

The Papyrus #2

Welcome to our second issue, this time we open with an encounter area designed for any coastal area, enjoy!

By the Dock of the Bay:



The following establishment is for adaptation to any port or harbor and can be used as a guide for developing additional tug services.

Tug services in Ravens Bluff's harbor are available from independent tug operators like Salokin Bayrat. He owns a small boat yard with which he maintains four whale boats for tug services and a small sail boat for pleasure and fishing. In his employment are thirty rowers and his three sons: Elrach (20), Leachim (18) and Drahcir (16) (his wife died in her sleep several years ago). The boat yard itself is located near the pier he uses for his boats. Boats can be dragged up a ramp, at the foot of the pier, and right into the 100'x 30' warehouse. The last 20' of the building has been sectioned off and provides a home for the Bayrats.

For his services Salokin receives a meager share of the taxes on incoming cargo and charges a tug tax upon docking or undocking. Salokin's boats are divided into two shifts, two boats each and fifteen rowers. He and his sons rotate, as tug masters, as necessary to meet the demands of harbor traffic, seas and wind. An assigned watchman on the boat yard's roof announces the approach of vessels.

Vessels which make regular stops in the harbor will fly a white square flag with a red X through it, the "victor" flag, which signals, "I require assistance". Alternately they may fly a square flag made up of four equal triangles of yellow, blue, red and black, the "zulu" flag, which signals, "I require a tug". Speed is essential, the first tug to reach a ship gets the fare and competition although not numerous is fierce. Fights among tug captains and crews have been responsible for ships running aground or leaving the harbor without ever docking. Most of the time the evolution is uneventful, the first boat to arrive will take a bow line and bring the ship to the open pier or wharf space of the captains choosing. Larger ships sometimes require multiple boats especially once docking begins. On rare occasions, when the wind is wrong, departing ships will require a "tug" off of the pier. Signal flags are also used to request tugs in these cases as well.

The remainder of the waking hours of the Bayrat men are spent in their boat shop maintaining their boats, someone else's or building new ones for sale. Once a week

Salokin and his sons take their sail boat out to fish, supplementing their business and providing a source of food. The two younger sons and Salokin are very satisfied with their lives and are quit content. This is not true of Elrach, he is not pleased with the family business's meager earnings so he and a few of the rowers have taken steps to increase their profits.

Elrach and 7 of the rowers are running a racket. For a fee he will neglect to inform pirate captains of merchant ship's cargoes, destinations and sail times. On top of that, with his 7 conspirators in the same whale boat, he can arrange for the smuggling in or out of cargo to avoid the prying eyes of tax collectors and customs officials. Elrach has made many enemies but has managed to keep his father and brothers fooled. Perhaps his greatest enemy is his own greed which recently has lead him to tip off a pirate captain to a paid customer's cargo and sail time for a share of the booty.

Adventure possibilities include being contracted by a dissatisfied or betrayed customer to "hit" Elrach. Being hired by local officials, merchants and/or Salokin's competition to investigate allegations of illegal activity by Salokin and his sons. Characters could seek Elrach's services or just fall victim to him, in either case they will possibly be betrayed. The possibilities for adventure are extensive and varied.

Character Descriptions:

	Salokin	Elrach	Leachim	Drahcir	Rower
Race	Human	Human	Human	Human	Human
Class	Fighter	Thief	Fighter	Bard	Ftr, Thf
Level	5th	4th	3rd	2nd	1st - 3rd
STR:	12	14	13	9	Various
INT:	7	12	6	14	Various
WIS:	14	8	8	10	Various
DEX:	7	14	9	13	Various
CON:	14	10	14	9	Various
CHA:	9	16	11	15	Various
AC	10	10	10	10	10 or <
Hit Pts	30	19	26	8	Various
Align.	LG	CN	LG	NG	Various

All are proficient in the following: club, dagger, knife, short sword, spear, and harpoon. Rowers may be proficient in any number of the previously listed weapons.

