

DEMASUS



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DAVE SERING

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COLUMNS

- Horse Feathers by Chuck Anshell4
A flight through our new Columns and Articles.
Convention Compendium79
A Stroll Through the Market Place by Clayton Miner7
All Things Wonderful and New!

REVIEWS

- From the Horses Mouth by Clayton Miner90
Reviews of Arduin Adventure and Swashbuckler

GUILDMEMBER 34 PAGE PULLOUT INSTALLMENT

- Isle of the Blest by Scott Fulton.31
City State Campaign Aid

FEATURES

- An Interview with Dave Sering.5
Dave Sering has been with Judges Guild for over two years and has helped produce over 50 products.
Duck Tower by Paul Jaquays.9
Gives us a delightful Expansion Adventure.
Physical Descriptions by Tom Jones13
Describing your NPC's
Things That Go Bump in the Night.15
Lava Man by Jon-Pierre Pazevic
Flyke by Tom O'Cull
Sea Mages by Paul Elkman16
Sea Mages from Goeldria
Catapult Warfare by Keith Bradsher25
The use of Catapults from Land or Sea can change the course of the battle
All That Glitters30
The Dwarven Pick of Mining
by Edward R. G. Mortimer
The Gnomish Hammer of Carpentry
by Edward R. G. Mortimer
The Amulet of the Moon by Edward R. G. Mortimer
Traveller Combat Revisions by Tom Holsinger67
An interesting variant including Ship Design Revisions necessary
Wilderness Roads by Paul Andrew Denisowski80
A short article on Road Travel Encounters
Wanderer's Merchant Company by David MacKenzie81
Ever want to be a Wandering Merchant? Here's how! Though mainly for Sea Merchant, they can be used by Land Merchants too.
The Adventure of Yardarm McGraw's Treasure
by Gerald Seppana.85
A Skulls and Crossbones Adventure by one of the game's authors

ART

- Ken Simpson: Front Cover, 81, 85
Rick Houser: Front Cover Color, 16, 30
Jerry Taylor: 31
Erin McKee: 15
Kevin Siembieda: 8
Tom O'Cull: 15

Pegasus

ISSUE THREE

TABLE OF CONTENTS

NEW GUILDMEMBER BONUS

LOOK FOR THIS



ISSUE LOGO

Details on Page 4

Publisher: Bob Bledsaw
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HORSE FEATHERS

EDITORIAL
by Chuck Anshell

To all my friends out there, a hardy "Hello!" - it's great to be back, even though the name of the magazine has undergone a couple of changes since I was last its Editor, and its internal look has been totally revamped. A Samurai Editor out of its medium is no fun. While I will now be living, for the most part, in distant Oak Park, IL, I will be commuting to Decatur and Judges Guild for the purpose of editing Pegasus. I am really glad that we were able to work out this unusual arrangement. This issue sees me returning as Editor; however, most of the Editorial Work for this issue and the next was set by my predecessors. So issue number 5 will be the first which is "totally" my issue.

While we're on the subject of good news, I want to add that we have, finally, solved our "late issue" problem. While this issue is late, issue number 4 should be sent out on time, and, by the time you receive issue number 5, I will be a whole issue ahead! This means that I have to get used to working on the December issue in August and the June issue in January (Whew - talk about jet lag)!

For all you writers and artists out there, please note that, in addition to our usual reimbursement schedule and blurb, we are also printing a "Copy Call," starting with this issue. Readers should find this interesting as well.

Keep those cards and letters coming in, folks. Let us know what you like; we put this magazine together for you. Also, I would like to hear from you about whom you want us to interview. We have several interviews planned, of course, but we want to know of anyone you are particularly interested in. Are there any special articles you would like, such as *How Do You Go About Designing A Product/Scenario From Campaign Material?*

NEW! NEW! NEW!

Starting with this issue, we have a new Guildmember bonus: If you are a subscriber,

look for the Pegasus issue logo in ads appearing in each Pegasus. When an ad includes the issue logo, Guildmembers get 10% off the retail price of any item in the ad when ordered from Judges Guild. This includes JG ads and other manufacturer's ads. Your Guildmember Bonus for each issue will be good for one month after the issue date of that Pegasus. That is, if the issue date is Dec/Jan, the Guildmember Bonus is good through February of that year. Be sure to state that you want your discount and list the issue and page number the item appears on, as well as regular ordering info. This is another good reason for all of you Non-Guildmembers to subscribe and to keep your subscription renewed and current!

This issue has quite a few "extra" special items, including an expansion module (that's right! - it's all new) for DUCK TOWER, a delightful article on SEA MAGES, and an interesting variant on TRAVELLER tm combat. We don't stop there, though, for there is also THE WANDERER'S MERCHANT COMPANY, a good article on CATAPULT WARFARE, and an adventure piece, entitled YARDARM McGRAW'S TREASURE for PIECES OF EIGHT - SKULLS CROSSBONES SYSTEM, not to mention the CITY-STATE INSTALLMENT: ISLE OF THE BLEST by JG's own Scott Fulton. Enjoy, Dear Readers. See you next issue.

We at PEGASUS would like to thank Erin McKee and Harold Kahn, the former Editors, for their contribution to our magazine and hope they fare well in their new endeavors.

Also, you asked for it, so now you're really gonna get it! Watch for a NEW CONTEST, coming soon!



an Interview with DAVE SERING

Though involved with fantasy, science-fiction and history as soon as he learned how to read, Dave Sering didn't get involved in simulative gaming until the U. S. Navy stationed him in Rota, Spain in the middle of 1971. At first his gaming activities were restricted to historical subjects only, but friends later introduced him to FRP (Fantasy Role Playing). Historical subjects still remain his favorite even though his profession is now in the field of FRP. Getting out of the Navy, Dave worked for a short time in a factory and then got a job as a 3rd shift security guard while attending classes at a local university. These jobs allowed him enough personal time to referee some rather large campaign games and do some writing at night, between his security rounds. Soon he became involved with putting on conventions with various clubs in the midwest. It was at these cons that he first became acquainted with Judges Guild's products and personnel. After working on a set of plans and drawings for medieval ships, Dave was offered a job at Judges Guild in Decatur, Illinois. Once at Judges Guild, Dave spent most of his time slaving over a hot drafting board. Soon he was called upon to do more and more editing and writing. At present he is one of the senior designers at Judges Guild, his primary area of emphasis being SFRP, especially TRAVELLER™. Dave views his job as a continual challenge with more and more interesting things to do in the future.

Pegasus: *When did you first get involved with Simulations Gaming?*

Mr. Sering: I was reading through a copy of "U. S. Naval Institute Proceedings" when I noticed an advertisement for some company called 'Simulations Publications, Inc.' Having a lot of time on my hands (the Navy provides large quantities for all involved), I sent off and subscribed. The first game I got was "Flying Circus". I thought it was really neat and so did a couple of my friends. A Corpsman buddy of mine took it to work with him and before the day was out half the patients in the ward were trying to shoot each other down. About that time the base exchange toy store got in an assortment of Avalon Hill games and a lot of my friends were off on wargaming, also.

Pegasus: *What types of games did you play?*

Mr. Sering: At first I played all the common boardgames. It didn't take long before I and all my friends were making up new scenarios and modifying rules right and left. In fact we were soon inventing games of our own. Most of us were plastic modellers from way back and soon started painting up a few miniatures and writing rules to game with them. Then, I spent some

time travelling around England in the summer of '73 and looked in on quite a few of the wargamers in that country. When I finally got back to the U. S. I found that a lot of my old college buddies had discovered wargaming on their own. We started a club at Illinois Central Community College which is still going strong. I and my friends became active in the conventions at about that time. Soon after I became involved with Judges Guild.

Pegasus: *How did you become involved with the Guild?*

Mr. Sering: Up 'til then I hadn't been involved in the fantasy end of gaming that much. I had always read fantasy, science-fiction and heroic adventure, but few games were available to play in that genre'. While I still spent most of my time in historical types of gaming, this new role-playing game began to interest me. When several of my friends went down to Decatur to visit Judges Guild, I went too. After several trips, Bill Owen, Bob Bledsaw and I talked about a possible project they wanted done. I had a lot of interest in medieval history and technology. Being an ex-Navy man I was, also, interested in ship building. They suggested that I draw up some detailed 25mm plans of ships that FRPers would normally encounter or travel on.

After a few of them were drawn up, and I had written a description to go along with each plan, Bob offered me a job in Decatur at the Guild. I moved

**I moved down
to Decatur in
the summer of
78...**

down to Decatur in the summer of '78 and set to work as rapidly as I could. We just managed to get 'Sea Steeds and Wave Riders' ready for Gencon 78.

Pegasus: *What types of games do you play now?*

Mr. Sering: All types! It has become a very enjoyable part of my job to become familiar with each new development in the gaming industry as soon as it comes out. Our research library here at Judges Guild is very extensive and I make it a practice to examine at least one new game each week or review an old one I haven't played for a time. After finishing off 1/2400 naval miniatures, WWII micro armor and 25mm ancients (at least to the

extent of completing what is available in my selected army or navy), I am now painting up 15mm Napoleonic. At 1/20 scale I am about halfway through my French Army Corps. I have had to call a halt to painting French and go paint up some British in order to put some counter-balancing lead on the other end of the table. Each week we try to schedule some different types of gaming at the Guild so we don't get into a rut with just one type.

Pegasus: *What is your job at the Guild?*

Mr Sering: The job title is Design Manager. What it means is that I am a senior member of the design staff and I either design game projects myself,

I either design game projects myself or I supervise the development of someone else's game project.

or I supervise the development of someone else's game project. Since Judges Guild is still a relatively small company, any and all of our staff may be called upon to fill in for anyone else. Most of my time is spent at a desk or drafting table, editing manuscripts, writing manuscripts and drafting maps and plans are where the Judges Guild employs me. I, also, have charge of the approval process on certain types of material submitted by outside designers.

Pegasus: *What products have you designed?*

Mr Sering: I have designed 'Sea Steeds and Wave Riders', 'Frontier Forts of Kelnore', 'Traveller Logbook', 'Starships & Spacecraft', 'Ley Sector', 'Tancred', 'Glimmerdrift reaches', 'Crucis Margin', 'Amycus Probe', 'Rogue Moon of Spinstorme', 'Simba Safari' and 'Laser Tank'. I helped out with editing, layout and drafting on over thirty more. Probably at least 50 or so products, in all, if magazines are included.

Pegasus: *What products are you currently working on?*

Mr Sering: At present I am developing the Gateway Quadrant Campaign series for TRAVELLER by GDW. Other projects include Judges Guild's own series of general playaids, the first of the universal science-fiction gaming aids is 'Port o Call Number One: Tarlkin's Landing' I am also working on material for a play aid for SPI's 'Dragonquest'. Finally, although on a very low priority, I am working on a series of miniatures rules.

Pegasus: *Then Role Playing is your specialty?*

Mr Sering: That's correct, most of my time is applied to various role playing system gaming aids. With our greater experience in the field we feel we have come closest to achieving playing aids which actually play well with all rules systems. 'Ravenskrag' is the first of our latest series, The Universal Fantasy Role Playing Adventure. Other similar aids are coming out for other areas of role playing. Of course, we will, also, continue to put out our specialist products for the individual game systems.

Pegasus: *What do you see as the major goal of FRP?*

Mr Sering: The major goal of any hobby activity is enjoyment. Fantasy Role Playing contains enjoyment for a great many different types of people. At first many newcomers to FRP enjoy the combat, the thrill of risking the character and coming out in spite of all the odds against you. Soon players are investing more time and care in their characters, developing a personality and a history for each. The players rapidly require a world to live in, not just some cardboard scenery to posture in front of every Tuesday evening. At this point the players come to the rescue of the judge since they are just as important in creating this world as he or she is. To long-term gamers, that is where the enjoyment of FRP comes, the enjoyment of mutual creation of a vital world. The refreshment of being able to step into an entirely different world, even if only in your mind, for an hour or two leads a gamer back to the normal world, renewed. Trying to cope with a plague of angry dragons with only a sharp stick or two makes it much easier to cope with rush hour traffic.

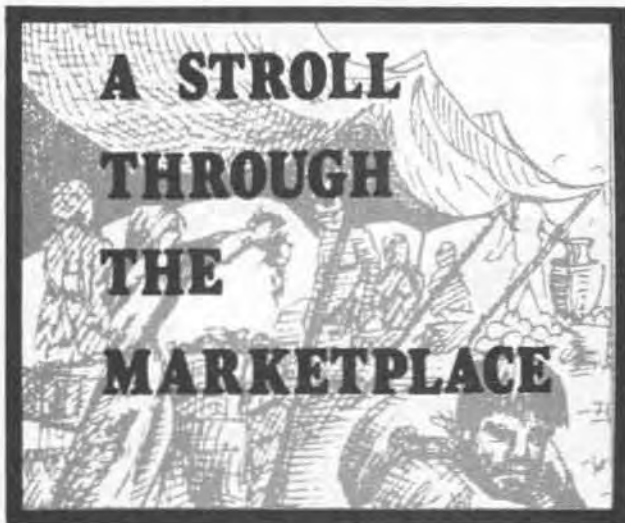
Pegasus: *That's what you get out of Fantasy Role Playing?*

Mr Sering: Yes. The chance to step outside of myself for a while, to be someone else for a while. I find it helps me to be more objective about a problem if I try and view it from as many different viewpoints as possible.

Pegasus: *Would the Guild like to see submissions from the outside continue?*

Mr Sering: By all means, submissions from Guildmembers are part of our life's blood. Though we don't think of it as submissions from 'outside' since all Guildmembers are part of the Guild whether they are in Decatur or Saudi Arabia. When Someone sends us something we read it, even if it isn't in the best of grammatical form or legibility. It helps alot if the material is double-spaced, typed on one side of the paper. If it is, we look at the materials as to whether it would make a suitable product or if it would be more appropriate for the magazine. Magazine material is placed on file, typed up and used when it is appropriate. We try to use material as soon as possible but there may be waits of months in some instances. [This is due in part to our publishing schedule, with mags being worked on in Aug for Dec issues. Also we do notify if material is rejected if an SASE is enclosed. - ed.] Material which could become a product is evaluated and we run a cost estimate to see how much it could cost us to publish it. With this information in mind we send a contract offer to the author with a cash purchase offer and a royalty percentage offer. Upon acceptance of one of the offers and a signed contract, we typeset, do whatever art and maps are required to complete the project and send it to the printers. If required, we arrange for sending the manuscript through the company, which wrote the rules set involved, for official approval. Soon, another Guildmember can point with pride to their contribution to our growing hobby!

Submissions from Guildmembers are part of our Life's Blood!
(see page 77)



by Clayton J. Miner

Greetings and welcome back once again. This month we have a lot to show you here in our busy Marketplace, as an outstanding number of new products arrived since your last visit here. As is our custom, we shall now give you a brief guided tour of our wares, starting with the Judges Guild. Among the newest items that the Judges Guild has recently released is a product titled Ravenscrag, a 269 room Castle sheltering a wide variety of inhabitants, beasts, intrigues, and mysteries. Complete with a guidebook describing the Castle and its environs, Ravenscrag also includes a full set of floor plans drawn out in 15mm scale. The first in a new product series, the Universal Fantasy Supplement line, Ravenscrag retails for \$10.00. Other new Judges Guild items includes Dragon's Hall, a 32 page solitaire dungeon for use with Advanced Dungeons and Dragons retailing for \$3.50, and Break in at Three Kilometer Island, a 16 page adventure for the Villains and Vialantes game system, which retails for \$3.00. The remaining new releases from the Judges Guild are Lara's Tower, a 16 page adventure within a priestesses' taver, and Crucis Margin, the third in the series of detailed Traveller approved sectors. Lara's Tower has been approved for use with Advanced Dungeons and Dragons and sells for \$3.00, while Crucis Margin retails for \$5.98.

There are also a great many new items from other manufacturers this month, so we will begin with Mayfair Games Inc. A new company their titles include Richard I, the Lion-Heart, a game of Richard I's campaigns for France, The Castle, a skulk through a castle for one to six people, I.C.B.M., a game of thermo nuclear exchange between the U.S. and the U.S.S.R., and Space Empires a game of universal conquest for several players, each for \$5.00. Their last game is an amusing struggle between the angry villagers and the count, titled Transylvania, selling for \$3.00. Task Force Games latest release is Ultra-Warrior, a pocket sized game of combat between the elite warriors of the 23rd century. Retailing for \$3.95 this game re-enacts the battles of these re-born Knights-Errant. Game-lords Ltd. has added to their popular Thieves' Guild series with the additions of Thieves' Guild IV, which pits thief against thief when the Black Hand moves to take control from the Guild, and Thieves' Guild Special #1. Prince of Thieves' 81, the tournament run from Gen Con 81 which selects the best thief of all. These items sell for \$5.95 and \$4.95 repectively.

Fantasy Games Unlimited has also expanded its line of games and game aids. Their newest boardgame, Diadem, a simulation of expansion and conflict in the Diadem Cluster, retailing for \$20.00. The other releases from F.G.U. expand their science fiction role playing game Space Opera. The first of these, Martigan Belt sets up and adventure within an asteroid field, and is available for \$5.00. The remaining two items both sell for \$6.50 and provide the referee with a pre-made area of space to game in. Titled Star Sector Atlas I: The Terran Sector and Star Sector Atlas: The Outworlds, these booklets include maps and information on the flora and fauna of various planets. Tactical Studies Rules latest item is a new module for their Advanced Dungeons and Dragons. Available for \$5.50, L-1 The Secret of Bone Hill is a mystery and adventure

continued on page 76



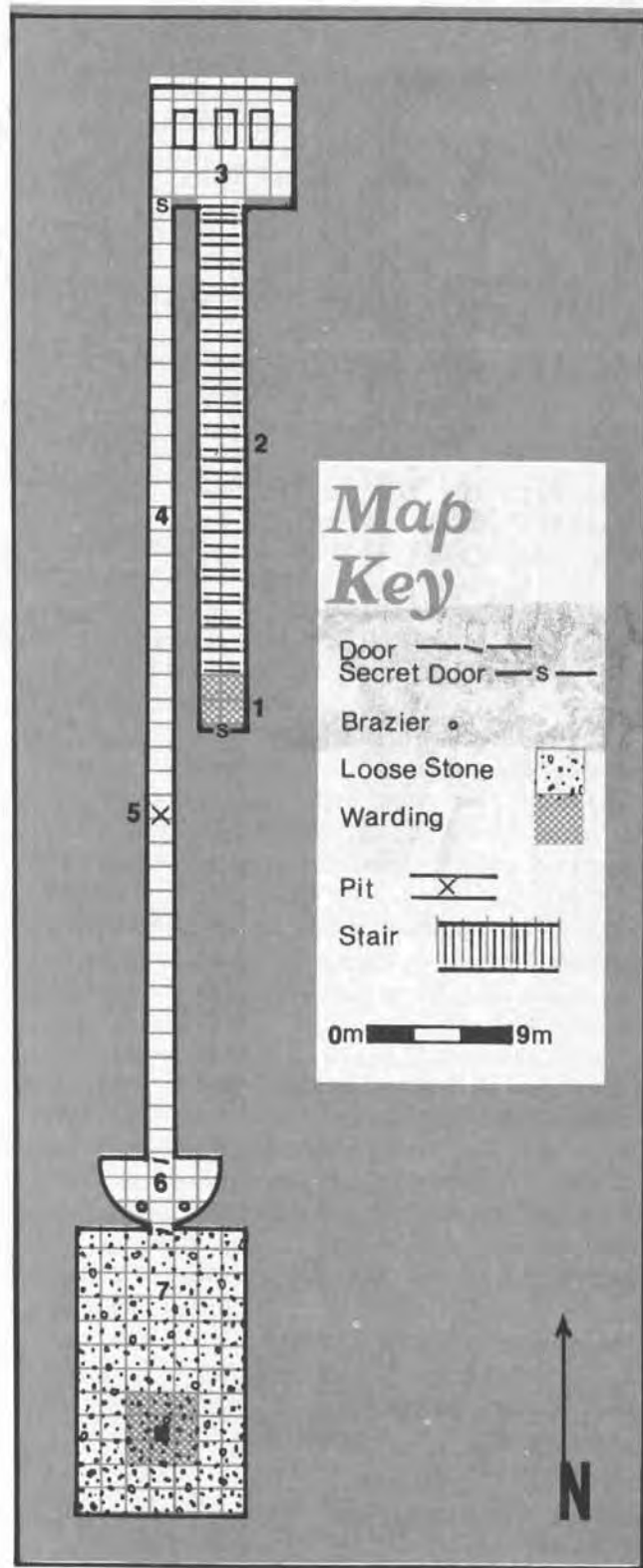
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duck tower:

An Expansion of Deathdrake Temple.

By Paul Jaquays



No, this is not an errata or corrections article. Nothing was left out of DUCK TOWER. However, the Runequest scenario created by myself and completed by the eloquent Mr. Rudy Kraft left a lot of room for expansion and personalization. The crypts beneath Deathdrake Temple are just an example of what can be done by taking one of the found objects from tables in the front of the booklet and using it as the basis for a mini-scenario. In this case, it is the Protection 4 shield and the Sword of Yahkkerpupphie from Found Item Table number three, items eight and ten. Since the Humakti (worshippers of the Gloranthan prime death deity, Humakt) represent prime death as a sword, it was an easy choice as to where this powerful weapon would be located. The shield was thrown in to justify the extreme forms of protection around the sword. The additional treasure, is as rolled in my own campaign.

I will make a point of mentioning that this adventure is indeed of the GATEWAY variety in that my world is not Gloranthan and neither are its deities, although there are great similarities. Deathdrake temple is an abandoned sanctuary of the Angel of Death, Uriel, who is in addition, a minor earth deity allowing use of the 1 point gnome is room 7. Change it if it doesn't fit, I did.

Rationale for adventuring:
(Humakti) Certain cult relics are known to be buried somewhere in Deathdrake Temple, a shrine dedicat-

ed both to the worship of Humakt and a duck Hero whose name the temple bears. While ducks are allowed into the cult, they really are ONLY ducks and desecrating such a shrine would not be considered wrong, especially when the possibility of the character's home temple possessing the holy artifacts is involved. There is certainly a chance to raise charisma here! (Non-Humakti) There is a sword in those crypts and it doesn't really belong to the death cult. No protective spirit is bound to that sword.

THE CRYPTS OF DEATHDRAKE TEMPLE

1. In the south side of the base of the stone duck warrior in Deathdrake Temple (see No. 29 of Duck Tower), there is a secret door visible only by a spot hidden roll being made on the statue itself (A spot hidden roll made on the entire temple area will reveal the hidden door only if a "critical" spot hidden roll, i.e. 5% of the character's spot hidden ability).

FIRST GLANCE: Room is dark unless light is present. Size is 3x3x3 meters. A 3 meter wide stair leads downward from the north wall of the chamber.

CLOSER LOOKS: Floor is tiled with small, circular, ceramic tiles, no regular pattern is apparent. Walls are stone block, carved with bas-relief murals of a duck warrior championing his people. The carving is unusually sophisticated.

EXITS: A stair descending north and an opening in the ceiling in the center of the south wall that will allow passage, one at a time into the temple above. Creatures of a size larger than 20 will find passage impossible. There is no apparent means of scaling the wall.

HIDDEN SPOTS: A successful roll will reveal a small, circular depression in one of the room's corners, about a finger's width in diameter and not more than a half centimeter deep. It is a stick that makes up a ward. There is one in each corner. (See Traps).

TRAPS: The room is protected by a one point Warding spell that will do 1D3 of damage to any creature entering or leaving the room and will alert the guardian spirit mentioned in DUCK TOWER, room 30 (INT 16, POW 37). The Guardian spirit will then follow the adventuring group to determine whether or not they are desecrating its temple.

2. This is a stair connecting rooms 1 and 3. It is 30 meters long and descends 15 meters. Nothing special about it.

3. THE CRYPT OF THE HIGH PRIESTS

FIRST GLANCE: Room is 9x7.5 meters. Three unusually short crypts are placed equidistant from the walls and each other.

CLOSER LOOKS: On the lid of each crypt is written the following in the common tongue (or in duckspeak) "Defile not these tombs, else the guardian shall hound you to your doom." This writing will normally only be visible from the floor of the crypt (while standing on the floor next to the crypts, that is). A spot hidden roll from the stairs will reveal it also. Walls are damp, stone blocks.

EXITS: Stair to room 1 and a secret door in the southeast corner.

HIDDEN SPOTS: A hidden spot made from the stair on the crypts will reveal the writing on the crypt lids. A successful roll made while searching the room will reveal a dry area where the secret door is.

DENIZENS: Any Humakt worshipper not wearing a duck mask will feel a light touch on the soul that will convey a message of unwelcomeness here. Any non-Humakti entering the room will be immediately attacked by the guardian

spirit until they leave the room. Anyone who defiles the crypts in any way (opening is defiling) will be attacked regardless of cult. If more than one defiler or non-Humakti is present, the Guardian Spirit will summon additional Temple Spirits to assist. INT: 10, POW: 15, INT: 10, POW: 18, INT: 11, POW: 14; INT: 14, POW: 16, INT: 14, POW: 19; INT: 11, POW: 15; INT: 10, POW: 15.

4. THE LONG HALL

This hall is 1.5 meters wide, 90 cm tall (any characters larger than size 5 will have to squat or crawl) and 60 meters long. The hall slopes gently down. The walls are damp and slimey.

TRAPS: 36 meters down the hall is a pit trap (See No. 5).

EXITS: The door at the south end of the hall is made of dense wood, bound in bronze. It is damp and will not ignite. It is also locked. The lock is rusted and -10% on lock picking. If the lock is not picked, the door must be forced (remember that the ceiling is not even a meter high). To open door, a character must roll under his strength (not under his strength times 5, but under his strength, this is a difficult door).

5. PIT TRAP

This is a pit trap in The Long Hall. It is 12 meters deep and will open on a 1-4 roll of a D6 each time it is passed over. It is counter-balanced such that it will swing shut each time. Creatures under 6 in size will not trigger the trap. If characters are probing for the pit, it will require pressure exerted by someone of at least 16 Strength to cause the trap to function (again, a roll of 1-4 on a D6 is required). The pit will do 8D6 of damage to one hit location if fallen in.

6. THE ANTECHAMBER

FIRST GLANCE: Room is semicircular, 7.5 meter diameter. The walls are stone block and two stone braziers spring into life when the room is entered.

CLOSER LOOKS: The walls and floor are carved into arabesques and strange, potent looking designs.

EXITS: Door into the Long Hall and a locked door into room 7.

DENIZENS: A ghost/guardian (INT: 10, POW: 18) in the room has lit the braziers with an ignite spell and has cast the Issaries Rune Spell Lock on the door to room 7. It acts as a 3 point glue spell, duration 8 weeks, along edge of the door (the hinges are not accessible from the outside).

To break the spell, a character must overcome the resistance of a power of 54. Up to two characters may attempt to breach the door simultaneously.

NOTE: For some Arcane reason, the Guardian Spirits of the Temple can not penetrate this far.

7. THE ROOM OF DEADLY GRAVEL

FIRST GLANCE: The room is 10.5x18 meters in size. It will be immediately noticeable that the floor of the chamber is made up of loose gravel of varying size. In the center of the room is a large black stone box, 1x1x1 meter. Only half of the box is visible above the earth.

SPOT HIDDEN: A spot hidden made on the area around the black box will reveal the end of a warding rod. Once the box is opened, a spot hidden made on the floor will reveal a slight movement in the earth, a tremor, but nothing more.

TRAPS: The area around the box is protected by 6 points of warding of which 2 points have been used to expand the area covered. Any character passing through the perimeter of the ward will be struck with 4 points of disruption stacked against one hit location.

DENIZENS: Once the warding is passed, divine intervention will summon a 1 point gnome who will wait for the defilers of the ward to pass out of it towards the door.

Gnome: Hit Points: 34, Size: 3x3x3 meters, STR: 13, Move: 3.

TREASURE: The box is sealed with a 2 point lock spell when the ward is breached, the spell must either be broken or dispelled. The power used to cast the spell is 18.

Inside the box is the following: The Sword of Yahkkerpupphie. This magical silver sword has a POW: 10 storage crystal in the hilt and the following matrixes carved upon it: Bladesharp 2, Repair, Light and Fireblade. The sword has the temper of bronze and may be used by any non-chaotic creature (Remember also, that tempered silver is Rune Metal and Rune Metal is good against lycanthropes). In chaotic hands the blade will untemper, the crystal shatters and the runes fade. An additional power of the blade is to do 1-3 points of disruption damage (Hit points not spell points) every time it hits a chaotic creature, attacking with a POW of 10 every time. The spells POW comes from outside the material plane and does not affect the bearer or the crystal.

The Dragon Shield (Table III, No. 8): This small, dragon bedecorated shield has a Protection 4 matrix inscribed upon the back.

The Helm of Deathdrake. This copper helm may be used by a Duck Priest of Humakt to summon the spirit of the Hero Deathdrake. The Hero will appear as an INT: 13, POW: 32, spirit to do the bidding of the Priest as per a friendly spirit in a Daka Fal Summon Specific Ancestor Spell. Duration is 15 minutes, once per week. The helm has an additional value of 14,000 silvers to the Humakt cult, 3,000 silvers elsewhere. This item will be recognized by a Humakt Rune level immediately.

The Torque of Humakt: This ancient treasure is valued by the cult at 70,000 silvers. There is no way that they can pay this amount in cash, however, they will be long on favors, training etc. Elsewhere the value of the torque will be but 10,000 silvers. Any character who wear the torque who is not a Humakti initiate or higher, will immediately be struck by a POW 20 Sever Spirit spell. This spell will attack a new wearer immediately and continue to attack one per day if the spell fails and the same wearer continue in his folly. This item will be immediately recognizable to a Humakt Rune level.

The following are miscellaneous gems and jewelry in the chest: Each will have the value in silvers following it:

Red gem, 10, flawed Pink gem 27, flawed green gem 27, black rock 10, gaudy necklace 30, orange gem 965, gemmed ring 140, flawed amber gem 15, wrist bracers 50, flawed blue gem 95, cheap torque 50, violet gem 1200, clear red gem 500, pearly-white gem 100, belt 240, sandals 3666, clear gem 5000.

Above maybe easily reduced or added to if so desired. Remember, the characters will have to get back past the temple's guardian spirits.



The End





Physical Descriptions

by Tom Jones



On a number of occasions, I've been asked by the players: "O.K. What's he (or she) look like". For the most part, they have been satisfied with a sketchy description of what the encountered entity is wearing and carrying. This usually provides them with enough information to reach a decision as to the entity's most likely alignment and profession. But every once in a while, the necessity arises to present the players with further information as to the exact appearance of whatever it is the party just bumped into.

The situation may vary from a sudden encounter with a group of nondescript travellers on a road to a catalogue of customers in an inn. The multitude of causes for further detailing can become quite a load for the Judge. In a number of cases I was forced to fall back on the old stand-by of reeling off a thumbnail sketch of one of the players. This has the advantage of confusing the players, since they find it hard to "read" an encounter through an examination of the NPC(s) expression. Unfortunately, the Judge is limited to the number of available players as to the number of times this option may be exercised. Also, it tends to dull with repetition. There are only so many times you can state that that innkeeper "looks a lot like Sam" before the players wonder whether your world is populated by Clones.

Many Judges, of course, have their own systems for getting around this problem and many game aids provide excellent physical descriptions of the personalities involved. But for those who don't have a methodology developed or don't use prepackaged game aids, I present a set of charts for generating a description which I've used with some success.

Each chart may be used separately, integrated with a pre-existing system, or used with the others. There are brief explanatory notes at the end of each chart for modifications as required to conform to Character Classes, Race Variations and Sex, where applicable.

The charts may also prove useful in creating descriptions of Player Characters. Some game systems may require a player to present the Judge with an exact description of his or her character, as if the NPC played by the Judge was, in fact, just meeting the Player Character for the first time.

