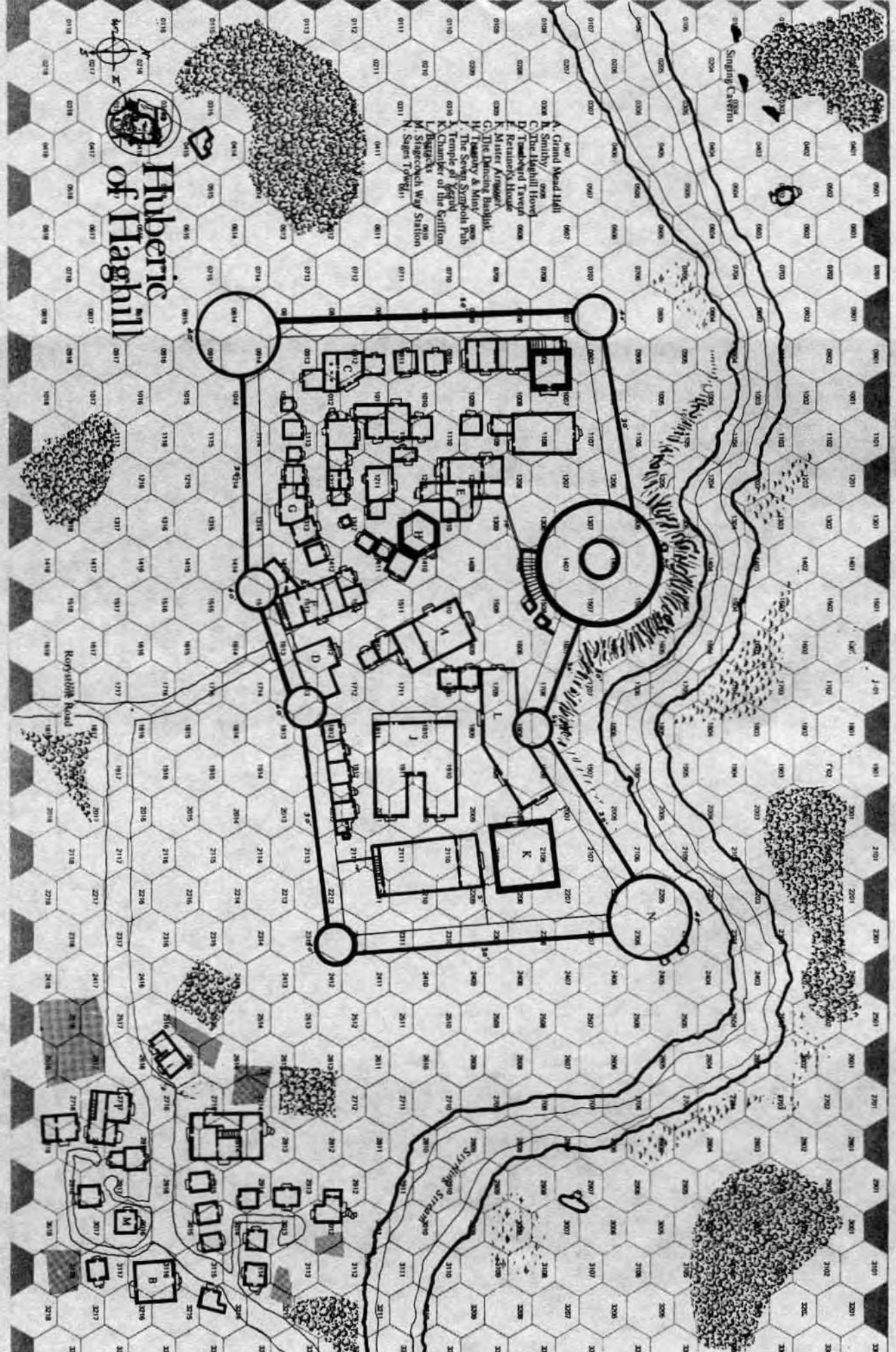


- A. Grand Mead Hall
- B. Smithy
- C. The Highhill Tower
- D. Trenchard Tower
- E. Reinhardt's House
- F. Master Armoury
- G. The Dancer's Hall
- H. Trenchard & Sons
- I. The Seven Scepter Pub
- J. Temple of Light
- K. Chamber of the Griffin
- L. Baggage
- M. Stagewalk Way Station
- N. Sages Tower