Non-weapon Proficiencies:

Salokin - carpentry, blacksmithing, seamanship

(x2), weather sense, navigation.
Elrach - forgery, disguise, local history, reading lips, seamanship, navigation.
Leachim - seamanship, navigation, blacksmithing.
Drahcir - musical instrument (lyre), seamanship, carpentry.
Rowers (most common skills) - seamanship, carpentry, local history, navigation.
Physical Descriptions and Background:

Salokin is a stocky man, at 5'0" he almost seems as wide as he is tall. He looks every one of his 52 years of age, balding, age spots, wrinkles, etc. There is still a twinkle in his eye though and he can be seen gracefully leaping from boat to ship like a cat.

Four years ago his wife, Emia, died in here sleep of unknown causes. This left him to raise his three sons alone and although he is a loving and attentive father, his job has always come first. It is this priority that drove Elrach to crime, "How could this crummy job be more important than me!".

Elrach is an attractive, dark haired, young man who rarely smiles since his mother died. He was her favorite and she was his. Her death and Salokin's devotion to his job, have caused Elrach to seek comfort in ill gotten wealth.

Elrach stands 6'1" tall and is lean and well proportioned. His sharp features make him a successful womanizer. He enjoys the local taverns where he is always welcome because he spends money like water. Elrach is not an overt braggart but a few drinks have loosened his tongue enough, on occasion, to bring him within a hair of confessing his crimes.

Elrach is often in the company of two or three loyal rowers which act as body guards, he does all of his business with such a guard for protection.

Leachim is a younger copy of Salokin. As short as his "Pop" he has yet to match his girth. His hair is the sandy color his father's used to be and his pronounced facial features are less dramatic versions of Salokin's.

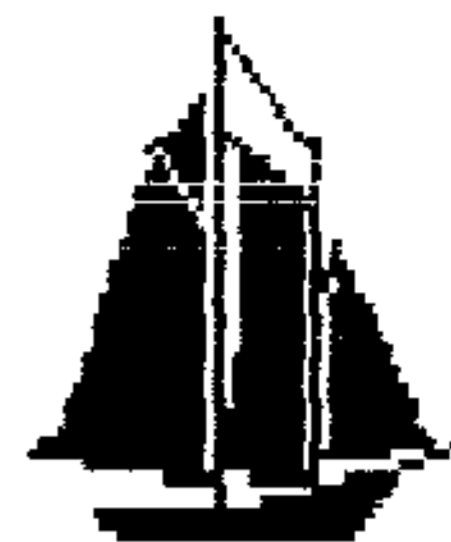
Leachim has wanted nothing more of life than to grow up just like his father. He is extremely loyal to the old man and if he were mentally sharp enough to discover what Elrach has been up to he'd do something about it, but what?

Drahcir is the youngest and fairest of the Bayrat men. He enjoys a good days work and a good nights romp. On occasion he and Elrach have patronized the same pub. Being young and enjoying song more than drink, Drahcir has been very alert to

Elrach's dealings. His innocence and love for his family prevents him from grasping the full weight of Elrach's activity but he knows his father would not approve. Drahcir has not told Salokin of his suspicions because he does not wish to upset his father nor get his brother in

trouble. He will, however, blow the whistle if the criminal magnitude of his brother's actions are made apparent to him.

Drahcir stands a proud 5'6", with dark hair and tanned skin. His baby face has yet to sprout whiskers but his singing voice is a man's.



FEATURED CREATURES FOR DRAGONQUEST:

Name: TABAXI (CAT-MEN)

Natural Habitat: Plains, Rough, Fields and Woods

Frequency: Rare Number: 2-8 away from lair

Description: 6.5' tall, tiger striped, bipedal feline humanoids.