Physical Descriptor Charts

A) Frame or Build

1 Fighters (Including Rangers, Paladins, Dwarves)

01 - 75 Heavy Frame (Strength +2)
76 - 95 Average Frame
96 - 00 Light Frame (Agility +2)

2 Magic Users (includes Elves and Gnomes)

01 - 30 Heavy Frame
31 - 80 Average Frame
81 - 00 Light Frame

3 Clerics (includes Druids and Monks)

01 - 50 Heavy Frame (Strength +1)
51 - 90 Average Frame
91 - 00 Light Frame (Agility +1)

4 Thieves (includes Assassins)

01 - 20 Heavy Frame
21 - 80 Average Frame
81 - 00 Light Frame (Dexterity +1)

B) Height

Height	Light Frame	Average Frame	Heavy Frame
3' 10"	01 - 02	01 - 05	01
4' 00"	03 - 06	06 - 10	02
4' 02"	07 - 10	11 - 15	03
4' 04"	11 - 15	16 - 20	04
4' 06"	16 - 20	21 - 25	05 - 10
4' 08"	21 - 25	26 - 30	11 - 15
4' 10"	26 - 30	31 - 35	16 - 20
5' 00"	31 - 36	36 - 40	21 - 25
5' 02"	37 - 43	41 - 51	26 - 30
5' 04"	44 - 50	52 - 62	31 - 40
5' 06"	51 - 57	63 - 73	41 - 50
5' 08"	58 - 64	74 - 84	51 - 60
5' 10"	65 - 71	85 - 90	61 - 70
6' 00"	72 - 79	91 - 93	71 - 80
6' 02"	80 - 85	94 - 96	81 - 85
6' 04"	86 - 89	97	86 - 90
6' 06"	90 - 93	98	91 - 95
6' 08"	94 - 96	99	96 - 97
6' 10"	97 - 98	00	98
7' 00"	99	NA	99
7' 02"	00	NA	00

Fighters: +10%

Magic Users: -5%

Thieves: - 5%
 Halflings: - 15%
 Gnomes: - 15%

Elves: - 10%
 Dwarves: - 10%
 Female Player Characters: - 5%

C) Weight

Weight	Light Frame	Average Frame	Heavy Frame
80	01 - 05	NA	NA
90	06 - 10	01 - 05	NA
100	11 - 15	06 - 10	NA
110	16 - 20	11 - 15	NA
120	21 - 25	16 - 20	01 - 03
130	26 - 36	21 - 30	04 - 06
140	37 - 47	31 - 40	07 - 09
150	48 - 58	41 - 50	10 - 12
160	59 - 69	51 - 60	13 - 17
170	70 - 80	61 - 70	18 - 22
180	81 - 91	71 - 80	23 - 33
190	92 - 00	81 - 85	34 - 44
200	NA	86 - 90	45 - 65
220	NA	91 - 95	66 - 86
250	NA	96 - 98	87 - 91
280	NA	99 - 00	92 - 96
310	NA	NA	97 - 00

Fighters: +10%
 Thieves: - 5%
 Halflings: - 15%
 Female Player Characters: - 10%

Magic Users: - 5%
 Elves: - 10%
 Gnomes: - 20%

D) Hair Color

- | | |
|---------|----------|
| 1 Red | 5 Silver |
| 2 Black | 6 White |
| 3 Brown | 7 Blonde |
| 4 Gray | 8 Auburn |

D1) Hair Color Modifiers

- | | |
|----------|---------------|
| 1 Light | 5 Iridescent |
| 2 Dark | 6 Streaked |
| 3 Dull | 7 - 10 Normal |
| 4 Glossy | |

E) Hair Length/Style

- | | |
|-------------------|---------------|
| 1 Shaven | 6 Tonsure |
| 2 Crew Cut | 7 Braided |
| 3 Mid Back | 8 Pony Tail |
| 4 Waist Length | 9 Scalp Ridge |
| 5 Shoulder Length | 10 Scalp Lock |

F) Facial Hair

- | | |
|-----------------------|--------------------------|
| 1 None | 6 Full Beard |
| 2 Small Moustache | 7 Full Moustache |
| 3 Small Beard | 8 Full Beard & Moustache |
| 4 Fu-Manchu Moustache | 9 Long Beard |
| 5 Van Dyke Beard | 10 Waxed Moustache |

G) Eye Color

- | | |
|---------|---------------------------|
| 1 Blue | 6 Red (Albinoism implied) |
| 2 Brown | 7 Yellow* |
| 3 Black | 8 Purple* |
| 4 Green | 9 Silver* |
| 5 Gray | 10 Gold* |

Usually found in Non-Humans, but not exclusively.

H) Special Features (Scars, Marks and Tattoos)*

- | | |
|--------------|--------------------------|
| 1 Scar | 4 Physical Deformity |
| 2 Birth Mark | 5 - 6 No Special Feature |
| 3 Tattoo | |

H1) Special Feature Location

- | | |
|---------------------|-------------------------|
| 1 Right Arm | 6 Face - Left Side |
| 2 Left Arm | 7 Right Shoulder |
| 3 Right Hand | 8 Left Shoulder |
| 4 Left Hand | 9 Right Thigh/Lower Leg |
| 5 Face - Right Side | 10 Left Thigh/Lower Leg |

H2) Physical Deformity

- | | |
|------------------------|---------------------------|
| 1 Extremity Withered | 7 1 or more Teeth missing |
| 2 Extremity Paralyzed | 8 Cleft Palet |
| 3 Extremity Missing | 9 Lisp |
| 4 Sensory Organ Damage | 10 Chronic Allergies |
| 5 Sense Organ Missing | 11 Chronic Disease(s) |
| 6 Hemophilia | 12 Stutters when Speaking |

* Use this chart primarily for NPCs. It may be utilized optionally for Player Characters at the Judge's discretion.

I) Skin Color/Complexion

- | | |
|----------|----------------------------------|
| 1 White | 7 Light Complexion |
| 2 Black | 8 Dark Complexion |
| 3 Brown | 9 Olive Complexion |
| 4 Yellow | 10 Mottled Complexion |
| 5 Red | 11 Ruddy Complexion |
| 6 Tan | 12 Moderate (average) Complexion |





Lava Men
by Jon-Pierre Pazevic

No. Appearing1 - 6
 AC4
 Hit Dice6 - 8
 % in Lair30
 TreasureD
 Damage1 - 12
 Greek Fire3 - 18

These are brothers of Fire Elementals, who are sometimes found in caverns leading to volcanoes. They are able to attack their enemies in two ways: 1) by throwing up to 3 balls of Greek Fire (dam-

age from these burns is twice as hard to heal), or 2) by engaging their enemies hand-to-hand, doing terrible burning damage. Non-magical weapons will melt after 3 Hits on them. Cold spells do x 2 damage, Fire and Fire spells have no effect. They will not venture near water.



lava man



flyke

Flyke
by Tom O'Cull

Frequency Very rare
 No. Appearing1 - 4
 Armor Class3
 Move.6"/18"
 Hit Dice4
 %in Lair40
 Treasure TypeNil
 No. of Attacks . . .2 and Special
 Damage/Attack3D6
 per head;
 2D6 for Fire and Cold
 Special AttacksFire
 and Cold
 (each usable 3 times per day)
 Special Defenses . . . Tail whip
 up to 1 time per 5
 melee rounds
 Magic Resistance20%
 to Fear spells
 Intelligence Average
 Alignment Chaotic Evil,
 Neutral, Lawful Good
 Sizeroll 5D10;
 Result equals length in feet
 Psionic Ability Nil

A long time ago there was a tenth-level Wizard named Telsinot, who enjoyed experimenting with animals. He especially liked to try to make them bigger.

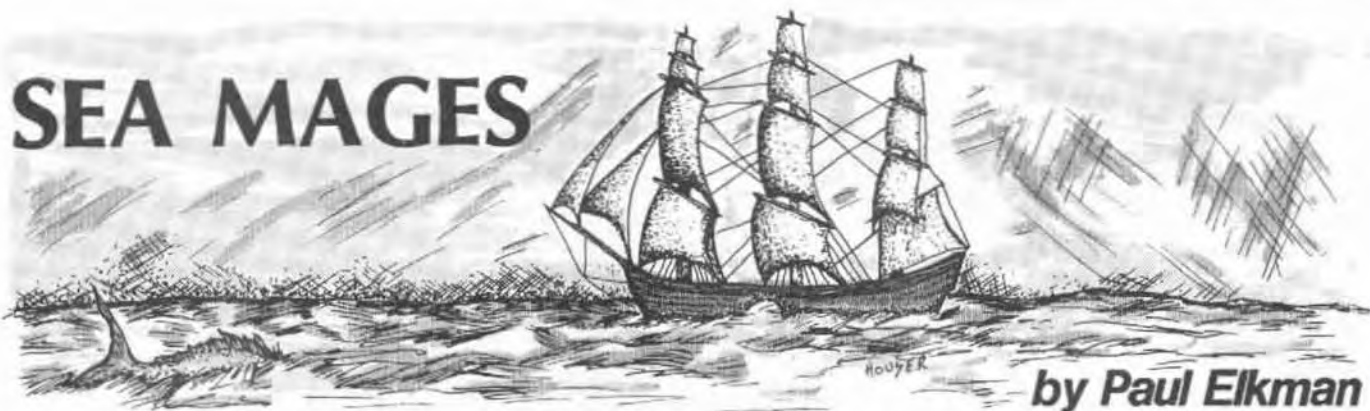
One day, the Wizard acquired four king cobras, and began experimenting with them. About a month after he got them, the Wizard fed them a special potion he had prepared. After being fed this potion for 30 days, each cobra began developing another head and Dragon's wings. One of the snakes became Chaotic Evil, two became Neutral, and the last became Lawful Good.

After some more experimenting, the Wizard found that half the snakes became Neutral in Alignment, the other half were equally divided between Chaotic Evil or Lawful Good. He named his creation Flykes because they were snakes that could fly, and because they made a "clicking" noise.

The skin of the Flyke is identical to that of regular snakes, except that it is twice as thick and as strong as Plate Mail. Their wings are like strong leather.

One day the Wizard heard a commotion in the basement of his laboratory. When he investigated, he discovered the Flykes doing battle with a giant rat. To his astonishment, the snakes were using Fire and Frost Breath Weapons to fight the rat, who was just barely dodging them. Finally, one of the snakes used his tail like a horse-whip, and totally dismantled the rat! The Fire Breath of the Flykes is a 90' long cone with a 30' base, and the Frost Breath is a 120' long cone with a 30' base.

SEA MAGES



by Paul Elkman

For centuries the Free Lands of Goeldria have produced the greatest sailors upon Nidavellir and their skills in aquatic matters are widely acknowledged. It is natural then that their magicians would turn their energies to the water and that their fleets now carry Mages of unusual power and empathy with the Sea. Out of this background has grown another class of Magic-Users, one which shows great promise as an NPC. The Sea Mage would naturally arise of a sea-faring people and would be a natural extension of their interests; he would be encountered either abetting piracy or hunting it, or as an officer aboard military vessels. Because he has essentially no power away from any massive bodies of water, and since few of his spells are melee oriented, he would make an unattractive adventurer in most campaigns. The Sea Mage ought to be able to find a comfortable place in any campaign which emphasizes sea power or has extensive reaches of seacoast and islands.

The Sea Mage spells are arranged through the 9th Spell Level as are standard MU's, and similar restrictions hold relating their INT to the number of spells knowable by the Mage. They have the standard weapon restriction, they can use all Scrolls, Wands and Rings and there are Spell Storing Rings peculiar to them. They may use only those Misc. Magic items which directly concern either Water or Weather. A Sea Mage may wear leather armor but no Shield; this is to protect him better from the dangers of sea voyages and the vagrancies of weather aboard ship.

SPELL EXPLANATIONS (where different from standard)

FIRST SPELL LEVEL

- | | |
|--|---|
| 1. DETECT CURRENT
casting time: 1 round | Determines direction and speed
range: 1/3 mile per 3 levels |
| 2. DETECT LAND/ISLAND | range: 1 hex area |
| 3. LOCATE FISH
casting time: 1 round | Determines species, range,
depth |
| 4. LOCATE WRECK
casting time: 2 rounds | Determines range, depth
range: 1/10 mile per level
caster |
| 5. FIND FAMILIAR | as per Magician spell,
except familiar from this
list |

Special: Alignment CG-LG dolphin/porpoise
 LN-NG sea otter
 LE-NE great tortise
 CE great white shark

6. SHIPBOARD MESSAGE as 'Message' spell but limited to same ship
7. CREATE DRINKING WATER creates $\frac{1}{2}$ gallon of pure water per caster
 casting time: 1 round level
8. MAGIC SHIRKIN uses a palm-sized brass disk which when
 thrown (as skipping a stone) reveals razor sharp spikes; it can be used in two ways:
 A. when thrown against rigging and/or sails of another ship it has an 80% chance of
 cutting support ropes and if not will 1-2 go into the water 3-4 strike the planking of a
 ship 5-6 strike the rigging of ones own ship. It can also be used against other sailors;
 when thrown vs. an unarmored sailor it has a 65% chance of hitting, less 3% per DEX
 over 14 for the sailor.
 Damage location is: 01-08 head (1/6 eyes)
 09-12 neck-throat
 13-65 torso damage is 1-12, hitting the throat
 66-80 arms will kill in 1-3 rounds, hitting the
 81-00 legs means permanent blindness
 casting time: 2 rounds effect time: 1 round range : 200 yds.
9. FLOAT OBJECT keeps afloat up to 40 lbs. of any object, per caster level
 casting time: 2 rounds effect time: 5 minutes/level range: 18'/level.
10. SPEAK TO FISH
 casting time: 1 round effect: 5 minutes/level range :30'
11. ANCHOR serves to maintain the position of the caster's ship
 against currents of up to 12 ft./sec. supports up to 550 lbs. of displacement of the boat
 per caster level.
 casting time: 5 rounds effect : $\frac{1}{2}$ per level range: 1 ship
12. LOCK HOLD as per WIZARD LOCK
13. CHARM SEA PLANT as Druids CHARM PLANT
14. HOLE/PLUG SHIP creates/blocks a line of up to 6 holes of a diameter of
 up to 2 $\frac{1}{2}$ " at any point along the hull of a boat (usually below the water line) and the
 holes can be up to 7' apart. Caster's of the 8th level or above can punch holes in metal.
 casting time: 2 rounds effect: perm. range : 50' per level
15. SWIMMER allows 1 creature wearing any armor/clothing to stay
 afloat in the water and move/swim easily, regardless of the conditions in the sea.
 casting time: 1 round effect : 5 minutes/2 levels range :40'
16. CURE SCURVY/RICKETS cures the disease in one man and protects for 2 weeks
 casting time: 3 rounds effect: perm. range : touch
17. UNDERTOW creates a powerful current which pulls any object or
 person not magically supported to a depth of 10' and carries him for 80' per caster level
 before allowing him/it to surface.
 casting time: 1 round effect: til distance travelled range: 50'

18. **MAGICAL SAIL** spins a magical web of 30' by 40' in the rigging of a single masted ship. Each sail so created can support and propel up to 1000 lbs. of ship displacement.
 casting time: 10 rounds effect : 1 hour/2 level range: 1 ship
19. **DETERMINE POSITION** allows the Mage to commune with the Sea Gods to enough of an extent to know his exact position relative to any point he wishes to know about, anywhere in the world.
 casting time: 6 rounds effect :---- range:----
20. **FOG ENSHROUDMENT** produces a fog bank 150' by 100' by 50' tall which will surround a single ship.
 casting time: 3 rounds effect : 10 minutes/level range: 1 ship
21. **AERIAL PILOT** summons a being which is related to the Aerial Servant, and this being can understand simple telepathic commands and is a reliable steersman and pilot when told where the ship ought to be headed.
 casting time : 15 rounds effect: 1 hour range : 180'
22. **CORAL GROWTH** this spell accelerates the growth of existing coral banks so that within 5 minutes it will triple its volume and it will do so once for every 4 levels of the caster and remain enlarged permanently.
 casting time: 15 rounds effect : perm. range : 130'
23. **RAISE SANDBAR** raises a portion of a sandy ocean bottom up by up to 40' in order to temporarily ground vessels.
 casting time: 2 rounds effect: 1 round range: 35'
24. **DEFLECT RAM** deflects a ram mounted on a ship in a random direction and stuns the crew manning it. This will effect ships of up to 2000lbs. displacement per caster level and will have the velocity and damage caused by ships too large to handle.
 casting time: 2 rounds effect: 1 round range: 35'
25. **BOARDING PLANK** creates a shining board of 4' width which fastens itself upon another ship, keeping itself level at all times and stretching up to 20' to reach to the next hull. It can support up to 10 men in Chainmail before all fall into the sea.
 casting time: 1 round effect: 5 minutes/level range:20'
26. **MAGICAL RAM** creates a spike of 10' length and 4½" thickness on the bow of the caster's boat; the spike is sufficiently stron as to go through wood which is not re-enforced and also through sheet metal.
 casting time: 3 rounds effect: 10 minutes range: 1 ship
27. **CAUSE/CURE BENDS** touch either causes a victim to immediately double over in pain from high pressure gas bubbles forced into his blood stream or it cures the condition as it occurs naturally in diving. Victims get a saving throw; they are unable to move for 3-30 hours and those of CON less than 11 have a $[30 + 3x(12-CON)]\%$ chance of dying.
 casting time: 1 round effect: immediate range: touch
28. **REMEMBER SEAS** A navigational aid, this spell causes the ship itself to memorize the characteristics of the seas it passes through so that at any future time no pilot will be required to steer the boat -- upon command, when the boat is in waters which it remembers it will steer itself indefinitely in a given direction, until it leaves the known area and then it will just drift aimlessly.
 casting time: 25 rounds effect: perm. range: 1 ship

29. SHIP INVISIBILITY renders a single ship and everything aboard and/or attached to it, and everything in tow as well, invisible from any view. The ship is able to move while invisible and can raid likewise.
 casting time: 8 rounds effect: $\frac{1}{4}$ hour per level range: 1 ship
30. PASS THROUGH GALES creates a calm pocket of sea for a 100 yard radius around the ship and deflects all winds so to protect the ship from all aspects of turbulent weather. It can either use the ANCHOR SPELL or drift until the storm passes.
 casting time: 8 rounds effect: $\frac{1}{2}$ hour per 3 level range: 1 ship
31. GIANT KELP causes any and all aquatic plants in the affected area to grow to about 12 times their original size; this results in blocking the channel in shallow seas and it catches and holds swimmers and small craft.
 casting time: 1 round effect: 3 hours range: 50 yards
32. CONJURE WATER ELEMENTAL this creates a 13d10 Water Elemental on the sea which will follow the orders of the Mage who called it. It moves at slow ship movement rate. It can overturn small boats (skiffs, rowboats, whaling rafts) in 1 round and can knock holes of up to 8" diameter in the hulls of larger craft. It does damage of 3-18 pts.
 casting time: 3 rounds effect: 10 minutes/level range: 20'
33. WIND WALK LIMITED allows the body of 1 creature to assume a gaseous state along with whatever he is carrying, and move along the winds at the speed of 90 mph. At any time he wishes, he may return to the ground and become corporal, thus ending the spell
 casting time: 2 rounds effect: 10 minutes/level range: touch
34. WALK ON WATER a person touched by the Mage, or the Mage himself can move on the surface of any liquid, regardless of encumberence and will be able to make forward progress against winds of 5 mph. Does not work over Lava/Magma or over poisons.
 casting time: 2 rounds effect: 15 minutes/3 levels range: touch
35. LIMITED WAVE creates a small-scale tidal wave of height 15', which runs in a line that is 200 yds. long. It moves at 12 mph in the direction specified by the caster. Boats of less than 15' length are swamped, of less than 40' length have a 40% of swamping, of less than 60' a 10% chance. The wave cannot be counter-controlled (by a Druid for example), nor can it be fired through with weapons.
 casting time: 6 rounds effect: 10 minutes/3 levels range: immediate are
36. CAUSE LOCAL CURRENTS causes a volume of water 500 yds. long by 4' wide to move in simple patterns of the speed of 4 mph. It does this regardless of the natural prevailing conditions in the area.
 casting time: 3 rounds effect: $\frac{1}{2}$ hour per level range: 500 yards
37. STILL WATER stops all wave motions in a circle of 100 yard radius centered on the caster. Currents in the area simply divide and go around this perimeter without having any effect on the ship.
38. SEA WALL this forms a wall of solid water which is 8' high and 3' thick. Sail-driven vessels trying to break through will suffer 20-50% structural damage and be held aground for the duration of the spell. The length is 20' per caster level and once the wall is constructed, it cannot be moved.
 casting time: 5 rounds effect: 2 hours range: 100 yards
39. SHIP MISSILE SHIELD Forms a translucent bubble of force, with radius of 50' around the ship and this will deflect all incoming missiles [spears, ballista, catapult shot, rocks] of a non-magical nature which have a speed of more than 1' per second.
 casting time: 2 rounds effect: 10 minutes/level range: 50'

40. RAISE ISLAND raises a bare stretch of rock of dimensions 30' by 50' times the level of the caster divided by five. This can further be improved on by other spells or the work of a Druid.
 casting time: 35 rounds effect: 1 week/level range: 300 yards
41. RAISE WRECK will bring to the surface wrecked ships and flotsam in the immediate area adjacent to it as long as such have not been underwater longer than 6 months per caster level. The spell will also hold the ship afloat for 15 minutes per level so that other means can be used to secure it.
 casting time: 10 rounds effect: 15 minutes/level depth: 15'/level
42. POLYMORPH TO SEA CREATURE allows the transformation into any natural which lives underwater which is also between 50 lbs. and 350 lbs. gross weight. This spell will give a polymorphed person all abilities of his new form.
 casting time: 1 round effect: 1 day range: touch
43. POLYMORPH TO SEA MONSTER as above, but choice is limited to one of the following : Sauhugin, Merman/Triton, Giant Squid/Octopus, Whale, Great White Shark, and marine dinosaur, Giant Sea Snake, Dragon Turtle, Saltwater Giant Gar, Man O' War, Giant Crab, Giant Oyster, Seahag, Sealion.
44. CREATE WATER WIERD creates a permanent Wierd under the control of the caster. If it is not named, it cannot be recalled to the Material Plane by its creator but otherwise can be conjured at any time from the sea by simply speaking its name.
 casting time: 65 rounds effect: perm. range: ----
45. REVERSE CURRENT TEMPORARY reverses the direction of any natural current which passes within 400 yds. of the caster. This will effect the entire length of the current with 1 hour of casting the spell (currents of up to 100 miles long only).
 casting time: 1 round effect: 1 hour range: 400 yards
46. PASS THROUGH WAVE allows 1 ship or person to pass through a series of waves as if they weren't present and neither be hindered or swamped by them.
 casting time: 1 round effect: 1 hour range: 1 ship
47. DEFLECT GALE deflects a sever storm which is moving in the direction of the caster in a way such that it moves in a random direction (use 1d8); the storm will then hit somewhere from 10-50 miles away from where it would have--doing up to +20% more damage due to the fiercer winds and additional water it picked up. This spell can only deflect a gale which is more than 10 miles away from the caster.
 casting time: 1 hour effect: duration of storm range: ----
48. SCALDING SEA creates a cloud of steam from the surface of the sea, which envelopes an entire ship. The first round it does 1-3 pts. damage to the entire crew of the ship and the second 1-6 and the third 1-10 pts. Remember that an ordinary sailor will have from 1-3 hit points!
 casting time: 1 round effect: 3 rounds range: 60'
49. CREATE ICEBERG creates large chunks of ice out of the sea, the total mass of a flow of 1 ton per caster level.
 casting time: 30 rounds effect: perm. range: 100'
50. AIR BUBBLE create a bubble of air, of 5' radius per 3 levels of the caster and this bubble can be centered up to 50' below the surface of the water and will remain there despite buoyancy and the effect of currents.
 casting time: 3 rounds effect: 1 hour range : 50'

51. SEA QUAKES as per EARTHQUAKE, it levels structures built underwater, forces silt (contaminants) into the water, creates large waves on the surface and can sink islands of up to 1000 square feet per caster level.
 casting time: 6 rounds effect: immediate range: 500 yards
52. WATERSPOUT creates a funnel of water, resembling a solid tornado, which is 40' tall, 5' at its base and 15' at its top. This whirling mass can be directed by the caster. All men forced into it are automatically drowned. It is an effective weapon vs. ships, capsizing all ships of under 200' length if directed through them. If concentration is broken, the spout falls apart in 2 melee rounds.
 casting time: 5 rounds effect: while concentrating range: 1 mile
53. SHIP DESTRUCT an improved version of Finger of Death which can explode and burn any ship it is aimed at. Mirrors and similar devices do not deflect it but do negate it. A tiny blue beam can be seem reaching from the Mage to the ship to be destroyed. If any living creatures break the beam, the spell is neutralized and that creature will die, no saving throw.
 casting time: 1 round effect: 1 round range: $\frac{1}{4}$ mile
54. ICEBREAK every 5 minutes this spell will destroy a strip of ice which is 200 yards long by 15 yards across, allowing an ice-bound ship to pass.
 casting time: 6 rounds effect: $\frac{1}{2}$ hour range: 200 yards
55. WIND WALK allows up to 4 people and all of their gear to assume gaseous form for up to 20 hours. They can move at 40 mph and re-enter the gaseous state once after becoming physical during those 20 hours.
 casting time: 6 rounds effect: 20 hours range: touch
56. SEA DIKE creates a Sea Wall of length 10 miles (maximum) of which both ends touch land; it can be formed in any shape by the caster. The wall will remain, even should all of the water be pumped out of the diked area.
 casting time: 4 hours effect: perm. range: 10 miles
57. MAJOR WAVE creates a wavefront up to 50 miles long, 15' thick and 30' high. This will move at 30 mph for up to 6 hours (specified by caster) and in a given direction. This wave will capsize all craft it encounter except for wide rafts and merchantmen of 200 + length and draft of at least 35'.
 casting time: 8 hours effect: 6 hours range : 50 miles
58. FLEET INVISIBILITY as per SHIP INVISIBILITY, except that it will cover up to 3 ships per 2 levels of caster and over an area of up to 5 sq. miles.
 casting time : 30 rounds effect: 1 day range: 3 miles
59. SEA VOLCANO creates a crack in the sea floor which allows magma to come to the surface, creating a volcano which will rise to the surface in 2-6 days. Within 2 weeks thereafter it will have a visible surface of its own and an are of up to $\frac{1}{4}$ sq. mile. The crest of the volcano will reach 20-60' above sea level in one months time before it becomes dormant.
 casting time: 5 hours effect: perm range: ----

60. FIRE BEAM this creates a beam of energy from the palm of the caster's hand which will burn any flammable object it touches and does 4-40 pts. to individual men. The spell is best suited to strafing decks of ships, clearing them of sailors and marines as well as setting them afire. Beam intensity and damage decrease by 50% for each unit of 100' between caster and target.
 casting time: 2 rounds effect: 1 round range: ½ mile

61. RETREAT SEAS this spell will cause an area of ocean, which is less than 30' deep, of dimensions 5x1 mile per 5 levels of caster maximum, to retreat from its current shoreline leaving a new stretch of land. New beaches will be established along a new coastline and the area will be sufficiently dry in 2-4 weeks (assuming summer weather) for habitation and building.
 casting time: 15 hours effect: perm range: 1 mile

62. TRUE TIDAL WAVE creates a massive wave, up to 200 miles long which is 40' to 60' high and up to 30' thick. This wave will move in a specified direction for 4 hours at a speed of 70 mph. No vessel can remain upright against it without powerful magical aids.
 casting time: 12 hours effect: 4 hours range: 200 miles

SOME OTHER SPELLS, NOT ASSIGNED SPELL LEVELS

63. ETHEREAL SHIPS allows a ship to move in the ethereal plane instead of the normal one. When in this state it can move at double normal movement rate and is not subject to the effects of weather. The general characteristics of the land over which the ship passes can be seen but as through a dense fog; in this state a ship can cross over land. All passengers and crew accompany the ship and ethereal creatures can be clearly seen, as can the ship by them. Monster checks are doubled.
 casting time: 1 hour effect: 5 hours range: 1 ship

64. HALLUCINATORY ROCK causes the entire personal of a ship to imagine land appearing in whatever direction the caster wishes. The land always appears a constant distance away and the ship can never reach it.
 casting time: 3 rounds effect: 5 minutes/level range: 1 ship

65. HALLUCINATORY ROCK causes the crew/navigator of a ship to see a large boulder either (a) directly in front of the bow, regardless of how it turns or (b) in one spot, permanently--this is useful to guard harbors and guide invaders onto treacherous (invisible?) shoals. The imagined boulder is useful in that it does not disappear after being touched by a ship, any number of ships can go through it and it is still visible.
 casting time: 2 rounds effect: till dispelled range: ----

66. WATERPROOF makes any cloth or container resistant and repellent to water. Covers area of 4'x8' per caster level.
 casting time : 1 round effect: perm range: 1 item

67. DRY instantly removes all water from the surface of an item/person and its coverings, rendering them dry to the touch. Note the fact that surface is used here, it will not dehydrate and kill a human.
 casting time : 1 round effect : perm. range: 1 item

68. REFLOAT a special LEVITATION spell to get ships off of rocks and sandbars etc. where they are held or stranded. The caster can lift and move up to 1000 lbs. per level with the spell.
 casting time: 8 rounds effect: 15 minutes range: 1 ship

69. WAVE TRAVELS allows a SEA MAGE to dive into a wave and re-appear coming out of another wave which is headed in the same direction up to 10 miles away per caster level. If no wave in the desired area is available, then he will surface at a random point along the maximum radius of the spell.

casting time : 4 rounds effect: 1 round range: 1 person

70. FLYING SHIPS allows one craft of up to $\frac{1}{4}$ ton per level of caster (gross mass, not displacement) to fly if using full sail. Flying is done at a height of 20' to 50' above the water and at quadruple normal movement rates. The ship will fly until the sail is lowered.

casting time: $\frac{1}{2}$ hour effect: til dispelled range: 1 ship

71. SHOAL MAP this spell is an assist to navigators in shallow waters, it causes the seas to light up according to the depth of water; this is done in a cone of $+ 30^\circ$ from the stern and is 400 yds. in radius along that cone.

Shoals and shallows are yellow in color, sand under less than 10' is red, water of less than 10' with rocks underneath are blue, water of under 20' depth is green and deeper water is orange. Kelp beds and other obstructions are black. With a lookout on the bow to note the colors, ships ought to be able to get through the worst channels. Note that this spell will light up features that are invisible and or in the areas where hallucinatory effects are and will conform to the actual configurations.

casting time: 2 rounds effect: $\frac{1}{2}$ hour range: 400 yards

72. ICE RING creates a ring of ice around the waterline of a ship which prevents its movement until melted away by warmer waters. The ring is 6" thick per 2 caster levels and extends 2' along the surface for every three caster levels. Normal fires will not effect it, nor will lightning.

casting time: 5 rounds effect: up to 8 hours range: 1 ship

SPELLS BY LEVEL

I.

DETECT CURRENT
DETECT ISLAND/LAND
LOCATE FISH
LOCATE WRECK
PREDICT WEATHER
FIND FAMILIAR
SHIPBOARD MESSAGE
DANCING LIGHTS
SPIDER CLIMB
CREATE DRINKING WATER
MAGIC SHIRKIN
FLOAT OBJECT
SPEAK TO FISH
ANCHOR
PURIFY FOOD/DRINK
READ MAGIC

II.

WALL OF FOG
LOCK HOLD
INVISIBILITY
WEB
CHARM SEA PLANT
HOLE/PLUG SHIP
RESIST FIRE-OBJECT
WARP WOOD
DISPEL EXHAUSTION
SWIMMER

CURE SCURY/RICKETS
UNDERTOW
MAGICAL SAIL
SUMMON CREATURE I
DETERMINE POSITION

III.

DISPEL MAGIC
LIGHTNING BOLT
CHARM SEA ANIMAL
FOG ENSHROUDMENT
SHIP-TO-SHIP MESSAGE
LOWER WATER
AERIAL PILOT
WATER BREATHING
CORAL GROWTH
RAISE SANDBAR

FREE MOVEMENT
UNDERWATER

DEFLECT RAM
SUMMON CREATURE II
BOARDING PLANK
MAGICAL RAM
CAUSE/CURE BENDS

IV.
 REMEMBER SEAS
 CHARM SEA MONSTER
 POLY TO SEA CREATURE
 POLY TO SEA MONSTERS
 SHIP INVISIBILITY
 PASS THROUGH GALES
 CONTROL WINDS
 PART WATER
 GIANT KELP
 FIREBALL
 CALL LIGHTNING
 FLY

VII.
 METEOR SWARM
 AIR BUBBLE
 SEAQUAKE
 WATERSPOUT
 SHIP DESTRUCT
 ICEBREAK
 WINDWALK



V.
 CONTROL WEATHER
 TELEPORT
 CONFUSION
 CONJURE WATER ELEMENTAL
 WIND WALK LIMITED
 WALK ON WATER
 LIMITED WAVE
 SUMMON CREATURE III
 CAUSE LOCAL CURRENTS
 STILL WATERS
 SEA WALL
 SHIP MISSILE SHIELD

VIII.
 LIMITED WISH
 SEA DIKE
 MAJOR WAVE
 FLEET INVISIBILITY
 SEA VOLCANO
 FIREBEAM

VI.
 DEATH SPELL
 DISINTEGRATE
 RAISE ISLAND
 RAISE WRECK
 SUMMON CREATURE IV
 CREATE WATER WEIRD
 REVERSE CURRENT
 TEMPORARY
 PASS THROUGH WAVE
 DEFLECT GALES
 SCALDING SEAS
 CREATE ICEBERG

IX.
 RETREAT SEAS
 TRUE TIDAL WAVE



PROGRESSION FOR SEA MAGES

level	EP	die (4 sided)	spells
1	-----	1d4	2
2	2 800	2	2-1
3	5 600	3	3-2
4	12 000	4	4-3-1
5	25 000	5	4-4-2
6	45 000	6	5-4-3-1
7	65 000	7	5-4-4-2
8	98 000	8	6-5-4-2-1
9	145 000	9	6-5-5-3-2
10	275 000	10	7-6-5-3-3-1
11	400 000	11	7-7-6-3-3-2
12	800 000	12	7-7-7-4-3-2-1
13	1 200 000	12d4 +2 hits	8-7-7-5-4-2-2
14	1 600 000	+2	8-8-7-5-5-3-2-1
15	2 000 000	+2	8-8-8-6-5-4-2-2
16	2 400 000	+2	8-8-8-7-6-4-3-2-1
17	2 800 000	+2	8-8-8-8-7-5-3-3-2
18	3 200 000	+2	9-8-8-8-8-6-4-3-2
19	3 600 000	+2	9-9-8-8-8-7-4-4-3
20	4 000 000	+2	9-9-9-9-8-8-5-4-3

CATAPULT WARFARE

by Keith Bradsher

Many Characters launch entire Navies with their loot from Dragon Hoards. Unfortunately, I have never seen an article published on Ship-to-Ship and Shore-to-Ship Catapult Warfare, the dimensions of Ships, the inhabitants of Sunken wrecks, and the number of Pirate and Buccaneer Vessels encountered. In order to fill in for this discrepancy I have developed these tables.

Widths, Lengths, and Drafts of Vessels

<u>Vessels</u>	<u>Deck space (sq. ft.)</u>	<u>Draft</u>	<u>Width</u>	<u>Length</u>
small merchant ship	540	5'	10'	60'
large merchant ship	2160	14'	20'	120'
large galley	1870	10'	20'	110'
small galley	468	4'	10'	55'
sailed warship	1750	16'	18'	108'
whaler	2700	16'	25'	120'
longship	1084	7'	15'	85'
boat	21	1'	2'	12'
raft	49	$\frac{1}{2}$ '	7'	7'

Catapult Hit Probability

In the chart below, one first column determines the number of square feet of deck space the target has. Then cross-indexes this with the type of catapult being fired. The resulting score is the minimum roll of percentile die to hit. There is always a 1% chance of hitting except in a storm when firing is banned. The chance of hitting increases by 1% for every additional 50 square feet of target.