Korymbus Road

Singing Caverns

Stagewalk Way



CITY STATE OF THE INVINCIBLE OVERLORD - CAMPAIGN MAP ONE

CITADELS & CASTLES

VILLAGES *If no type stated, it is considered men.*

LOCATION, NAME, POP, & TYPE	CIV	ALIGN	RULER, LVL, ALIGN, CLASS, TYPE	RESOURCES
0115 Grita Heath 110	4	CG	Iskarban 7 LG CL	Spices
0122 Caelam 490	7	CE	Jiralmar 16 N TH	Pelts
0210 Greybeard 445	0	N	Gartang 4 LG FTR	Flint
0231 Jasonyria 252	5	N	Nativad 7 N AS	Silk
0328 Shavenoar 140	2	LG	Markant 5 CG FTR	Copper
0428 Skaney 284 Gno11	2	N	Foxiling 4 N FTR Gno11	Furniture
0510 Greybeard 445	5	N	Rabagan 8 CG MU	Tin
0531 Charnock 470	5	N	Tovekerd 9 CE TH	Lead
0607 Irungsway 180	6	CG	Lepsarn 13 N MU	Oil
0633 Wildwood 154 Hobbit	3	LG	Agbertal 9 CG FTR Hobbit	Vineyards
0703 Finmark 300	2	N	Barlatarn 11 N FTR	Pearls
0727 Red Cliffe 126	4	N	Rockaster 9 N DR	Copper
0823 Springle 366	6	CG	Hanutar 8 LG FTR	Sulphur
0828 Hlymadle 340	4	n	Burlak 12 CE CL	Zinc
0831 Hankam 183	6	LE	Stapelan 11 CE MU	Market
0905 Smitten 460	6	N	Belian 14 N MNK	Market
0907 Elixer 390 Dwarf	0	CG	Cortnay 9 N MU	Market
1013 Hindfell 334	6	CE	Garerd 7 N	Market
1031 Dart 270 Goblin	0	CE	Hetvamar 13 N FTR	Market
1123 Lakenheath 515	3	N	Runalv 12 LE	Market
1128 Landmarch 442 H-Elf	5	LG	Tornald 11 LE MU	Market
1209 Bernost 488	6	N	Malric 12 CG	Market
1308 Doom 305	3	CG	Gubard 11 N	Market
1313 Catalan 492	4	CE	Eablin 10 N DR	Market
1423 Anguikan 412 Elf	2	CG	Tabernas 13 CE IL	Market
1429 Bondmaid 166	5	CG	Hakaman 15 LG	Market
1533 Hunwood 452	2	CG	Coturn 12 CG	Market
1609 Wenlock 220 Goblin	5	CE	Berbant 7 N MU	Market
1623 Foremost 350	4	CG	Redwulf 10 LG CL	Market
1715 Hledra 216 Goblin	5	CE	Armengart 4 N FTR	Granite
1720 Bulwark 293 Hobbit	4	LG	Jahungir 10 CE CL	Pipeweed
1812 Smite 310	3	N	Ramtalan 7 CG FTR	Iron
1815 Omen 236	2	LG	Banfort 9 CG FTR Dwarf	Gold
1907 Crucible 166 Orc	1	LE	Fastis 11 LE FTR	Iron
1934 Sunfells 410 Elf	6	N	Synake 14 N TH	Market
2004 Orlage 166	5	CG	Lyrdan 11 N FTR	Market
2015 Shewolf 163	6	CG	Gorogatan 10 CG FTR	Market
2032 Goblin Hill 457	2	LG	Zolamat 10 CG MU	Granite
2120 Gaehill 394 Dwarf	6	N	Baldacan 6 N FTR	Lead
2125 Flint 292	0	N	Disbad 12 LE FTR	Marble
2312 Byrny 462	5	CG	Hetalan 9 N FTR	Iron
2314 Trollstore 194 Goblin	0	CE	Cusalcon 11 LE FTR	Gold
2321 Haghill 152	0	N	Huberic 7 N FTR	Horses
2422 Darkfield 175	5	N	Snarzak 11 LE MU	Market
2503 Maskholm 390	6	CG	Bolash 17 LE IL	Market
2509 Anvil 184	4	N	Fladhal 11 N CL	Silver
2529 Dearthmead 310	6	N	Oramek 11 LG FTR	Market
2606 Thunderhold 2000	9	LG	Boralin 8 N FTR	Gems
2622 Woe 270	3	CE	Vardanit 7 LG FTR	Hides
2623 City State 20,000	8	N	Balarnega 16 LE FTR	Market
2626 Goodhap 215	5	N	Kofsyra 10 N FTR	Market
2630 Luckstone 224	3	LG	Sulakarn 8 N FTR	Vineyards
2708 Ered Chimera 258 Orc	1	CE	Kemac 10 LG CL	Lead
2711 Troth 177	5	CG	Tregaric 7 N FTR	Market
2733 Atwain 320 Hobbit	3	N	Astcaran 8 CE FTR	Pipeweed
2814 Tain 404	5	N	Krogin 6 CG FTR	Market
2926 Bier 170	3	CG	Laskinor 4 N TH	Market
3003 Thelamie 165	6	N	Ranian 5 CG FTR	Market
3005 Karn 265	2	CE	Bretharch 10 CE MU	Copper
3007 Carmage 240	1	LG	Harilik 7 LG FTR	Timber
3117 Adderwood 312 Elf	2	CG	Gofynan 7 LG PAL	Furs
3204 Sea Hill 294	4	LG	Langorin n FTR	Market
3213 Elf-burn 144 Elf	5	CG	Ermidon N FTR Elf	Market
3313 Limerick 150	5	N	Bedestyr N BA	Salt
3325 Varin's Firth 440	1	CE	Penarkon CE	Pitch
3402 Warwik 9400	9	N	Gadelen N FTR	Market
3406 Seasteadholm 146 Elf	1	N	Gronrhy CG Elf	Market
3412 Boughrune 230	0	N	Halewnlyn LG MU	Market
3529 Hel 460	2	CG	Tarhinagh CE MU	Iron
3615 Modron 1230	9	N	Anoethin N CL	Gems
3625 Rockhollow 210	5	N	Eanqar CG FTR	Zinc