Talents, Skills, and Magic: Ranger, Thief

Movement Rates: 300 running, 200 climbing

PS: 22-25 MD: 24-30 AG: 24-30 MA: None

EN: 15-26 FT: 20-29 WP: 6-25 PC: 18-25

PB: 7-10 TMR: 8 NA: Fur absorbs 2 DP.

Weapons: Any, mostly composite bow, knife, bola and javelin up to Rank 7. Can

claw/claw/bite up to rank 7, doing -4/-4/-5 for damage.

Comments: Cunning, stealthful hunters. Enjoy

finely crafted weapons and gems. Social behavior most closely resembles a lion pride.

Up to 9 adults and cubs in a pride. Characters receive +1 to AG, EN, FT and -1 from PB, WP.

Reference: Fiend Folio page 86, see also Papyrus #1.

Name: TASLOI

Natural Habitat: Woods

Frequency: Rare Number: 10-100

Description: Long legged, flat headed goblinoids. 2'-3' tall, their skin is a lustrous green and is thinly covered with coarse black hair. They have long prehensile feet and gold colored cat-like eyes.

Talents, Skills, and Magic: Surprise 1-4(d6). Hide in shadows 75%. Infravision. Attack at -5% in daylight. Beast Mastery skills with giant spiders (1-6, 60%) and giant wasps (2-8, 20%). Wasps may be ridden great distances.

Movement Rates: Running: 100 In Tree: 300

PS: 7-10 MD: 14-20 AG: 15-20 MA: None

EN: 6-8 FT: 10-13 WP: 8-11 PC: 7-12

PB: 7-9 TMR: 2/6 NA: Skin absorbs 1 DP.

Weapons: Small shield, javelin, club, short sword, net and lasso at up to Rank 5.

Comments: Prefer humanoid flesh.

Walk like chimps on the ground,

arboreal by nature

and design. Lair will

consist of 1-6 large

trees with 2-24

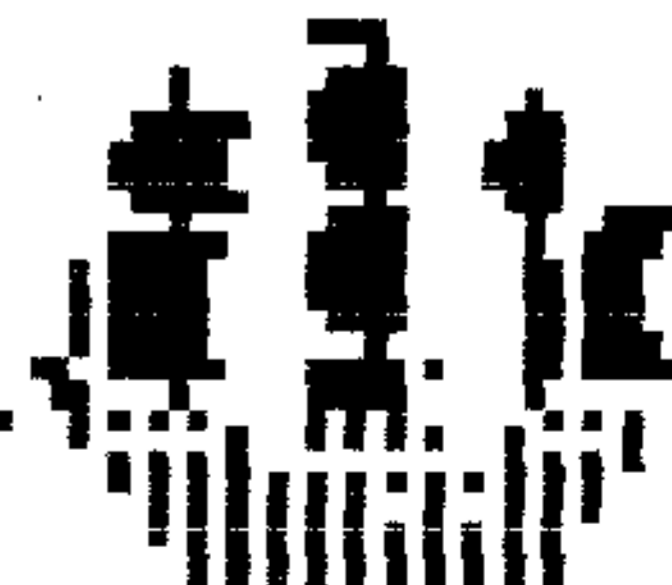
platforms 50'-100'

from the ground. All

the trees will be

connected by vines and ropes.

Reference: Monster Manual II page 118



Hell Spawn: *Hobgoblins of the far east*

Of all humanoid races in the far east hobgoblins are the most common. Formerly segregated, nomadic tribes, who roamed the barren north steppe, they now constitute a conquering horde of warriors with an unquenchable appetite for battle. United less than a century ago they now control most of the far east directly or by fear of presence. Ferocious in conduct, they have earned the name "tartars", meaning "hell spawn" in the common language of the eastern peoples.