<u>Target</u> (sq. ft.)	<u>Light</u> <u>Catapult</u>	<u>Heavy</u> <u>Catapult</u>	<u>Trebuchet</u> (fire from land only)
50	00	00	00
100	99	00	00
150	98	00	00
200	97	99	00
250	96	98	00
300	95	97	00
350	94	96	99
400	93	95	98
450	92	94	97
500	91	93	96
550	90	92	95
600	89	91	94
650	88	90	93
700	87	89	92
750	86	88	91
800	85	87	90

<u>Target</u> (sq. ft.)	<u>Light</u> <u>Catapult</u>	<u>Heavy</u> <u>Catapult</u>	<u>Trebuchet</u> (fire from land only)
850	84	86	89
900	83	85	88
950	82	84	87
1000	81	83	86
1050	80	82	85
1100	79	81	84
1150	78	80	83
1200	77	79	82
1250	76	78	81
1300	75	77	80
1350	74	76	79
1400	73	75	78
1450	72	74	77
1500	71	73	76
1550	70	72	75
1600	69	71	74
1650	68	70	73
1700	67	69	72
1750	66	68	71
1800	65	67	70
1850	64	66	69
1900	63	65	68
1950	62	64	67
2000	61	63	66
2050	60	62	65
2100	59	61	64
2150	58	60	63
2200	57	59	62
2250	56	58	61
2300	55	57	60
2350	54	56	59
2400	53	55	58
2450	52	54	57
2500	51	53	56
2550	50	52	55
2600	49	51	54
2650	48	50	53
2700	47	49	52
2750	46	48	51
2800	45	47	50
2850	44	46	49
2900	43	45	48
2950	42	44	47
3000	41	43	46

Average ranges for light catapults, heavy catapults, and trebuchets are 22", 27", and 36" respectively. For every 2" beyond average range, add 1 to the required score to hit. For every 3" short of average range, subtract 1 from the required score. All fractions are eliminated. When firing from a ship, add 2 times the wind speed (2 six-sided die) to the required score. If beating to windward, add 4 to the required score. Firing while rowing slow subtracts 2, just as firing while rowing Fast adds 3 to the required score to hit. Aiming for rigging adds 5. Firing from a galley during a gale increases the chance of shipping water by 20%.

Catapult Hit Allocation on Sailing Ships

<u>Normal</u>	<u>Aiming for Rigging</u>	<u>Damage and Location</u>
01-05		Below waterline-- $2\frac{1}{2}$ times normal damage
06-13	01-10	Hit a mast - normal damage - ship drifts 1-8 turns, $\frac{1}{2}$ speed after that - 1-6 crew fall from rigging
<u>Normal</u>	<u>Aim for Rigging</u>	<u>Damage and Location</u>
14-30	11-35	Hits rigging - $\frac{1}{2}$ damage - $\frac{1}{2}$ speed 1-3 turns - 30% chance that 1-4 crew fall from rigging.
31-48	36-50	Hits forecastle - normal damage - 60% chance it destroys either catapult or catapult crew
49-66	51-66	Hits sterncastle - normal damage - 60% chance it destroys either catapult or catapult crew - 20% chance hits steering causing ship to drift for 1-10 turns
67-00	67-00	Hits main deck - normal damage - 20% chance hits 1-2 people on main deck

Catapult Hit Allocation on Oared Ships

<u>Roll</u>	<u>Damage and Location</u>
01-05	Below waterline - $2\frac{1}{2}$ times normal damage
06-30	Hits oars - $\frac{1}{2}$ damage - roll six-sided die: 1,2,3, - destroys 1 oar 4,5 - destroys 2 oars 6 - destroys 3 oars 5 rowers die with every destroyed oar
31-48	Hits forecastle - normal damage - 60% chance it destroys either catapult or catapult crew
49-66	Hits sterncastle - normal damage - 60% chance it destroys either catapult or catapult crew - 20% chance hits steering causing ship to drift for 1-10 turns
67-00	Hits main deck - normal damage - 65% it kills 1-8 rowers 20% chance it hits 1-2 people on main deck

Final note on catapults: Charts assume that light catapults, heavy catapults, and trebuchets do 2,3, and 4 points of damage to buildings, ships, etcetera, as in Swords and Spells. As in Book 3 of the basic set, large ships can take 18-24 points of damage before sinking, small ships can take 9-15 points, and a boat can take only three points of damage.

Sunken Wreck Occupants

There is an 85% chance that a sunken wreck will be occupied. Monsters found in sunken wrecks are assumed to be in their lair, with their private treasure being added to the treasure in the wreck.

<u>Roll</u>	<u>Wreck Occupant</u>
01-15	Giant Octopi
16-30	Giant Squid
31-35	Giant Crabs
36-40	Mermen
41-60	Aquatic Elves
61-65	Port. M.O.W.
66-73	Giant Sharks
74-81	Giant Eel
82-91	Ixitxachith
92-00	Sahuagin



Pirate and Buccaneer Encounters

<u>Roll</u>	<u>Small Galleys</u>	<u>Large Galleys</u>	<u>Island Base</u>
01-30	1	-----	-----
31-47	2	-----	-----
48-70	2	1	-----
71-80	3	1	-----
81-90	3	2	-----
91-95	4	2	-----
96-98	5	3	-----
99	7	4	yes
00	9	5	yes

Pirate and Buccaneer Treasure

Roll up a treasure for each captured ship.

Ship	1000's of CP	1000's of SP	1000's of GP
Small Galley	10% 1-2	15% 1-4	40% 1-6
Large Galley	20% 1-4	35% 1-6	60% 1-8

Ship	Gems & Jewelry	Maps & Magic	Pris.	Very Imp. Pris.
Small Galley	20% 1-10	20%	40%	20% 1-4
	10% 1-6		1-10	
Large Galley	30% 2-16	35% 2	60%	30% 1-8
	15% 1-10		2-16	

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ALL THAT GLITTERS . . .

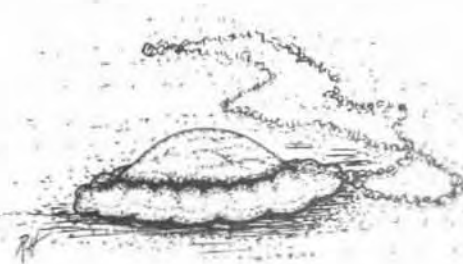
The Dwarven Pick of Mining by Edward R. G. Mortimer

This Mining Pick was created long ago by a Mountain Dwarf king, whose name has been lost to non-Dwarves for ages. This Pick can only be utilized by a Dwarf. It will enable a Dwarf to mine twice as fast as normal. It can also Detect Metals and Gems in a 10' radius, and can communicate this to its Dwarven wielder. If used as a weapon, it does 2 - 7/2 - 8 damage and is considered to be +2 in respect to what it can hit. This is, of course, a Dwarven Artifact, therefore, no Dwarf will permit a non-Dwarf to own it. It is said that only 2 Picks were ever created.



The Gnomish Hammer of Carpentry by Edward R. G. Mortimer

This Gnomish (and Halfling) size carpenter's Hammer can be utilized by anyone 2½' - 3½' tall. With this Hammer, any nail can be driven into wood with one blow. Any nail can also be removed from wood just as fast. This enables the user to work 3 times as fast as normal. This is considered to be the property of the Gnomish Race (by Gnomes, of course), so they will not allow a non-Gnome to possess it. If used as a weapon, it does 1 - 3/1 - 2 damage and is considered to be +2 in respect to what it can hit. There are rumored to be at least 7 of these Hammers.



The Amulet of the Moon by Edward R. G. Mortimer

This Silver and Moonstone Amulet is a cursed item. Anyone who puts it on will become a Lycanthrope; there is no saving throw, and a *Remove Curse* is needed to be rid of the Amulet. Whenever the Moon is in the sky, the wearer will be a Lycanthrope. Consult the following table to determine what kind of Lycanthrope he/she will be:

Alignment of Character is:

Good:

- 1 - 50 Werebear
- 51 - 70 Wereboar
- 71 - 75 Wererat
- 76 - 95 Weretiger
- 96 - 00 Werewolf

Evil:

- 1 - 5 Werebear
- 6 - 15 Wereboar
- 16 - 50 Wererat
- 51 - 60 Weretiger
- 61 - 00 Werewolf

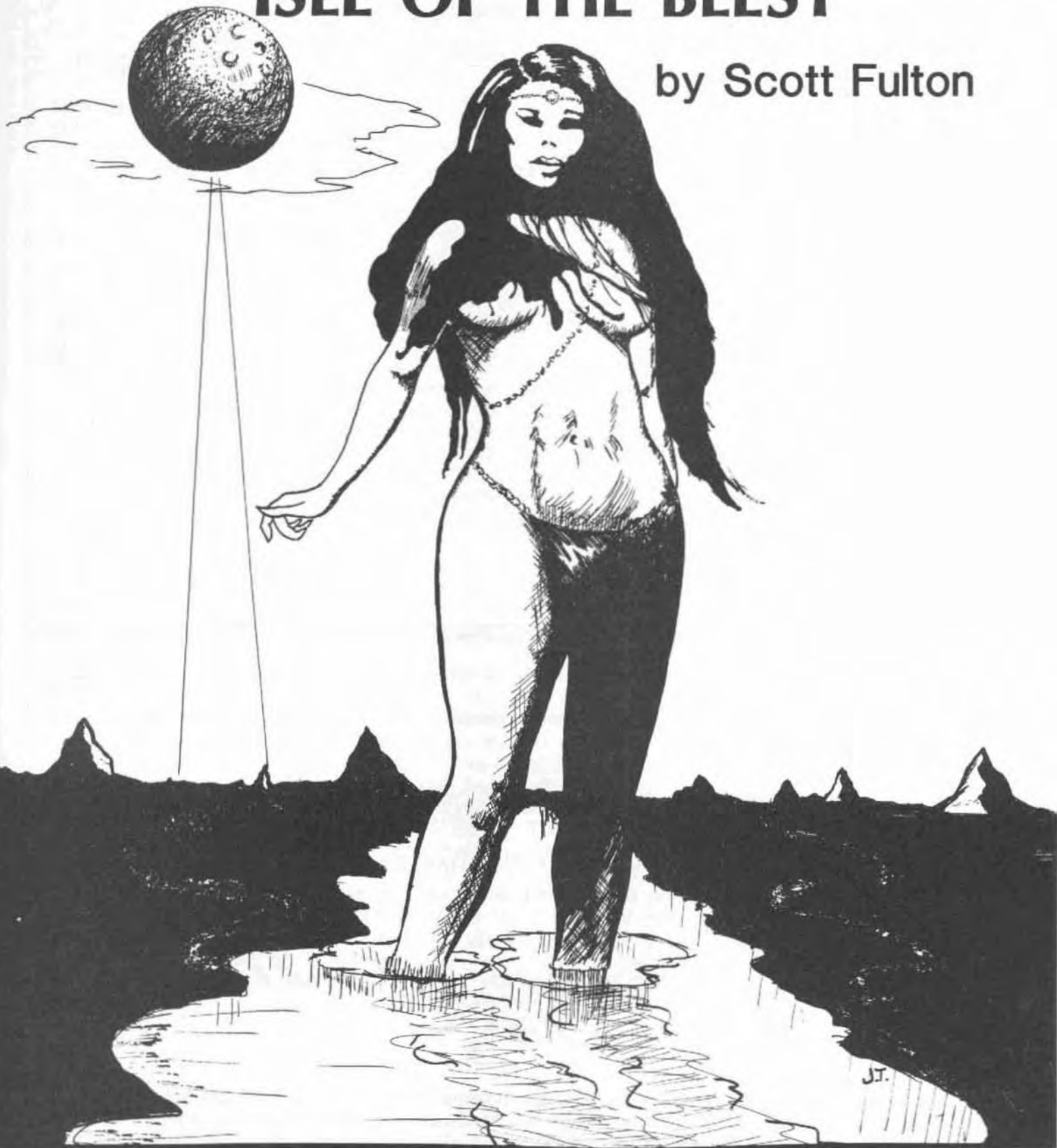
Neutral:

- 1 - 10 Werebear
- 11 - 45 Wereboar
- 46 - 55 Wererat
- 56 - 90 Weretiger
- 91 - 00 Werewolf

Optionally, you may use Were-Other instead of Werebear.

ISLE OF THE BLEST

by Scott Fulton



**CITY STATE
CAMPAIGN INSTALLMENT**

TABLE OF CONTENTS

Isle of the Blest33
Local Information33
Enlifan Underlake Society39
Enlifan Underlake Society Map40
Isles of the Slain Map41
Local Information42
Isles of the Slain45
Local Information45
Undersea Temple Map48
Undersea Labyrinth Map49
Undersea Labyrinth51
Temple Complex52
Room Descriptions53
Isle of the Blest Map56
Villages58
Adventures and Finds61
Encounter Table63
Rallu Map64

by Scott Fulton



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ISLE OF THE BLEST

Long ago, this island was populated by a race of people who worshipped a Moon Goddess, whom they believed spent her days beneath the ocean. The island was nearly destroyed in the uttermost war, with only two areas still having human life. One was a small island off the north coast, and the other was the lake in the center of the island. As the two groups recovered from the supernatural conflict, they began to worship different aspects of the Goddess. The folk on the small island began to make human sacrifices at each full moon to placate the Moon Demon Enlifos. They believed that silver was evil, and that if the light of the full moon, or water in the moonlight, came in contact with the body it would cause leprosy. Therefore the Priests of Enlifos go out each full moon clothed all in black, with only the narrowest of slits for vision. They then take the sacrificial victim and hang him/her head above the water, so that only his/her head will be underwater when hanging straight down. They then stand back and watch as he/she struggles to keep his/her head up. Eventually the victim will tire, and the head will sink below the water, consummating the sacrifice. The symbol of Enlifos is taken from that of the Goddess, a silver crescent moon. His symbol however has its horns pointing down. Rumor and legend say that Enlifos gives his Priests powers to assure that people keep placating them. The common greeting of dedicated worshippers of the Moon Demon is, "Speak or die!", because for reasons explained later the religious group maintains strict silence wherever they go.

The group around the lake practice a much purer form of worship. They worship the Moon Goddess Amlifos, which may be the name of the original Goddess, but probably is a corruption of her name. They spend the night of the full moon in prayer to the Goddess. Indeed, only while the moon is up, do they speak. This explains their seeming silence. Even during the moonlit hours, one can only speak to his colleagues who serve Amlifos. They believe silver and water are holy. Thus, their symbol is the Silver Crescent (horns up this time). Initiation into the cult of Amlifos, is by baptism, symbolizing the Goddess's passage into and out of the water each night. Only then may the other cultists converse. In an attempt to ease matters the Priests of Amlifos have developed a sign language which anyone can learn. It is useful only for technical and functional situations, and not for philosophy and jokes. They also have developed the habit of helping everyone who needs it and of being passive and retiring, in attempt to please the Goddess. They constructed their temple area under the Lake of the Gods, which is fortunate, as the Enlifans are much more aggressive than they, and have spread out to fill the entire island. It was the Enlifans who rebuilt the former Island Capital of Rallu. The only area not over run by the Enlifans is that around the lake, for the Amlifans feel obligated to defend their temple. Nevertheless, it would have been destroyed by now, if it were not well hidden. Over the centuries, many people have drifted away from both of these religions and others have been brought in, but these are still the strongest.

Rallu

This city was founded on the site of an earlier ruin, which had been the capital of the island. Indeed, Rallu was built with the idea that it would once again be the capital. However, despite the fact that it contains a significant portion of the island's population, and its only seaport, there is no unity. Therefore Rallu is simply its strongest political unit. This strength is largely wasted, however, as any land movement is cut off by the jungles that surround the city, thus the only method Rallu has of showing her strength is her moderately sized Navy. Thus she exerts some

control over the coastline, but none inland. Rallu has 8725 inhabitants and a civilization level of 8. It is one of the few places where Enlifos is still worshipped in the old ways. Even here these rites are dying out. Lord Danston discourages and derides them, although he does not absolutely forbid them. His attitude has earned him the name "Danston the Merciful", although this is not generally meant as a compliment.

There are five main parts of the city, each named for the type of people who congregate there (save two named for their function). The first area is the seafront area, which surrounds the harbor. In this area are warehouses, customs houses and dives where sailors may drink, gamble, carouse or sleep their money away. Thievery is very common here, and murder hardly less so. The army maintains patrols in this area, but wise people do not enter it unless necessary, and then they go ready and armed. To the east of the seafront is the merchants quarters. The buildings in this area are built like little fortresses, thick walls and narrow, heavy doors protect personal warehouses, and luxuriously furnished quarters. They are almost always protected by 10-40 hired guards. Merchants tend toward neutrality and cowardice. South of the merchants quarters is the general quarter. This area is the home of farmers, unskilled workers and retired military men. The houses are small and crowded and the crime rate is rather high, though not as high as in the seafront quarter (40% chance of mugging as here opposed to 50% at the seafront). The merchants quarters give only a 20% chance. Nearly in the center of town is the marketplace. Here too, the streets are narrow, and the buildings are old. This is one of the oldest parts of the city. Most of its buildings have been converted to shops, with the owners living either in the back or upstairs, although few live in the general quarters. The back alleys and abandoned buildings in this section make it a good spot for criminals, and anyone travelling at night here has a 40% chance of being mugged. The Guild quarter is where one would go to find skilled laborers, such as Masons, Metal Smiths, Jewelers, Clothing makers, etc. Workers in a particular Guild will tend to live clustered near each other. The proper way to get workers is to go to the Guild Hall and deal with the Guild officials. In all cases the Guild Hall will be a converted house, which will also serve as the Guildmasters home. Anyone who tries to hire workers outside the Guild, and any worker accepting work without going through the Guild will be subject to retribution which may go as far as physical violence. There is a 30% chance of muggers here. About the only two Guilds not located here are the Thieves Guild, and the Assassins Guild, both of which are illegal and underground. The Thieves Guild is located on the waterfront. The Assassins are centered in the market. Both are involved in a mutual bribery situation with city officials. The last area in the city is the Nobles quarters. The southwest corner of this quarter, and of the city is taken up by the grounds of the Lords Palace. The Palace grounds are completely surrounded by a wall, which is continuously patrolled by the palace guard. Anyone found in the palace grounds without permission is executed. This permission is not easy to get as the Lord is a busy man, and has little time for visitors. The rest of the quarter is taken up by smaller estates of various Nobles. These are walled and patrolled by the army, and there is only a 10% chance of a mugging. Indeed, the chance of being arrested for loitering or suspicious actions is greater at 20%. Next to the Lords Palace is the Temple District, where almost all of the religious folk live. A few live in the Nobles quarters as the personal Priest of various Nobles. The only other group in the city not mentioned as to living area, is the military. The Navy is quartered in the waterfront, and the army is quartered in barracks spaced around the outside wall.

Lords Personal Bodyguards

<u>Name</u>	<u>Class</u>	<u>Align</u>	<u>Lvl</u>	<u>HP</u>	<u>AC</u>	<u>Str</u>	<u>Int</u>	<u>Wis</u>	<u>Con</u>	<u>Dex</u>	<u>Char</u>	<u>Weapon</u>
Doblad	Ftr	CN	4	26	5	18	11	15	15	16	12	Shortsword

Tebcuk	Ftr	CN	3	7	5	13	7	5	6	16	14	Broadsword
Ebgyb	Ftr	NE	3	16	5	12	13	9	10	14	11	Broadsword
Apekai	Ftr	NE	1	6	5	16	7	11	16	11	12	2-Handed Sword
Owwak	Ftr	CE	2	6	5	13	11	10	11	11	7	Broadsword
Sepaby	Ftr	CE	3	28	5	15	11	5	11	13	13	Longsword
Fobsa	Ftr	CE	2	20	5	14	8	8	14	12	8	2-Handed Sword
Nibm	Ftr	NE	3	13	5	14	10	12	12	10	13	Broadsword
Zikit	Ftr	N	2	6	5	13	14	8	10	13	10	Bastard Sword

Lord's Bodyguards

These men have been chosen for loyalty, dedication, and fighting ability and represent the best of Danstons former command. Each man is ready to give his all that Danston might live. They are led by Doblad, who has been guarding Danston for years.

Hokm Fisherman "The Waterfront Mangler"

Hokm

Ftr. NE 14 10 11 11 12 9 8 7 Dagger

There is nothing really remarkable about Hokm; generally that is. He is a common fisherman, neither rich or powerful, and most people would pass him by without a second thought. He has a pale complexion, red braided hair hanging to his waist, and a red beard. He is 5'9" tall, weighs 163 lbs. and is 30 years old. He is black eyed, and right handed and also a schizophrenia. About one night a week, he turns into the Waterfront Mangler, a beast responsible for 14 unsolved murders of sailors, prostitutes, and drunks. Hokm has no recollection of the Mangler, and remembers having slept all night. The Mangler is very different from Hokm, he has blue eyes, is left handed, and even has different stats, which are as follows:

Mangler

Ftr. None 4 20 10 18 9 8 14 10 10 Dagger

The Mangler only comes out at night, and will attack until his victim is dead, or he is. He will then clean himself up and go back to sleep. The Mangler is able to back stab as a Thief.

Oluku Court Painter

Oluku

None CE 0 8 10 8 9 8 11 11 9 None

This young man seldom leaves his studio, and never spends time out of doors. As a result, his skin is lily white, and soft as a womans. He has short black hair, with a thin little mustache, and hazel green eyes. His clothing runs to ruffles and lace, and he spends his time simpering and flattering the powerful and noble.

He is not well liked, but paints well enough. He has painted many of the notables in the palace, and is presently working on his second portrait of

Danston. He is a slow worker, having already spent four months on the present project and being only half finished.

Tabe Brother and Heir to Danston

Tabe

Magic User CN 3 7 10 12 14 8 11 11 9 Dagger

Because Danston is not married, and thus has no children his brother, Tabe is heir to the title. Tabe has been ruined by a lust for power. Not only is his brother the ruler, but Tabe is also extremely short, and sensitive about it. He is shorter than most people realize, as he wears special shoes which make him seem 3 inches taller than his 4'7½". His diminutive stature and jealousy over his brother's position have driven him into the study of magic, to find power of his own. It would be a disaster should he become Lord, as he is mentally unstable, and could never stand the pressure. A group of unstable and power hungry men have formed around him, and seek to supplant Danston in the office of Lord. Tabe is 26 years old, with red hair, green eyes, and freckled face; which will not look fierce or threatening no matter how he tries. He runs around in a typical Mage's outfit, and does things he thinks are mystical, but are actually stupid.

Afcohop Master of the Assassins Guild

Afcohop

Assassin CE 8 16 5 12 12 13 9 15 10 Dagger

This expert killer stays alive by his own cunning. He never sleeps two nights in a row in the same place, and habitually wears +3 leather armor. He has no less than six Daggers hidden about his body, and can place them within a handbreath of each other, within twelve seconds, starting with his back to the target. He is a master of disguise and changes his appearance at least twice a day. Thus, no one is sure of his age, size, weight, or even that he is male. The only certain thing about him is that he is ambidextrous.

Ru Captain of the Palace Guard

Ru

Ftr. CE 5 23 4 13 14 9 10 12 14 +1 Longsword

This warrior has attained his high position at the young age of 25 due to his ferocity and skill. He has piercing black eyes and dark skin, and heightens his fearsome appearance by shaving all of the hair off his head. He is almost always seen wearing chainmail and a black robe with his personal symbol of a sword dripping blood embroidered on it. He is Danston's closest friend. They fought together and saved each other's lives many times.

Ult the Harbor Master of Rallu

Ult

Ftr. CE 2 17 8 14 18 17 8 13 14 Longsword

Ult is immediately noticeable in a crowd. He is an albino. Thus he has extremely pale skin, pink eyes and white hair. He uses this to his advantage by wearing dark, usually black, clothing to make his paleness even more noticeable. This serves him well, as seafaring men are superstitious, and are usually afraid of him. He also served under Danston, who recognized his great intelligence and ability to deal with people. Before Ult became Harbor Master, there was almost no control over who came and went, and where they anchored. Now the operation runs almost without a hitch. Ult is 6'4 1/4" tall, weighs 201 lbs. and is 39 years old, and righthanded.

Gudwi - Chamberlain

Gudwi

None NE 0 3 10 8 10 8 18 14 13 None

Danston inherited this gentleman from his father. He is a capable man, if somewhat corrupt. It is well known, for instance, that anyone wishing to see Danston, other than a personal friend, must bribe Gudwi. He also has deals with the Assassins' and Thieves Guild. The Thieves Guild receives the same protection in return for refusing any contract on his life. That is quite fine with the Guildmaster of Assassins, because the only time they did manage to poison him, he was not affected at all.

Uzi Master of the Red Hydra Inn

Uzi

M.U. CE 2 7 10 5 12 11 10 15 8 Wand of Frost (96 Charges)

Uzi was forced to retire from the practice of magic, when he lost his right hand in a fight. He sold all of his equipment and bought the Red Hydra. The only thing he kept was a Wand of Frost, since he knew nothing about weapons. He does not advertise his former profession, and has never been forced to use the wand. There is great speculation among his regular guests as to how he lost his hand, since he is too weak and too soft skinned ever to have been a fighting man. When asked, he simply smiles and tells an impossible and often ridiculous story. Needless to say, he is often asked just for the pleasure of hearing the story.

Glazlo Lords Engineer

Glazlo

Ftr. N 1 2 8 11 16 12 7 10 11 Shortsword

Glazlo has held his post for six years, having served as a military engineer for eighteen years before that. He is responsible for all of the building the Lords want built, plus any seige operations the army is involved in. He is so experienced at his job that he can set a catapult by sight and land a rock within twenty yards of the target. The second such shot usually hits. He was never one of Danstons Cronies, but he respects the Lord and trust his judgement. Glazlo is 6' tall, weighs 196 lbs., has red hair and a red beard, both to the waist. He has a dark complexion and blue eyes. He is 43 years old and right handed.

Myexi Master of the Metalworkers Guild

Myexi

Ftr. CE 2 10 10 18 4 15 11 11 15 Hammer

When still an apprentice, Myexi had his hair and beard burned off. The pain affected his mind, and the scars destroyed his good looks. Despite his simpleness, however, he has a native wisdom and a gift of Metalworking which makes him the perfect Master of the Metalworkers Guild. He is likely to ask advice in the most unexpected places, but has the knack of recognizing good advice and taking it. In other words, he has learned to let others think for him, and then to decide himself. He is also the Lords Metalworker and makes or supervises the making of any metal object for the palace.

The Late Ysingo, Furrier

Ysingo

Ftr. CW 1 8 10 13 6 13 6 15 10 Dagger

Ysingo is known as "The Late" due to his well known hypochondria. His shop is open only about every other day, as he spends much of his time lying in bed, waiting to die. To compensate for this he charges rather high prices for work that is only average. He specializes in fur lined vests, cloaks, and gloves. He is 49 years

with a fringe of grey hair around his bald pate, and green eyes. He is 6'4 1/2" tall, weighs 203 lbs., is right handed and has a tooth brush mustache. Unsurprisingly, his fortune of 90 gold pieces is kept under his pillow.

Irneb the Begger

Irneb

Thief

CN 2 7 10 10 16 11 11 15 16 Dagger

Irneb does quite well for himself, for he is a quite convincing Begger, and most people will spare him a copper. Even those not generally known for supporting Beggars have been known to reward him with a gold piece in appreciation for an excellent performance. There will usually be one or two apprentices hanging about, learning the trade from a master. Irneb is 34 years old, 6' tall, weighs 193 lbs., with green eyes, dark blond hair, a brown beard, and a dark complexion. He is left handed. Those who don't wish to give him money, often do anyway, when he picks their pocket. He never steals from those who give him alms.

Gwix the Waggoner

Gwix

None

CE 0 5 10 8 12 9 8 12 12 Dagger or Club

Although still rather young, Gwix has had many troubles. He has worked previously as a fisherman, shipwright and tailor. All of these excellent jobs were lost due to his "Me first, you last" attitude. Now he can only get jobs as an untrained laborer. All in all, he seems destined to be a criminal leader, or a young corpse. He is 25 years old, 6'3" tall, and weighs 206 lbs. He has blue green eyes, blond hair that goes to his shoulder and a short brown beard. His face is deeply tanned and he is right handed.

Snjnom Admiral of the Fleet

Snjnom

Ftr.

CE 10 47 4 13 10 11 4 9 12 Dagger

In his day, this elderly sailor was incredibly strong and healthy. Years at sea have taken their toll, however. His short hair and mustache both have grey mixed in with their natural brown. His bronzed complexion has turned to grey and his 181 lbs. is nearly 30 below his normal weight. His black eyes are dulled with pain and with the drugs he takes to deaden it. Snjnom is afflicted with a crippling case of arthritis, and will never take to the sea again. Indeed, he now never leaves his chair, which is carried around by four husky sailors. No one knows that he always carries a Dagger with him, and is contemplating using it on himself. About the only thing that stops him is the training of his replacement. He will be dead within the year in any case.

Sko Bartender at the Smiling Mermaid

Sko

Assassin

CE 1 2 10 16 12 17 9 11 10 Dagger

The smiling Mermaid is owned by the Assassins Guild, of which Sko is more or less an honorary member. He acts as a go between for those who wish to contact the Guild. The inn also serves from time to time as a meeting place for guildsmen. It is located in the water front section close to the wharves, and is a favorite of the sailors. It provides cheap ale, filling food, inexpensive rooms and willing companions. The girls are not always pretty, but they are cheap. Their faces can't be seen in the dark anyway. Sko is 6' tall and weighs 192 lbs. He has braided blond hair hanging to his waist and a blond beard. He uses his strength well to keep his clients under control, and often breaks up fights by beating all offenders senseless.

Madam Boifs Mistress of the Whores Guild

Boif

Thief CE 2 8 10 8 10 5 6 11 16 Dagger

Like so many of her girls, Boif is a thief. They are adept at cleaning out a mans purse and sneaking out, while he sleeps. It goes without saying that she has not actively practiced her trade for some time. Although 47 years old, she is still beautiful enough, but her prices have become far too high. Boifs girls are also adept at gathering information, and work closely with the assassins and thieves guilds. Note: However, that unlike the other two, this organization is completely legal.

Baron Urpgal

Baron Urpgal

Pal. LG 44 28 1 17 9 11 16 12 17 +1 Longsword

Although a Noble of Rallu, Urpgal is a spy for the Priests of Amlifos. He wears +2 Mail and carries a +1 Shield. He makes no secret of his dislike of the worship of Enlifos, and truly supports Danstom. He is not required to lie, for he truly does wish the best for Rallu, desiring only to eradicate what he sees as the Enlifan here-say. He is 5'1" tall, weighs 169 lbs. has green eyes and blond hair to his waist. He is right handed and 44 years old.

Moboe High Priest of Enlifos in Rallu

Moboe

Cleric CE 12 45 4 10 14 16 6 7 14 +3Mace

Moboe is upset and scheming. He sees his power wilting under Danstons derision, and has decided to overthrow the Lord and set himself up as theocrat. He is, of course, mentally unbalanced. If he were not, he would realize that getting caught would destroy any power that the Enlifos still have. Moboe is 6' 1/4" tall, weighs 225 lbs., has red braided hair and a red beard, black eyes, and an unnaturally pale complexion. He is right-handed and 43 years old.

Ilej Zop Master of the Fishermans Guild

Ilej Sop

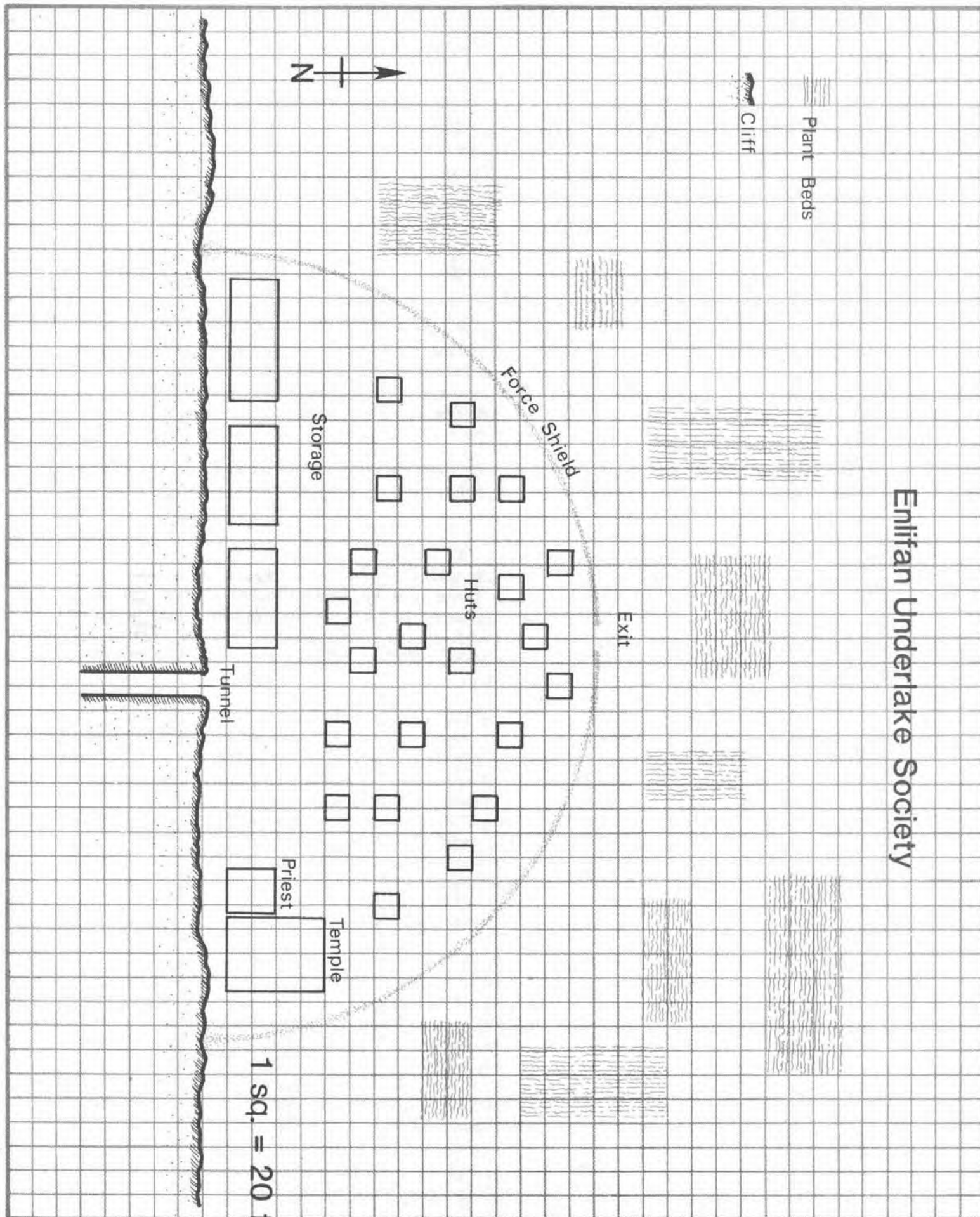
Thief NE 4 18 7 10 18 14 15 14 11 Dagger

The Fishermans Guild is unusual, in that it is not based on the Guildmans quarters. Instead, it is based on the waterfront quarter where its constituents live and work. Despite his rather advanced age, Ilej Sop goes out every day to fish, weather permitting. It is his job to determine if the weather is too bad for sail fishing. He is 49 years old, 6'5" tall and weighs 217 lbs. His black hair comes to his shoulders, and his beard to his waist. He is lefthanded and green eyed.