LOCATION	CLASS	LEVEL	ALIGN	MEN	
0107	Cit	MU	7	CE 40	
0125	Cas	FTR	6	N 130	
0203	Cas	CL	6	LG 70	
0216	Cit	FTR	5	CG 40	
0312	Cas	FTR	8	LE 120	
0324	Cit	MU	5	N 12	
0330	Cit	FTR	5	LE 60	
0402	Cit	RGR	5	LG 30	
0420	Cit	FTR	6	CG 60	
0515	Cas	FTR	8	LE 120	
0602	Cit	MU	6	CG 10	
0620	Cas	FTR	7	LG 50	
0628	Cit	MU	8	N 50	
0701	Cit	CL	4	LG 15	
0712	Cit	CL	7	LG 60	
0818	Cit	MU	5	LE 20	
0911	Cas	FTR	6	N 150	
0929	Cit	PAL	5	LG 10	
1003	Cas	FTR	8	LE 110	
1119	Cas	FTR	7	N 80	
1206	Cas	CL	6	LE 70	
1225	Cit	MU	6	N 60	
1316	Cit	FTR	5	LE 14	
1333	Cas	FTR	8	N 130	
1423	Cit	CL	4	LG 40	
1505	Cit	MU	5	LG 20	
1607	Cas	FTR	5	LE 120	
1623	Cit	FTR	7	LG 30	
1715	Cit	FTR	5	N 50	
1824	Cit	MU	5	N 40	
1906	Cas	FTR	8	LE 100	
1913	Cit	CL	7	LG 20	
2010	Cit	MU	5	N 50	
2024	Cas	CL	7	LE 100	
2127	Cit	FTR	8	LG 10 x	
2232	Cas	CL	5	LG 150	
2334	Cas	FTR	6	LE 130	
2422	Cas	IL	6	N 110 x	
2503	Cas	CL	7	LG 120	
2509	Cit	MU	6	N 30	
2529	Cas	MU	8	LE 160 x	
2604	Cas	FTR	7	LG 130	
2611	Cit	FTR	5	LG 60	
2620	Cas	CL	6	LE 70 +	
2626	Cit	FTR	5	N 40 x	
2708	Cit	MU	6	N 30	
2732	Cas	FTR	8	LE 120 x	
2814	Cas	FTR	5	N 60 +	
2916	Cit	FTR	6	LG 20 x	
2926	Cit	MU	8	CE 20 x	
3021	Cit	FTR	7	N 40	
3127	Cit	CL	4	CE 40 x	
3204	Cas	FTR	8	LE 90	
3230	Cit	FTR	5	LE 40 x	
3325	Cit	FTR	6	CG 60 x	
3402	Cas	FTR	8	LE 120	
3406	Cit	CL	5	CG 10	
3418	Cit	FTR	7	CE 45	
3529	Cas	MU	8	CG 140	
3616	Cas	CL	7	LG 90	
3827	Cit	FTR	5	N 40	
3933	Cit	CL	5	LE 10	
4014	4008	Cas	FTR	5	N 50
4133	Cit	FTR	6	CE 30	
4206	Cit	FTR	6	CG 40	
4313	Cit	MU	7	CE 40	
4429	Cas	FTR	7	LE 110	
4528	Cit	FTR	5	N 50	
4608	Cit	CL	6	LG 60	
4633	Cit	FTR	5	N 36	
4806	Cas	FTR	7	CE 80	
4927	Cas	FTR	8	LG 130	
5123	Cit	MU	7	CE 25	
5231	Cit	MU	8	LE 40	