Highly lawful and militaristic the tartar horde is extremely effective in battle. Their armies, called "ordu", swell with goblin worg riders and infantry made up of conquered peoples. Horse archers predominate among the tartar themselves, specializing in the composite short bow. All tartar are at least proficient in the composite short bow, carrying it as a secondary if not primary weapon. Other weapons (and their tartar names) common to the horde are as follows; scimitar (chien), spear (chlang), glaive (mao), battle axe (fu), mace (chui), morning star (bang), halberd (gi) and spetum (tang). Siege engines of great destructive power are also employed by the horde.

Taught to ride horseback almost from birth, the tartar are outstanding light cavalry troops. A tartar warrior would never think of entering battle without his mount. Even those tartar charged with leading worg riders and infantry do so from horseback. As accustomed to hardship as their riders, these shaggy, short legged steeds fear few things and have been known to enter a fray to protect their master. The tartars' horses receive better treatment than any of the horde's subject races.

A tartar warrior is addressed by the title "arban". Unlike other hobgoblins, female tartar are known to become warriors. Officers within the horde are known as "minghan". Each minghan leads a squadron of 100 horsemen called a "jagun". The minghan (like the emperor) maintain control through severe discipline and rich reward in the form of plunder and/or drink. For this reason all minghan carry whips for punishment and motivation.

Like all hobgoblins the tartar view themselves as superior to other races. They treat their goblinoid cousins with impatient tolerance. Humans are viewed neutrally but are considered weak willed. Orcs are the least of races in the tartars' eyes, they are fodder

for the horde and fit only for slavery. The females of other races are regarded as inferior to their male counterparts and are considered only mediocre slaves and/or ugly concubines at best.

Although the goblins and bugbears of the east worship the same racial deities as their western

cousins, the tartar do not. Long ago they denounce Maglubiyet as a weakling god and perhaps a myth. In his stead they adopted the deities of the steppes who's origins are lost in antiquity. The most important follow in order of importance (all can be found under Chinese mythos in the Deities and Demigods Handbook); Chih-chiang Fyu-ya: god of archers/punisher of the gods, Huan-ti: god of war, Yen-wang-yeh: judge of the dead, Lei Kung: duke of thunder, Lu Yueh: god of epidemics, Tou Mu: goddess of the north star

Tartar shaman, both male and female, are highly regarded and feared by all within the empire. As a sign of their devotion and indication of their status they ritually scar their faces in "decorative"

patterns. They are extremely fanatical in their belief and have the powers of inquisitor, judge and jury at any time. Unfortunates are often slain on the spot if a shaman suspects their thoughts are inappropriate. Being warrior priests they strive to make themselves



prominent in battle to inspire the horde, often painting their bodies in the blood of slain enemies.

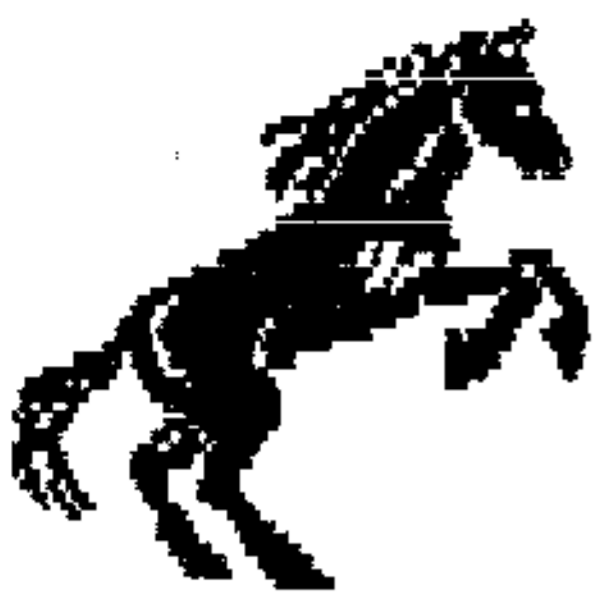
The only individual who has any power over shaman and minghan (save the threat of mutiny) is the emperor. Given the title "Kahn" he is absolute monarch of the horde and the lands

they control. To govern his vast territories he maintains a totally mobile court in the form of a wagon train. The imperial train travels at the whim of the kahn receiving tribute and taxes within his lands and occasionally annexing new ones. Along with his personal guard and shaman he travels with a full ordu (army).