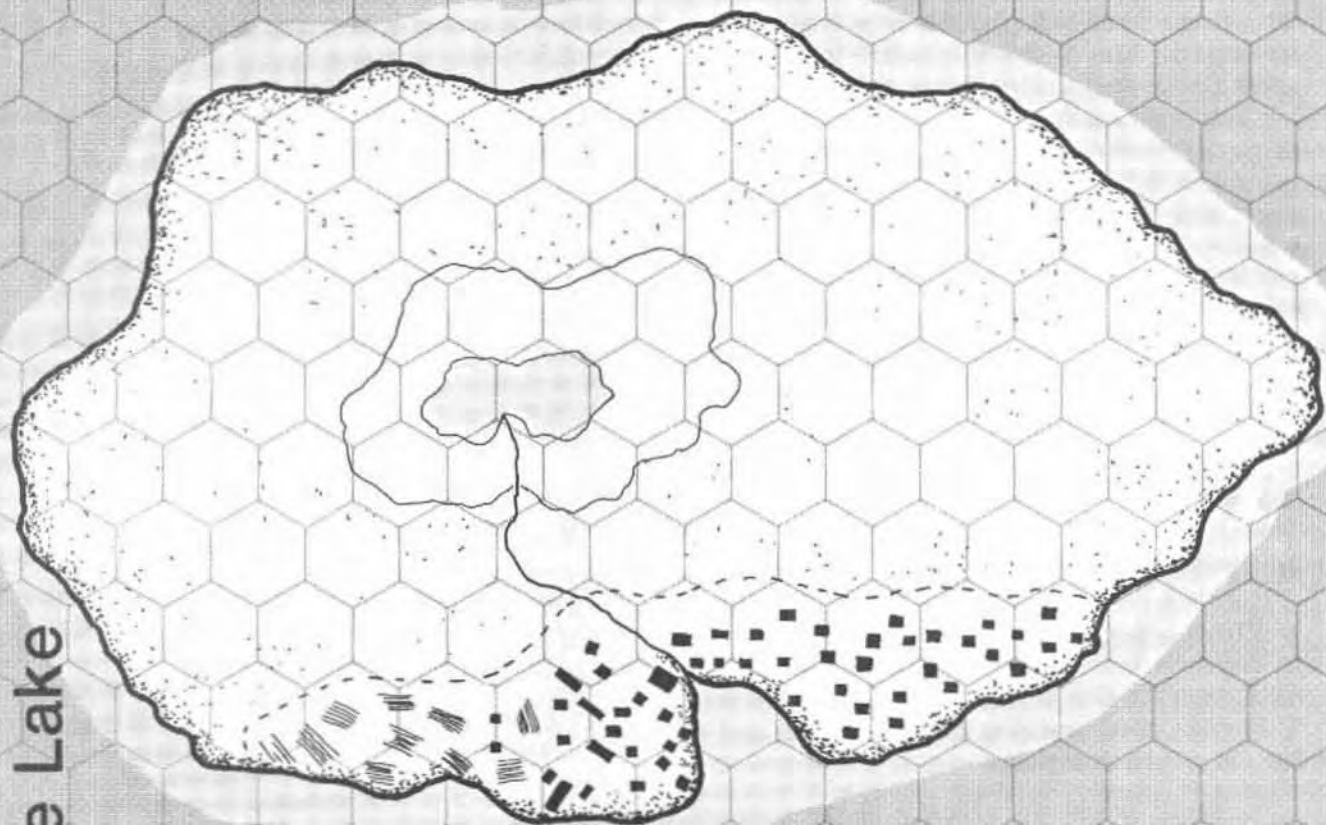
Enlifan Underlake Society

After the destruction of the island, society had to be rebuilt. Thus, much knowledge was lost, and many things forgotten. The things which did come through were often changed beyond recognition. One of the few things remembered about the old ways of worship was that the original temple had been under water. Thus, when a new Temple was to be built, it was put on the bottom of the Lake of the Gods. A bubble of some kind was formed on the side of an underwater cliff. Then a tunnel was dug down into it. At present no one is sure what the bubble is made of, or how it works, but it obviously takes oxgen from the lake and releases waste gasses. It also glows and erie blue, which takes time to get used to, but provides plenty of light. The glow causes many to think the bubble is some form of energy, but if one ventures to its edge, it will feel as solid as a rock, and cause no shock damage. Also, despite the glow, the bubble is transparent close up and one may look at the wonders of the un-

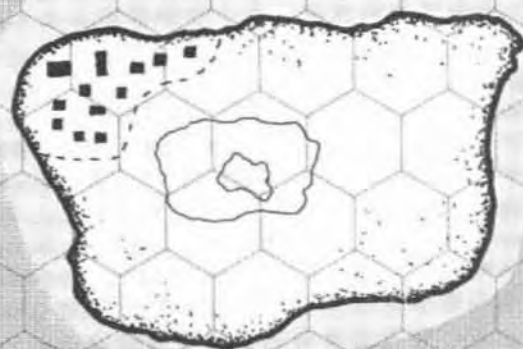
Enlifan Underlake Society



Isle of the Lake



Holy Isle



1 hex = .2 mi.

ISLES OF THE SLAIN

der water world. It is impossible to pass through the Dome, or even to harm it, seemingly, except at one point. At about the center of the Dome is a relatively small (about 20' wide) area which one can pass through while wearing a special Silver Helmet which is kept in the Temple. The Helmets will only allow one to pass through in that small area, and somehow allows the wearer to breathe normally underwater. These are used by the inhabitants of the Dome to get out to their farmlands outside the Dome on the map, and are made up of cultivated patches of underwater plants. The helmets also give off a blue glow which makes underwater vision possible. The small squares inside the dome represent 20' square buildings which house an average of two Clerics each. The larger rectangles represent store houses, and the large building to the East is the temple. The connected area is the living quarters of the high priest. Remember that these speak only when the moon is up as indicated by a brightening of the domes glow. During the day they do not speak whatever the circumstances, and never speak to the uninitiated.

Debbek High Priest of Amlifos

Debbek
Cleric

LG 9 45 10 9 10 14 16 6 10 None

Like all Clerics devoted to Amlifos, Dubbek is Lawful Good, and like all those in the dome, do not use weapons. The only weapons in the dome are some under water Crossbows and Tridents used for hunting by the few low level fighter types who perform that task. Since they are rarely in contact with the outside world, the idea of using these tools on humans would not occur to the dome inhabitants. In case of attack, they would depend on their spell casting ability. Dubbek is 47 years old 6'4" tall, and weighs 217 lbs. He has brown hair to his shoulders and brown eyes. He is right handed.

Hunting Party

Myexi	Ftr.	LG	3	23	8	9	13	14	13	8	10	Trident
Wythaces	Ftr.	LG	2	11	8	12	11	6	13	13	13	Trident
Lhan	Ftr.	LG	2	6	8	13	10	6	9	12	16	Trident
Paft	Ftr.	LG	1	9	8	11	10	11	15	8	5	Trident
Jisr	Ftr.	LG	1	5	8	8	10	13	6	14	11	Trident

These are the men who hunt, and fish for the Dome community. As stated elsewhere, they use Tridents and special underwater Crossbows, but they would never think of using them on another human being. These weapons are stored in the Temple with the Magic Helments. There are 10 of each weapon, along with 200 blots for the Crossbows, and 40 Helmets.

Rany Leader of the Hunting Party

Rany
Cleric

LG 3 12 10 15 16 14 14 9 13 None

When someone was needed to lead the hunting party Rany was the first person to come to the high priests mind. With that as his only qualification, he has lead the party for 10 years. He is the adventurous sort, however, and has explored almost the entire lake at times, staying out overnight. No one knows that he once performed the unheard of and almost sacreligious act of going up to the surface of the lake. Because of his knowledge of the underwater terrain, the High Priest has put him in charge of evacuating the dome in case of attack. He has appointed his hunters as assistants and laid out routes for each of them to take a group of Amlifans to shore. What he has not thought of is how to get them back together once they reach the surface. Rany is 38 years old, 5'7" tall, weighs 173 lbs. has black hair and a black beard, brown eyes and is right handed. Note: He does not carry a weapon, but in an emergency, might fight barehanded.

Echis

Echis

Cleric LG 5 17 10 10 7 14 10 8 11 None

This holyman is in charge of training the initiates, teaching them the ways of the cult of Amlifos until they reach second level. After that they must study on their own, although Echis is always available to assist and advise them. Echis has held this post since the old teacher died 5 years ago. He is 43 years old, has black eyes, and red hair to his shoulders. He is right handed, 5'7" tall, and weighs 174 lbs.

Takziyen

Takziyen

Cleric LG 7 36 10 13 13 18 13 11 13 None

At 64 Takziyen is the oldest and wisest of the Priests of Amlifos, and an inspiration to all his colleagues. Time has dealt kindly with him. Although old, he is still strong and healthy, and goes out each day to work in the underwater fields. His shoulder length hair and his beard are both snow white, and the wrinkles in his face and hands show dignity rather than weariness. He always has a kind word for everyone, and even seems to fascinate the fish, who cluster around him as he works. There is one old catfish who has been coming to commune with Takziyen as long as anyone can remember. Rumor says that they met the first time he ventured out of the dome, and have done so every day since. Takziyen carefully avoids heights and dangerous places as his bones are now very brittle and the inactivity required for a bone to mend would surely kill him. None the less, he enjoys life fully and faces death serenely. He is 5'4" tall, weighs 156 lbs., and has green eyes.

Tum Chief Scribe

Tum

Cleric LG 5 18 10 15 11 16 7 13 9 None

As Chief Scribe, Tum supervises all of the writing of chronicles and copying of religious works, as well as any other important documents. At 28, he may seem a bit young for such an important position, but he showed an early aptitude for writing and languages, and has the perfectionism necessary to assure faithful reproduction of manuscripts. He also has 15 years of experience as a Scribe. He is 4'8 1/2" tall, weighs 140 lbs., with blond hair, brown eyes and a rather dark complexion. He is right handed and has a brown beard.

Tikrellu the Mason

Tikrellu

Ftr. LG 2 22 8 14 13 9 17 12 11 None

Tikrellu is responsible for the maintenance of the houses, warehouses, and Temple. The Stone Mason is 38 years old, with short red hair and matching beard. He is 6' 6" tall and weighs 231 lbs. He has brown eyes and is right-handed.

Tikrellu is responsible for the maintenance of the houses, warehouses, and Temple. He does his job by getting a silver helmet, going out and finding the stones he needs and then coming back for them with a work party. He uses ground up clam shells for the lime in his mortar. The stoneman is 38 years old, with short red hair and a matching beard. He is 6'6", weighs 231 lbs. and has brown eyes. He is right handed.

Bakm

Bakm

Cleric LG 5 10 10 15 14 13 12 11 10 None

Unofficially, Bakm is the leader of the female Clerics of Amlifos. In fact, she is

generally known as "The High Priestess" because she tends to act as though she had final authority under the dome concerning women. No one minds because she is not unpleasent about it. Her authority is tacitly recognized, as Dubbek regularly consults her about matters concerning women. Bakm is 42 years old, with grey hair that would hang to the floor, if unwrapped from her head. Her eyes are green, and her complexion is rather dark for an Amlifan. She is 5'3" tall, right handed, and weighs 115 lbs.

Nuzr Keeper of the Gate

Nuzr

Cleric LG 3 11 10 8 12 13 11 16 11 None

Nuzr's job is to tend the entrance to the underground tunnel which leads out of the Dome. He will only allow the uninitiated in if they can give some reason of overriding importance to the Dome dwellers. Near the gate is a large gong, which will sound on Nuzis mental command. If this happens, strangers can expect hostile reactions from all in the Dome. Nuzr is 5'2" tall and weigh 172 lbs. He has 3' long black hair and a black beard. He is right handed, and his eyes vary in color from light blue to dark green, depending on his mood. His complexion is pale.

Jet the Healer

Jet

Cleric LG 4 26 10 6 12 16 15 14 16 None

Because they seldom see the light of day, the Dome dwellers are very pale. Thus Jet, who is naturally pale anyway, turns out to be absolutely white. He also shows signs of age, for although his hair is bright red, his beard has progressed a long way to being white. Jet is called the healer, because he is gifted in Healing Magic. If anyone is injured he will be around quickly to soothe the pain and repair the damage. No one can cure an illness faster than Jet. If a person can be saved, Jet will do it. Jet looks older than his 47 years, because of all the energy he expends in trying to save the badly injured. It is common practice for the folk of the area around the lake to send out a call for him whenever someone is gravely ill. He is considered as a Saint because of the way he appears seemingly out of nowhere, heals the patient, and then disappears again with no reward whatsoever. He has even on two different occasions managed to raise the dead. This was possible only by Devine Intervention, of course, and was accomplished each time at the cost or incapacity due to exhaustion. Jet has blue eyes, is right handed, 4'8" tall and weighs 164 lbs.

Kup Chief Farmer

Kup

Cleric LG 3 20 10 10 15 17 14 14 5 None

Kup is in charge of the agricultural workers, having been born a farmers son and having worked in the underwater fields for 25 of his 52 years. He is an undisputed authority on the plant life of the lake, and knows nearly as much about its animal life. He has not returned to the surface since he first came to the Dome and thus has a very white complexion. He has black hair that hangs to his ankles and a black beard to his waist. He is in the habit of wearing a rope around his chest, to keep his hair and beard from floating up and blocking his vision in the water. He has blue eyes, is right-handed, 5' 10 1/2" tall, and weighs 167 lbs.

Kopkes Midwife

Kopkes

Cleric LG 1 8 10 12 8 17 14 12 6 None

There are females as well as males under teh Dome, and the Amlifans are not celibate. Thus, there are marriages, and children are born. Kopkes is the Mid-wife. She is not higher in level because she has devoted her life to caring for children. She is 45 years old, 5'6" tall, weighs 128 lbs. has black hair streaked with grey hanging to her waist, is right handed, and has green eyes.

Isles of the Slain

These small islands are the home of the worshippers of Enlifos. They spread out from here to conquer much of the Isle of the Blest. Nonetheless, those who stayed on the island have remained at a low level of civilization. The smaller island, to the west, is inhabited only by the Priests. There are 35 of them, and they are wupported by the flock on the other island. In the center of the island is a moutain, which is actually an extinct volcano. Its crater is about 150' in diameter and could be gotten into, if someone felt like exploring. Most of the island is covered with jungle, with the clearing for the Pristly village on the northeast corner. The temple is about 50' wide and 100' long and is in the most northeasterly part of the village. Jutting into the water nearby is a 30' long and 15' wide Peir, with an 8' high and 12' long boom at the end of, which is used for sacrifices. South of the temple is another large building which is used for storing food and offerings from the other island. There are about 10 other buildings, small huts in which the Priests live. The High Priest lives in a larger building adjoining the Temple. All of the buildings except the temple are huts made from treebranches and reeds. The Temple is of wood, with a thatched roof.

The larger island also has a mountain in the middle. Atop it is a lake, which is rather warm and has a very high mineral content. It cascades down the side of the mountain, and forms a small stream. The village has been built at its mouth, sprawling along the western shore of the island. The northern part of the village area is filled with fields, shich, along with the Fishermen, support the two islands. The rest of the clearing is filled with about 50 huts which provide homes for some 200 people. There are several long thin buildings for storage, and one extra large hut, which houses the village Chief. Several outrigger canoes are pulled up around the inlet caused by the stream. The rest of this island is also covered with jungle. The smaller island is 900' EW by 600' WS, and is referred to by the Enlifans as The Holy Isle. The other island, called Isle of the Lake, is 1900' EW by 2900' NS. The two islands are separated by a mile of water.

Byvm High Priest of Enlifos

Byvm
Cleric CE 9 30 8 5 9 15 8 10 12 Wood Club

Despite his position at the head of an evil cult, Byvm is a truly likable fellow. He serves Enlifos because he believes it necessary, not because he enjoys it. He actively seeks outsiders to sacrifice to spare the villagers, and does what he can to make the victims last hours comfortably. Byvm is 54 years old with snow white hair. He has green eyes and a dark complexion. He is 5'5" tall, weighs 153 lbs. and is right handed.

Ywukhyg

Ywukhyg
Cleric CE 9 50 8 7 6 12 14 15 16 Wood Club

Yqukhyg is not nearly so kind as Byvm. In fact, he is eaten by jealousy. He is sure he should have been High Priest instead of Byvm. He takes his frustration out on anyone he can, and has a bit of a sadistic bent. He is not openly rebellious, because he knows that Byvm could easily use him for a sacrifice. Nonetheless, he

watches Byvm like a hawk, hoping the High Priest will make a mistake, and meanwhile keeps his eyes open for simple and safe ways of killing him.

Yek Master of Supplies

Yek
Cleric CE 3 16 8 7 15 12 10 12 7 Wood Club

As Priest in Charge of Supplies, Yek has control over the food, and makes sure to save the best for himself. His clothing is also of better quality than anyone else's. In short, he's got his fingers in the till. He supports Yqukhyg's bid for the High Priesthood, because Byvm makes it difficult to help himself. He is certain that Yqukhyg will fail to notice irregularities, if included in the extra rationing. Yek is 5'9" tall, weighs 209 lbs., and his beard is short and scruffy. He has black eyes, dark complexion, and is right handed.

Oda Sovo

Oda Sovo
Ftr. LG 5 30 10 16 14 4 15 11 12 None

Oda Sovo is being held as a prisoner until the next time of sacrifice. He is a follower of Amlifos who came to The Isles of the Slain out of curiosity (see his low wisdom). He had armor and weapons when he came, but these were taken from him and dumped into the ocean. Oda Sovo has no idea why he is being held, and since he is well treated, makes no attempt to escape. He is 5'4" tall, weighs 170 lbs., is 36 years old, and has blue eyes. His braided black hair hangs to his waist, and his beard hangs even lower. He has a healthy pink glow about him, and is equally dextrous with either hand.

Emgyqhi Master of Novices

Emgyqhi
Cleric CE 4 21 8 14 12 16 14 14 Wood Club

With a smooth bald head, black beard and dark complexion, Emgyqhi is an imposing sight, especially to frightened youths who have just arrived to begin their study for the Priesthood. In such a visage, his mild blue eyes are quite incongruous. He truly enjoys his power, and deals out savage punishments for the slightest failure. He is greatly hated, but his methods work. Motivated by fear, the Novices quickly learn the chants required daily to appease Enlifos. Emgyqhi is intolerant of slow learners, and they run the risk of being sacrificed.

Fo Cook for the Clerics of Enlifos

Fo
None CN 0 3 10 9 9 7 8 9 7 None

Besides cooking, Fo provides other services for the Priests who are not too particular. For the rest, a girl or two are brought over from Isle of the Lake about once a month. Fo is nobody's prize. She is 4'10" tall, weighs 124 lbs., she has very short grey hair, blue eyes, and a pale complexion. She is left handed and 56 years old. She became cook for the Priests 13 years ago when the old cook died. She was chosen because her brother's hut, where she was living, had just burned down with no other survivors, and no one wanted to take care of her.

Murety Chief of the Enlifans

Murety
Ftr. CN 5 26 6 14 17 14 7 11 10 None

Murety is an excellent village Chief and looks the part. He has grey hair streaked with black, a similar beard, which comes below his waist, and smokey grey eyes. He has a much wider experience base than most Enlifans, as he traveled to Rallu as a young man and stayed there for several months. He is therefore aware of how backward his people are, and is trying to stimulate a change. The problem is that the Enlifans are happy, and unwilling to change. Fortunately, Murety is smart enough to go about this effort discretely, or he certainly would have been removed as Chief. He is 5'2 1/2" tall, weighs 168 lbs., is 50 years old, and is right handed.

Py

Py
 Cleric CE 3 17 8 15 13 13 13 9 11 Wooden Club

The Clerics of the Holy Isle serve on the Isle of the Lake on a monthly rotation basis. Presently, the Cleric serving is Py. He is 4'6" tall, weighs 149 lbs. and is Ambidextrous. He has blonde hair and beard, a pale complexion and green eyes. He is 35 years old.

Village Council

Vic	Ftr.	Ce	3	14	6	14	13	9	10	17	8	Shortsword
Afcohop	Ftr.	CE	2	6	6	9	8	11	10	11	10	Shortsword
Wolgi	Thief	CE	3	10	6	6	11	10	10	12	12	Dagger
Jilah	Ftr.	CE	2	16	6	11	15	7	7	13	14	Shortsword
Kaci	None	CN	0	4	10	9	16	13	14	7	10	Club
Penfasta	Ftr.	CE	2	11	6	13	15	12	10	15	8	Shortsword
Gudwi	Ftr.	CE	2	6	6	11	14	10	11	8	11	Shortword

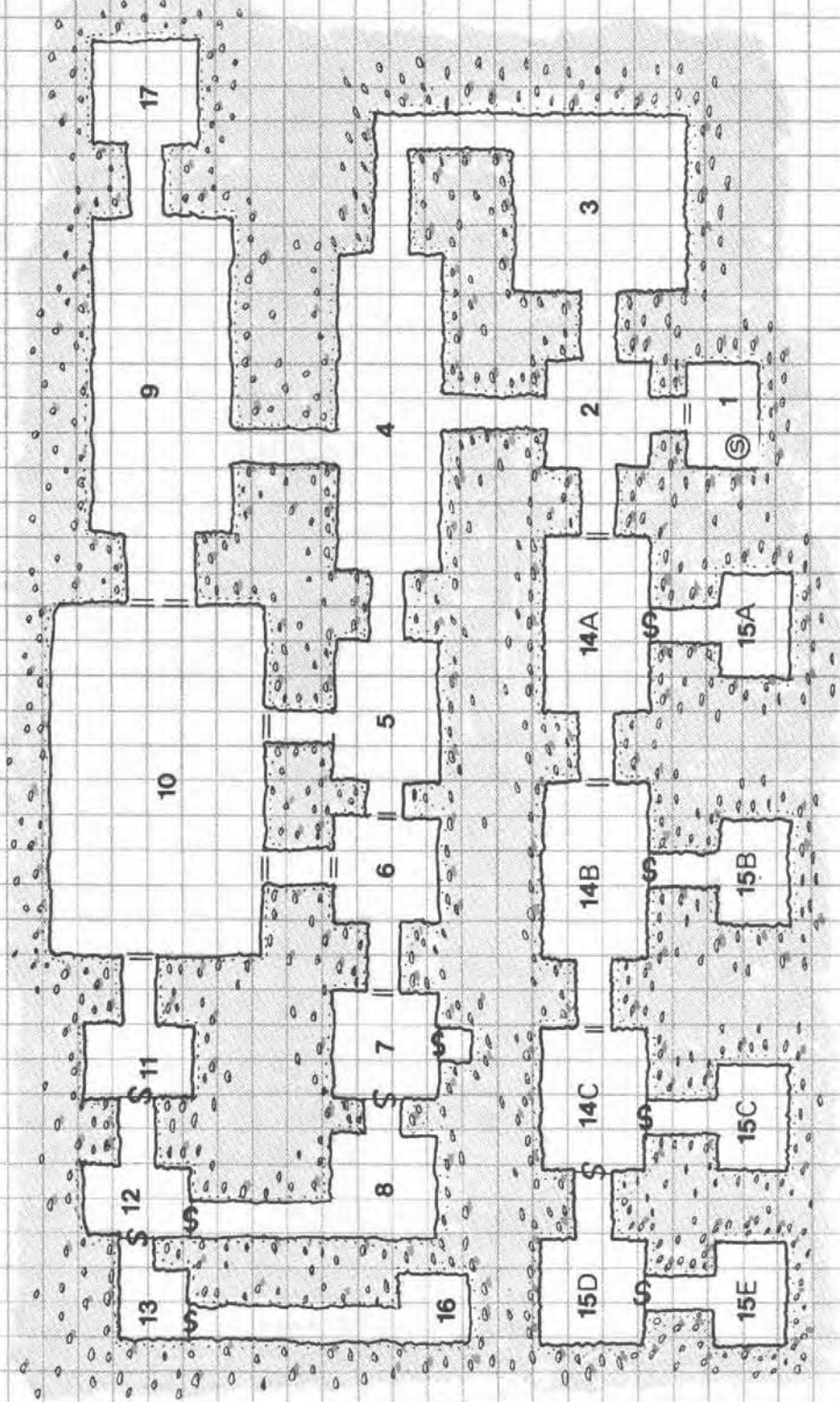
These are the folk that along with Murety and the Clerical Representative, make the decisions for The Isle of the Lake. Actually, they form the third leg of a governmental triangle, with the Chief and the Priesthood forming the other two legs. The resulting system is fairly stable, and manages to keep control without interfering too much in peoples lives. The preponderance of fighters on the council is due to the fact that most of the males of the village fall into that class, although they will have other jobs, such as farmers or fishermen. Note: These are special characters, and that the average fighter will not have a Sword. Most will have Daggers, with a few Spears.

Obvog Loresinger

Obvog
 None CE 0 1 10 10 15 11 8 10 12 None

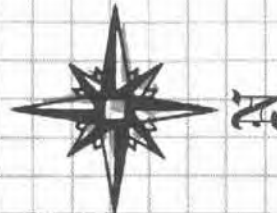
Formerly, Obvog was a Fisherman, well known for his singing of the chanteys used to provide cadence for hauling in the nets. He was often asked to sing at nights for the assembled village. He listened to others sing, and quickly learned all of the

Undersea Temple

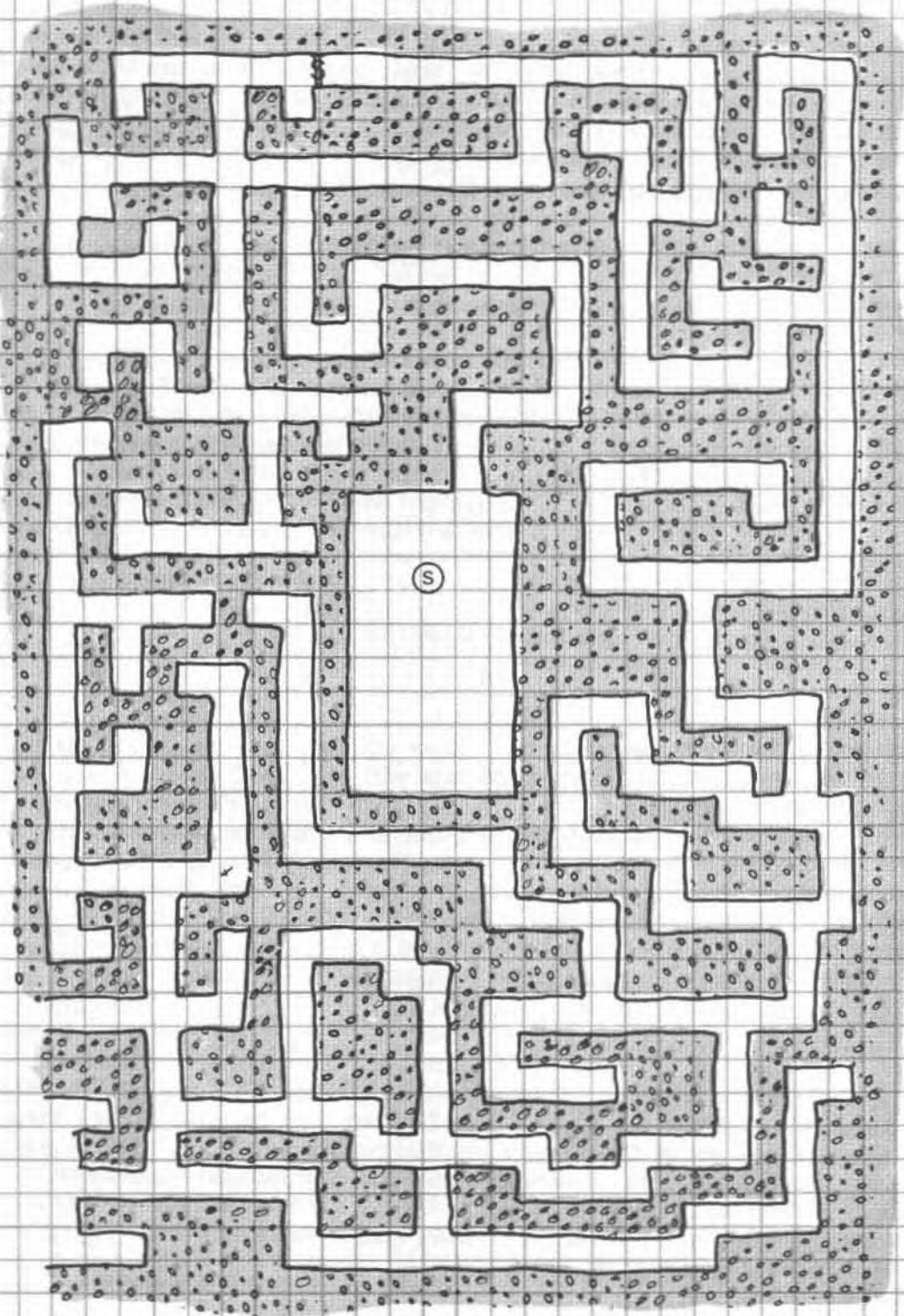


1 sq. = 10 ft.

- # Chamber Designation
 - = Door
 - == Double Door
 - /- Secret Door
 - Ⓢ Secret Door, Ceiling
- 1" = 50'



Undersea Labyrinth



1 sq. = 8 ft.

- ⊗ Secret Door
- Ⓢ Secret Door, Ceiling

traditional songs. Finally, as he began to grow too old for fishing, he stayed ashore, teaching the songs to children, and entertaining the village more often. He lives on the contributions of the people, and gets by quite well. Obvog is 55 years old, and has white hair, black eyes, bronzed complexion and is left handed. He is 5'8" tall, and weighs 169 lbs.

Ayt Warleader

Ayt
Ftr. CE 7 44 5 16 14 14 12 12 9 Broadsword

The Enlifans don't really have an army, but if required, almost all the men can form into a fighting unit. At these times Ayt leads them. Once the tribe has been committed to battle, not even the Chief can over rule him. This is compensated by the fact that until the Council votes to go to war, Ayt has no power whatsoever, and is simply a Fisherman. He is 5'1" tall, weighs 150 lbs., has red hair and mustache. He has green eyes, is right handed and is 42 years old.

Mipjilwy Trader

Mipjilwy
Thief CE 6 17 10 7 13 15 12 16 11 Dagger

In order to get the best possible deal from outsiders, the Chief has appointed Mipjilwy as the official village Trader. The merchants who come to the village regularly, know that Mipjilwy recognises and accepts a good deal, but they also know that he would not hesitate to cheat them if an opportunity offered itself. He is usually treated with respect, but seldom with friendship. He is 49 years old with blond hair that is turning grey, and a mustache. He is left handed, has green eyes, is 6' 1/2" tall, and weighs 201 lbs.

Onyegif Boatmaker

Onyegif
Ftr. CE 1 10 10 16 12 14 7 6 13 Dagger

The boats the Enlifans use are dugout canoes with outriggers, and this is the type that Onyegif builds. He does not have sufficient skill to build the more modern types such as Skiffs. He might, however, be able to repair them. He does not have the Dexterity to put fine detail in his work, but his boats are quite sea worthy. Seaworthy enough, in fact, to travel anywhere in the world, if enough supplies can be provided. Onyegif is short, only 4'8" tall, and 140 lbs. in weight. He has short red hair and a bronzed complexion. He is right handed, blue eyed, and 46 years old.

Kycmoz Basketmaker

Kycmoz
None NE 0 4 10 7 6 8 12 14 14 None

Despite the fact that she is the stereotype dumb blond, Kycmoz still manages to be a useful member of society. She weaves baskets and is good at her trade. These baskets woven by the women of the village are its main trade item. They are so well made as to be nearly water tight. Kycmoz is not the best basket-weaver in town, but she is very good for her age. She is 22 years old, with blonde hair to her shoulders and clear blue eyes. She is left handed, 5' tall, and weighs 107 lbs. As was stated before, a lot of things go right over her head, but every adult male in town dreams about her regularly.

Gminthoc Netmaker

Gminthoc

Cleric CN 1 4 10 8 13 11 11 11 7 Club

After spending a short period of time on the Holy Esle, Gminthoc decided he did not wish to be a Priest. Thus, he went back to the Isle of the Lakes, and learned his fathers trade of Netmaking. Nonetheless, he retained his small Clerical abilities, and feels himself to be specially dedicated to serve Enlifos, despite his Non-Clerical attitude.