LOCATION, NAME, POP, & TYPE CIV ALIGN RULER, LVL, ALIGN, CLASS, TYPE RESOURCES

3704	Zarthstone 416	4	LG	Kamlan CG	Market
3706	Wolfstone 400	4	LE	Ledwig N	Mercury
3806	Ottergild 184	4	N	Narthin CE	Salt
3827	Dorn 230	6	CG	Rakinach LE	Market
3919	Ryefield 128	6	LE	Ciloxinin CG	Pitch
3933	Guilding 306 H-Elf	2	N	Algryan LG	Market
4008	Forecastle 155 Gnom	7	CE	Zademidan CE	Market
4013	Sticklestead 2540	5	N	Kargrol LE	Horses
4015	Brushwood 132	2	LG	Gakatig LE	Market
4123	Ashenshaft 426 H-Elf	5	CG	Celdric CE	Market
4126	Wormingford 172	1	CE	Cathorn LG	Market
4226	Oakenbridge 318	3	N	Mervanal N	Market
4229	Fireside 330	6	LG	Amlenfrik CG	Market
4313	Seastrand 412	3	LE	Vagnakar N	Market
4314	Sunlitten 450	3	CE	Rasarel N	Market
4416	Tegel 230	3	N	TerneImor LE	Market
4431	Heatherbrush 196	3	N	Kelbardan LE	Market
4518	Benobles 266 Elf	9	CG	Elidoel N	Market
4528	Mill Haven 190	6	CG	Glasiglin CG Elf	Market
4534	Serpent Little 136 H-Elf	2	N	Grugal N	Market
4609	Croy 458 Men	9	N	Melrik LE	Pearls
4622	Lightelf 415 Gnome	9	CE	Veranken LG	Timber
4732	Swarin's Cairn 156 Men	5	N	Ablikar N	Fish
4804	Armagh 267	5	N	Dunbarin CE	Fish
4829	Ossary 3200 Men	8	CE	Alkazed CE	Market
4923	Palewood 114 Elf	1	CG	Giwaldyn CG	Pitch
4927	Sea Rune 135 Men	5	CG	Drudnak N	Market



**TRADE GUIDE**

Because most inhabitants are self-sufficient, trade is limited to towns or armies where specialization is evidenced. Since, all village populations are stated in Able-Bodied Men, the actual maximum market potential is roughly four times greater. Demand is the willingness to buy... not the ability to purchase. High prices demand wealthy customers.