The empire is divided into numerous provinces. Each province represents a former kingdom, geographic area or territory. The commanding minghan of one or more ordu defends and maintains order within a province. Usually assuming the pre-horde seat of power, the provincial minghan, called "tumen" (governor), rules with an iron fist and has absolute power within the province unless the kahn's court is visiting. Local troops and officials are enlisted to help maintain order and govern, their loyalty is bought or frightened into existence. Even so, non-tartar officials are often corrupt beyond tartar standards for personal gain or to undermine the tartar occupation.

The empire of the kahn is not a stable entity. Internal strife and inter-ordu conflict are common as well as rebellion within conquered lands. Nevertheless the empire



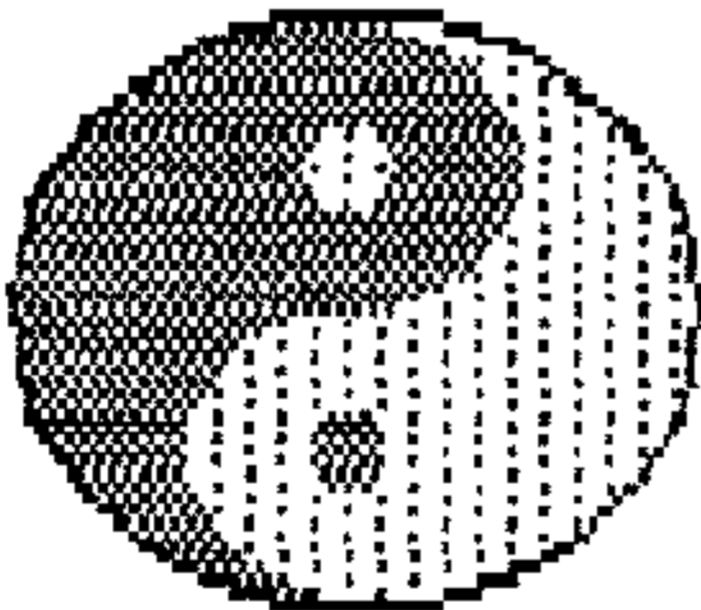


continues to grow and move westward. Ambitious raiding and reconnaissance expeditions have already caused great death and chaos in western realms bordering the wastelands between the west and the horde. Invasion is inevitable as long as the

kahn can maintain the unity and resolve of the horde.

All this makes trade with the east difficult but profitable. Paying the oppressively high import/export taxes does not prevent tartar officers from confiscating goods, arresting foreigners or burning businesses and ships to the ground, seemingly without provocation. Visitors will find tolls and taxes wherever they find tartar, some official, others conveniently invented. Subject nations continue to do business with western realms although it is best hidden and is therefore mostly accomplished by sea. The kahn does not maintain a navy and the horde has no skill in naval combat, as a result port cities are the most independent within the empire.

Tartar civilians can be found throughout the empire. As the horde absorbs new areas, tartar civilians are given the right to take any business they please from its conquered owners. The previous owners are then kept as employees, sold as slaves or killed. Most tartar owned businesses are taverns, brothels and money changers since it is easier to steal from local craftsmen and farmers than become one. The only business the tartar bring with them is their highly centralized assassins' guild. Unlike such organizations elsewhere they are fully supported by the kahn, who keeps the guildmaster assassin as both an advisor and hostage to ensure loyalty. Besides providing services to the paying public, the guild acts as the kahn's secret police, spies and commandos.