Hofra Leader of the Enlifan Fishing Fleet

Hofra

Thief CE 1 4 10 13 8 10 8 15 7 Dogger

For the most part, Hofra has developed his thieving abilities in the course of his work. He sharpened his hearing, for instance, by listening for the splash of the water and creak of the net, which reveal so much to the experienced ear. He developed his deft fingers by tying the little knots required to make a large net operate properly. He developed his climbing ability while jumping from boat to boat. The one skill he did develop outside of his work was the ability to pick pockets. This is generally used only as a practical joke. Hofra is 5' 5" tall, with brown hair, a red beard, black eyes, and a bronzed complexion. He is right-handed, and weighs 180 lbs.

Undersea Labyrinth

On the northeastern coast of the island is an ancient well, or at least so it seems. It is partially crumbled and looks to be in danger of collapsing. It is actually the entrance to an ancient holy complex dedicated to the Moon Goddess worshipped before the island was destroyed. For reasons unknown, the Fane was entered through a Labyrinth. This maze is now the habitation of Giant Rats and the Giant Snakes that hunt them. The Temple itself was subject to many strange effects, as will be detailed later.

It is assumed that anyone who is brave enough to have himself lowered into the "well" will discover a tunnel leading off to the east. This tunnel dips sharply downward for several hundred yards, then levels off for about half a mile, then begins twisting and turning and branching without warning. The tunnel and maze are made of dressed stones, although these may be loose or fallen in places. The material the tunnel runs through is solid rock, so there is little danger of a cave in, although the dressed stones may collapse and injure or temporarily hinder the party. There may also be leaks in the roof and build ups of lime. If the leaking water is tasted it will be salty, for after all, it is the sea that the Labyrinth is under. When one gets to the center of the maze, he will find a large (50' EW by 90' NS) room which is completely empty. The entrance to the temple complex proper is through a secret passage in the floor at the spot indicated on the map. For every two turns spent in the maze, there is a 20% chance of an encounter. If an encounter is indicated, roll a D10. A roll of 1-8 indicates an encounter with 1-10 Giant Rats. A 9 or 0 indicates the encounter is with a Snake.

Giant Rats are nasty creatures that infest secluded places, and eat almost anything, including each other. They have one hit die, and do 1D4 Damage, attacking once per turn. They can move up to 90' per turn, and any one bitten by one of these vermin has a 10% chance of contracting a random disease.

The Snakes in the Labyrinth are spitting Cobras, whose main food source is, of course, the Rats. Some of these reptiles get up to 15' long. They have two hit dice and can move 90' per turn. They are called Spitting Cobras because, besides their normal strike, they are able (and 40% likely) to spit poison quite accurately. When doing so they aim for the eyes. Determine if a hit has been made in a normal matter, treating a full helm as plate armor, and anyone not in a full helm as though they were not wearing armor. If a hit is scored, the victim must roll his constitution or less on 3D6 or be permanently blinded. Even if the save is made, the eyes will sting and water

for two combat rounds, usually quite long enough for the snake to make a kill. When striking, the Cobra does 1-6 points of Damage, and injects poison. In this case, if the victim does not roll less than his constitution on 3D6 he dies; but there is no effect if he makes the save. Both Snake and Rat have an Armor Class of 8. Hidden in the ceiling edge at the point marked X is a small box containing a ring of Spell Turning.

Temple Complex

Just as no one can explain what really destroyed the island, it is impossible to say what happened here. Whatever it was, it killed all of the inhabitants without doing any visible damage to the rooms or their contents. In fact, it looks almost as if everything was put away, and the inhabitants left. There is ample evidence that the inhabitants did not leave, however, as their undead spirits haunt the halls and rooms they lived in. These spirits come in two forms. The first group is that made up of those that animate their skeletons. These will seek to attack and kill intruders on sight, not making a sound except the dreadful clacking and clattering of bones. These undead have 2 Hit Dice and move 90' per turn. They will attack with clawed hands and with teeth, doing 1-6 points Damage per hit, and being able to get in all three attacks in one combat round 10% of these creatures will wear Chainmail, while another 10% will wield maces, with yet another 10% having both. Those with maces will use them instead of their normal attacks, doing 1-8 points of damage per strike. Those with Chainmail will have an Armor Class of 4 instead of the usual 6.

The other group of spirits is the Ghosts. From the moment one enters the center room of the maze their piteous groans will be heard. They are Spirits of the Dead, who simply wish to be returned to companionship with those still living. In their normal state, they are invisible, invulnerable, and unable to affect our plane. They are, in fact, ethereal, so any examination of that plane might reveal them. It is impossible to tell which direction their cries come from, as it is from another plane. It seems to come from everywhere. If a player insists on trying to determine direction, roll a D12 with 1-8 indicating points of the compass, 9 being up, 10 being down, and 11 or 12 indicating the fact that they can't even guess a direction. When a living creature comes upon a Ghost, it will materialize, that is become visible, although translucent, indicating that it is only partly on our plane. It will then advance slowly toward the living thing, holding out its arms and emitting horrible cries. It does not seek to harm the creature, it just wants contact with life. Upon being touched, a character will instantly be chilled to the bone, and unless his constitution or less is rolled on 3D6, he will lose a point of constitution. The player need not know this. The Judge should simply ask to see the character sheet, and note down the constitution. All the player need be told is that he feels weakened. If a character reaches zero constitution, he dies, but otherwise, the point loss is temporary. Lost points will be regained at a rate of one per hour of rest. All that will be recognizable on a Ghost will be a face, and two arms, the rest of the body will be too vague to be examined even when looking into the ethereal plane. When materialized, a Ghost can hit and can be hit in return, but only by magic weapons. They have 3 Hit Dice, Move 6' per turn, and are considered to be AC5. It is almost impossible to tell if a hit has been scored, for anything, even magical weapons, will pass through with no resistance, and the Ghost will wail even louder, whether damaged or not. This wailing will end in a final heart rending cry when the creature is banished from our plane, either by weapon damage or by Cleric. Such a creature is not destroyed, only rendered unable to materialize. He will remain in the area, still waiting.

Besides the creature set in various places in the Temple there is a 10% chance for every two turns of a random encounter 80% of these will be with 1-10 Ghosts. Note: The number of creatures to be randomly encountered is limited to 46 skeletons and 13 ghosts. When these have been defeated, there will be no more random encounters. Also, anyone killed in the Temple who is not blessed will in 1-12 days become a skeleton (80% chance) or a Ghost (20% chance). These will be similar in all respects to those described, save that the skeleton will use and wear what it had with it when it died.

- 1 Guard room: This room is really quite unnecessary, since the entrance is so well hidden, and so hard to get to. It is 30' EW and 20' NS. It is walled with dressed stone, but the floor and ceiling are of solid rock, formerly polished, but now cracked and lime stained in many places. This is true of most of the complex. It is also generally true that the ceilings are 15' tall. Upon entering the room, a party will immediately be attacked by 6 skeletons. When they are dispatched and the party looks around, they will see a table with two Serches beside it, and an oil lamp sitting on it.

In the center of the south wall is a wooden door, once finely made but now warped and cracked. On the wall beside it is a rack, which was made to hold 14 objects. On the floor below are two tarnished mace heads, which still have bits of decayed wood attached to them. On the floor is what appears to be a green carpet. Originally, there was a carpet on the floor, but with time and dampness, it has been consumed by Mold. This Mold is harmless unless eaten but requires a roll of Dexterity or less on 3D6 or fall, if any unusual act is attempted while on it. If eaten it will make the consumer very ill for 1-2 days, with a 10% chance of dying. This Mold Carpet covers the 10' square in front of the door.

- 2 Entry room: This 30' square room is empty, being just an enlarged intersection. To the east, it leads down a 20' hallway to a door, which opens into #14A. To the south it leads down a 30' long passage and through an opening to #4. To the west a 20' passage leads through an opening to #3. The door to #1 is in a 10' square alcove in the middle of the north wall.
- 3 Recreation room: When the Priest were off duty, they were usually to be found here. This 50' square room is where they ate and where they relaxed. It contains several tables with benches, and a few large armchairs. The armchairs are bug and mouse infested, and the other furniture is badly rotted. On one table is a chess board that appears to be in the middle of a game. The pieces are of wood, and will crumble if picked up. On another table is a plate and cup, both made of silver, and worth 10 GP each. They are covered with some sort of Slime, and must be cleaned off. In a cupboard on the east wall are 43 other sets of cups and plates, also silver and worth 10 GP each. All four walls were originally covered with tapestries, but these have fallen to the floor and almost totally rotted. A corridor leads southward from the southwest corner for 40', then turns east, finally leading to #4.
- 4 Sleeping room: This is the first of two rooms that were used as sleeping quarters for the Priests. It is 90' EW by 30' NS, and contained 16 bunk beds. Only two of these still stand, and the top of one has collapsed onto its bottom. Upon entry into this room the party will be attacked by 4 skeletons. In the center of the east wall is an opening which leads through a 20' passage to #5. On the north, the opening leads through to #2, and the south passage leads to #9 after 30'.
- 5 Sleeping room: Like #4, this 40' EW by 30' NS room also contained bunkbeds, 7 in all, but only one remains standing laying in the ruins of one bed, partially hidden, is a leather encased object. When unwrapped will be seen as a Harp. It's excellent construction and storage leave it still usable, although it has no strings. The leather was soaked in animal oil. It would sell for 85 GP as it is not magical. The room is guarded by 7 skeletons.

- 6 High Priests room: One great privilege of the High Priesthood is privacy. While all the other Clerics sleep in bunk beds, the High Priest gets this 30' square room all to himself. In the southeast corner is a large bed, and on the west wall is a desk. On the desk in a full set of writing paraphernalia, and several scraps of parchment with illegible notations on them, and pushed off to one side is a scroll with a silver band around it. It is written in an unknown tongue, but a sage would pay 1000 GP for it. It is in terrible shape. Part of it is already unreadable, and must be treated with the utmost care or it will disintegrate. The silver band is worth 5 GP. There are three doors out of this room. The first leads through the east wall to #5. The second leads to a 20' long hallway which ends in another door. This leads to #10. The final door is at the end of a 20' hallway to the south, and leads to #7. This door is locked, and the key is in the desk. Its is also trapped. If the door is opened without defusing the trap, a needle will shoot out into the hand on the latch. This was originally poisoned but the poison is no longer potent. Instead, the needle is rusty and the victim must roll less than his constitution on 3D6 or contract tetanus. The room is protected by a Ghost.
- 7 Treasury: When the Temple was still in operation, the money was stored in bags of 100 coins each. By now, however, almost all of the bags have fallen to pieces, spilling their contents onto the floor. All of the coins have acquired a uniform cover crud, so each must be scraped to determine its type. There are 1000 copper pieces, 600 silver pieces, and 600 gold pieces. The only exits from this room are two secret doors. The first is in the center of the north wall. It was opened by speaking the proper command word. Since the fall of the Temple, however, the word has been forgotten and the spell has faded. There is now no way of opening the door. Beyond this hidden door, is the real Temple Treasure: 4000 SP, 1700 GP, 10 Rings, and 6 Necklaces. The Rings are worth 30-50 GP, and the necklaces are worth 100-200 GP. The second secret door is opened by pressing a stone above it. This leads to #8. This door is slightly out of alignment and makes a long grinding noise as it opens.
- 8 Artifact room: A secret room was considered necessary for protection of the special and holy items of the Temple, and that is what this room is used for. It is 30' square and holds the following; one 3' tall silver statue, worth 1000 GP as an art object, a large brass bound book, worth 2000 GP to a sage or the covers are worth 5000 GP, a silver belt with inlaid moonstones, worth 750 GP, a pair of silver candle sticks, worth 200 GP each, and a silver headed Mace which is magicked for a #3 to hit and damage. A 40' passage leads south from the southeast corner to #12, by way of a secret door.
- 9 Ablution room: Before any important ceremony, the Priests had to ritually prepare themselves to enter the inner Temple. That was the purpose this 90' EW by 50' NS room served. On its south wall is a basin carved out of solid rock with crescent moons and stars carved around its upper edge. If a catch on the bottom of the basin is pressed, it will fill with sea water. The water will be filled with silt, and after the catch is pressed the third time, it will never operate again. There is no drain in the basin and if the catch is pushed a second time, while it is still filled with water, it will overflow onto the floor. Also in the room is 83 hooks set into the wall. These originally held ceremonial robes, but most have by now fallen to the floor, and all are beyond hope of repair. A 20' wide and 20' long passage leads from the ablution room to a pair of double doors, beyond them is the inner Temple #10. A 20' long (10' wide) hallway leads west to #17. Room #9 holds 1 Skeleton.
- 10 Inner Temple: In its prime this must have been a beautiful room. Silver is to be seen almost everywhere in its 60' EW by 100' NS area. The entire east wall is covered in silver foil, and a 4' tall and 1' thick silver crescent stands atop the alter.

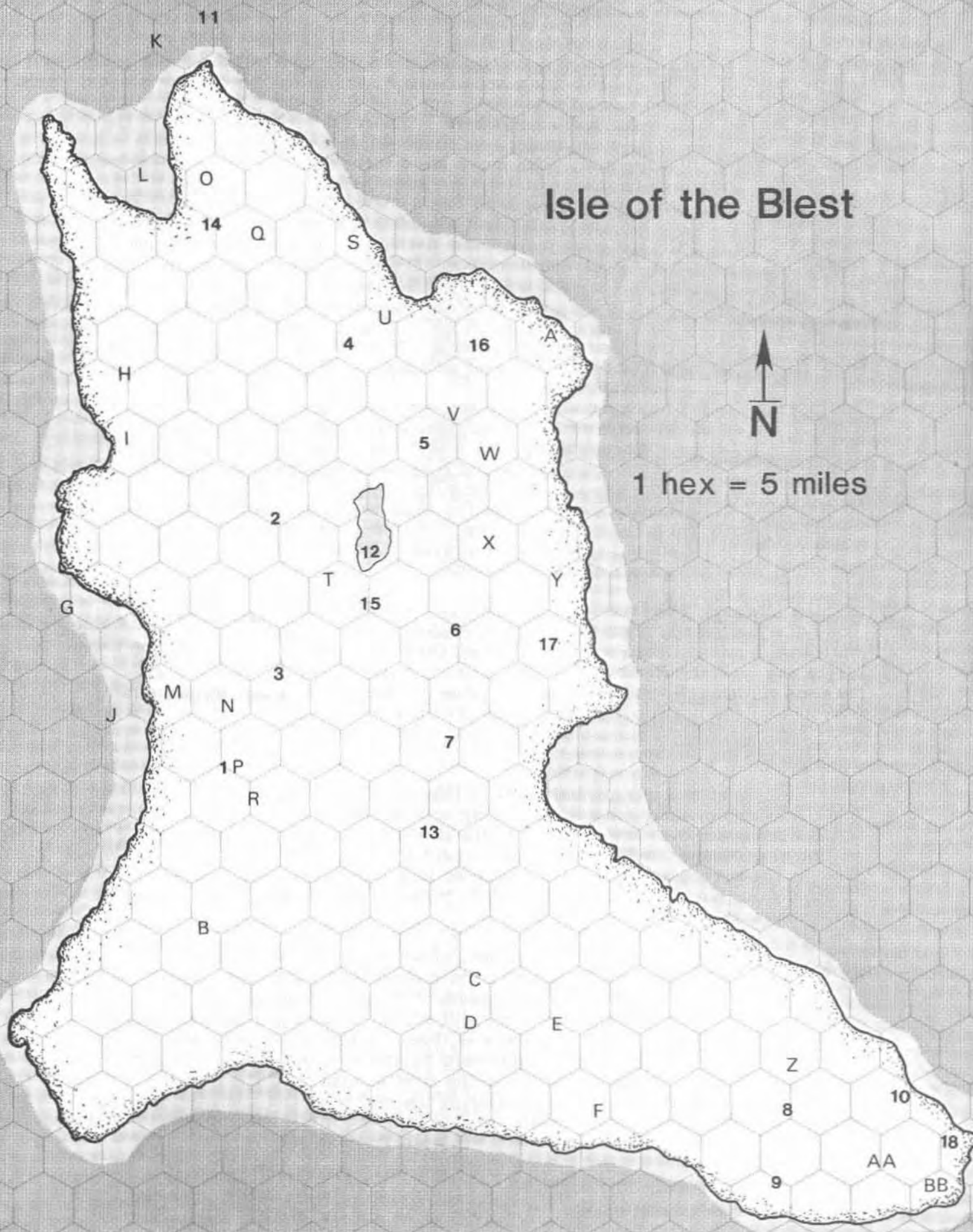
At intervals along the north and south walls are torch brackets also made of silver. All of the door latches to this room are of silver, as are the lintels and hinges. This silver is all blackened now with tarnish, but must have glowed in the torchlight, so that it seemed light came from everywhere. There are ten stone pews in the Temple, each 25 feet long. These originally had silver foil in the carving on the sides, but this has largely disappeared. The north and south walls are covered with rotted tapestries. Although the curtains were an inch thick and closely woven, they now can be torn apart by anyone who has a strength greater than 6. Careful examination will show that these also had silver thread in them. The door equipment is worth about 5 GP for each piece, and the silver crescent is worth 500 GP. The silver foil is worth 1 GP per square foot. There are two doors in the north wall, and a concealed door in the east wall. The eastern door on the north wall leads to #6, and the western on to #5. The door on the east is not hidden, just constructed to be invisible from more than about 20'. This was more for esthetic purposes than to prevent entry into the room beyond. The Temple is haunted by a Ghost who will appear near the silver crescent as soon as the party gets within 30'.

- 11 Library: As might be expected, there are very few works of fiction here. Mainly, this 20' EW by 30' NS room contains religious works with some histories, and a few legendary writings. There are at least 3 alphabets represented, and several more languages. These range from two so old they were unknown when the temple fell, to one that is very close to a modern language. There are 200 of these books and scrolls, in bookcases along the walls. Most are in at least fair condition and would be worth 100 to 1000 GP to a sage. In the center of the east wall is a secret door. When a stone in the floor is pressed, it rotates in a counter clockwise direction, and then closes after 30 seconds.
- 12 Hidden Library: The books in this room are incredibly ancient religious texts, none of which are in good shape. The reason they still exist at all is that special care was taken of them, which preserved them. They would be worth 1000-5000 GP to any N.P.C. Cleric of the 12th level or more. This 20' EW by 30' NS can be excited through two secret doors. One on the east and one on the north. The one on the north opens with pressure on a floor trigger, and leads to room #8. The eastern one opens by pulling out a stone in the wall, and leads to #13. The room is 20' EW by 30' NS.
- 13 The two sets of manacles in the walls of this room are quite obviously old, but show no signs of wear. All things being considered, it is doubtful if this 20' square room was ever used, since it was almost impossible for unauthorized folk to find the Temple, and imprisonment wasn't the Priests style anyway. A secret door in the northeast corner leads to a 60' long northsouth passage which ends in room #18. When a stone in the wall is pressed, the door rotates clockwise. This one must be closed manually.
- 14A Storage: There are three storage rooms, of which this is the first. It is 50' EW by 30' NS and contains food. There were 7 barrels of hard tack which have rotted and the hard tack is molded. The remains of 10 grain barrels also litter the floor, with about a handful from each barrel still edible. There are rat droppings all over the grain area. There were also three barrels which contained some sort of preserved meat. This was all consumed by the rats but one of the barrels remains semi-intact. It will fall apart at the first excuse. To the east is a door at the end of a 20' hallway. A secret door in the center of the north wall opens when the key from the High Priests desk is inserted into what appears to be a natural chink, and turned to the left. It leads to room 15A.
- 14B Storage: Every day items such as shoes, lamp oil, wicks, and ink were kept here. All of it is now gone. The solids have decayed and the liquids evaporated. Nothing in this room is still usable. The room is 50' EW by 30' NS, with a door at the

Isle of the Blest



1 hex = 5 miles



end of a 20' hall in the center of the east wall leading to 14C, and a secret door in the center of the north wall leading to 15B. When a stone on the floor is pressed the door slides to the left, permitting entrance.

- 14C Storage: This room might also be called the armory, for its contents are military in nature. It is 40' EW by 30' NS and contains 41 Maces and 17 suits of Chainmail. The balls of the Maces are of silver, and worth 50 GP a piece. Only 14 Maces still have their hafts, and these will break if swung. The Chainmail is iron and almost completely rust, quite useless. This room has secret doors in the east and north walls. The first rotating clockwise when a stone in the floor is pressed and leading to 15D. The northward secret door slides open with a screech when a stone in the wall is pressed, and leads to 15C.
- 15A Hidden Storage: This room contains spices, which are hidden because of their rarity. It is 30' EW by 20' NS, and contains 14 boxes. Each with a different spice in it. Two are spices known today, but they are still rare. The rest are completely unknown, and would bring 3000 GP each from an herb specialist.
- 15B Hidden Storage: Here are stored extra robes and holy symbols for replacement of those worn out, or for outfitting Novice Clerics. There are 15 holy symbols; silver crescents on silver chains, worth 15 GP each, and an undeterminable number of robes. Undeterminable because they have rotted and fallen to pieces. The room is 30' EW by 20' NS.
- 15C Hidden Storage: This room contains 8 Maces which are evidently special, or they would not be stored separately. They look the same as far as can be told, for they are intact and useable. Unsurprisingly, they are magical, all but one giving +1 to hit and damage, the last one giving +2. The room is 30' EW by 20' NS.
- 15D Hidden Storage: Unlike the rest of the room 15's, this one is 30' square. It contains suits of Chainmail. Once again these are usable, and in fact, in pretty good shape. There are four suits, each with a magical +1 added to its Armor Class. A secret door in the center of its north wall gives access to 15E.
- 15E Hidden Storage: The secret door leading to this room no longer opens. There is no way to get in short of battering it down, or something of the like. It also will be prohibitively difficult to find out how it did work. If a party manages to get through this door, the room inside is 20' EW by 20' NS, and completely empty. Unlike the rest of the Temple, this room is in perfect shape. There is no sign of wear, no fallen stones, no water leakage, not even any dust. There is an indefinable feeling of power about the place, but if magic is detected for, none will be found in the room.
- 16 Wine Cellar: The placement and size of the room indicate the importance the order placed on moderation in drink. One must go through three secret doors and a locked door, to get to this 20' square room. It contains 44 bottles. All of which are absolutely dry. They are all sealed, but even the vinegar that the wine turned into, evaporated out the bottles.
- 17 Meditation room: When problems come or interpersonal relationships got strained, the Priests would retire here. This 30' square room has the remains of dark tapestries hanging on the wall, and three armchairs in various states of disrepair. On a stand next to the west wall are the remains of a book with a silver foil crescent on the front cover. It is completely decayed and unreadable. As soon as this room is entered, two Ghosts will appear near the book and advance toward the entrants.

Villages

<u>NO.</u>	<u>NAME</u>	<u>POP.</u>	<u>TYPE</u>	<u>CIV. LEVEL</u>	<u>ALIGN.</u>	<u>RESOURCES</u>
1	Gormcairn	424	Men	3	Neutral	Market
2	Merkab	116	Men	7	Lawful Evil	Flint
3	Entenwold	305	Elves	7	Chaotic Evil	Copper
4	Abject	396	Men	5	Lawful Good	Silk
5	Lanax	150	Men	3	Neutral	Market
6	Foundation	136	Half Elves	7	Chaotic Good	Tin
7	Praetor	199	Elves	4	Chaotic Good	Rope
8	D'alfang	378	Humans	6	Chaotic Good	Fur, Wood
9	Cordoom	197	Humans	7	Neutral	Pearls
10	Rallu	8725	Humans	7	Chaotic Evil	Market

Villages

- 1) Gormcairn: This is a village of people who have ceased to practice either of the major religions of the island. They are mainly farmers, with a little home industry. Their real economic survival is based on their market, which brings folk in from miles around. The name Gormcairn comes from the fact that a great wizard named Gorm is buried atop nearby hill.

Mabagr

Ftr. Neutral 9th 51 4 13 8 11 13 9 9 Broadsword

Formerly, Mabagr was employed in the armies of Rallu, and when he retired, he wanted to get as far away as possible. He lived by his Sword for awhile. Then finally discovered Gormcairn. The people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people made him Milita Commander, and then Mayor. Mabagr is 5'8" tall, weighs 178 lbs. and is right handed. He has green eyes and braided brown hair that hangs to his waist.

- 2) Merkab: The core of this city was a group of refugees from Viridistan. They left, because they opposed the concept of monarchy and wished to have a representative government. They moved to the then largely uninhabited island, and set up a government of seven elected councilmen. They were educated people and lost little in the way of technology by leaving Viridistan.

Ruathgoth

Bard Neutral 6 33 7 15 11 15 14 18 14 Longsword

Ruathgoth is a local boy who left when quite young to see the world. When he came back his fellow villagers recognized the value of his wider horizons and elected him head of the Council of Seven. A post he has held for 5 years in a row. Ruathgoth no longer practices the religion he was taught as a child, but does not seek to dissuade others from that or any other faith. He is 6'3" tall, weighs 206 lbs. and is 31 years old. He is left handed, has blue eyes and red hair that goes to his waist.

- 3) Etenwold: The Elves of Etenwold are very unusual in that they worship Enlifos. Worship of the Moon Demon is generally restricted to humans, but the village is

under control of the only Elven Cleric of Enlifos there has ever been. Like most converts, they are quite enthusiastic and tend to use any dissenters they find as monthly sacrifices. They are realistic, however, and merchants can visit in relative safety. Their main trade good is the copper they mine out of nearby hills.

Tirunrelei

Cleric CE 8 37 5 10 12 13 17 15 14 Mace

As stated above, Tirunrelei is the only Elf ever to become an Enlifan Priest, and why he did is a mystery. After a long period serving at the Temple in Rallu, he decided to go back and convert his people. To this end, he recruited a large force of Mercenaries and took control by force. After several years, enough of the people had been converted that he was able to lead them in an effort to kill or drive off the Mercenaries who were beginning to ignore Tirunrelei, and do as they pleased. Needless to say, human Swordsmen are unwelcome in Etenwold. Tirunrelei is 4'4" tall, weighs 122 lbs., has blue eyes, is right handed, and 87 years old, with a dark complexion. For some unknown reason, he shaves his head.

- 4) Abject: The people of Abject are about the finest dressed villagers you will ever see, because their main industry is making silk, and they generally wear clothes made of that material. They also send a tithe to the Underlake Temple of Amlifos, and all of the ceremonial clothing there is of silk. In fact, they own the High Priest as their Liege and their leader reports to him regularly.

Cakjak

Pal. LG 9 79 4 14 14 16 9 11 17 +2 Broadsword

Besides being the Mayor in proxy of Abject, Cakjak is also Champion of Amlifos and Knight Marshall of the Amlifan Defence Force, Agrandoise name given to the combined militias of Abject and Foundation. The last two titles are mainly honorary, but there is enough friction with the Enlifos spread about the island that he gets plenty of fighting practice. He wears +1 Chainmail.

- 5) Lanax: Rather than people running away from anything, this village simply grew out of a need for mutual protection. Just as there was no intention to create a village, so the drifting away from the old religions was not planned. There was no religious leadership available, and the people simply drifted out of the habit of worship. Lanax serves as a market for the entire Northeastern Section of the island.

Vishantr

Monk Neutral 9 37 10 13 9 15 15 13 11 Hands

Vishantr learned his art from an elderly gentlemen who came to Lanax when he was a child. This elder Monk recognized Vishantr's knack for philosophy and quickness, and taught him all he knew. To this day, Vishantr exercises for four hours a day, and spends a further two in meditation. The result is frighteningly effective.

- 6) Foundation: Originally, Foundation was a village of men, but when Etenwold was taken over by Tirunrelei, about half of the refugees came here. The two groups intermarried, until virtually all of the people in the village have the blood of both races. The Elvish philosophy of living has prevailed, although the people still worship Amlifos. The majority of the villagers make their living by digging tin out of the surrounding hills.

Nybotha (half Elven)

Ftr. LG 9 54 5 15 11 15 9 13 12 Longsword

Nybotha was chosen by the Anlifan High Priest as his Proxy in Foundation because of his trueness to the precepts of the Anlifan religion. He cuts a rather dashing figure with his shoulder length black hair and his calvarymans mustache. He is slim, wiry and tall, at 6'2 1/2" and only 158 lbs. His brown eyes are pertetually full of

humor. He is right handed.

- 7) Praetor: This is where the other half of the refugees from Etenwold went. They were forced to fight for survival, and forgot many of the mechanical and industrial techniques they had known before fleeing. They eventually made contact with the people of the Foundation and are friendly with them. One of the few secrets they have kept is how to make light but strong rope. Many of the villagers are involved either in growing the plants, or weaving the rope.

Khurdland

Elven MU Neutral 10 16 10 12 16 16 12 12 10 Fireball Wand (43 charges)

At 5'6", Khurdland is very tall for an Elf, and thin and pale. He is not ill, but the Elven body just isn't designed to be that tall. It is equivalent to a human at 7' 1/2" tall. None the less, Khurdland survives and carries his height well. He weighs 129 lbs. and has short red hair with a brown mustache. He is left handed and has blue eyes. He rules in Praetor mainly because no one challenges him. Even though he has ruled well, he is sure that challenge is coming soon and he is worried.

- 8) D'alfang: Since it is in the jungle, it is not surprising that this village's main products would be animal skins and lumber. The isolation the jungle provides also frees them from the influence of the Enlifan religion, and they pretty much live their own life.

Brandon

Ftr. CG 9 56 5 16 13 10 12 12 13 Broadsword

Brandon has lived in D'alfang all his life and more or less inherited the post of Mayor from his father. He is 48 years old, 6'3" tall and weighs 219 lbs. He has short black hair, and a beard to the waist, green eyes, a dark complexion, and is right handed.

- 9) Cordoom: Because it is on the coastline, this village is controlled by the Navies of Rallu. The people are not forced to worship Enlifos, but a representative of the Lord of Rallu is in command of the local Garrison. The people of Cordoom make their living out of oyster fishing, consuming the shellfish, and trading the pearls for their other needs.

- 10) Rallu

- 11) Isles of the Slain

- 12) Anlifan Underlake Society

Free Holdings

- 13) Kix

Ftr. LE 5 46 5 15 13 15 16 14 7 Bastard Sword

It would not be true to say that Kix is handsome, but neither is he ugly. His low Charisma is due to his badly scarred visage. He has a scar from his left cheek up to the corner of the eyebrow, and the top of his right ear is missing. He is hard to defeat in battle, however, as he is ambidextrous, and randomly shifts from fighting right handed to left handed to two handed and back again.

He has light blonde hair, a thin blonde mustache and green eyes.

- 14) Ifpah

MU CE 6 16 10 11 13 12 12 12 11 Dagger

Ifpah is only 45, but looks older. His hair is snow white and hangs to his waist.

His skin is wrinkled and darkened. This is the result of dealing with powerful magic. He originally came from the Isles of the Slain, but left when the Priest of Enlifos began to get suspicious of his power. He has 73 men with him as bodyguards. He is 5'4 1/2" tall, weighs 185 lbs. is right handed, and brown eyed.

15) Bagonl

Ftr. CE 4 24 5 16 9 14 16 7 14 2 Handed Sword

It was the idea of the late Lord of Rallu to build a castle here. He felt it would be useful to keep an eye on the Amlifans and also to use as a base when the time came to wipe them out. It was also a shrewd move on his part to send Bagonl, for despite the fact that he is a good leader of men, he personally is not much of a fighter. He is in fact obese at 224 lbs. and only 5'1" tall. Thus he does not look too impressive and the Amlifans are not likely to have too much close contact with him. His habit of wielding a two handed sword which he is much too clumsy to handle properly, tends to make people overlook his leadership ability. Also with a force of 104 men, he should be able to tie up and kill large numbers of Amlifan soldiers if attacked and possibly survive until Rallu can send aid. All in all, the Enlifans can hardly lose in the present situation. Bagonl has red hair, a brown mustache and black eyes. He is right handed, 41 years old, and has a bronzed complexion.

16) Fykhajaw

Cleric LE 7 91 5 9 12 17 16 13 8 Mace

Five years ago, Fykhajaw came to the island with the idea of showing its inhabitants the joys of Mer Shunna. He has not been very successful in this mission. Most of the people either have a religion or don't want one. Now Fykhajaw and his 61 men spend most of their time finishing off his castle, which is only two thirds completed. He is 6'6" tall, weighs 192 lbs. and is 31 years old. He has blonde hair, a blonde beard which hangs to his waist and a dark complexion. He is right handed and his eyes are vary from black to light brown, depending on how tired he is.

17) Vivgapy

Cleric N 6 22 5 15 11 14 9 15 13 Mace

Vivgapy came to the island six years ago with the same idea, but with the religion in question being that of the Tempters of the Spider Goddess. He was no more successful, although the people roundabout are more friendly. With some help from the natives, his castle is 90% completed. He has 44 men. He is 6'4" tall, 38 years old, and weighs 208 lbs. He has short brown hair, a brown mustache, and a healthy pink complexion. He is right handed and blue eyed.

18) Dexaipyc

MU CE 7 19 10 11 15 10 10 10 12 Dagger

As a Noble of Rallu, Dexaipyc is entitled to a home in the city. He chose to live on a deserted coast so that he might not be disturbed in his research. Nevertheless, he maintains his contacts in the city and tries to visit several times a year. His stronghold is built on the ruins of an ancient fortress, overlooking the sea. Thus, he is quite safe with only 50 retainers. He is 33 years old, 5' 1/2" tall, weighs 176 lbs., has black hair to his shoulders and black eyes. He is right handed.

Adventures and Finds

- A) Ancient undersea maze and Temple (entrance).
- B) At one time there was a palace at this spot, but it was a casualty of the Amlifos/Enlifos conflict. It was burned down. It is thought to be the lair of a Wolfpack,

as passersby have reported howls coming from it at night.