PRODUCT CLASS	DEMAND/WEEK	Example:
Common	1%	wine, classed as Common, sold in a village with a population of 200- 200x4=800 800x1%=8 quarts since, wine sells for 1 GP@, would yield 8 GP.
Rare	22%	
Extraordinary	56%	

Examples of Product Class: (see JG Booklet I)

Common- foodstuffs; wine, mead, clothing, rope, tools, nets, feeds, seeds  
 Rare- processed foods, armor, weapons, mechanisms, luxuries, oil, sundials, imports  
 Extraordinary- fantastic creatures, parts & eggs of creatures, magic items, weapons etc.

**Examples of Price**

Bushel of Maize	3 GP	Dragons 700-1200/Hit Die	Gorgon & Manticora, Chimera & Wyvern
Fur Pelt- small	1	Giants 100-1000/Hit Die	300-800 GP
med.	2	Hydra & Balrog 200 700/HD	Gargoyle & Lycanthrope & Minotaur
large	5	Sea Monster 300-800/HD	100-600 GP
Barrel of Fish	6	Goblins & Kobolds 1-6 GP@	Purple Worm 10,000 GP
Bushel of fruit	4	Orcs & Hobgoblins &	Centaur & Unicorn & Griffon & Giant
10 Rabbits	1	Gnolls 1-10 @	Insects & Giant Animals 400-900 GP
Fox	1	Cockatrice & Basilisk &	Djinn & Efreet 10,000 GP
Deer	5	Medusae 100-600 GP	Pegasi & Roc 1200 GP
Bear	6	Eggs: 1/4th of type	Parts: 1/10th of type



## IDYLLIC ISLES *Each island is preceded by its hex number on Campaign Map 1*

- 0301 Isle of the Twelve-Twelve 70'-120' Bronze Statues of the gods Thetis, Ino, Oceanus, Tethys, Neptune, Amphitrite, Doris, Triton, etc. The statue of Thetis is hollow and contains ten Class H treasures. Triton will animate to protect the treasure being 180 HTK, AC -8, immune to magic and weapons below +3, +5 Trident does 7-42/Hit and attacks as a 10th level monster.
- 0701 Isle of Lalah-Abode of a 19th level sorceress (very lonely).
- 1101 Isle of the Halflings-27 shipwrecked Hobbits evading a Cyclops.
- 1701 Isle of Honors-An ancient temple containing a water naga.
- 1901 Isle of Aepedocles-A castaway pirate who knows fears the return of a giant crocodile which hates him.
- 3101 Isle of Midheaven-116 females and two ancient sages fervently desire a champion who will enter the cave of their god to ask for the return of the male villagers sent to ask his aid...a Catoblepas.
- 4001 Isle of the Talisman-A pirate citadel, 120 pirates, and two sloops.
- 4101 Isle of the Water Sprites-A sea Hag and 6 'daughters' live in a mountain cave.
- 4102 Isle of the Elect-A completely deserted city with a dungeon beneath the temple.
- 4409 Isle of Emyreal Dawn-Overrun by Giant Frogs and Giant Leeches.
- 4502 Isle of the Sea Witch-36 wrecked ships inhabited by ghouls and a Dragon turtle.
- 4510 Isle of the Ringlet-Abode of an ancient Wizard desiring a vial of water from Council Lake.
- 4601 Isle of Damarah-Giant octopi occupy a bucaners treasure cave.
- 4611 Isle of Slumber-The ruins of an ancient city overrun by apes hide a wishing well.
- 4612 Isles of the Shadow Dragon-Stronghold of the pirate brotherhood.
- 4813 Isles of Eerie-Mist shrouded isle of vineyards visited by Nixies.
- 4915 Isles of Wight-56 extremely poor Vikings and one longship.
- 5017 Isle of the Thousand-Abode of rebels, outlaws and exiles.
- 5116 Isle of Tombs-1420 tombs full of undead and demons.
- 5119 Isle of Black Idols-Ebony statues guarded by a black dragon.
- 5215 Isle of the Vortex-356 Lizard Men who worship a giant Manta Ray.