Adventuring within the empire of the kahn puts characters in a setting where evil outnumbers good and they will most likely be considered outlaws to be treated with harshly. This kind of situation can make even the most over confident paladin hesitate at the simplest decision. Recommended adventures could include: escorting merchants by ship or caravan, rescuing prisoners or treasures taken during a tartar raid on a western realm, searching out a relic, ally or enemy believed to be trapped or hiding somewhere within the empire, and lastly the characters home land has been annexed by the horde (or has been for sometime) and they must make a living or join the resistance. There are numerous other possibilities, the details of realms subject to the kahn are up to you, this general description is

meant to be adapted to any campaign in any FRPG system.

Strange Armor ---

I recently stumbled across an old GAMMA WORLD game armor class chart. Among the familiar armor types I discovered four that do not appear on AD&D or D&D armor class tables and maybe should. Those armor types that were familiar were given the same armor class rating as they have in the AD&D and D&D games. I was therefore able to use the armor class ratings given on the GAMMA WORLD chart and, by consulting the AD&D 2nd edition rule books for comparison, interpolate the following additional information on the four remaining armor types:

	AC	Cost	Wgt (lb.)	Wrestling Modifier	Availability
Fur	8	5gp*	10	None	Common
Skins	8	5gp*	10	None	Common
Plant Fiber	6	100gp	40	-5	Very rare
Carapace Armor					
partial	6	20gp	30	None	Rare
total	4	75gp	45	-5	Very rare

* Lowest price, exotic furs and skins will significantly increase the cost.

Special notes:

- Druids can use any of the above armors.
- Fur and skin armors do not impair a thief's abilities. They are constructed like padded armor, in most cases, and therefore tend to get hot and become foul with sweat, grime and parasite. Some skin armors may be hardened in boiling oil like leather armor thereby destroying the natural feel of the skin and its coat.
- Plant fiber armor is an extremely rare commodity. It comes in two forms: woven into wicker-like layers, or constructed of stiff vertical strips like splint mail.
- Carapace armor is made from the "shells" of animals such as turtles, armadillos, giant insects, etc. Depending on the type used, this armor may be constructed like: banded, scale, splint or plate mail.



INTER-GAME SYSTEM CREATURE CONVERSIONS

The following chart provides information for inter-game system conversions. It can be used to assist a DM in using other game materials in an AD&D campaign. Additionally, it can be used to put new twists (if only a new name) on familiar creatures and keep experienced players guessing.

RACE	GAME SYSTEM	DESCRIPTION	AD&D EQUIV	RECOMMENDED MODIFICATIONS
AVAR	OUT TIME DAYS - PBM GAME	BIRD-LIKE HUMANOID	DIRE CORBY OR AARAKOCRA	CONDITIONAL
BEORINGS	MIDDLE EARTH ROLE PLAYING	SHAPE CHANGERS (WERE-BEAR)	WERE-BEAR	NONE
BRONTH	SKYREALMS OF JORUNE	GENETICALLY ENGINEERED HUMANOID BEAR	WERE-BEAR	NON-SHAPE CHANGING, NO IMMUNITY TO NON-SILVERED OR NON-MAGIC WEAPONS.
CHEETAUR	HERO'S QUEST I	FELINE CENTAUR WITH PANTHER LIKE APPEARANCE.	WEMIC	BLACK FUR AND NO MANE.
CRUGAR	SKYREALMS OF JORUNE	GENETICALLY ENGINEERED HUMANOID FELINE	TABAXI	COLORATION, HABITS.
DAK	EPIC: THE KING'S GAME - PBM GAME	BIRD-LIKE HUMANOID	DIRE CORBY OR AARAKOCRA	CONDITIONAL
GILLA-WORM	RAFM CO. INC.	HUMANOID AMPHIBIAN	BULLYWUG	NEWT-LIKE VICE FROG-LIKE IN APPEARANCE, FIN HEAD CREST, FIN TIPPED TAIL AND NO HOPPING.
MARATASEN	EPIC: THE KING'S GAME - PBM GAME	LION/MAN	TABAXI OR WEMIC	CONDITIONAL
ORANG OUTANG (MAN-APES)	DRAGONQUEST	ORANGE HAired APE-MEN	DAKON	CHANGE HAIR COLOR TO ORANGE
PHODERS	OUT TIME DAYS - PBM GAME	INSECTOID, SPECIALIZE IN TRADING	FORMIAN (CENTAUR ANT) OR THRI-KREEN (MANTIS WARRIOR)	ADD INTEREST IN COMMERCE AND MAINSTREAM SOCIETY.
REPTILIADS	RAFM CO. INC.	HUMANOID REPTILES	LIZARD MEN	NONE.
SCARMIS	SKYREALMS OF JORUNE	INTELLIGENT INSECTOID	THRI-KREEN (MANTIS WARRIOR)	ANY NECESSARY TO ACCOMMODATE 2 LEG, 4 ARM THRI-KREEN VICE 4 ARM, 2 LEG.