- C) This is the home of a witch, who spends all of her time tending a boiling cauldron. There are hundreds of frogs around her house, for she is in the habit of polymorphing anyone she sees.
- D) This area is being terrorized by four Ankhegs. The inhabitants will richly reward anyone who destroys these monsters.
- E) A tribe of 194 Gholls live on the riverbank. They will insanely attack anyone they see, but will not go out onto or into the river, as they have an unreasoning fear of it.
- F) Two Druids live among the trees. They seek only to be left alone, but will punish anyone who brings harm to "their" jungle.
- G) 13 Sunken Galleys lay just off the coast. Among other treasures there is a full operational Optical Range Finder on the smallest ship.
- H) An abandoned Silvermine uses Dinosaur bones to shore up its sides. Deep below is an abandoned Digging Machine whose power supply is exhausted.
- I) Ten Stone Huts are stacked to form a Pyramid. This is evidently a warning from some powerful creature, as the Huts must be held together with magic for the trick to work.
- J) Baying Island, home of a Giant Wolf who howls at the moon. Anyone hearing him must roll Wisdom or less on 3D6 or do everything in his power to flee the island. His cry carries for 3 miles.
- K) This island is completely surrounded by Coral Reefs and Wrecked Ships.
- L) This island is infested with Land Sharks.
- M) Two Hydra's inhabit a cave halfway up a mountain.
- N) An abandoned Manor House. In the Ante room is a large Silver Skull. A Crossbow is rigged to fire if it is moved.
- O) Tribe of 51 Pixies. They will plague anyone in the hex, and do Malicious Mischief if attacked.
- P) The Cairn of Gorm, a neutral Wizard stands atop a hill near the town of Gormcairn.
- Q) Three Black Dragons lair in a mountain top cavern. They are friendly with Ifpah.
- R) This mountain is haunted by 5 Specteres, which gives it its name Specter Mountain.
- S) 5 Were Rats live on the coast. They attract victims by posing as shipwrecked sailors.
- T) Ring-Tail, an abandoned city. Before the destruction, it was the second largest on the island, after Rallu. Many Artifacts might be found here. Especially religious ones.
- U) Troll Hills, 4 of these creatures live here.

- V) South of the mountain are 20 Giant Granite Blocks in a line with 200' between them. Inorganic Matter placed on the northern rock during a waning moon, will be teleported to the Southern Stone. These are an Artifact from before the destructor.
- W) 10 Blink Dogs lurk on the plains. They will stalk anyone who attacks the Amlifan Underlake Temple.
- X) Cairn of a Dead Wizard. This is from before the destruction, and people fear to enter it. The Blink Dogs from "W" will protect it also.
- Y) The jungle is full of very Lifelike Statues, for this is the home of Four Basilisks.
- Z) 23 Apes live in a Rudimentary Tree Village. One to pressure from D'alfang. They will attack Humanoids on sight.
- AA) Two Bronze Dragons live in the deep jungle. A reward of 5000 GP each is offered for their heads in Rallu.
- BB) At the bottom of a cliff are a broken pair of Wooden Wings with feathers glued to them. One of Dexaipyc's assistants thought that he had enchanted them to fly.

Encounter Tables

Monster descriptions are not given, as they are available elsewhere. The two exceptions are Underwater Plants and Tangleweed. Underwater Plants are fairly self explanatory. The encounter will be with a large patch which may obscure vision, and or entangle swimmers. If Underwater Plants are called for, roll again, as this is a favorite hiding place for aquatic creatures. Tangleweed is a life form that straddles the barrier between plant and animal. It is semi-sentient, and will try to entangle living creatures with plantlike fronds. Its victims are brought to a mouth on the lake bed, and fed upon. Each plant will have 10-20 fronds, taking 1-3 Hits each. Attacking the mouth area does not greatly harm it. The only way to defeat it is to sever the fronds. For random encounters on the surface of the sea, any general sea table will work. The seas around the Isle of the Blest is not unique enough for it to require its own table.

Jungle

01-02 Ankheg	47-49 Leopard
03-04 Ape, Carnivorous	50-52 Lion
05 Ape, Gorilla	53-59 Men
06-12 Baboon	60-66 Ogre
13-15 Basilisk	67-73 Shreiker
16-18 Boar, Giant	74-75 Snake, Giant, Constrictor
19-25 Boar, Warthog	76-77 Snake, Giant, Poisonous
26-32 Boar, Wild	78-80 Spider, Giant
33-35 Ceratosaurus, Dinosaur	81-82 Tick, Giant
36-37 Harpy	83-85 Tiger
38-40 Hydra	86-87 Treant
41-42 Jack a 'Were	88-94 Troglodyte
43-45 Jaguar	95-97 Troll
46 Land Shark	98-00 Will-o-the-Wisp

RALLU

1. Lords Street

2. Landgate Street

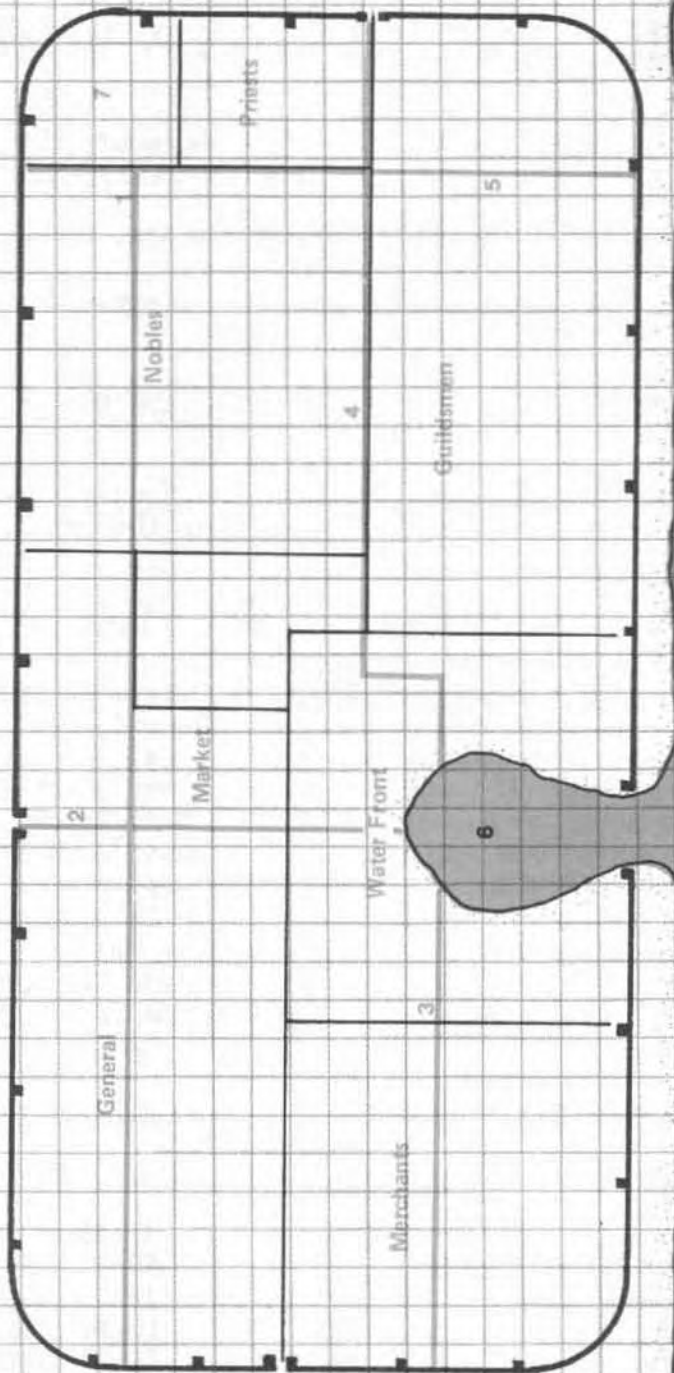
3. Merchants Street

4. Guildsmen Street

5. Seagate Street

6. Harbor

7. Lords Palace/Guard



1 sq. = 200 ft.

Open

01-02 Ant, Giant
03-04 Ape, Carnivorous
05-06 Ape, Gorilla
07-12 Baboon
13-14 Blink Dog
15-18 Boar, Giant
19-24 Boar, Warthog
25-30 Boar, Wild
31-34 Buffalo
35-40 Dog, Wild
41-46 Elephant, African
47-50 Elf
51-52 Elf, Half
53-58 Herd Animal
59-62 Horse, Wild
63-64 Land Shark
65-70 Men
71-76 Ogres
77-82 Ostrich, Flightless Bird
83-88 Rhinoceros
89-92 Tiger
93-94 Treant
95-00 Wolf

Hills

01-02 Ant, Giant
03-06 Boar, Giant
07-12 Boar, Warthog
13-18 Boar, Wild
19-24 Dog, Wild
25-26 Eagle, Giant
27-32 Giant, Hill
33-34 Harpy
35-38 Hydra
39 Land Shark
40-43 Leopard
44-47 Lion
48-53 Men
54-59 Ogre
60 Pegasus
61 Psuedo Dragon
62-63 Ram, Giant
64-65 ROC
66-69 Snake, Giant, Poisonous
70-75 Spider, Huge
76-79 Tiger
80-83 Troll
84 Vampire
85-88 Wight
89-94 Wolf
95-98 Wolverine
99-00 Wolverine

Lake

01 Beaver
02-03 Crab, Giant
04-11 Crayfish, Giant
12-31 Crocodile
32-42 Crocodile, Giant
43-44 Eel, Electric
45-46 Gar, Giant
47-66 Men
67-68 Otter, Giant
69-70 Pike, Giant
71-72 Snake, Giant Water
73-80 Turtle, Snapping, Giant
81-00 Underwater Plants

Undersea

01-02 Crab, Giant
03-09 Crocodile
10-13 Crocodile, Giant
14-20 Dinictys, Dinosaur
21-23 Dolphin
24 Eel, Electric
25-27 Eel, Giant
28 Eel, Weed
29-30 Hippocampus
31-33 Lamprey
34-35 Lamprey, Giant
36-38 Masher
39-41 Mermen
42-43 Nixie
44-45 Octopus, Giant
46-48 Ray, Manta
49-50 Ray, Pungi
51-57 Ray, Sting
58-64 Seahorse, Giant
65-67 Sealion
68-74 Shark
75-76 Shark, Giant
77-79 Snake, Water, Giant
80-81 Squid, Giant
82-88 Tangleweed
89-90 Triton
91-93 Turtle, Sea, Giant
94-00 Whale

BOOTY LIST

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28SS3	Shield Section - Men Attacking/ Phantasmal Forces		75SS3	Shield Section: Weapons and Damage/ Animal Reaction Table	
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TRAVELLER COMBAT REVISIONS

by Tom Holsinger

Starships may carry Defensive Screens which can absorb a certain number of hits with no damage to the defending ship.

Screens weigh and cost as much as Jump Drive. Assign a numerical rating of 1 - 24 to all Power Plant, Drive and Screen ratings. Type A is No. 1, Type G is No. 7, Type Z is No. 24, etc.

Ships must allocate power during the Movement Phase as a numerical rating between Maneuver Drive and Screens. Maneuver Drive and Screens may use Power Factors up to, but not exceeding, their numerical rating. A Type H (No. 8) Maneuver Drive needs 8 Power Factors to operate at full capacity, but may be run at reduced capacity with less power, with acceleration, of course, being measured by the letter ratings on page 10 of Vol. 2.

Example: a 1000 ton vessel has Type N (No. 13) Power Plant, Type J (No. 9) Maneuver Drive and Type E (No. 5) Screens. The player decides to allocate 8 Power Factors to the Maneuver Drive and 5 Factors to Screens. 8 Power Factors is equivalent to letter rating G, which will accelerate a 1000 ton vessel at 1 g. 5 Power Factors is equivalent to letter rating E, so the Screens may operate at full value. No more than 5 Power Factors may be allocated to Screens because the maximum Screen numerical rating is No. 5. Big Warships usually carry Screens capable of handling all the ship's power because they have little need to maneuver once they get down to slugging range.

A Screen may absorb a number of hits during any one Fire Phase from any one ship or missile equal to the numerical rating of power allocated to screens, from any and all sources. Any excess is considered an "overload" and the excess hits cause damage as normally.

The Hit Location Table is hereby modified such that a die roll of 12 is now a hit on Screens rather than a Turret hit.

Screens take one hit during each phase in which they are overloaded. Screens take one hit every three times (round up or down as appropriate) a burn-through is suffered. Hits on Screens may be repaired by damage control as normally.

In order for a ship to use Double Fire, one Power Factor must be allocated during the Movement Phase in addition to the Power Factors allocated to Screens and Maneuver Drive. Plus the computer program, of course.

Example: 3000 ton Battlecruiser has Power Plant Z (No. 24), Maneuver Drive X (No. 22), and Screens Z (No. 24). During its Movement Phase, it allocates 15 Power Factors to Maneuver, 8 to Screen and 1 to Double Fire. It takes 11 hits during Intruder Laser Return Fire Phase from any enemy Battleship that it had fired upon. The Battlecruiser's current Screen value is 8, so it takes 3 hits from a burn-through. The Battlecruiser then suffers 8 more hits from the Battleship during Intruder Laser Fire, which

equal but do not exceed its current Screen Factor so it suffers no damage. Then the Battlecruiser takes 14 hits from 4 Missiles during Intruder Ordnance Launch Phase, none of them exceeding 6 hits, so none penetrate as burn-throughs. But, three times the current Screen Factor of 8 is 24, and the Battlecruiser has now taken 33 total Hits, 9 over its overload factor. 3 hits have already penetrated as burn-throughs so another 6 hits from the Missiles penetrate as overload. And the Battlecruiser's Screen takes one hit from the overload plus 1/3 of a hit from the burn-through.

Traveller Ship Design Revisions

Ship Sections: There are now five major sections in each ship: Engineering, Command, Systems, Living Quarters, and Hold. The Engineering Section consists of Power Plant, Maneuver Drive, Jump Drive and Screens. The Command Section consists of the Bridge, the Computer and Fire Control (formerly Turrets). The Ship Systems Section consists of Controls, Life Support, Storerooms, Machine Shops, Galleys and Sick Bay. Living Quarters consist of all berths plus Recreation and Sleep Tanks. The Hold consists of the Boat Deck, Fuel Tanks, Cargo Bay, Fighter Bay and Ordnance (also known as the Magazines).

Power Plants: One factor of energy from Power Plants is necessary for every 20 Beam Lasers engaged in Double Fire (or 40 Pulse Lasers).

Defensive Screens: These cost and weigh as much as Jump Drive; see the Combat Revisions page. Screens are part of the Engineering Section and as such require one Engineer per 35 tons of displacement.

Bridge: The Bridge does not automatically weigh 20 tons, rather it requires one ton of displacement for every person whose battle station is in the Command Section. These consist of the Captain, Exec, all Navigators, all Fire Control Officers, Non-Coms and Gunners, Midshipmen, Yeomen, the Supercargo and one Purser if those are present, and all Officer and Non-Coms on an Admiral's or Commodore's staff if those are present.

Fire Control: These technically represent the unmanned Turrets and their cost is that of a hardpoint, turret and weapons as given originally. A hit in this area knocks out a turret and cannot be repaired. However, the Gunners and Fire Control Non-Coms and Officers are all on the Bridge.

Controls: This item represents all the machinery actually used to control a ship. One ton of controls are required for every 25 tons of ship displacement at a cost of 500,000 Credits per ton.

Life Support: One ton of Life Support equipment is required per nine tons of Command Section and all Ship Systems except the Life Support itself, at a cost of 100,000 Credits per ton.

Storerooms: One ton of supplies is required monthly for every ten crew and passengers not in cold sleep. Repair and replacement part stocks are recommended at the ratio of 0.3% of the ship's mass for most vessels and 1% for military, exploration and hazardous mission vessels. 200k Credits per ton.

Machine Shops: 1 ton minimum, 0.3% or 1% as given for Storerooms. 200k Credits per ton.

Galleys: 1 ton minimum. 1 ton per 10 passengers and crew. 100k Credits per ton.

Sick Bay: 1 ton/30 people most vessels, 1 ton/15 people for military, exploration and hazardous duty vessels. 100k Credits per ton.

Berths: Large - 5 tons, Medium - 3 tons, Small - 2 tons. 100k Credits per ton. Captains of large vessels get large berths, as do Admirals, Commodores, Flag Captains and luxury Passengers. There is a powerful Merchant Seamen's union so all Merchant Vessels must place enlisted crew in small berths with Non-Coms and Officers getting medium berths. Military, exploration and hazardous duty vessels may double-up enlisted personnel in medium berths with Non-Coms getting small berths. Officers, of course, get medium berths. It is possible to stuff still more people in by sleeping in shifts, but only in emergencies because of the strain this puts on the Life Support system.

Recreation: This is necessary to keep the crew and passengers from freaking out on those long voyages. One ton/ten crew plus one ton/five passengers. 100k Credits per ton.

Sleep Tanks: 100k Credits per ton. The die roll to be successfully revived is 4 plus, not 5 plus. People can be placed into cold sleep and revived from it during a voyage. This is handy when a ship runs out of fuel or stores.

Boat Deck: This contains all ships' vehicles save Fighters and certain highly specialized combat and exploration vehicles. The former have their own area and the latter are normally carried as cargo. The Boat Deck costs nothing except tonnage.

Fuel Tanks: These normally carry 10 tons of fuel. Military vessels carry fuel in 5 ton tanks and Ships' Boats and Fighters carry it in one ton tanks. Refined fuel costs 10,000 Credits per ton and can be found at Class A, B, C, and D Starports, as well as any planet with Tech Level 7 or higher. Unfriendly areas may not be willing to sell fuel even if available and technologically backward planets may demand payment in technological items rather than cash (as well as a higher price).

A Jump requires fuel equal to 2% of a ship's mass per level of the Jump. Acceleration of 1 g for one turn uses 0.02% of any vessel's mass (divide by 5000). Landing on and taking off from a planet with the diameter and mass of Earth (1 g at surface, 8000 mile diameter) uses fuel equal to 1% of a vessel's mass. Moving from close orbit to safe Jump distance or vice versa requires a varying amount of fuel depending on how fast you want to get there. All it takes is on 1 g burn and a vessel will drift that far in about a week.

Cargo and Fighter Bays: These carry the items indicated, at no cost save tonnage. It is possible to rig extra fuel tanks at the cost of 100,000 Credits and one ton of displacement per tank, each capable of holding up to 19 tons of fuel.

Ordnance: Also known as the Magazines, this stores all the Missiles and Sand-Kegs carried on board ship and conveys them to the Turrets. They cost money and displace tonnage, coming in clips weighing one ton. Missile Clips contain four Missiles and cost 200,000 Credits. Sand-Keg Clips contain eight Kegs and cost 160,000 Credits. Missiles accelerate at up to 10 gs per turn, variable at the desire of the controlling ship. Sand-Kegs form a square 5000 miles (1/2") across which has a vector identical to the launching ship at the time they were launched. The cloud forms at a distance of 5000 miles (1/2") from the ship one turn after launching.

Hard-Points: Military vessels with Jump Drive may have three hard-points per 200 tons of displacement. Military vessels without Jump Drive may have four hard-points per 100 tons of displacement. These are not available to private citizens though Pirates, Rebels and Renegades can usually secure vessels with more firepower than normally permitted.

Maximum Ranges

Beam and Pulse Lasers have a DM of -8 at ranges in excess of 500" and -11 at ranges in excess of 700". Missiles carry only limited tracking equipment and this plus necessary safety features requires that they be within 500" of a target at the time of launch. They will self-destruct if, after launch, their target gets more than 500" from them.

Combat Details I

Boats under 60 tons are automatically -1 to hit due to their small size, and -1 more for each 3 gs of acceleration they are capable of (fractions rounded down), acceleration being the prime component of maneuverability. A pinnacle would be -1 for size, -2 for acceleration and minus half the expertise of the pilot, so that a pinnacle with a pilot having a Boats expertise of 3 would be -4 to hit overall. Fighters are even harder to hit as their pilots get a DM of minus full expertise.

Computer Programs

The **Selective** offensive programs are abolished. Boats are hard enough to hit at all, let alone in selected places, while larger vessels all have screens that make them look like a featureless black sphere.

It is requested that someone develop a more realistic set of programs for **Library**.

Detection programs are now established. All vessels carry enough sensors to detect a gnat at a billion miles provided they can filter out the background noise and occasional deliberate jamming. This filtering is done with computers, so the following new programs are added: Detect 1, 2, 3, 4, and 5. A Detect uses computer "space" units equal to the level of the Detect and costs two million Credits per level of the Detect. Detect 3 costs 6 million Credits and uses 3 units of "space".

Normal range is 400,000 miles (400") per level of

the Detect. Ships attempting to conceal themselves can be detected at 40,000 miles per level of the Detect. Ships on a planetary surface (1000 or more miles in diameter) can be detected at 4000 miles per level of the Detect. Ships attempting to conceal themselves on a planetary surface cannot be detected. Concealment means screens down, no use of Maneuver Drive, Electromagnetic Silence, etc.

Ships in concealment may use a "passive" Detect at 1/10 the normal range unless they are picking up the "active" Detect of another ship, in which case, they can detect the other ship at half the normal range of their own Detect program.

Armed boats have a Detect of 300,000, 30,000, and 3,000 miles. Other boats have a Detect of 100,000, 10,000, and 1000 miles. Boats under 60 tons which attempt to conceal themselves can only be detected at 4000 miles times the level of the Detect by a ship, 3000 miles by an armed boat and 1000 miles by an unarmed boat.

A Target program cannot pick up targets at ranges in excess of 300,000 miles; a Detect program must be used in conjunction with it in order to fire at ranges in excess of that.

Crew

Captain: Sole authority over his ship just as were sea-captains in the age of sail. Battle Station on the Bridge. His responsibility is to achieve the objective and sometimes to set it as well. Often acts as Pilot, if only to give orders.

Exec: The Executive Officer's duty is to make the ship respond to the Captain's orders while the Captain concentrates on outwitting the enemy. Battle Station is on the Bridge. Normal responsibility is to keep the ship running smoothly. Must be a qualified Pilot.

Engineers: Their task is as given in the original rules. Often assisted by qualified Spacehands in battle.

Navigators: These are only found as Officers and Midshipmen. Usually have secondary expertise in Computers and as Pilots. Navigation expertise required for generating a Jump program, though anyone with Computer expertise can plug in a preprogrammed Jump tape. Battle Station is on the Bridge.

Surgeons, Doctors and Medics: Surgeons are Medic - 5 and Dexterity 8 plus; Doctors are Medic - 5. Otherwise as given. Battle Station in Sick Bay.

Ship Systems and Spacehands: These are the personnel who maintain and repair that greater part of a ship outside the Engineering Section, and sometimes they help there too. They are skilled in Electronics and Mechanics. Enlisted personnel are known as Spacehands, Non-Coms and Officers are called Ship Systems Personnel. Their Battle Station is chiefly in the Ship Systems Section, in Controls, Life Support and the Machine Shops. Some help out in the Engineering Section in battle. They direct the less skilled (Marines, Stewards, Cooks, etc.) in Damage Control.

Fire Control: One Fire Control Non-Com is required per 5 or 6 enlisted Gunners. One Fire Control Officer is required per 12 Turrets. The Non-Coms man Fire Control Stations themselves, Officers do not. Turrets can be fired automatically, without the aid of Gunners, but at -2 on the

die roll. Immobile orbital and planetary fortresses carry so much Fire Control equipment that this negative DM does not apply. Battle Station is on the Bridge.

Marine/Security: These personnel maintain order on a ship and provide most of any shore parties. Their Battle Station is in the Ship Systems Section as part of the Damage Control parties.

Supercargo and Purser: The Supercargo is in charge of all cargo and also serves as Chief Purser if there is more than one such officer. One Purser and/or Supercargo is required per 5 Stewards and Cooks. The Battle Station of the Supercargo, plus one Purser, if there is more than one, is on the Bridge operating the computer. Some Computer expertise is required in addition to Steward expertise.

Fighter Pilots: This is an elite version of the Ships' Boats skill. Fighter Pilots and Boat Pilots may operate as Pilots of large vessels in an emergency, though not very well. Fighter Pilots may operate as Boat Pilots with full expertise in Space and 2/3 expertise in Atmosphere. Fighter expertise in a Fighter may be employed at full value as a defensive DM against Laser Fire and as an offensive DM at ranges of 50,000 miles or less, at half value at ranges of 50,000 - 100,000 miles and not at all offensively in excess of 100,000 miles.

Midshipmen: These are expendable Junior Officers ranked as Non-Coms. They are too inexperienced and suicidal to be entrusted with any specific task. They have broad, though not deep, expertise and so can substitute for most any officer in an emergency. Battle Station is on the Bridge.

Yeomen: These are Clerks and Signals Specialists. Battle Station is on the Bridge.

Cooks: One Ship's Cook is required per 20 crew in addition to Stewards for the passengers. They double as Damage Control in battle.

Stewards: As before. A few look after passengers in battle and the rest act as Damage Control parties.

Hit Location

The hit location system introduced here uses percentile dice, and is based on a vessel's tonnage. Any area of the ship can now be hit, and it is possible to determine which members of the crew and passengers have become casualties as well as what damage has been inflicted upon the ship.

Use the Ship Construction chart to make a Hit Location table based on each individual ship. Divide a vessel's tonnage by 100. Then divide each section of the vessel and each area within a section by the resulting figure. Then round fractions up or down. In this manner, determine the percentage of the vessel's total tonnage which is taken up by any given section and area.

Example: a tramp freighter of 1000 tons allocates 200 tons to the Engineering section, 16 tons to the Command section, 94 tons to Ship Systems, 120 tons to Living Quarters, and 570 tons to the Hold. 1000 divided by 100 is 10. Engineering - 20%, Command - 1.6% rounded up to 2%, Ship Systems - 9.4% rounded down to 9%, Living Quarters - 12%, Hold - 57%. Made into a percentage die roll, we have: Engineering: 1-20, Command: 21-22, Systems: 23-31, Living Quarters: 32-43, Hold: 44-100. Then assign die rolls within the figures given for each area, as in Hold:

Boat Deck 44-48, Fuel Tanks 49-75, Cargo Bay 76-99, Magazine -100.

This system can result in some tiny areas such as Computer and Sick Bay being left out, and a second die roll within each given section might be necessary. Say the first die roll falls within the Command Section, weighing 16 tons so there would be a second die roll assigning a 3/16 chance that a hit there would be on the three-ton computer. What would be best, of course, would be a random number generator of 1-1000 for a 1000 ton ship, 1-600 for a 600 ton ship, etc.

Damage

Engineering: Hits cause damage just as in the original rules. Engineers and spacehands should be assigned duty stations within each area of the section, say 4 in the Power Plant, 3 in Maneuver Drive, 1 in Jump Drive and 4 in Screens. There is a 1/3 chance that any given hit will force the characters in that particular area to make a saving throw against death or wounds, because the engine room is so vast.

Bridge: Everyone on the bridge must make a saving throw when the bridge is hit. There is no particular damage done, but the casualties can be horrible.

Computer: Computers can take two hits per ton of mass before failing permanently. A Type I computer that takes two hits is destroyed. A Type IV computer that takes five hits is in bad shape, but can still function, sort of. Make a ratio out of the number of hits a computer has taken relative to the maximum number of hits it can take, to determine the chance every turn that it will break down for one turn. A Type III computer that has taken two hits has a 2/6 chance of failing on any given turn. Computers with an operator tending to their needs get a DM based upon the operator's expertise. Computer hits can be repaired, even in battle, as given, but the character operating the computer (keeping it going) cannot simultaneously repair it. Computer repairs are only temporary; repaired hits will become permanent hits the next time the ship uses its Jump Drive. Any hits in excess of twice the computer's mass in tons cannot be repaired; e.g., a Type II computer that has taken 5 hits, the first 4 of which were repaired, takes the 5th hit as permanent damage. Larger ships with lots of stores and expert computer technicians can build a Type I computer out of spare parts. Interior communications and the manual operation of doors and such are about the only things that can be done when a ship suffers computer failure.

Fire Control: Each hit on this area is considered to be a hit on a turret. Roll to see exactly which turret, sometimes the same one can be hit more than once. These hits cannot be repaired except in a dockyard.

Controls: These hits can be repaired. Make a ratio of hits suffered to total tonnage in this area to determine the chance that the ship will be unable to use its maneuver drive on any given turn. Note that a failure here also means that the ship cannot use a Maneuver/Evade program, and that it cannot rotate to bring all of its turrets to bear on an enemy (reduce firepower by half). A 1000 ton Smuggler with 40 tons of controls which has taken 7 hits has a 7/40 chance of losing control on any given turn. This does not affect Jump Drive. Casualties are determined in the fol-

lowing fashion: 1-40 tons of Controls - everyone present must make a saving throw, 41-80 tons of controls - half make saves, 81-120 tons - 1/3 make saves, 121-160 tons - 1/4 make saves, etc. Choose exactly who at random.

Life Support: These hits can be repaired. Determine Life Support system failure and casualties just as for Controls. It is possible to shut off Life Support to certain areas of the ship in order to reduce the load on the remains of the Life Support system. There is a chance per breakdown, equal to the original chance of breakdown, that any given breakdown of the Life Support system will be serious, in which case it can only be repaired under the same rules as Engines are repaired after a MisJump breakdown (one die roll per day, etc.).

Storerooms: Each hit here knocks out one ton of stores, either consumables or spare parts. Determine which one with a die roll. Figure out your own system for what happens when you've lost most or all of your spare parts and your ship is in dire need of repairs. The consequences of running out of consumables are death, either from suffocation, starvation, or thirst.

Machine Shops: Just as for loss of spare parts. Everyone in the machine shops when they're hit must save at -1 on the die roll.

Galleys: Back to cold canned beans. -1 on the saving throw for anyone present when a galley is hit.

Sick Bay: -1 on the saving throw for anyone present, after first making a save of 5 plus on two six-sided dice against explosive decompression. Sick Bay is always pressurized, though everyone wears a vacc suit with gloves off and visor open in battle. See the section on casualties. Loss of all points in Sick Bay means that all severely wounded personnel die.

Berths: -1 on the saving throw for anyone in a berth when it is hit.

Recreation: Normal saving throw for all present, plus depressurization throw.

Sleep Tanks: Two berths per ton, occupants killed if their berth is hit. Roll to see which berth is hit, if it's necessary to know.

Boat Deck: Roll to see which, if any, boats were hit, and if so, where. Same for Fighter Bay.

Fuel Tanks: Three hits are necessary to knock out two full fuel tanks. Remember that military vessels carry fuel in 5-ton tanks, and others in 10-ton tanks.

Cargo: Sometimes it's necessary to see if a particular item was hit. Figure it out yourself.

Ordnance: Three hits knock out two clips, chosen at random between missiles and sand.

Casualties

When the compartment any character, crew member or passenger is in takes a hit, roll two dice. A roll of 2,3 or 4 means that the person is a casualty. Sometimes the die roll is to be lowered by 1, so that a 2-5 means a casualty. If there is a casualty, roll a six-sided die to see if the wound is fatal. A die roll of 1 or 2 indicates that the person is killed, a 3-6 indicates a wound.

If a person is wounded, roll three 10-sided dice. That is the number of hits that person has taken. If the number of hits is equal to, or greater than, a person's combined

strength, dexterity and endurance, the victim has taken permanent damage. This applies only to player-characters and important non-player-characters. A character can take hits equal to his combined strength, endurance and dexterity, minus one. Subtract that total from the number of hits taken. The remainder is the number of points permanently lost from one of the three character physical requisites. Select exactly which one of the three is affected by rolling a six-sided die for each permanent hit. If any requisite is reduced below 1, the character is a bed-ridden cripple. If a requisite is reduced to less than 0, the character is dead.

Characters with more than eight hits total are considered seriously wounded, and must leave their battle station for Sick Bay. Others simply roll a die, a result of 1 or 2 meaning that their wound is serious. Two minor wounds constitute a serious wound. All seriously wounded persons must leave their battle station and go to Sick Bay. If Sick Bay is inoperative, seriously wounded persons and characters must get into cold sleep or die.

Getting the Hell Out of There

It takes ten turns per level of a Jump for a computer to Generate the program for the Jump. It is possible to make a Jump with an incomplete program, but the chances for a mis-Jump are high. Multiply the number of turns the Generate program has been in operation by ten, divide by the level of the Jump, and subtract fifteen from that. The result is the percentage chance that the Jump will be successful. Example: A Jump-1 program has been generating for six turns. 6×10 is 60, divided by 1 is still 60, minus 15 is 45, or a 45% chance that the Jump will be successful. And a 55% chance that it will be unsuccessful. There is a $1/3$ chance that an unsuccessful Jump will simply cause an automatic drive failure in place, and a $2/3$ chance that there will be a mis-Jump plus an automatic drive failure. Attempting a Jump with a 0 or less % chance of success will cause an automatic drive failure in place.

Small Craft

Small craft are non-starships of 100 tons or less, and the cost of constructing them differs slightly from the larger ships.

Engineering Section: Exactly as normal, though the mass and cost of the smallest units are a fraction of the basic type A Power Plant and Maneuver Drive ($1/2$, $2/3$, $1/6$, etc.).

Command Section: As normal, though the services of a computer can be dispensed with on the simplest ships, such as lighters, lifeboats and gigs. See below.

Ship System: These are different. There are never Machine Shops, Galleys, or Sick Bays. Controls are as normal. Life Support and Storerooms can really be figured out only on an ad hoc basis. Assault Carriers and Shuttles can support their crews as long as the food lasts, but can keep a full load of troops or passengers alive for only ten days before the Life Support system breaks down. Costs as normal.

Living Quarters: No need for Recreation or large Berths, and medium Berths are always doubled up. Add "Bunks," 1 ton holds one person and costs 100,000 Credits. People usually sleep in shifts. Costs as before.