## LURID LAIRS

### HEX# MONSTER & NUMBER

0102 Minotaurs	6	1206 Trolls	10	2923 Dryads	6	4006 Minotaurs	1
0109 Wereboars	15	1230 Sea Monsters	2	2928 Giant Crocodile	6	4016 Gorgons	2
0117 Hill Giants	4	1305 Bug Bears	3	3011 Fire Lizard	3	4021 Bears	26
0125 Hobgoblins	120	1327 Wild Horses	46	3017 Pixies	40	4128 Giant Lizards	8
0134 Salamanders	3	1332 Green Dragons	3	3103 Giant Ants	160	4206 Wererats	7
0206 Giant Ants	36	1415 Mountain Lions	12	3111 Giant Toads	11	4215 Stirges	24
0314 Griffons	14	1419 Wild Cattle	17	3123 Giant Lynx	12	4224 Giant Toads	10
0219 Medusae	3	1505 Ogres	13	3126 Mountain Lions	13	4232 Harpies	9
0225 Ogre-Magi	4	1507 Frost Giants	6	3131 Giant Weasels	14	4404 Dolphins	13
0229 Lizard Men	30	1602 Aquatic Elves	260	3226 Weretigers	15	4421 Wild Pigs	22
0317 Catoblepas	2	1611 Orcs	190	3233 Wild Dogs	14	4524 Giant Weasels	14
0324 Dire Wolves	12	1626 Giant Weasels	4	3308 Giant Shark	8	4602 Sea Horses	6
0335 Centaurs	12	1705 Leprechauns	3	3311 Wild Horses	12	4625 Wereboars	3
0403 Ents	15	1722 Giant Skunks	6	3318 Hippogriffs	2	4630 Stags	12
0414 Kobolds	330	1807 Yeti	4	3329 Orcs	180	4704 Owl Bears	5
0431 Basilisks	4	1831 Bears	15	3421 Giant Otter	14	4805 Manticoras	2
0504 Unicorns	2	1903 Tritons	21	3431 Hydrae	11h	4934 Elasmosaurus	2
0512 Wild Pigs	22	1911 Cloud Giants	4	3508 Trolls	7	5008 Plesiosaurus	3
0533 Tigers	17	2129 Giants Ram	15	3515 Wild Dogs	18	5025 Giant Crabs	4
0614 Gorgons	3	2209 Hydrae	3	3527 Hobgoblins	180	5117 Morkoth	10
0730 Cave Bears	10	2222 Crocodiles	25	3612 Giant Centipedes	10	5122 Werewolves	8
0818 Nixies	95	2232 Manticoras	1	3628 Trolls	5		
0903 Gnolls	140	2325 Lizard Men	30	3631 Hill Giants	3		
0909 Giant Spiders	23	2334 Red Dragons	4	3708 Giant Leech	8		
0920 Giant Beetles	8	2406 Cockatrices	5	3711 Mososaurus	3		
1002 Mermen	40	2432 Salamanders	3	3809 Giant Ants	120		
1016 Wild Dogs	43	2521 Giant Frog	6	3812 Wild Horses	24		
1028 Wolves	16	2618 Giant Beaver	3	3821 Unicorns	1		
1030 Owl Bears	3	2734 Minotaur Lizard	2	3829 Wild Horses	21		
1112 Giant Snakes	5	2818 Wood Nymph	5				
1119 Werebears	10	2822 Ents	18				
1134 Sahuagin	37	2905 Giant Wasps	6				



**MORALE** Use the following guideline for determining NPC's morale in important situations. Add the NPC's morale rating (determined when hired) and adjust for circumstances.

Two Six-Sided Dice Roll

- 2 Panic - Roll on Random Action Table
- 3 Dread - Run, back to enemy
- 4 Fearful - Fall Back in loose order
- 5 Apprehensive - Fall Back in good order
- 6 Shaky - No advance, no attack\*\*
- 7 Uneasy - No advance unless attacked
- 8 Half-hearted - Slow advance, no charge
- 9 Steady - Quick advance
- 10 Calm - Charge
- 11 Ready - Charge, Automatic 1st Round\*
- 12 Stalwart - Charge, Automatic 1st two Rounds\*

\*If at least equal weapon length \*\*may melee

NPCs morale may be checked as a group, if appropriate.