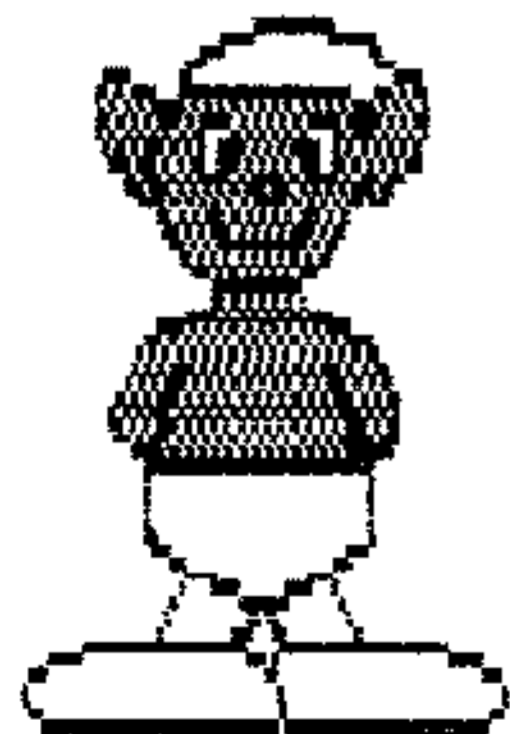
CLOSING COMMENTS --

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UPCOMING ISSUES: More creatures, more cultures, Tabaxi addendum for D&D, Super Hero Role Playing, new ideas from old ones, computer and nintendo RPGs and more (maybe).

RACE	GAME SYSTEM	DESCRIPTION	AD&D EQUIV	RECOMMENDED MODIFICATIONS
SHAPE CHANGER	DRAGONQUEST	HUMAN CAPABLE OF ANIMAL SHAPE	LYCANTHROP	NONE
SKAVEN	WARHAMMER FANTASY ROLE PLAY	CHAOS MUTATED HUMANOID RAT	WERE-RAT	NON-SHAPE CHANGING, NO IMMUNITY TO NON-SILVERED OR NON-MAGIC WEAPONS. ALIGNMENT CHANGE TO CHAOS.
SLANN	WARHAMMER FANTASY ROLE PLAY	ANCIENT RACE OF INTELLIGENT HUMANOID FROG	BULLYWUG	INCREASE INTELLIGENCE POTENTIAL.
SMURF	NONE	SMALL BLUE BROWNIE HUMANOIDS		FREQ: VERY RARE, SIZE 1'. USE SMALL SWORDS (2-5), SMALL POLE ARMS (1-6). HOMES RESEMBLE GIANT MUSHROOMS.
UMLI	MIDDLE EARTH ROLE PLAYING	HALF-DWARF	DERRO	NONE.
WOLFEN	SKYREALMS OF JORUNE	GENETICALLY ENGINEERED HUMANOID WOLF	WERE-WOLF	NON-SHAPE CHANGING, NO IMMUNITY TO NON-SILVERED OR NON-MAGIC WEAPONS.



< Smurf

"I meant a BUD light!"