Hold: Cargo space costs 100,000 Credits per ton, and can carry one passenger or one ton of cargo with minimal modification. Otherwise as before.

Hull Costs: Costs 20,000 Credits per ton.

Small Craft Types

Gunboats: 100 tons, 117.8 million Credits, crew of 7. These boats are basically patrol craft within a system. They are very well armed and protected for their size, and can easily take on the 200 ton interstellar Sloop, which is twice their size. They can patrol as long as the food lasts, having adequate life support. Too long a cruise will tend to drive the crew stir-crazy, but at least they can look out at the stars, receive entertainment broadcasts, etc., which starships in Jump cannot. Limited in fuel though, having only enough for 500x1g burns.

Assault Carrier: 100 tons, 88.4 million Credits, 3 crew, and up to 45 troopers in Battle Armor. Designed to land troops on a planetary surface or smaller body against opposition. Fuel for only 250 burns.

Shuttle: 100 tons, 26.2 million Credits, crew of 1. Designed to land people or equipment from orbit as cheaply as possible. 82 passengers or 82 tons of cargo, or any combination thereof, just as for Assault Carriers. Very limited endurance.

Cutter: 50 tons, 68.8 million Credits, crew of 5. The smallest vessel carrying defensive screens, comparable to a Sloop in fighting power. Only 3 weeks endurance, 400 burns. Usually carried by warships.

Lighter: 50 tons, 12.4 million Credits, crew of 1. A half-sized shuttle, can carry 41 passengers or tons of cargo. Standard aboard tramp freighters.

Pinnace: 40 tons, 25.7 million Credits, 2 crew plus 6 passengers and six tons of cargo. 625 burns. Often used for exploring wrecked and deserted space installations, or uncivilized planets. Useful combination of cargo/passenger capacity, endurance and firepower. Excellent life support system.

Ship's Boat: 30 tons, 15.5 million Credits, crew of 1, plus 5 passengers and eight tons of cargo. Stripped-down version of pinnace, more cargo capacity. Only 30 days of life support for six people. 500 burns.

Lifeboat: 20 tons, 5.8 million Credits, 2 crew and 20 passengers in cold sleep. Also carries rations for all of them for 100 days, plus survival gear in a special detachable 2-ton cargo bay. Only 250 burns, which is enough to push off from a crippled ship, drift slowly to a planet, land, and return to the ship for another load of passengers plus another survival kit.

Fighter: 12 tons, 10.3 million Credits, 1 pilot, but can carry one more person in an emergency (cramped, halve endurance, etc.). Also a cold sleep berth. More than 1600 burns available. Designed to intercept missiles, and duel with other fighters, as a protective screen for larger warships and orbital fortresses. Extremely maneuverable.

Gig: 10 tons, 3.6 million Credits, pilot plus 5 passengers and 100 kilograms of luggage each. Very small passenger shuttle. 500 burns, 30 day endurance.

Privateer: 100 tons, 109.5 million Credits, 5 crew and 28 fully equipped troops or tons of cargo (loot). Ideally suited for smash and grab raids on relatively backward

planets, and other illegal activities. Large outward opening hatches so troops can be released in mid-air, just as on an Assault Carrier. 30 days endurance but fuel for only 250 burns as this vessel is designed for quick in-and-out missions, not for space combat. Can carry fuel in extra tanks at expense of hold space.

Battleships: Starship and Warship types are designed for one specific purpose; to grab turf away from somebody else, and that means slugging it out with orbital fortresses and other planetary defenses. To that end, Battleships carry more than 500 tons of missiles, three squadrons of Fighters, 100 extra crew in cold sleep to replace the usual horrible casualties, plus many extra tons of spare parts and machine shops. Berths and space on the Bridge are provided for an Admiral and Staff. Battleships are so massive that they have to drop almost all Screens in order to make a 1 g burn and so usually set a course while beyond range, and then drift through battle, taking and dealing phenomenal punishment.

Survey Ships: These are usually accompanied by several 100 ton Scoutships as well as the one carried internally. They are designed for independent operations of more than a year in duration. The usual procedure is to select a particular solar system with a lost and backward Human colony on it as a base of operations for the exploration and surveying of that whole sector. To that end, Survey Ships carry the essential components of a small fully automated fuel refinery, shipyard, planetary base and mining/smelting plant, plus the construction equipment to fabricate the simpler components and the actual buildings. Plus, of course, scientific gear and such lab equipment as cannot be fabricated on the spot. The planetary base includes food-processing equipment. The Survey Ship only carries rations for 5½ months so local food supplies must be developed. The Scoutships will do most of the actual surveying of a sector and the Survey Ship will carry scientists to points of interest.

Battlecruiser: The principal purpose of Battlecruisers is to fight other spacecraft. Battlecruisers are almost as heavily protected as Battleships, but carry far less Missiles, using the space instead to carry Marine landing parties and extra fuel for longer range. Battlecruisers are designed more for general purpose duty than Battleships, more to cut trouble off before it gets serious than to blast whole worlds. They are smaller because maneuverability is important in a deep-space battle, as opposed to fortress reduction.

Cruisers: Cruisers are the most common variety of major warship. They are designed more to show the flag and keep trouble from ever getting started than to actually fight stand-up battles. Battlecruisers are designed for offensive and counter-attack roles, Cruisers for defense. Cruisers therefore, carry a little bit of everything: Guns, Missiles, Fighters and Marines. Their range is quite limited.

Destroyers: These are designed as the mobile screen for Battleships, because of the almost nil maneuverability of the latter. Destroyers rarely operate by themselves as they are designed for space combat solely and cannot afford to take losses to any landing party they might send out.

Monitor: These are the non-interstellar equivalent of Battlecruisers. They are chiefly intended for use as the mobile support of planetary defenses. They are ship-killers.

Their fuel is limited, only 585 burns, so they are restricted to the immediate area of the planet or fortress they are defending.

Lancers: These are the non-interstellar equivalent of Destroyers. They are subject to the same limitations as monitors but carry somewhat more fuel (700 burns) and so can be used for patrol duties in an asteroid belt, to overawe small starships, etc.

Couriers: These are 4/5 fuel and engines. They are used to carry messages quickly around the Empire, being able to make two consecutive 6 parsec Jumps and almost make a third, without refueling. They are given a generous margin of fuel above the two 6 parsec Jump requirements to cover such items as battle losses, continuous 6 g acceleration in normal space, sabotage, etc. Couriers carry full Z - 24 Screens.

Sloops: These are the smallest Navy Warships, having little combat value. They are cheap to build and operate and serve as the eyes and ears of Naval Intelligence. They go poking around in asteroid belts, checking into backward planets within the Empire, following up rumors, etc.

Scoutships: These are not normally found in private hands because few people able to afford a starship desire one so defenseless or with such a small cargo capacity. They are chiefly used to patrol areas within the Empire for ships which have mis-Jumped and had their engines wrecked. The Survey Service also uses them extensively.

Free Trader: No different purpose than before. Slow speed, tiny cargo capacity and lack of defenses means that their owners barely manage to eke out a living. Chiefly restricted to trading between backward planets.

Tramp Freighter: The chief type of non-scheduled cargo carrier. The mainstay of the smaller merchant lines though often found even in the big companies' fleets.

Smuggler: Just what it says. Includes a privateer in its hold. Limited cargo capacity restricts it to small bulk, high value items.

Large Freighter: The cheapest means of moving cargo from one world to another, chiefly because 60% of its mass is cargo space. Better protected and armed than the Tramp Freighters.

Fast Liners: Actually the only kind of liner, because those people wishing to travel interstellar distances without the hazards of cold sleep want to get there as quickly as possible. Rather well armed, and with Z - 24 Screens.



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Full Page	\$150	\$135	\$120
3/4 Page	125	112	100
1/2 Page	90	81	72
1/4 Page	48	43	38
1/8 Page	25	23	21

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Issue	Reservations Due	Camera-Ready Copy Due
Feb. - Mar.	Dec. 1	Dec. 14
Apr. - May	Feb. 1	Feb. 14
June - July	Apr. 1	Apr. 14
Aug. - Sept.	June 1	June 14
Oct. - Nov.*	Aug. 1	Aug. 14
Dec. - Jan.	Oct. 1	Oct. 14

* Last Issue developed before Christmas.

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Full Page	7"	9 1/2"
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SEND COPY ON TIME! Most printing errors are the result of confusion generated by late copy. The publisher cannot assume liability for any advertising errors with copy received after closing date.

continued from page 7

for characters of the lower levels (2-4). Iron Crown Enterprises, the company that developed *Arm's Law*, has released a companion product titled *Spell Law*. Priced at \$17.50, this variant magic system offers over 2000 spells, critical effects, and miscast spells, as only a portion of its contents. Chaosium has continued to expand their line of gaming supplements with the additions of *Stormbringer* and *Thieves World*. The first item *Stormbringer* is a fantasy role playing game set in the world of Michael Moorcock's *Young Kingdoms*. Available for \$20.00, the game contains rules, maps, character sheets, and dice. Their other new release, *Thieves' World*, set up the city of Sanctuary for use with nine of the most popular role-playing systems. *Thieves' World* contains maps and guides to people and places within the city, all for \$16.00. Archive Miniatures has now entered the area of role-playing with the release of *Star Rovers: Module 1*, a new science fiction role-playing game. Designed to be compatible with their *Star Rovers* line of miniatures, this item sells for \$19.95.

Additional new items have come from S.P.I. has presented *Universe, The Role Playing Game of the Far Future* available in two forms, Basic and Complete, players may adventure in any of a large number of star systems in the thirty light year sphere centred around Earth. Available for \$10.00 and \$20.00 respectively, this game offers a lot to the players, *Spies!* is a multi-player game of international intrigue where diplomacy and a dagger go hand in hand for \$15.00. Argon Games premieres with *Husky: Invasion of Sicily*, a small scale simulation of the Allied offensive on the island of Sicily for \$14.00.

Metagaming's latest release's have heralded their temporary departure from the micro sized games. Marketed under the label of *Metagames*, this

series of small boxed games all retail for \$6.95, and offers a wide range of topics to choose from, currently available are; *Hitler's War, The Game of European Conflict, The Trojan War- The game of Gods and Heroes, Command at Sea-The 1/4800 Scale Naval Battle Game, and The Air-Eaters Strike Back!- The Space Game of Alien Invasion*. One of the most productive companies, *Games Designers' Workshop*, has released quite a number of new titles since the last tour of the marketed place. Expanding *Traveller*, ADW has put out a new version of the basic game. Titled *Deluxe Traveller* and selling for \$19.98, this set contains the same three books plus a great deal of additional information. *The Fifth Frontier War-Battles for the Spinward Marches* rages in this \$14.98 boxed game that is intended to be compatible with *Traveller*.

Continuing the line of supplements for *Traveller*, G.D.W. has released two new ones, #8 *Library Data (4-M)* a compilation of information from galactic encyclopedias and *Imperium* memory banks, and #9: *Fighting Ships*, an index to 25 of the vessels found in the *Imperium Navy*. The *Double Adventure* line of items has been increased by the addition of *The Arcon Gambit/Death Station* and *Marooned/Marooned Alone*, priced at \$4.98 each. Returning to Earth, G.D.W. has also released a number of historical titles. The first of these, *1941: Operation Barbarossa* is a 120 Series game covering Nazi Germany's Invasion of Russia. The second game, *Trenchfoot: Bullets Arod Bayonets in the Great War*, presents infantry combat in WWI set to a scale of one turn equalling one second of battle-time, available for \$9.98. *A House Divided*, for \$9.98 as well, covers the American Civil War on a grand strategic scale.

The final items on display here in our market place come from Steve

Jackson Games. The first of these brings a new meaning to role playing games. Titled *Killer*, this live action role playing game of assassination is currently popular on college campuses and sells for \$5.00.

Retailing for the same amount as *Killer*, *Game Design, Volume 1: Theory and Practice* is convenient guide for any one interested in designing their own war on role-playing games. Priced at \$3.00 a piece Steve Jackson Games

has also added to the line of pocket sized games with *Car Wars*, a game of offensive motoring on the highways of the future, and *Un-Dead*, the pursuit of Count Dracula through the streets of London in the 1890's. We have now reached the end of this particular journey through our gaming market place, and hope that you have enjoyed it. Be seeing you next time and until then--Good Gaming.□

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Both "Pegasus" and Judges Guild are looking for more good Writers and Artists. If you would like to submit material for consideration for publication in or as a product or in our magazine, see Page 93 for information and write for our "Writer and Artist Guide" - Free with a S.A.S.E. (Self-Addressed, Stamped Envelope).

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Sept. 25 - 27 Daytona Beach, FL.
 Galacticon '81
 P. O. Box 491
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URCON III (SF, G)
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 Urcon
 Box 6647 River Station
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Oct. 2 - 4 Detroit, MI.
 Waldo & Magic, Inc.
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FALL CON (G)
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 5923 Hamilton
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CHAOTICON
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 Chaoticon
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VOLCON II (G)
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 Ken Peterson
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 Yakima, WA. 98908

ALPHA CON III (SF)
Nov. 14 - 15 Ithaca, N.Y.
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 310 N. Sunset Dr.
 Ithaca, N.Y. 14850

DETROIT GAME FEST (G)
Nov. 20 - 22 Detroit, MI.
 (Tentative)

WINTERCON 10 (G)
Nov. 20 - 22 Detroit, MI.
 Metro Detroit Gamers, W10 Info
 P. O. Box 787
 Troy, MI. 48099

CONFUSION II (SF)
Jan. 29 - 31, 1982 Plymouth, MI.
 Ann Arbor SF Association
 P. O. Box 1821
 Ann Arbor, MI. 48106

CHICON IV (World SF Convention)
Sept. 2 - 6, 1982 Chicago, IL.
 Chicon IV
 P.O. Box A3120
 Chicago, IL. 60690

HEXACON (G)
June 18 - 20
Toronto, Ontario, Canada
 Hexacon
 42 Rogers Rd.
 Toronto, Ontario
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The Convention Compendium is a free listing of Science Fiction, Fantasy, and Gaming Conventions. Convention planners are invited to send us the information on your Conventions so we can print it for you here. Write to: Convention Compendium, c/o Judges Guild, Inc., R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522, or Call: (217) 422-1930.

Convention Type abbreviations are: G - Gaming; SF - Science Fiction & Fantasy; C - Comics; M - Media. Any more specialized Conventions are noted as such.

Wilderness Roads



In the era of D&D tm, roads were an important part in the life of a traveler. Roads meant the difference between wealth or poverty, power or weakness, even life or death. Unfortunately, very few (if any) systems have been developed for random road location. When mapping wilderness, check each hex. No more than two types of roads will be in each hex. Roll 1D6 for the road's direction at every hex.

Terrain	Trail	Road	Highway	Length
Clear	10%	12%	18%	1 - 12 hexes
Desert	7%	1%	---	1 - 8 hexes
Hills	30%	15%	6%	1 - 6 hexes
Mountain	25%	6%	4%	1 - 4 hexes
Swamp	12%	6%	3%	1 - 4 hexes
Forest	22%	15%	10%	1 - 6 hexes
Scrub	18%	10%	9%	1 - 8 hexes
Dense Forest	16%	11%	6%	1 - 6 hexes
Town	86%	50%	22%	1 - 6 hexes
Hamlet	75%	45%	15%	1 - 4 hexes
City	100%	100%	90%	1 - 10 hexes

Trails increase movement 50%, roads increase movement 75%, and highways increase movement 100%.

Roads were not without danger or mystery. Roll on appropriate table every 40 - 140 minutes.

Trails

- 01 - 20 Nothing
- 21 - 33 Normal Traffic
- 34 - 60 Patrol
- 61 - 87 Roll on Monster Table, Inhabited Regions in DMG
- 88 - 00 Special

Road

- 01 - 30 Nothing
- 31 - 80 Normal Traffic
- 81 - 90 Patrol
- 90 - 95 Roll on Monster Table as above
- 96 - 00 Special

Highway

- 01 - 10 Nothing
- 11 - 40 Normal Traffic
- 41 - 76 Patrol
- 77 - 78 Roll on Monster Table as above
- 79 - 00 Special

by Paul Andrew Denisowski

Special Encounters

- 01 - 16 **Bridge Ahead:** As the party approaches the bridge, 1 - 4 trolls appear and demand a fee of 20 - 200 SP per person and animal, which must be paid in silver. If not paid, the travelers will be restrained from crossing.
- 17 - 35 **Inn Beside the Road:** An inn is ahead on the road. Food costs 50% - 150% normal and rooms are 2 - 40 SP per night. There is a 40% chance of being robbed each night.
- 36 - 60 **Castle Ahead:** A small keep is nearby. Food and lodging are available 65% of the time out of the hospitality of the castle's lord.
- 61 - 85 **Small Village:** A village is beside the road. The buildings in the village number from 10 - 40, half of which will be dwellings. 45% chance of an Inn.
- 86 - 99 **Merchant Caravan:** A 6 - 60 horse caravan approaches. There are 1 - 4 merchants per horse, and there will be 5 fighters of 2 - 8 level for every 10 horses, acting as guards. Total value of goods is 3 - 300 GP per horse.
- 00 **Judge's Choice**

Patrol

1 - 12 fighters (or rangers) of 1 - 6 level on horses and armed with Longswords are spotted. They are led by a fighter whose level is 1 - 4 higher than the other fighters. Roll on table below.

- 01 - 10 Immediate attack
- 11 - 30 Follows party at a distance
- 31 - 50 Stops party and demands 6 - 36 GP toll per person
- 51 - 66 Impounds party's horses
- 67 - 80 Arrests party
- 81 - 00 Passes by party without incident

Wanderer's Merchant Company

by David Mackenzie



Recently the players in my campaign acquired a Merchant Ship and began to trade with neighboring City States. Suddenly, I noticed that there were no charts already in existence to aid me in this end of an adventure. I had, however, seen a chart in the *Traveller*™ game system that could help me. After looking this chart over and deciding that the players of my *AD&D*™ campaign could not ship computers, polymers, or other such products the remaining goods were few in number. Well, I managed to make it through that night alright, but by the next time we played, I had devised the following system to simplify my end of the adventure. As was said previously, this system has its basic origins in the *Traveller*™ game system but it has gone through many changes to reach its present state where it is useable in the *AD&D*™ campaign.

It is important to remember that these charts are set up to be looked at from the Merchant's point of view, so that buying refers to the Merchant's purchase and selling refers to the Merchant's selling of his recently acquired goods. There are 12 general types of goods that are bought and sold by Merchants and they are: Meats, Liquors, Spices, Fruits, Grains, Textiles, Woods, Metals, Weapons, Armors, Stones, and Livestock. Each city will have varying amounts of each of these goods - from a huge surplus to an extreme deficiency. It is therefore necessary to determine the quantity of each type of product that each city possesses before the Merchant arrives in the city. This is done by using the following chart and one ten-sided die.

Die Roll	Situation	Buying/Selling Modification	Buying Quantity Variance	Selling Quantity Variance
1	Huge Surplus	-3	+100%	No Market
2	Large Surplus	-2	+ 75%	- 75%
3	Surplus	-1	+ 50%	- 50%
4	No Surplus	0	+ 25%	- 25%
5	Average	0	0	0
6	Average	0	0	0
7	No Deficiency	0	- 25%	+ 25%
8	Deficiency	+2	- 50%	+ 50%
9	Dire Deficiency	+2	- 75%	+ 75%
10	Extreme Deficiency	+3	Not Available	+100%

Adjustments to the above chart are made according to the location of certain natural resources in relation to the city itself, i.e., Forests, Mountains, or Oceans. If an obvious source of a product is in the same 10 mile hex as the city, then a -2 adjustment is applied. If an obvious source is within 20 miles of the city, then a -1 adjustment is applied. If an obvious source of a product is not located within 50 miles of the city, then a +1 adjustment is applied. If an obvious source of a product is not located within 70 miles of the city, then a +2 adjustment is applied.

The number of establishments that cater to a certain product will also vary from city to city and this too should be decided before the Merchants arrive in town. The following chart will facilitate this. Where a difference exists between the number of establishments that will sell to the Merchants and the number that the Merchants may sell to, then they will be listed in the above order.

- Meats: 1 - 6 Establishments
- Liquors: 1 - 12 Establishments
- 3 - 30 Establishments
- Spices: 1 - 4 Establishments
- Fruits: 4 - 16 Establishments
- Grains: 2 - 12 Establishments
- Textiles: 2 - 6 Establishments
- Woods: 1 - 3 Establishments
- Metals: 1 - 3 Establishments
- Weapons: 2 - 8 Establishments
- Armors: 1 - 6 Establishments
- Stones: 1 - 3 Establishments
- Livestock: 2 - 8 Establishments

Now, let us explore how all of this looks together by looking at an example city from my world. Mathyeen is located on the River Tearsinger. A Forest is located within 5 miles of the city and the lower areas of the Laughing Death Mountains are located across the river about 12 miles away. Mathyeen has the following quantities of

goods and number of establishments to sell to and buy from the Merchants:

- Meats: Dire Deficiency; 3/5 Establishments
- Liquors: Surplus; 3/16 Establishments
- Spices: Extreme Deficiency; 0/2 Establishments
- Fruits: Average; 5/9 Establishments
- Grains: Dire Deficiency; 5/8 Establishments
- Textiles: Large Surplus; 3/2 Establishments
- Woods: Large Surplus; 1/1 Establishments
- Metals: Huge Surplus; 3/0 Establishments
- Weapons: Extreme Deficiency; 1/8 Establishments
- Armors: Large Surplus; 5/5 Establishments
- Stones: Deficiency; 3/1 Establishments
- Livestock: Surplus; 5/7 Establishments

The normal or standard prices at which these goods can be bought and sold by the Merchants are given in the detailed trade charts which appear later in this article. In most circumstances, however, the Merchant will acquire these goods for a price below the norm and sell them as high above the norm as possible. In order that the Judge can decide what the prices are, the following charts are presented. The first chart is used when the Merchants are trying to purchase goods, while the second chart is used when the Merchants are attempting to sell their wares. Both charts are rolled on one 20-sided die and are subject to the modifications that pertain to that product from the first chart illustrated in this article.

**WHEN BUYING
GOODS FOR RESALE**

- 1 10% of Norm
- 2 20% of Norm
- 3 30% of Norm
- 4 40% of Norm
- 5 50% of Norm
- 6 60% of Norm
- 7 70% of Norm
- 8 80% of Norm
- 9 90% of Norm
- 10 100% of Norm
- 11 110% of Norm
- 12 120% of Norm
- 13 130% of Norm
- 14 140% of Norm
- 15 150% of Norm
- 16 160% of Norm
- 17 170% of Norm
- 18 180% of Norm
- 19 200% of Norm
- 20 Not Available

**WHEN SELLING GOODS
BOUGHT FOR RESALE**

- 1 No Market
- 2 10% of Norm
- 3 20% of Norm
- 4 30% of Norm
- 5 40% of Norm
- 6 50% of Norm
- 7 60% of Norm
- 8 70% of Norm
- 9 80% of Norm
- 10 90% of Norm
- 11 100% of Norm
- 12 120% of Norm
- 13 140% of Norm
- 14 160% of Norm
- 15 180% of Norm
- 16 200% of Norm
- 17 250% of Norm
- 18 300% of Norm
- 19 350% of Norm
- 20 400% of Norm

Explanation of Measurements: One Keg is equal to 10 gallons of liquid or 100 pounds dry weight. One Hogs Head is equal to 50 gallons of liquid or 500 pounds of dry measure. One Bushel equals 4 gallons of liquid or 40 pounds of dry measure. One Case is equal to 24 units and weighs 50 pounds. A Standard is equal to 2000 board feet and in most cases weighs over one ton. A Bale is equal to 50 pounds of dry measure. A Lot is a group of units of a specified number.

Example of Trade: The merchant ship **West Wind** puts into the port city of Mathyeen. Her cargo hold contains 42 kegs of beef, 37 bushels of pears, and 400 ingots of iron. After paying the port duty of 6% of the cargo's standard worth the owner or his representative is allowed to go about the city and try to sell his goods. Attempting to sell his most expensive cargo first, the merchant approaches a dealer in metals, only to discover that the market is so saturated with metals of all types that he will be unable to sell his iron here. Disappointed but not willing to stop trying he tries to sell his beef. He enters one of the establishments that are purported to buy meats and starts to haggle. At the end of this complicated ritual the Judge rolls one 20 sided die and consults the merchant's selling chart and his personal chart to discover how the city of Mathyeen fares in the meat market. The roll is an 11 and since Mathyeen is experiencing a dire deficiency in meats 2 points are added to the 11 to acquire a score of 13 in other words the proprietor offered the merchant 140% of the standard cost for his beef. The merchant, however, thinking he can get a better price goes to a second purchaser of meats. The Judge rolls again and a 15 comes up. With the +2 modifier this means that the merchant was offered 250% of the standard cost for his beef. He decides to accept this offer and asks how much the proprietor will purchase. Here the Judge rolls the appropriate dice (6D10) and gets a 32, next he adds in the extra 75% because of the dire deficiency in meats and arrives at the number 56. Since the merchant only has 42 kegs to sell then it is assumed that the buyer will get them all. To figure how much the merchant got for that sale multiply 250% (2.5) by the standard cost for one keg of beef and then multiply that number by the number of kegs the merchant sold at that price. When figured out this comes to 535 GP. When the merchant went to sell his fruit he discovered that there was an average supply of fruit around but through skill and a bit of luck he sold all of his 37 bushels at 200% receiving 74 GP. While returning to the ship the merchant was approached by a darkly clad man, who seeing the merchant's bulging pockets, offered him a deal he could not turn down. . . a subdued young black dragon and for only 500 GP. The **West Wind** will have some fun on the way back to their home port, and you can count on that.



STANDARD COST & MEASURES CHART

Product	Sold In Measures Of	Standard Cost Per Measure	Number of Measures In One Ton	Standard Cost Per Ton	Measures Desired To Sell/Buy
Meats					
1 Beef	1 Keg	5 GP	20	100 GP	6 - 60 Kegs
2 Pork	1 Keg	4 GP	20	80 GP	6 - 60 Kegs
3 Poultry	1 Keg	3 GP	20	60 GP	6 - 60 Kegs
4 Fish	1 Keg	2 GP	20	40 GP	6 - 60 Kegs
Liquors					
1 Beer	1 Hogs Head	10 GP	4	40 GP	2 - 20 Hogs Heads
2 Ale	1 Hogs Head	20 GP	4	80 GP	2 - 20 Hogs Heads
3 Mead	1 Hogs Head	100 GP	4	400 GP	2 - 16 Hogs Heads
4 Wine	1 Hogs Head	200 GP	4	800 GP	1 - 12 Hogs Heads
5 Brandy	1 Case	20 GP	40	800 GP	5 - 50 Cases
6 Whiskey	1 Case	10 GP	40	400 GP	7 - 70 Cases
Spices					
1 Salt	1 Keg	15 GP	20	300 GP	3 - 30 Kegs
2 Pepper	1 Keg	5 GP	20	100 GP	4 - 40 Kegs
3 Vinegar	1 Keg	2 GP	20	40 GP	4 - 40 Kegs
4 Tea	1 Keg	30 GP	20	600 GP	5 - 50 Kegs
5 Garlic	1 Keg	10 GP	20	200 GP	4 - 40 Kegs
6 Herbs	1/2 Keg	10 GP	40	400 GP	2 - 20 Kegs
Fruits					
1 Oranges	1 Bushel	3 GP	50	150 GP	5 - 50 Bushels
2 Lemons	1 Bushel	10 SP	50	25 GP	2 - 20 Bushels
3 Peaches	1 Bushel	1 GP	50	50 GP	6 - 60 Bushels
4 Pears	1 Bushel	1 GP	50	50 GP	6 - 60 Bushels
5 Apples	1 Bushel	1 GP	50	50 GP	6 - 60 Bushels
6 Pomegranites	1 Bushel	2 GP	50	100 GP	4 - 40 Bushels
Grains					
1 Wheat	1 Bushel	10 SP	50	25 GP	20 - 200 Bushels
2 Corn	1 Bushel	1 GP	50	50 GP	10 - 100 Bushels
3 Barley	1 Bushel	10 SP	50	25 GP	20 - 200 Bushels
4 Oats	1 Bushel	6 SP	50	30 GP	30 - 300 Bushels
Textiles					
1 Wool	1 Bale	25 GP	40	1000 GP	5 - 50 Bales
2 Leather	1 Bale	50 GP	40	2000 GP	4 - 40 Bales
3 Cotton	1 Bale	75 GP	40	3000 GP	3 - 30 Bales
4 Silk	1 Bale	100 GP	40	4000 GP	2 - 20 Bales
Woods					
1 Pine	1 Standard	50 GP	1	50 GP	1 - 6 Standards
2 Oak	1 Standard	120 GP	1/2	60 GP	1 - 4 Standards
3 Redwood	1 Standard	280 GP	1/4	70 GP	1 - 3 Standards
4 Teak	1 Standard	480 GP	1/6	80 GP	1 Standard
Metals					
1 Tin	1 Ingot	4 GP	400	1600 GP	400 - 1600 Ingots
2 Copper	1 Ingot	5 GP	300	1500 GP	200 - 1200 Ingots
3 Iron	1 Ingot	7 GP	200	1400 GP	100 - 800 Ingots
4 Silver	1 Ingot	15 GP	100	1500 GP	20 - 200 Ingots
Weapons					
1 Bladed	1 Score	400 GP	40	16000 GP	1 - 20 Score
2 Bludgeoning	1 Score	300 GP	40	12000 GP	2 - 20 Score
3 Missile	1 Score	1000 GP	40	40000 GP	1 - 10 Score
4 Siege	1	850 GP	1	850 GP	1 - 6
Armors					
1 Leather	Lots of 10	100 GP	40	4000 GP	4 - 40 Lots
2 Chain	Lots of 4	200 GP	20	4000 GP	2 - 20 Lots
3 Plate	Lots of 2	400 GP	10	4000 GP	1 - 10 Lots
Stones					
1 Granite	1 Ton	750 GP	1	750 GP	1 - 10 Tons
2 Marble	1 Ton	1000 GP	1	1000 GP	1 - 6 Tons
3 Limestone	1 Ton	500 GP	1	500 GP	1 - 8 Tons
Livestock					
1 Chickens	Lots of 10	30 CP	40	6 GP	20 - 200 Lots
2 Cattle	1	10 GP	4	40 GP	1 - 100
3 Goats	1	1 GP	20	20 GP	1 - 100
4 Horses	1	100 GP	2	200 GP	1 - 100
5 Mules	1	20 GP	10	200 GP	1 - 100
6 Oxen	1	15 GP	4	60 GP	1 - 100
7 Pigs	1	3 GP	10	30 GP	1 - 100
8 Sheep	1	2 GP	10	20 GP	1 - 100

Attention, Warriors and Wizards:
There are new fantasy worlds to conquer!

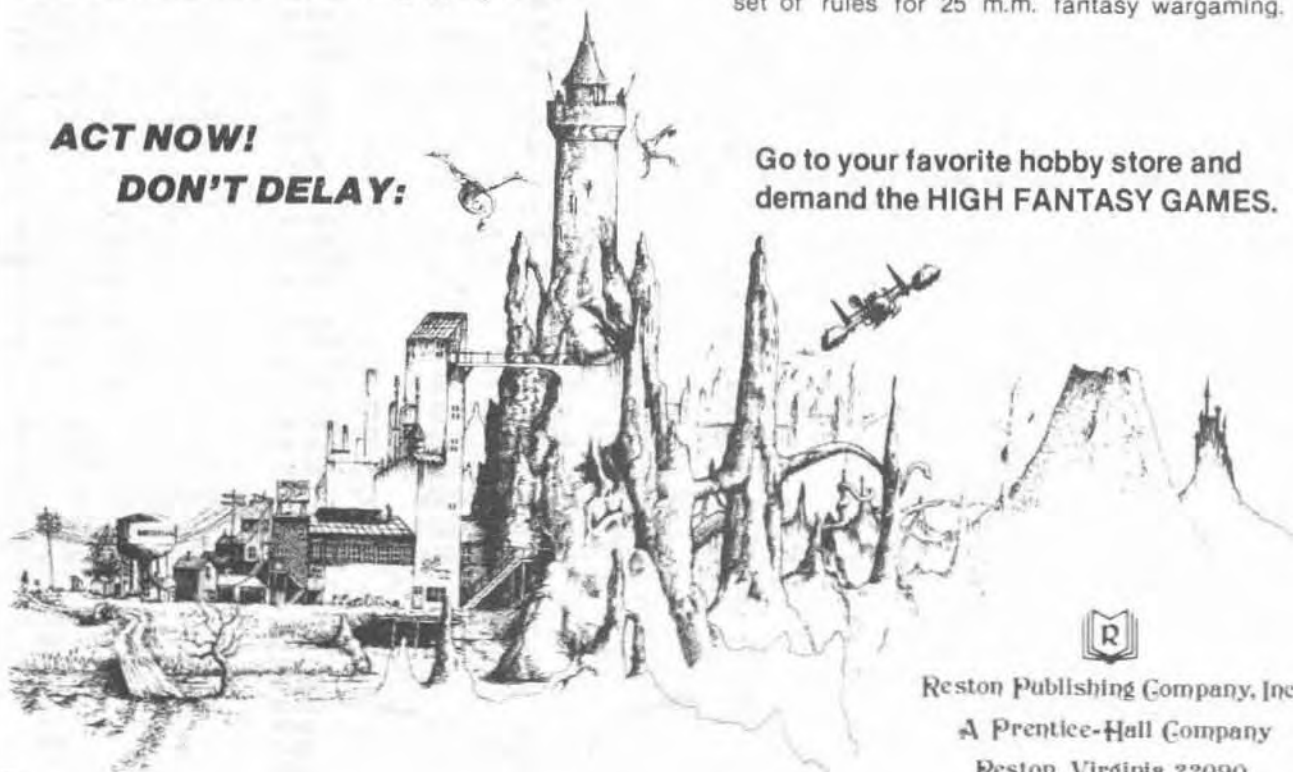


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Reston Publishing Company, Inc.
A Prentice-Hall Company
Reston, Virginia 22090

THE ADVENTURE OF YARDARM MCGRAW'S TREASURE



by Gerald Seppana

You, and some of the lads are seated around a large table in the Fiddler's Cove Inn. A buxom wench has just refilled your mugs with the finest when a little thing gentleman, a bit of a dandy, comes to your table. He says that his name is Timothy Gleason.