Circumstances:

- Outnumbered -1 Per NPC's 4 Lvl's +1
- Num. Superior +1 Veteran Fighter +1
- Wounded -1 4-7 HD Monster -1
- Badly Wounded -2 8+ HD Monster -2

Panic Random Action Table

- 1 Surrender, Throw down weapon
- 2 Play dead, Crawl away
- 3 Freeze, no Attack nor move
- 4 Run Away, Random direction
- 5 Hide nearest place possible
- 6 Berserk! Attack +3 HP for next 4 rounds, -1 per round thereafter, cumulative

## CIVILIZATIONS & TECHNOLOGICAL LEVELS

The following chart can be used to determine the relative technological/civilization level of a village or section. There are actually eleven levels, increasing in sophistication; a '0' on the ten-sided die is considered either 0 or 10 at judge's option.

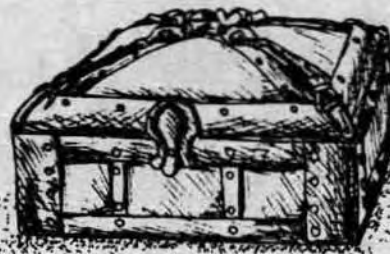
CIVILIZATION	LEADER	DEFENCES	TECHNOLOGY
0 Anarchy	Warlord	Manor, Caves, Pits	Papyrus, Stone, Wheel
1 Democracy	Hetman	Earthworks, Ditches	Stirrup, Waterwheel, Bronze
2 Tribal	Chief	Palisade, Patrols	Agriculture, Rudder, Iron
3 Agrarian	Mayor	Citadel, Militia	Sundial, Linen, Candles
4 Religious	Cleric	Temple, Traps	Lantern, Chariot, Felt
5 Tributary	Governor	Keep, Garrison	Screw, Windmill, Silk
6 Oligarchy	Noble	Outside Troops	Crossbow, Chainmail, Spinning Wheel
7 Republic	Senator	Walls, Machines	Hourglass, Stagecoach
8 Aristocracy	Overlord	Fortress, Reserves	Knitting Machine, Compass, Plate Mail
9 Feudal	King	Castle, Vassal Armies	Rockets, Glasses, Damas. Steel
10 Dictatorship	Emperor	Multi-Fortress, Allies	Telescope, Calculus, Sextant

## POPULATION DENSITY

The population density of an area will largely be determined by the civilization and tillable land within the area. There is 13,856 acres and 21.65 square miles in each 5 mile hex. Hunting tribes require one square mile per member while one square mile of farmland will support a population of 320. Agriculture requires a density of 30 per square mile for maximum utilization. A village of 220 pure hunters would require a hunting range of ten hexes for support. A village of 660 farmers which farmed an entire hex would support an additional 5740 population group. The wilderness map assumes all hexes are lightly wooded excluding mountains. The woods shown are especially dense, requiring horsemen to walk mounts. The only true clear terrain hexes are those within and adjacent to the names of plateaus and plains. Tillable land in the farmland cleared by farmers. Any civilization above two has 10-100% tillable land within the hex in which it is located. Thus, agriculture hexes will support a population of 640 to 6400. When entering a hex containing a village, tower or castle, a 6 on a six-sided die indicates that the feature in question has actually been found, a 5 indicating that a small farm or hamlet (10-60 population) has been found instead. Players following a road, coastline or river that intersects a village, negates the necessity of 'encountering' same.

## BARONIES

Upon building a stronghold, a player-character must clear every four hexes (five miles each) radiating from the hex in which his stronghold is located. While clear terrain hexes can be maintained monster free by patrols, mountainous, swamp and dense wood hexes cannot be maintained free of monsters. For this reason, barons usually do not maintain patrols in these areas, preferring the more tillable clear terrain and hilly hexes. Investments will increase the population of a hex by ten able bodied men per month per 1000 GP invested. Adjacent hexes are affected at the rate of five men per month unless mountainous, swamp or dense forest hexes.



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