"Captain" said Gleason, "I would be pleased to engage you and your crew for the purposes fo recovering "Yardarm" McGraw's Treasure."

All of you start to laugh and pass quaint witticisms like "What a bloody loon" and "ruddy bonkers' is" until the Captain pounds the table and yells for all to clap a hatch on it.

"Do you take us for lubbers" grated the Captain his face darkening, Old Yardarm went down with his ship and the secret went with him. Many a jack fool has tried to find it and all failed. Shove off mate, we have better things to do than sail around in circles with a Gold struck fool."

"I can show you proof of what I say, Captain", said Gleason, it can make you and your crew rich and it will only cost you a few minutes of your time. Ten minutes in your cabin for privacy is all I ask.

The Captain thinks a minute and nods. They depart leaving a very curious crew behind.

Time pases and the crew finally straggles back to the ship. When the last of them had showed, the First Mate pipes "All Hands". The Captain appears with Gleason who looks pleased.

"Mates" says he, "What Gleason said is true." He showed me a puzzle map and I recognize it to be Old Yardarm's for sure. The Old Demon was crazy about puzzling and he plagued me with them enough times. Now there's a part that has me adrift in a bad rip and it has to be figured right quick because the tide waits for no man. Take a look at this bit of verse and see if anything comes to mind. We have three hours before we up anchor. You have that long to cipher it.

"Yardarms" Puzzle Map

*Set Yer Compass at the 250, Follow the Plan Straight to the Sisters,
Follow Yer Course, I Killed Old Tim Here, with No Remorse....*

*Old Tim will Guide Ye, He'll tell Ye the way, course it's hard to hear him
talking, his being Dead that way..... The Gold be above, and also below..
That's a Mighty Good Trick...Ho!...Ho!...Ho!...*

The Judges Notes

The players should be told that the only thing that Gleason wants from the treasure is his log book covering the year 1674. He hopes to clear his fathers name who was accused of cowardice when his ship crossed McGraw's path. Sir Henry was Captain of the Sloop "Derbyshire" and when the smoke cleared off the only survivors had managed to escape. When they returned, they swore it was the cowardly rat, Sir Henry, who lost the battle. Well, the reputation of his father was ruined and the shame of it about ended young Timothy's law practice. Gleason is sure that the book is with the treasure because McGraw kept all of his old logs there, them being covered with Gold.

The puzzle was wadded up in McGraw's old glass and in the battle that turned out to be his last, a cabin boy lifted it and made his escape overboard, it being not that far from shore. The glass, which was covered with Jewels, was bought by Gleason from the former cabin boy in a pub while he was travelling. Only this year, he decided to clean it and found the puzzle inside.

The clues are interpreted as follows:

The stick man represents a dancing man. The Dancing Man Chandlery in Fort de France, Martinique was well known to the old timers and if they should be asked about it, they will remember.

Background: After a pleasant interlude with a Spanish Merchant, McGraw put into Fort de France for repairs. Since his compass, Binnacle and all had been carried away by round shot, McGraw had it replaced at a new Chandlery called, "The Dancing Man. What no one knew, is that the owner had built part of his work room wall using lode stone. When he set his compasses, they were all 10 degrees to Starboard off. Yardarm discovered the discrepancy when he checked it aboard ship, but kept it to himself and swore the Navigator to secrecy also. About then he was plotting out a new hide out for his treasure and the right 10° error had given him an idea of how to fool the opposition in case any of them managed to clap eye on his charts.

The next line is the little fooler, 250 and follow the plan. If they use a compass with the error, their actual course will be 240 degrees. If they follow an accurate 250, they will wind up way off.

The 250 degree heading should be followed all the way which will bring the party to two identical Willow Trees Inland of a cove that the proper course (240 degrees) will lead them to. The willows are in a clearing and are all alone.

The next line refers to the killing of a troublesome Sea Lawyer who disturbed McGraw's tranquility once too often. His arm is pinned at the elbow by a spike and a wind from the right direction will not only swing the arm around towards a cliff nearby, but will set the jaws of the skeleton to chattering which refers to the next two lines. The chances of this are 25% per turn.

The Gold and Jewels as well as the Twenty Gold Covered Log Books are buried in ten chests which are located in a cave half way up the alope of the cliff; above and below as the verse goes. It is set three paces into the cave and ten feet down. The Ho's are the distance from the Mouth of the Cave. The Cave is large enough, 25' back and 20' wide, so it is possible to miss it if they don't figure out the distance. If it is random search, give them a basic 30% chance of hitting it each turn they dig for four turns before declaring they found it.

NOTE: The players may not be able to figure what it is that the stick figure represents. If they show around a copy of it, there is a base 25% chance that one of the old timers thinks of the similarity that it has with the old Dancing Man Chandlery sign.

When they get to Martinique, they will find that the Chandlery has long ago gone out of business because of the unreliability of their compasses. They will, however be able to find old tools in the almost vacant shop and so will be able to set the compass in the old work shop. Once it has been set and returned to the ship, the Navigator will be able to discover the 10 degrees should be followed as said or with the ten degree variance figured in. If they follow the compass that was set in the shop, the 250 will lead them directly down the middle of the right cove, if they factor out the ten degrees, they will be many miles off course and will never find it.

SPECIAL NOTE: The players do not know it, but a rival of the Captain's a Dutchman named Captain Pieter de Hooch, has overheard a part of the conversation at the Inn and he was interested enough to shadow the ship. Each sea turn, there is a 10% chance that the Dutchman gets a little careless and gets spotted. The Dutchman has a Sloop of 18 Guns and an average crew. Twenty of them will be Pistol Armed, ten with Coach Gun, the rest with Cutlass.

The ship is the Redwitch: Captain is Edward "Shark" Toombs, last careened: 2 months, Captain's Level: 6th, Sailmaster's Level: 5th, Damage/Hit points: 0, Type: Sloop, Owning Power: Pirate (crew), Current Max. Speed: 4, Navigator's Level: 5th, Damage Status of Hull: 0, Damage Status of Sails: 0, Damage Status of Rudder: 0, No. of Guns on Port (left): 9, on Starboard (right): 9, Letters on Marque: ENGLAND.

Captain Edward "Shark" Toombs: Skills: Navigator, Lvl: 6, Level Bonus: None, HP: 53, STR: 21, INT: 16, Agility: 19, CON: 20, Luck: 9, Leadership: 21, Gambling: Even, to Hit: +10%, to Dodge: +10%, Damage: +2, Weapons: Rapier, Main Gauche, Pistol, Booty: 250 Gold, Exp points: 25,900, Exp points to next Lvl: 100,000.

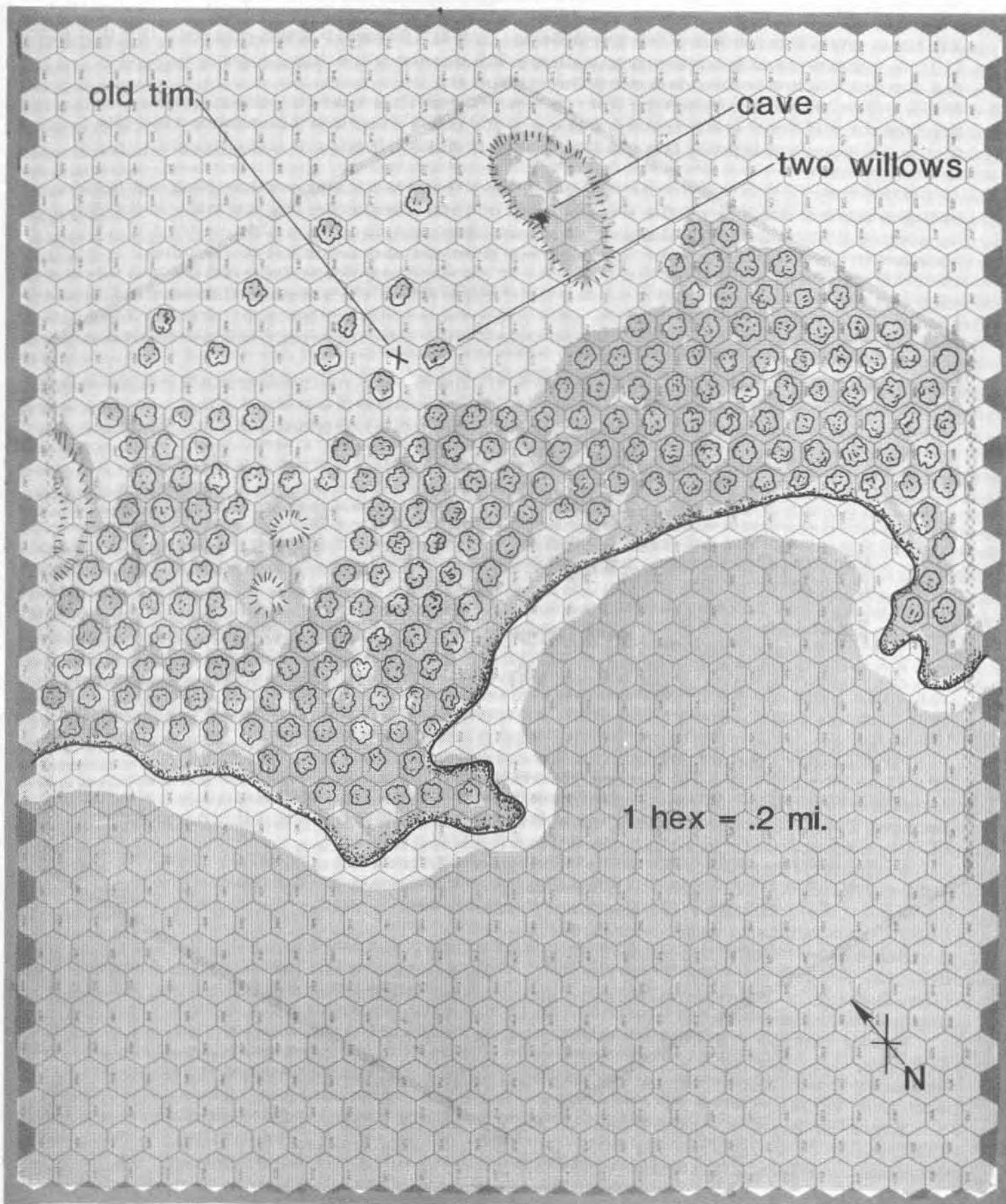
First Officer "Patch" Mullins: Skills: Sail Master, Lvl: 5, Level Bonus: None, HP: 51, STR: 18, INT: 19, Agility: 23, CON: 21, Luck: 20, Leadership: 18, Bonuses & Penalties: +5% exp., Gambling: +10%, to Hit: +20, +10, to Dodge: +20, Damage: Even, Weapons: Rapier, Main Gauche, Pistol, Booty: 50 GP, Exp points: 10,001, Exp points to next Lvl: 25,001.

Navigator Juan Ramirez: Skills: Navigator, Lvl: 5, HP: 38, STR: 19, INT: 22, Agility: 10, CON: 17, Luck: 24, Leadership: 18, Bonuses & Penalties: +5 Exp, Gambling: +30%, Damage: +2, Weapons: Cutlass, Pistol, Booty: 50 GP, Exp points: 10,200, Exp points to next Lvl: 25,001.

Sail Master "Hank Tomkins: Skills: Sail Master, Lvl: 5, HP: 40, STR: 20, INT: 12, Agility: 21, CON: 18, Luck: 11, Leadership: 14, to Hit: +10%, to Dodge: +10%, Damage: +2, Weapons: Rapier, Main Gauche, Booty: 35GP, Exp points: 10,000, Exp points to next Lvl: 25,001.

Master Gunner "Chainshot" McCoy: Skills: Gunner's Mate, Lvl: 5, HP: 49, STR: 24, INT: 12, Agility: 19, CON: 18, Luck: 9, Leadership: 12, Damage: +5, Weapons: Coach Gun, Cutlass, Booty: 30 GP, Exp points: 10,000, Exp points to next Lvl: 25,001.

Master at Arms "Crusher" Jenks: Skills: Gunner's Mate, Lvl: 3, HP: 73, STR: 24, INT: 7, Agility: 19, CON: 24, Luck: 5, Leadership: 17, Bonuses & Penalties: -5% Exp., Gambling: -10%, to Hit: +10%, to Dodge: +10%, Damage: +5, Weapons: Cutlass, Pistol, Booty: 30 GP, Exp points: 600, Exp points to next Lvl: 2,001.



old tim

cave

two willows

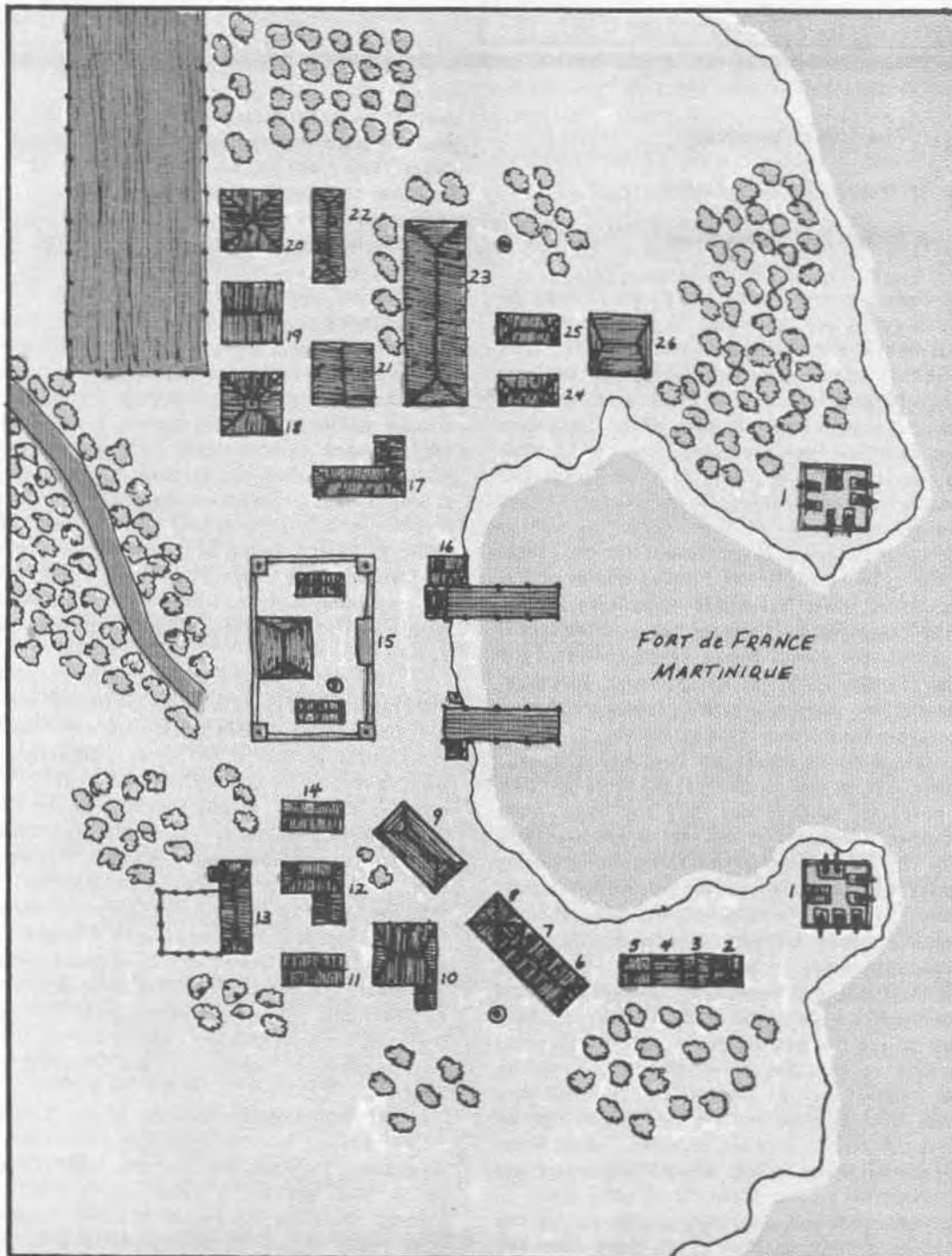
1 hex = .2 mi.



FORT DE FRANCE, MARTINIQUE: As with the map of Port Royal, all of the buildings in Fort de France are shown and numbered but some are labelled with little detail to allow the Game Master to fill in (or not) as he sees fit.

1. Harbor Forts. Each is equivalent to a sloop in fire power, having 18 guns and a garrison of 70 men each.
2. Residence.
3. Residence.
4. Residence.
5. Residence.
6. Rope Merchant.
7. The Cutlass Inn.
8. Business.
9. The Dancing Man Chandlery. Currently boarded up.

10. Le Chevalier. An inn owned by Henri du Pane.
11. Business.
12. Blacksmith Shop.
13. Stable.
14. Residence of Raymond Champot. Champot is the Captain of the Glawe, a French brig.
15. Fort and Jail. A very small 'cracker box.' The fort is equal to a sloop and has a forty man garrison.
16. Customs Shed.
17. Le Rose. An inn owned by Georges St. Regis.
18. Residence.
19. Residence.
20. Residence.
21. Residence.
22. Residence.
23. Rum Distillery.
24. Residence.
25. Business.
26. Business.



Map, courtesy of Fantasy Games Unlimited, is from Pieces of Eight, p. 14.



FROM THE HORSE'S MOUTH

PEGASUS Reviews Games and Game Aids

The Arduin Adventure

Released by Grimoire Games

A Review by Clayton Miner

Several years ago there came out on the fantasy gaming market a previously unknown game system titled **The Arduin Grimoire**. Presented as a small but quite thick book, what at first appeared to be a tangled and intricate mass of rules, character classes, monsters, and so forth, quickly began to accumulate followers. Over the course of time, this system has been expanded upon by the addition of two new volumes, **Welcome to Skull Tower** and **The Runes of Doom**. Four pre-packaged dungeon adventures quickly followed the release of these books, as well as several sets of cards designed as game aids for the Judge. The latest item to be added to the growing wealth of material is a boxed set titled **The Arduin Adventure**. Similar to TSR's **Basic Dungeons and Dragons Set**, this product is designed to attract the novice gamer to the world of the Arduin Trilogy. Contained within this set are all the things, except for pencils and imagination, that players and Judges will need to explore the magical realm of Arduin.

Packaged in a sturdy cardboard box, which is large enough to carry this set and all three of the more complex books, the purchaser receives not only the basic book, but the materials necessary to run the small adventure included with the book. One of the more disappointing parts of this set is the cover art for the box which depicts some hapless warrior being impaled on the talon of some Gigeresque creature, while a Phraint (an insectoid creature of high Intelligence native to Arduin) moves into attack the beast. In the background stands an underdressed and underprotected female fighter who displays little more than casual interest in the proceedings while some magic using thing on top of a pyramid discharges bolts of light from its hands. Those people who are put off by the inequality between armor worn by male and female Fighters may be dissuaded from purchasing this set. However, underneath this all too common stereotypical artwork is a useful and informative product.

One of the more eye catching components are the magic item cards. Similar to flash cards, these offer the

players an illustration of the various magical devices that may be discovered during the course of play within this set. To prepare these for use it is necessary to first cut them out, and then for the Judge to fill in the essential information on each item, such as the Attack and Defense Bonuses, Powers, Intelligence, Ego, and Alignment of the device. Ranging from Mage's Robes to a Magical Hand and a Half Sword, these cards are handy items. Another part of the set that has proved to be very useful during play are the Character Sheets. These are exceptionally well done, and provide players with a complete outline as to what information they will need to set up their characters. While aimed for use within the Arduin system, these sheets can just as easily be used for other games, such as **Dungeons & Dragons**. Well organized, the use of these sheets makes the task of setting up one's character somewhat easier by displaying at a glance what areas have and have not been filled out. The addition of such things as the character's favorite weapon, or favorite drink helps in building separate personalities for each one. A pair of high impact percentile dice have been included with the game so players can start to use the system at once.

While the other components to this product are of high quality and deserve to be examined, the most important part of **The Arduin Adventure** is the game book itself. Produced in an 8½" x 11" form, it boasts both a front and back cover in full color. Excellently done, the back cover presents a view of a long forgotten tower made of black stone rising over bleak and forbidding mountains. Surrounded by decorative borders reminiscent of Celtic interlace, this gives a mystic air to the product. Less esoteric than the back, the front cover depicts two stalwart (insane?) Fighters engaging in a melee with a brightly colored, fire snorting Dragon. Indeed this cover bears but a hint of the excitement that can be found by those who venture further in this item. Set up with the novice in mind, this book performs a masterful job in explaining the ideas of fantasy role playing, in terms that are understandable by the beginner.

Starting with the function of the Judge, the reader is taken step by step through the procedures of character generation, outfitting the character, conducting a melee and so on. Well written, it takes only a short while to read through the book from cover to cover. Complete explanations make it easy to understand and use the ideas ex-

pressed here. For those who are interested in the use of magical arts, as opposed to steel weaponry, there is a section on spells, how to use them, and their results. Both Sorcerors and Priests will be able to find useful spells in this part of the book. For the aspiring Judge, there has been a great deal of information included in the back of the book. From the various creatures, to a complete and ready to run adventure, everything that a new Judge will need has been covered. While the maps of the five different levels that comprise the Wizard's tower are somewhat poor in quality, the adventure more than makes up for this by being interesting and challenging. It is doubtful that those more experienced gamers who give this a try will find much of a challenge in it, they may still find a few surprises lurking about the halls.

The unfortunate thing about the creatures in this book is that they are more of the mundane variety. Generally speaking, these are the commonly found creatures that roam about many other game systems, such as Dragons, Skeletons, Medusas, and the like. There are few of the wilder creatures that inhabit the Arduin Multiverse. While this is a good product, and is successful in putting the basic elements of the Arduin system on a level understandable by the new player, it seems to be almost too simple. The game mechanics presented here are so far removed from the work done on the Arduin Trilogy, that it may be difficult for players to make the transition. Whether or not this is so, **The Arduin Adventure** is a product that shows a lot of thought and effort before production, and is definitely a useful item for any gamer who is brand new to role playing. This item may even be useful for more experienced gamers who are interested in using the Arduin Trilogy, but are having problems understanding new rules.

ADVENTURE GAMING (Manzakk Publishing Inc. PO Box 12291, Norwood, Ohio 45212), monthly, \$3 per issue or \$29.13/13 months. First issue July 1981, 40 pages. Editor Tim Kask.

What used to be known as wargaming, and is now known as adventure gaming, has expanded rapidly in the past few years thanks to role-playing and personal computers. At the same time, wargames magazines have become more specialized in order to thoroughly cover one aspect of the hobby. On the other hand, thanks to a blurring of lines between different kinds of gaming as the hobby as a whole came out of its ghetto, players now tend to specialize less than they did in the days when you were either a miniatures player, a **Diplomacy** player, a hex gamer, or a non-war gamer. There is a need for a magazine to cover all aspects of gaming, from computers to hex games to role-playing and non-wargames. **ADVENTURE GAMING (AG)** is intended to fill this gap.

Physically, **AG** is printed on slick paper but is not quite as clean-looking in layout, copy-editing, and art as the established zines. The print is fair-sized and easy to read. Not surprisingly, since Tim Kask is former editor of the **Dragon**, **AG** looks a lot like an early issue of **TSR's** magazine.

In a way, **AG** is to gaming as a whole as **TSG** is to SF/F gaming. Just as **TSG** tries to cover all aspects of its field, **AG** intends to cover all aspects of gaming. The first issue includes articles on miniatures, role-playing, board-games, and what might be called the background and philo-

sophy of gaming, and among the regular features promised are interviews, game reviews, a computer column, designers notes, and a column on reviving old games. I understand that **AG** may also run a book review column and **Diplomacy** articles.

The quality of the material is good; I particularly enjoyed the three background/philosophy articles, which you would probably not see in any other games magazine. Almost one third of the first issue consists of articles on "Divine Right" and "Knights of Camelot," including three by the designers, but this may only reflect the domination of fantasy games in the hobby at present (particularly among article writers).

I think the hobby really needs a magazine like this. But the editors of the **Dragon** decided that they couldn't do it in 90 pages a month; can **AG** do it in 40? At any rate, if you have broad gaming interest, buy No. 1 or No. 2, and let's hope that **AG** can build a circulation sufficient to survive.

Lewis Pulsipher

SWASHBUCKLER, A game of sword-play and derring-do

Released by: Yaquinto Publishing Co

Reviewed by Clayton Miner

How many people have watched an old pirate film like Captain Blood, or a swashbuckling film like The Three Musketeers, and have not wished to join in the fun, or have desired that life was full of good food and golden pieces of eight, fine friends and justice, all to be fought for with a lightning wit and flashing rapier. With Swashbuckler one can at least come close to those merry scenes in the movie tavern where you either live or died by dint of your Swordplay. This has to be one of the most enjoyable, and definitely the most light hearted game to come out of the Yaquinto workshops. With this game a person can act out their daydreams in a fashion that allows the improbable to happen, and yet is bound by a couple constraints which keep the action from becoming too outlandish. Part of a new series, Swashbuckler is part of Yaquinto's line of Album Games, games that have been designed to fit inside album covers. Yet despite its small size, this game packs alot of material and even more enjoyment for the players.

Rivals for attention in this game are the counters and the playing surface, both of which are resplendant

in detail. For example, the tavern floor, printed on the inner left side of the fold out album boasts nail heads in the planks, cracks in the wall, a broken pipe in the corner and a seven of diamond lying near the wall. This is only a few of the many items which have been added to the tavern to make a complete scene out of it. The counters which represent the tables show off their wood grain and the knives, forks, and spoons scattered amidst the split meals and broken crockery. Here and there a half eaten loaf of bread and the bones of a chicken breast sit neglected by the customers. Other counters include 8 privateers and 8 musketeers, each with a name and R and L indications to make it easier to maneuver the people. Chairs and chandeliers are all a part of the room furnishings, and along with the shelves, can be placed anywhere the players desire. Empty and full tankards are included in the mix as handy missiles which can and usually are thrown with amazing accuracy. Topping all of this off are the sword and dagger counters which come in handy for determining the weapons at hand. Two cut out carpet sections are included on the Set Up card which also lists the optional procedure for generating a character.

Another part of this card is taken up by an easy to use chart which determines exactly where a person is standing when the fight breaks out. A second card presents to the players the charts that they will need to run through a fight. Among these are the Sword and Dagger Attack Results, Special Attacks and Incidences Table, for such things as trying to throw a tankard of ale at an opponent, or flipping over a table. Much of the card is taken up with the various modifiers that affect the outcome of an attack. A third card is used to set up the Order Sheet, and it is a good idea to photocopy this page as it will be needed for each game. Large enough to accommodate four characters at one time, it also has all the orders listed, plus the enforced rest notations, and in the order of priority. For example, the attempt to throw a mug takes precedence over someone about

to run a prone enemy through. Both of these players get to act before the third person tries to run out the door. In this way, players get away from the old routine of who is going to go first.

For those who would rather run a ship board action, this can be accomplished by using the side opposite the tavern. Here are two stylized ships in boarding position, just waiting for the crew to come aboard and start fighting it out. The entire game is played from a top view, so it becomes important to know where your character is facing at all times. To help players with this, the counters are marked with a name and R and L notations. Using these it is still possible to become disorientated, but it occurs less frequently than it would if the tables were not there. To make the game challenging, each turn is 6 phases long, and all phases must be plotted before hand. When the mandatory rests are included, the game becomes an exercise in outwitting your opponent. The game is an easy one to learn how to play, and players can start up a melee within 15 minutes of opening the package. As is usual with Yaquinto games, the rules are well thought out, and progress from step to step easily. Illustrations and examples make the game much easier to understand. Unlike many other sister games Swashbuckler had just a Basic level. There is a section of Optional rules to keep the game interesting for the players, but as it is, without them, the Basic game is still quite a lot of fun.

This is a great game for players to use to become familiar with Yaquinto's method of setting up rules, and setting up game systems without spending a large amount of money. Swashbuckler is great fun in the tradition of daydreams, and fantasy books, and those films that used to be shown on Saturdays and on the late show. Anyone looking for a simple game that has a good challenge to it, and had outstanding graphics should pick this one up and give it a try. The movies come to life while you and anywhere from one to seven other opponents try to defend their honour and survive the grand melee in The King's Arms Tavern.



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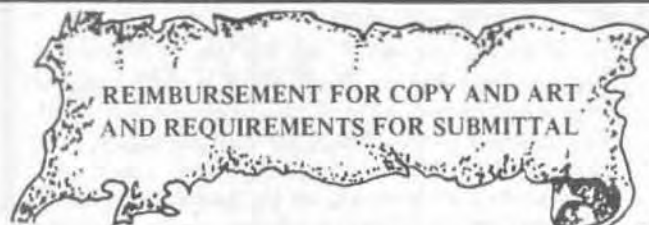
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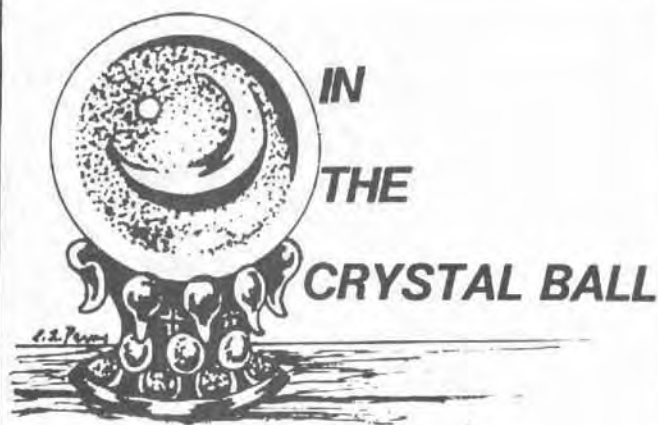
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Pegasus 94



Solo Matrix Revisted

At long last, the awaited charts and tables completing the fantastic solo adventure module by E. Al Hattlestad which originally appeared in **Dungeoneer No. 17**. For those who do not yet own that tome, perchance you should peruse the **Booty** list in this issue.

A Realistic System for Handling Missile Weapon Combat

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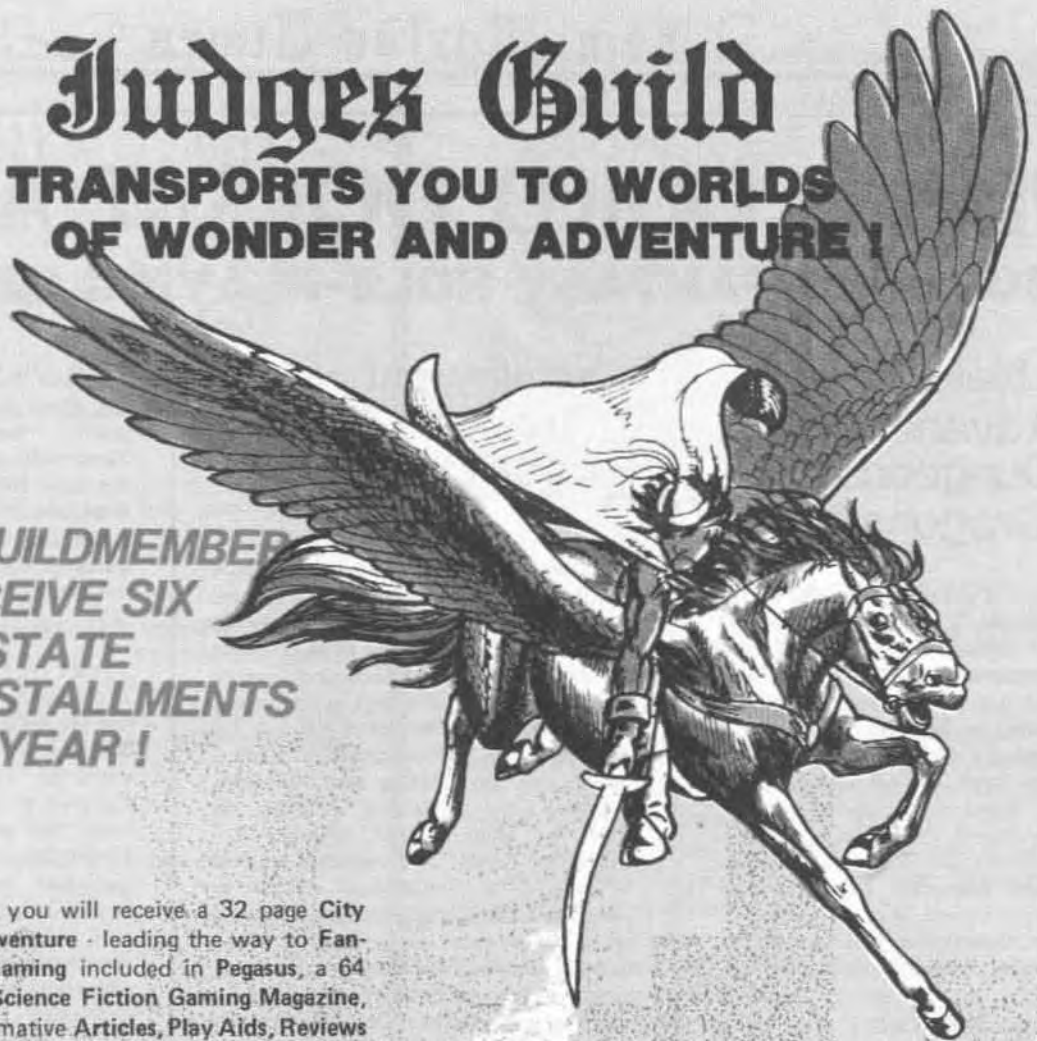
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